Below the Crumbling Stair – Level 1

Wandering Monsters
1-15 none
16 – ghost sound from behind the party
17 - 2 large rats
18 –2 zombies
19 – falling ceiling
20 – ghost of an intelligent long sword

Legend
□ - door
⊞ - Double door
Statue
■ - Pillar/Pedistal
X - Pit trap
- Web
- Dais
- Fireplace
- Well
S - 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 chimney/air 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 stairwell into a room of broken furniture. Ceiling crumbling, cave in to right, Couple benches still strong for sitting
2. Fancy that–4 statues1 still slightly recognizable as a robed woman. MW painting of sorcerer w/wand in 1 hand and ball of light in other hand 300gp
3. Night and Day–2 rows of 3'pillars w/eroded 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) 3rd 2 hold open stone books facing each other
4. Fallen Sky–1st 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 "ah come to wash the dishes have you"No they've come to eat with us,"I'm not going in their filthy mouths"and from the candelabra"Im just glad someone brought some light to the situation" 3 tiny animated objects 4 crystal wine glasses 20gp ea
6. Mess Hall–Old tables and chairs, furthest table has collapsed on one side on the floor by it are a dozen metal plates and goblets
7. Kitchen–2 large stoves 3 large fireplaces hanging pots and pans shelves with utensils and a large tub ceiling is fragile may colapse (see rm 4)
7a. 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
8. Food storage EWW-old molded food stuffs and 2 piles of neatly chopped and stacked firewood
9. sleepers awake hhhuuuuhhhh-thrashed sleeping quarters 4 zombies, 1 Tyrantfog platinum bracelet 400 gp, 100gp scattered on the floor
9a. 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 zombies on top of beds grasping for the ceiling
11. Let there be light-door is stuck shut sleeping quarters is lit from a continualit fireplace broken mirror above no back to fireplace can see mirroring room
11a. Ive got candy-a hooded ghost appears waving PCs to rm16 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 lit by fireplace 2 hungry Desmodu bats (1hunter, 1 guard) flew in before flute caved in
13. Clouded Vision-2 tyrantfog zombies they will be drawn to any noise in the hallway this is a ruined sleeping quarters
14. Flavor-Bed and small smashed altar
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 altar 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
18.She can't read!-Doors are held open by webs that infest this old library w/shelves reaching 20 feet high 6 Chitine+2Choldriths(one hidden above the door), 2 scrolls Lightning Bolt and Haste 5000sp 2 alchemist flasks, 1 antitoxin,6 flasks acid 1Mwrapier
19. Anyone got a light-broken glass covers the ground, the scent of oil fills 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
20. Packed in a hurry-this ransacked quarters has a fresh hint of jasmine in the air, a smashed altar, flipped bed dumped chest o drawers are in the room
21. The secrets out-dirt and mold cover the stenched room, a large unaged chest is in the middle of the hall, a burning hands trap sets off from the center of the ceiling filling room, key 23, key 4 700 gp, blue sapphire 900gp, scroll entangle, heat metal spiritual weapon, potion of reduce and the sphere of power
22. Let me out I'll make cookies-rusty hinged door creaks when opened, continual flamed torch sconced on wall, 2 large cells, Lady elf in chains screams in silence though her chains move/clang. Lady ghost turns to bones when touched, spiked pit trap triggers by walking on/torch is lifted/cell is opened
23. Hmm locked from the inside?-Locked gate, damp air, what could be down there....did I level