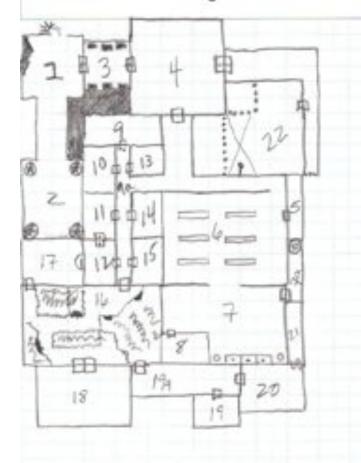
## Below the Crumbling Stair - Level 1



## Wandering Monsters

1-15 non

15 - ghost sound from behind the party

17 - Z large rats

18 -2 zonibies

19 - falling ceiling.

20 - ghost of an intelligent long sword

## Legend

10 - door

8 Statue

W - Piter/ Redistal

- Web

( - Dias

m - Freblace

@ - Well

5 - Secret Door

Background Below the crumbling stair is a long forgotten temple of Mystra, goddess of Magic. The priests that remain have all gone foul and a clan of Chitines has traveled from the deep to find a new home here. Also, Recently a pair of Desmodu bats flew in a chimneylair spout causing it to cave in, leaving them trapped inside.

The party is brought here by the rumors of a Sphere of Power, once known to be kept by a priestess of the temple. Society's knowledge of the location of the temple was lost to time until now. Many search for the Spheres as they each have been found to have different energies that have brought forth both law and chaos.

## Room Key

1. Waiting Place-Rubbled stainwell into a room of broken furniture. Ceiling crumbling, cave in to right. Couple benches still strong for sitting

2. Fancy that-4 statues 1 still slightly recognizable as a robed woman. MW painting of sorterer wiward in 1 hand and ball of light in other hand. 300gp

Night and Day-2 rows of 3'pillars: wieroded windows painted behind them left is painted as day while right is nite center first 2 are holding sheres next 2 pillars are (2 stone spikes) 3" 2 hold open stone books facing each other

4. Fallen Sky-1" layer of ceiling mostlyon floor signs of painted sky major vibration=25%chance of ceiling falling on PC dbl door is locked+hold portal spell.
5. The Clinkers-Serving storage room "an come to wash the dishes have you"No they've come to est with us. "I'm not going in their fifthy mouths" and from

the candelabra"im just glad someone brought some light to the situation" 5 tiny animated objects 4 crystal wine glasses 20gp ex 5. Mess Hall-Old tables and chairs. furthest table has collapsed on one side on the floor by it are a dozen metal plates and gobilets

7. Kitchien-2 large stoves 3 large freplaces hanging pots and pans shelves with utensits and a large tub ceiling is fragile may colapse (see m 4)

7. Watering hole-Large stone door, well with bucket on rope fresh water the crank is trapped if bucket is tossed in well door slams and water fills the room.

Food storage EVWF-old molded food stuffs and 2 piles of neatly chapped and stacked finewood
 sleepers awake hishuuuuhhish-thrashed sleeping quarters 4 combies, 1 Tyrantfog platinum bracelet 400 gp, 100gp scattered on the floor

So. To the right there is fog on the floor the left webs begin covering the hall about halfway down and thicken until they completely block the end of the hall 10. Danse Macabre – 4 zombles on top of beds grasping for the ceiling

11. Let there be light-door is stuck shut sleeping quarters is it from a continualit fineplace broken mirror above no back to fineplace can see mirroring room.

11a. Ive got candy-a hooded ghost appears waving PCs to mitfl draws sword and points to 16 then walks toward and dissapears into the webs

12. I see the strings door is stuck by webs rooms smells of guano It by fireplace 2 hungry Desmodu bats (Thurster, 1 guard) flew in before flute caved in

13. Clouded Vision-2 tyrantfog zombies they will be drawn to any noise in the halfway this is a ruined sleeping quarters

14. Flavor-Bed and small smashed after

15. Ajar-After the webbing is removed the door is open and the room is empty

16. What isn't sticky in this place-After removing the web the door is ajar the room is a webfest from floor to what appears to be a higher ceiling more than

20' to the right is a webbed pathway 8 Chitine occupy the room they have created sleeping holes 15' or higher off the floor in the webbing.

17. Depression in the air-crumbled after weapons racks few pole arms/halberds/a glaive sword scabbards litter the floor near the weapons racks mildewed curtains on walls with small blue stars.

16 She can't read-Doors are held open by webs that infest this old library wishelves reaching 20 feet high 6 Chitine+2Choldriths(one hidden above the door), 2 scrolls Lightning Bolt and Haste 5000sp 2 sinhemist flesks, 1 antitoxin 6 flesks acid 1Mwrapier

19. Anyone got a light-broken glass covers the ground, the scent of oil filts the air which is actually splattered all over the room a small lantern and tinderbox are in one corner.

19a. Smooth pimp walk-a ghostly grin is seen through a hooded cloak when PCs approach the figure turns and walks to and through the far door to 20. Packed in a hurry-this ransacked quarters has a fresh hint of jasmine in the air, a smashed aftar, flipped bed dumped chest o drawers are in the room 21. The secrets out-dist and mold cover the stenched room, a large unaged chest is in the middle of the half, a burning hands trap sets off from the center of the ceiling filling room, key 23, key 4 700 gp, blue sapphins 900gp, scroll entangle, heat metal spiritual weapon, potion of reduce and the aphere of power.

22. Let me out I'll make cookies-naty hinged door creaks when opened, continual flamed torch sconced on walf, 2 large cells. Lady elf in chains screams in slence though her chains move/clang. Lady ghost turns to bones when touched, spiked pit trap triggers by walking on/forch is lifted/cell is opened.

23. Hmm locked from the inside?-Locked gate, damp air, what could be down there... did I level