

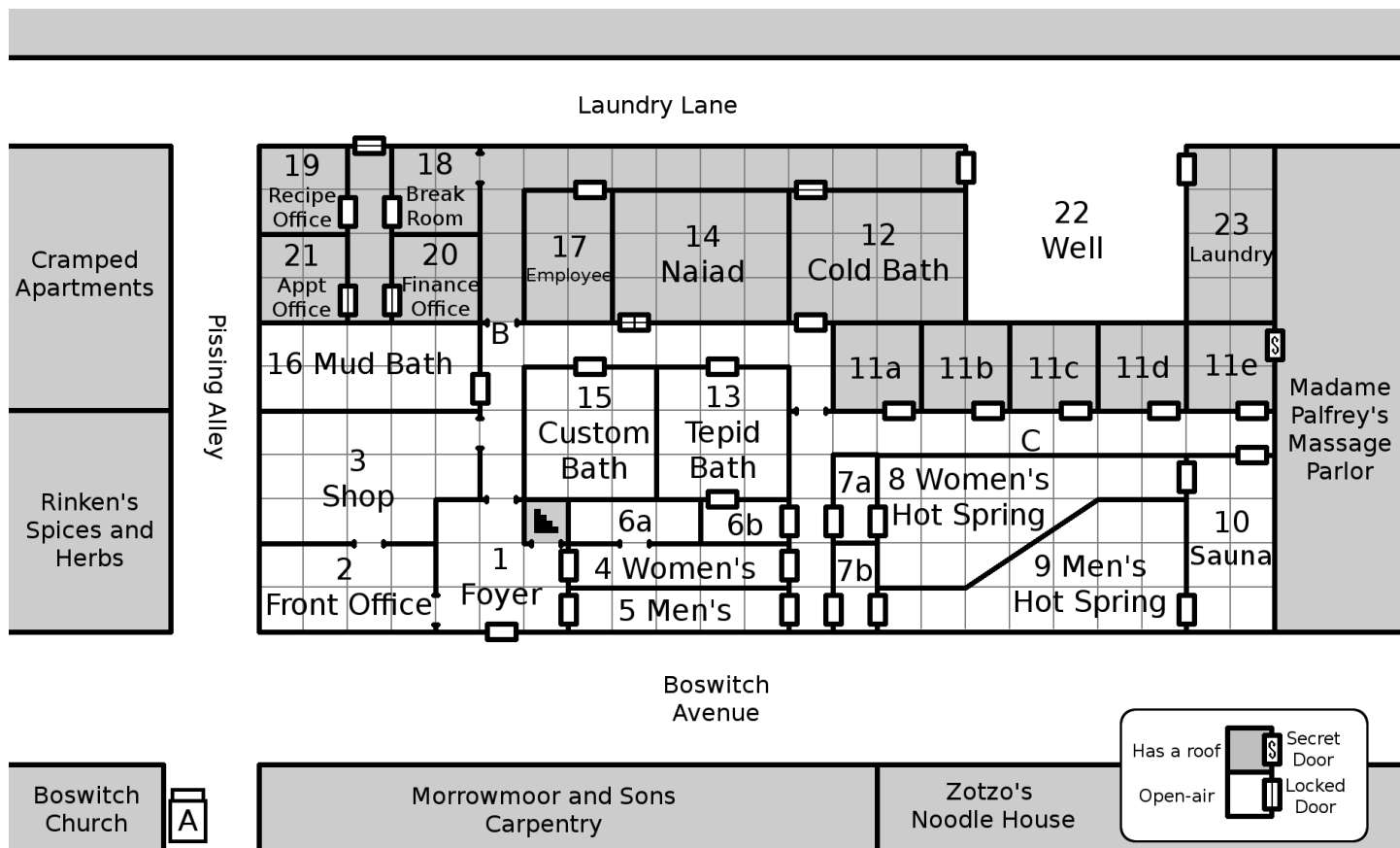
THE BOSWITCH BATH HOUSE

Fancy Maps Edition

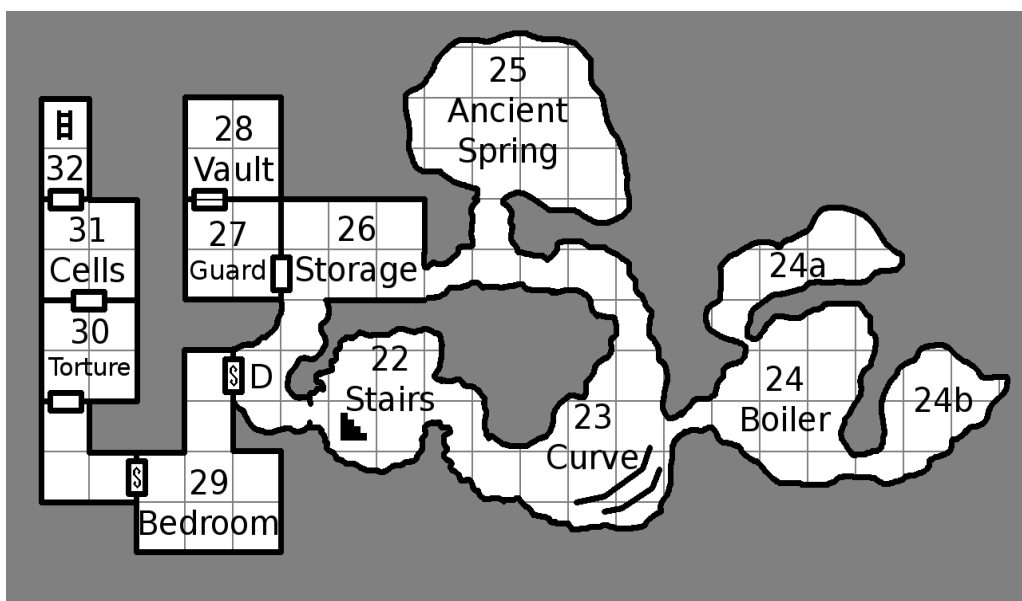
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for Joey Lindsey at [Metal vs Skin](#)



This adventure revolves around a bath house in a big city. The above-ground half is, honestly, just a bath house. There's a lot of interesting people, but no monsters. However, one of the scenarios involves killing a wizard while he bathes, which has many possibilities for scheming. (My players disguised themselves as prostitutes and smuggled daggers into the baths between their buttocks.)



The basement has more of the traditional dungeon trappings. It includes an enslaved boiler goblin, a vengeful naiad, and a treasure vault. It's also the former location of some horrific acts of kidnapping and torture. Other scenarios will lead the players down here.

This scenario assumes the silver standard (1s = 1xp) and is adaptable for PCs of levels 1-6.

Common Knowledge

In the city of **Chainwater**, the **Boswitch Bath House** is open from 10 am to 8 pm. About half of the baths are open to the sky. It is owned by a man named **Semyon Bosprus**. There's a few (8) regular employees and a couple of guards (2). It costs 5s to get access to common area baths (Hot Baths, Tepidarium, Sauna), but the other baths cost more. If you pay enough, they'll even mix together some herbs and perfumes and pour you a fancy bath.

That neighborhood used to be classy, but it's gotten pretty rough in the last couple decades. The one-story bath house is overshadowed by **Madame Palfrey's Massage Parlor**, the only two-story building on the block (where perverts are able to look down into some of the baths.)

Secret DM Knowledge

Hundreds of years ago, the bath house was built atop a natural hot spring, imprisoning the spring's **naiad** (though it was her idea in the first place). The city grew up around the bath house.

The bath house's previous owner, **Karl Bosprus**, was a kidnapper, sadist, and **murderer**. He did all of his dirty work in a **secret room** in the basement. When he died, his son Semyon inherited it and returned home.

Semyon is an amoral bastard, but he hasn't ever killed anyone (at least not in this town). He has been burying his father's skeletons, though, since Bosprus is a respected family name, and he wants to continue to enjoy that small prestige.

Hooks

1. The Chieftan calls the PCs to his mead hall. He has just won (kidnapped) a new wife during an raid, and by burden of tradition, he must grant her 1 request before he can marry her. She wants you to **kill the wizard Vedric von Vermis (HD 4)**, since he puts an unfair tax on her city of Milk Creek and oppresses her family horribly. The Chieftan of your clan has paid some spies for information and now knows two things: (1) the wizard will be celebrating his birthday in the city of Chainwater, in the Boswitch bath house, in exactly 7 days, and (2) he possesses a nigh-unkillable clay golem. The PCs are to go to the Boswitch Bath House, and kill the wizard, hopefully while his pants are down. Then return with his head so they can finally get on with the wedding.

DM Info: The Wizard will be in Room 11a (Private) from 10-11am, then Room 15 (Custom Bath) from 11-12, and finally Room 15 (Naiad) from 12-1pm. He will remove his cloak and 1-2 other magic items while bathing. Then he'll go to an opium den to meet some fellow wizards for a subdued birthday party. Of course, the players don't know any of this. The players don't even know what he looks like. Recommended for levels 1-3.

2. As previous hook, except the wizard is **Khazan Khiraj (HD 7)**. His wizard tower is written up at <http://goblinpunch.blogspot.com/2014/02/random-wizard-tower-is-90-complete.html>, if you're interested. Recommended for levels 3-6.

3. You heard that there was a lot of treasure in the Boswitch Bath House, and it's relatively unguarded. In fact, different thieves' guilds are fighting over who will have the right to pluck this juicy cherry. The PCs have 24 hours to **rob the place**, after that, they'll be directly competing with a band of thieves. Recommended for levels 1-5.

4. Former High Priestess Ramunthalia once had a vision. Instruments of torture. Bones of the innocent. A murder that's gone unpunished. Now that she has stepped down from her position and is moving smoothly into retirement, she wants to follow up on those loose ends. The PCs are hired to (a) investigate Boswitch Bath House, and (b) **collect enough evidence** to hang the wrongdoer. Ramunthalia has some friends among the City Watch, which may make the second step somewhat easier. Recommended for levels 1-5.

Random Customers (Numbers 1-10 are female, 11-20 are male):

Roll whenever you walk through the hallway (effectively a 6-in-6 chance of encounters). The baths contain random people as well, and the room description will tell you how many to roll for. If there is any commotion in the bathhouse, Suratha (#3 below) and the berserkers (#14) will investigate.

1. **Employee** carrying 1d3: 1 – soap, 2 – water, 3 – perfume (flammable)
2. **Suratha** (HD 3 paladin) needs a good bath after killing all those orcs, but remains vigilant even while relaxing. She will run over to help if she hears any commotion/violence/etc.
3. **Valdin Kyr** (HD 2 cleric of Freya) is quietly investigating the disappearance of her sister 6 years ago. She wants to hear rumors, but doesn't have any of her own.
4. **Little Yasa** just wants to hook up. As far as she's concerned, that's the point a bathhouse.
5. **Boola and Thasp** are two street urchins that want to be adventurers. They're looking for high adventure, and someone to take them away from this shitty life. They're in the bath house because they heard Tanarhh the Thief sometimes comes here (See #18 below).
6. **1d6 prostitutes** from Madame Palfrey's Massage Parlor next door just want a damn bath. They know 2 rumors, but mostly just want to be left alone.
7. **Granny Weatherbee** is here to rest her bunions and wash her poodle, Miss Kissy. She wants to know if her dog's bark is supposed to sound like that or if the animal has cancer.
8. **Tula Mothridge** is killing time before her ship has to sail. She wants someone to play chess with her in Room 12 (Cold Bath) and make small talk. She is also a close friend to Semyon Bosprus, and will immediately tell him if she suspects that the PCs are up to mischief.
9. No one. But you hear two people talking (roll 2d20 to see who) and overhear a rumor.
10. No one. But there's lots of steam OR a weird smell (usually floral).
11. **Employee** carrying 1d3: 1 – towels, 2 – water, 3 – fresh seashells for Room 7 (Wash Room).
12. **1d6 chubby noodle shop owners**. They want to gossip and make the PCs promise to visit their noodle shop.
13. **1d4 pale acolytes** from the Sunken Gyre, worshippers of the Holy Mold, want to scrub their bodies clean so that their god make take better root in their flesh. They may ask the PCs to help scrub themselves really, really extra-hard. They also want to ask for alms.
14. **1d4 good natured berserkers** (HD 1), spending money won in a raid, want to tell stories and be complimented. Will run over if they hear any commotion.
15. **Marcus Pian**, depressive alchemist, contemplating suicide after his life savings were stolen and his shop exploded. He wants someone to convince him that life is worth living. If he is not cheered up, he will commit suicide in Room 16 (Mud Bath).
16. **Gothrug the Gladiator** (HD 3 fighter) has just been stood up, and wants to take his frustration out by fighting someone (probably the PCs, but who knows?)
17. **Mamaroon the Silk Merchant**, looking for someone to smuggle a shipment of illegal Blackmoon Silkworms out of the city (which make poisonous silk and have poisonous bites)
18. **Tamarhh the Thief**, wants to rob you, but will also start conversation ("Hey, you ever stolen anything?") because he wants to recruit people for a future job. He once tried to rob this bath house, but lost his nerve when he saw the "weird beast" (the minotaur in Room 27).
19. No one. But you feel water rush through pipes under your feet.
20. No one. But you hear two people fighting/making out (50% chance of each) from around the corner. (Roll 2d20 to see who)

Have you seen a wizard around here? (d6)

1. No, and that's a weird thing to ask. I'm suspicious of you.
2. No, but tell me more about this wizard.
3. No, but I'll keep an eye out. Come ask me again later. (+1 to subsequent check.)
4. Maybe. I'll tell you what I know if you do me a favor. (Reroll with +2 if party agrees.)
5. Yes! (Except I'm wrong.)
6. Yes! (Let me tell you which hallway I saw him in last.)

THE BOSWITCH BATH HOUSE

White plaster walls 12' tall, crowned with broken glass cemented atop. The building is ancient, but the wall plaster is new. Most areas have blue or brown tiles. Rooms have hooks on the wall.

When wandering public areas, roll on the Random Customers table whenever you enter a new area (effectively a 6-in-6 chance). Whenever you are in an "Employees Only" section, roll wandering encounters normally (1-in-6) with a 75% chance of an employee and a 25% chance of a guard. Roll again each time—people move around a lot in a bath house.

If there is any commotion, both guards will respond, as well as Suratha the paladin and the berserkers from the Random Customers table.

Only 2 guards patrol the place at night.

A The Wizard's Carriage

Since the Wizard is trying to travel more-or-less incognito, he has rented a modest carriage (appropriate for a merchant of modest success) and parked it across the street, beside the Boswitch Church. One of his bodyguards will be in here, diligently watching the entrance of the bath house.

Inside is some light reading. The book is called "The Habits of Purple Worms" (if Vedric von Vermis) or "Continuously Variable Transmissions" (if Khazan Khiraj). There's also a set of crystal glasses (worth 40s) and a narrow-necked bottle of elven wine (worth 10s).

Under the bench is a chest, which has been built into the carriage and cannot be removed. If the lock is smashed, or if someone attempts to pick it and fails, it will release blinding smoke and 1d6 poisonous snakes every round for the next 10 minutes. Inside are two random spell scrolls and a letter from the king, inviting the Wizard to visit, ostensibly to discuss the defense of the kingdom.

B "Employee's Only" Hallway

Red paint above this archway reads "Employee's only beyond this point."

C Private Bath Attendant

An attendant stands opposite Room 11c (Private Bath) at all times, holding the keys to the doors. (Though they can always be unlocked from the inside.) He stands beside a slotted tube set into the wall. By dropping bath tokens into the tube, he can instruct the boiler slave in Room 24 (Boiler) pipe certain types of perfumed or herbal water to specific Private Rooms.

D Cavern Mural

One wall in the basement cavern holds a mural depicting a seagull scooping up a fish. The mural is a secret door, but not a very good one. If the mural is inspected or pushed, hinges will be quickly discovered.

1 Foyer

Huge tile mosaic on all walls depicting sirens singing to ships. A shaded corner alcove, is visible beyond a half-drawn curtain, reveals a dim stairwell leading down to Room 22 (Stairs). One of the bath house guards usually sits in the shade here, watching from a stool and eating ice.

2 Front Office

White plaster surfaces everywhere. Desk with silver mermaid statue (worth 10s). Benches. Ring bell for an attendant.

3 Shop

A bit like a gift shop, there is also a pair of shelves that hold a dozen perfumes each. This is where you can pick out what sort of perfumed bath you want. If you look like you're going to make a big purchase, Semyon Bosprus himself (from Room 20) will come out in order to haggle with you.

- | | |
|---|-------------------|
| - Towel 1s | - Bathrobe 5s |
| - Soap 1s | - Scented Soap 2s |
| - Perfume 5s | - Bath Herbs 3s |
| - Bubble Powder 3s | |
| - Special Bath 10-100s (talk to Semyon) | |

Some special baths are listed in Room 19.

4 Women's Changing Room

Cubbyholes in the wall hold clothes and belongings. The walls are rough plaster, painted white. An attendant takes all of the clothing, weapons, and belongings and puts them in a cubbyhole. In return, the customer gets a bathrobe, a towel, and a token (basically an oversized popsicle stick) painted with an animal, which corresponds to a specific cubby. Valuable stuff is given to a servant to store in Room 29 (Vault) upon request. It's like a coat-check, basically.

There are also some benches. The attendant is a sweet-faced mouse of a woman named Antha. Roll 1x on the Random Customer table.

5 Men's Changing Room

Same as the room 7 WOMEN'S except that men are only given a pair of towels (no bathrobe). The attendant is a tow-headed imbecile named Throt. Roll 1x on the Random Customer table.

6 Bathrooms

6a is the women's bathroom, 6b is the men's.

7 Wash Room

This is where customers wash off the dirt before climbing into a clean bath. There's a trough of water here. Some customers purchase the deluxe treatment, which involves covering their body in olive oil and then scraping it off with a seashell. The floor is a lattice of wood slats. The drain goes to the sewer.

8 Women's Hot Spring

This large area crudely resembles a pond. The pool is bean shaped and has sloping sides. A dolphin fountain spits water from the center of the bath. The walls are tiled to resemble a blue sky dotted with clouds, although in some places the tiles have fallen off. There is a stone bench submerged just below the water's surface. The water is quite hot, and a thick haze of steam hangs over the room. A brick chimney in the NW corner vent smoke from the boiler room below. There are some freshly-plastered over peep holes. Roll 2x on the Random Customer table.

9 Men's Hot Spring

Exactly as Room 8 (Women's) except the walls are covered with graffiti (much of it involving Madame Palfrey's). One graffiti appears to be an extremely good rendition of a hippo eating a midget. Another graffiti is actually the *charm person* spell. Roll 2x on the Random Customer table.

10 Sauna

Smells like pine and licorice. Thick steam prevents vision. Water drips from a leaded pipe onto a piles of obsidian bricks against the E wall, with a fire burning beneath them. People in the sauna must make a Constitution check every hour. After 2 failed checks, they pass out. Roll 1x on the Random Customer table.

Every day, a regular customer named Svenyagi comes here and challenges people to endure the heat longer than him. Svenyagi will pay 20s to anyone who can outlast him. He has 14 Con. Svenyagi hates Semyon Bosprus. He'll fondly tell a story of the time he followed Bosprus home and threw a rotten egg in his window.

11 Private Baths

These are small, private rooms where customers can do whatever they want, for the low price of 20s an hour. Discretion is assured, of course.

From 10-11am, the Wizard will be in Room 11a. There will be a bunch of BDSM fetish gear (ball gag, nipple clamps, hobbles, etc). There will also be a dominatrix from Madame Palfrey's Massage Parlor next door: a half-orc named Grynako, She is an absolute professional when she is working, but pleasantly crude and laid back when off the clock. The door will be locked during the Wizard's BDSM session, but the wizard will be bound and gagged during that time.

Room 11b is stocked with hallucinogenic incense (Roll 1x on the Random Customer Table). The people in room room 11c are planning to kill the king (Roll 2x). The people in Room 11d are having sex (Roll 2x). And room 11e has been outfitted with razors, needles, and bowls to allow from some therapeutic, self-administered bloodletting (Roll 1x). Room 11e also has a secret door that leads into Madame Palfrey's hidden behind a huge, loose tile.

12 Cold Bath

Polished brass bathtub set into the floor, 20' wide. In the center is a small island where bathers can rest on their elbows and use the chess set built into the island. Two black stools are in the corner of the room, and a third corner holds a small oven, tea set, and complimentary rack of tea. Roll 2x on the Random Customer table.

There is a painting on the wall of a tiger. The artist had obviously never seen a tiger, but despite this, the painting is worth 50s.

13 Tepid Bath

Three long, narrow baths are set into the floor, which is 2' higher than normal. The baths are constructed so that two people can sit comfortably facing each other. Bowls of fruit are set out here, and will be fresh in the morning. The floors of this room are heated to a pleasant degree by hot air flowing through the hollow floor.

Beneath the tiles of this floor is a 2' high "basement" where hot air flows through. It also contains the remains of a 16 year old girl who went missing 9 years ago. The Wizard's bodyguards can usually be found here, although one stays with the carriage.

Two ornate gongs are set up against the south walls, each designed to resemble a bull's head (each worth 100s but very heavy). The west and east walls have mantles that each hold a variety of scrimshaw drinking horns. Each mantle holds 6 horns, each worth 10s. Roll 2x on the Random Customer table.

Living one pool is a gentle behemoth of a blue watersnake named Imoh (15' long, 2 HD). Customers and employees alike bring rabbits to feed him. Everyone loves Imoh.

14 Naiad

This door is both locked and trapped. The door locks and unlocks as normal, but anyone twisting the doorknob while the door is unlocked is shocked for 3d6 damage. If the doorknob is pulled, the door will open and swing freely. Anyone fiddling with the doorknob will immediately notice that wobbles in its socket.

Centuries ago, this location was simply a hot spring near a tiny town. Lahaluri was the original guardian of that hot spring. Although she originally encouraged the construction of the bath house, she hates what the bath house has become. She'd prefer that the bath house revert to what it once was: an island of natural beauty in the middle of the city that celebrated the union of mankind and nature.

Of course, she hasn't seen the outside of the bath house in generations, and would likely be appalled if she knew how large and filthy the city has grown in the last 100 years. She has heard screams coming from beneath the earth in past years, and worries that the bathhouse is evil.

Lahaluri is kept here as entertainment for customers who can afford to spend time in her company (100s, but only offered to customers who are already known and trusted). If the PCs enter the room like they belong there, she will dance for them on the surface of the water, smiling as if she's enjoying it, and vanish at the end of the performance without speaking. She will only share her lamentations if she believes that they are thieves, druids, or adventurers.

The Wizard will be here from 12-1pm, trailing his fingers in the pool (Lahaluri hates that) and pontificating about his personal philosophy.

Lahaluri's stats are in Room 25 (Ancient Spring)

15 Custom Bath

This room is where the bath house does requests. Giant, translucent glass bowl, 12' diameter. Accessed by small stairs, lip is 4' off the ground. Inside is crystal clear mountain water that smells faintly of lemon. About two dozen leeches swim in it, prepared for the Wizard, who suffers from a blood condition.

The Wizard will be here from 11am-12, sitting cross-legged in the bath while his pseudodragon perches on the lip, snapping at leeches. The clay golem will be in a corner of the room. One bodyguard will also be in the room on a stool.

On other days, roll to see what the bath is filled with. d6: 1 – leeches, 2 – honey, 3 – milk, 4 – blood, 5 – weak wine, 6 – empty.

16 Mud Bath

Red candles with a faint cinnamon scent. An icebox that holds only cucumber slices. Huge pitchers of water for rinsing off, and a stack of towels. Also a broad bowl full of clean seashells for scraping the mud off. Roll 1x on Random Customer table.

Long, long ago, the mud bath was enchanted by a grateful sorceress. If the rightful owner of the bath house (currently Semyon Bosprus) orders the mud to defend the springs, 1d4+1 mudmen will rise from the mud and do his bidding for 1 hour. He can do this once per day, and will be quick to summon the mudmen if he thinks they will be useful. Mudmen stats are in the entry for Room 28 (Vault).

17 Employee Office

Benches, cubby holes, 2 hammocks. Employee uniforms (light blue bathrobes). Employee bathroom. Various coin purses hold 12s. A hook near the wall holds a pair of keys: one for the exterior doors, one for Room 14 (Naiad).

18 Break Room

Slightly moldy wooden furniture. Hanging on the wall is an ancient poster to announce the opening of "Boswitch Bath House and Spring Cavern". A bowl of soggy grapes on the table, next to a set of dominoes. There is a 50% chance that a guard will be in here.

19 Recipe Office

This office holds all of the different recipes for bathwater that get piped to Rooms 12 (Private Baths). Most are mundane soaps and herbs (lavender, chamomile) but some are interesting.

The Dragon Bile recipe will leave a bather enervated (-2 to hit) but will give them a new save at a +4 bonus against any poison or disease they are suffering from. The Angel Tears recipe will heal a bather as if from *cure light wounds*. And the Naga Extract recipe is a subtle, slow acting poison that may give a bather a heart attack (save or die) 1d6 hours after bathing.

In a small filing cabinet are all of the bath tokens that the Private Bath Attendant (Location C) uses to order special baths. There is a green rug in this room.

20 Finance Office

This office is locked. It holds all the ledgers and finance information for the bath house. About half a dozen books. A picture behind the desk shows a naiad rising from a spring with mossy banks. A small lockbox in one of the drawers holds petty cash amounting to 200s, and a certificate of ownership for Carglop in Room 24 (Boiler). The lockbox is trapped with a poison needle, Save at +2 or die. This is where you'll find Semyon Bosprus during business hours. There is a red rug in this room.

21 Appointment Office

This office holds all of the scheduling and correspondence. Among other things, it mentions where the Wizard will be at any given hour. It's also a good place to put future plot hooks. There is a blue rug in this room, and beneath it is a (locked) trapdoor leading to Room 32 (Nook).

22 Well

Small roof built over the bath house's well, which long ago became a public utility. 1d6 gossiping townsfolk and ne'er-do-wells. This is also where the bath house does their laundry, in the small hours of the morning. Clean towels and bathrobes are then laid on the roof to dry, via a small ladder.

23 Laundry

One employee washing out towels and bath robes. Steam, soap, brass basins, brushes, racks. The south half of the room is storage.

22 Stairs

This is actually part of an old natural cavern. The floor has been flattened and smoothed, but the walls and ceiling are natural. Antique lanterns swing from the ceiling on brass chains. None of them have any oil. Huge portions of the walls and ceiling have been covered with blue tiles, mortared directly onto the stalactites.

There is an old, tile counter top here: a bar or a receptionist desk. There is a mural above it depicting a naiad proudly holding up a fish and a duck. A sign is hung from the bar that says "Employees Only". A much older sign above the bar says "Welcome to Boswitch Hot Springs".

23 Curved Cave

There is seating here for about two dozen people, carved into the SE wall like a coliseum. A mural opposite depicts rolling blue waves. A statue of a woman stands beside the mural, gesturing it with open arms. Upon closer examination, the statue is made of plaster and is suspiciously light. If any of the plaster is picked away, an angry skeleton will claw its way out and attack.

Tortured Skeleton: HD 2, AC 13, Claw +3 (1d6 + torture), Torture: Save or a sharp object will appear between your lungs (corkscrew, coffin nail, etc). Until removed, the object will deal 1 damage to you every time you move. Attempted surgery will remove the object and deal 1d6 damage. If the surgery check is failed, the victim must save or die. Victim can be safely transported if carried on a plank or equivalent. Skeleton has no loot except a bunch of nails that were hammered into its ribs when it was alive.

24 Boiler

This is where Carglop the goblin lives. He's been chained to the wall (though its a pretty long chain) and works the furnace and the water mixtures. He is shiny with olive oil and brown with dirt.

He sleeps beneath a full-size table on a pile of soft dirt. The top of the table is covered with eggshells and chicken bones (indicative of his diet). A small cabinet to the side holds a list of all the water recipes, identical to those in Room 19 (Recipe Office).

Carglop is actually quite smart for a goblin, and can read and speak fluently. He has been working here for almost two decades, which is remarkable given that most of the other staff never works here longer than two years. He has been Semyon Bosprus's henchman for a very long time, and is open in his resentment of the man. Carglop the goblin is the only one who knows where all the bodies are buried (literally). He's also damn good at his job, and there are precious few humans who could work in the cramped, smoky environs, much less for free.

Although he hates his imprisonment, he is doubtful that he'll be able to escape the city. It

will be even harder to convince the goblin to testify against his employer/jailer since he fears for his life. He has a fondness for cigarettes and brandy (his rewards for good behavior).

Aside from the giant boiler, there also brass tanks for mixing perfumed water recipes, a great deal of leaky pipes, and a pile of coal.

Room 24a holds three barrels of water (each large enough to drown a cow) and a coal pile.

Room 24b is where the ingredients for the bath water are kept. Small barrels on the ground, thick packets of herbs on the racks. Many of them are quite valuable, and if all of the perfumes, incenses, soaps, and alchemical reagents are sold, it represents over 1000s of goods. It's also about of thousand pounds of various oils, powders, and herbs. The most obvious thing of value in here is a pair of large (100lb) amphora of olive oil, each worth 200s.

There are three vials of dragon bile, which can be treated as acid. Two ampules of angel tears, which can be treated as *potions of cure light wounds*, and the the single vial of naga extract is a contact poison (save or die). There's also a basilisk egg down here, inside a small crate packed with straw, and several packets of hallucinogenic mushrooms. Underneath a small barrel of lavender extract Carglop has hidden 33s and a shiv.

25 Ancient Spring

This is the original hot spring. Spring water wells up in this natural cavern, but some water also drips from the upstairs piping. The water is cloudy, but is safe to drink. The humidity has caused a lot of the blue tiles to fall from the stalactites, and they now litter the bottom of the pool. There is a jawbone mixed in among the tiles (old murder victim) as well as a tarnished tiara (50s) and a fish skeleton made from gold (100s). These are both old gifts to Lahaluri (in Room 14) from long-dead admirers.

Lahaluri knows when someone disturbs her pool, and will appear soon after the water has been disturbed. If someone has taken her tiara or her golden fish skeleton she will be very pissed off, possibly to the point of attacking (roll Reaction).

If the players haven't already met her, she will assume that anyone in this cavern is a thief and tell them her story (see Room 15) and ask the characters to kill Bosprus so the springs can return to their natural glory (a naïve request).

Naiad: HD 5, HP 22, AC 13, Water lash (1d6), *charm person* at will, enemies within 10' have their lungs fill up with water (as drowning), effectively incorporeal when in water, cannot go more than 100' from spring.

26 Storage

This is a storage room for a lot of artifacts from the bath house's history.

- 8 old chairs
- 3 brass amphorae (worth 10s each)
- plaque "Welcome to the Healing Waters"
- crate atop a stack of planks (now home to a family of dire blind cave crickets)
- suspiciously heavy plaster statue of a fish (actually solid gold, and worth 200s).

Behind the crate are a few dwarven runes carved discreetly into the wall. If translated, the runes bluntly state that these rooms were excavated by a dwarf named Voivek Hammersbreath.

Voivek Hammersbreath also built the secret torture chambers (Rooms 29-32). After completing them, he swore to never excavate another chamber. He knows what he built here, and he is ashamed of it, but also proud, and also ashamed that he is proud. He lives less than a mile away.

Dire Blind Cave Cricket: HD 1d4, AC 13, Bite +0 (1d3+venom), Venom: If Save is failed, target gains infravision but is blinded by any amount of light. Also, cricket song will seem strangely arousing. Effects last 24 hours.

27 Guard

A minotaur lives in this room, guarding the vault. He does so because of a blood debt owed to Bosprus. His tongue has been cut out and he is quite mad. He ritualistically shaves his body, cuts his skin, and he filed his horns down the skull. So all in all, he looks very little like a normal minotaur now. He is fanatically loyal, but is also quite dumb. If mudmen begin bursting from the

walls (See Room 28), he has been trained to run to Room 22 (Stairs), bellow for help, and guard the stairwell.

Minotaur: HD 6, HP 25, AC 12, Axe +6 (1d8+4)

28 Vault

This room is locked by a heavy metal door. Bosprus and the minotaur both have the key. Perhaps surprisingly, it is not trapped. The door has no handle on the inside, and it would be simple to lock someone inside. The vault inside has shelves on all three sides.

- Wines (worth 50s)
- 1 more vial of angel tears (as *potion of cure light wounds*)
- scroll of *bubble bath* (see appendix)
- a goatskin bag containing a scroll of *summon giant catfish* (see appendix)
- a potion of *water breathing*
- hat box containing a chain mail bikini (+1 AC, worth 50s)
- wooden doorstop
- an illustrated book of erotic massage techniques (worth 30s)
- tiny black iron coffin containing *cursed wand of mudmen* (see below)
- a locked chest containing 40g 120s, 200c.
- various coin purses atop customer token symbols (containing 50s 100c)
- the Wizard's valuables, if applicable

The chest is trapped—there is a pressure plate on the back right corner of the chest. If the chest is opened while the back right corner is resting on the ground, the chest emits out a 15' cloud of acid (1d6 damage, repeated 1 round later unless washed off). The doorstop was used for this very purpose.

There is also a tiny black iron coffin, about 1' long. The coffin contains a *cursed wand of mudmen*. If the wand is grasped or taken from the room, mudmen will spawn from nearby stone and dirt and attack the offending person. One mudman will spawn every round as long as the cursed person is within 20' of any dirt or stone. Since these room are full of dirt and stone, this will usually result in 1 new mudman attacking the unfortunate person every round.

The best chance of survival is probably to flee onto the (two-story) roof of Madame Palfrey's next door or head for the harbor, but other solutions may present themselves.

This curse lasts for 24 hours. If the person still possesses the wand, the frequency drops down to 1 mudman spawned every day. At this point, the wand can be purified at a church, or by the *remove curse* spell. Once the wand has been purified into a *wand of mudmen*, it can summon a mudman from dirt or stone within 20' who will then serve for 1 hour. The wand has 6 charges.

Mudman: HD 2, AC 12, Slam +2 (1d6) or Engulf: +2 to hit, engulfs targets head and face, this kills the mudman but quickly suffocates the target. Target can hold their breath for a number of rounds equal to half their Constitution. Mud can be smashed off target with bludgeoning weapon. Mud has HD 1 but the mud takes only half the damage, while the target takes the other half. Target can break out of the mud by rolling under half of their Strength.

29 Bedroom

This was the bedroom of the former owner, a sadist named Karl Bosprus, who expanded these caverns to fulfill his atrocious impulses. He died three years ago, and since then, his son Semyon Bosprus has cleaned up the whole mess.

There is nothing left here except for an old wooden bed. Each tall bedpost is topped with a small wooden eagle, whose eyes have been painted solid white. The mattress is musty and stained. Above it is a drawing of a pig on the stretched hide of a pig. There are dark stains on the floor. A pair of iron rings have been set into the wall, as if to hold chains.

If the wooden eagles are investigated, they are just simple wooden figurines screwed into each post. If the SW one is unscrewed, however, it will reveal a small scroll with a list of 19 names. These are all names of people who have disappeared. The first was 25 years ago. The last was 5 years ago.

The northern wall is covered in nautical paraphernalia. A set of signal flags (worth 10s), a fishermans glass float, an anchor (bolted to the

wall), and a ship's wheel (bolted to the wall). If the ship's wheel is turned, a secret door in the north wall lifts up, revealing Room 30 (Torture). Although the wheel seems to lock in it's final position, it is faulty and will fall after 1d6 minutes. If it falls on a person, they must Save or take 3d6 damage. Wedging something against the wheel will easily prevent this. There is no way to open the door from the far side.

30 Torture

There is a table here, along with a pair of X-shaped racks on the wall with iron loops at the termini (that can be combined with chains and manacles to make a rack). There is a chair with restraints, with a stack of towels in the seat. All of these things are covered with white sheets, which makes it impossible to see if something is under the table, or exactly what is in the chair. There is a drain in the center of floor (contains mud and a couple of teeth). Dust on everything.

31 Cells

There are four trapdoors set into the floor. Each has an sliding eye-slot in it and a heavy padlock. If any of the trapdoors are opened, they reveal a small, deep cell (4'x4'x7') that smells strongly of urine. The NE and NW cells are empty. The SE cell contains a bucket. The SW cell contains a slouching ghoul, pretending to be a corpse.

There is also a tiny silver candlestick (worth 30s) that holds the remains of a white votive candle.

Along the tops of the walls is a silver chain (worth 300s). It goes around the entire circumference of the room, above the doorways. It has also been blessed to keep angry ghosts from manifesting. If the chain is removed from its hooks, an angry ghost (appears as a furious street waif) will appear and attack everyone who isn't carrying a lit votive candle from Room 33. The ghost retreats if the chain is replaced (takes 10 actions to put the chain back up on its 10 hooks, so 5 people could potentially do it 2 rounds). Unless it possesses someone, the ghost cannot leave rooms 29-32.

Ghoul: HD 3, AC 13, Claw +3 (1d6 + paralysis), Paralysis: Save or paralyzed 1d6 rounds. If it surprises someone peering into the hole, that person must make a Str check or be pulled in.

Angry Ghost: HD 3, AC 12, Touch +3 (1d6 Charisma damage), Possession: Save or be possessed until exorcised. Immune to non-magical damage. Possessed person will move unerringly to Semyon Bosprus and attempt to kill him. Then, the possessed person will go to Karl Bosprus's grave and deface his corpse. Only then will the ghost depart. The ghost is capable of growling out things like "Let me go!" and "He will pay for what he did!" but is too goddamn furious that it can't really be reasoned with. It'll attack anyone who gets in its way.

32 Nook

A ladder goes up to the (locked) trapdoor in Room 21 (Appointment Office). There's also a small end-table here with a pewter holy symbol atop it (worth 5g). In the drawers are a dozen votive candles and firestriker. A small trash can holds the remains of dead candles and a small prayer book; one dog-eared page lists an incantation to repel evil spirits (but is completely ineffective).

Appendix

NPCs

Semyon Bosprus HD 5 assassin, HP 22, AC 11 (robe) or AC 13 (leather armor), short sword +5 (1d6 + poison), three throwing knives (1d4 + poison), Poison: Save or take additional 1d6 damage (only works once)

- Brass key to Room 20 (Finance Office).
- Copper key to Room 21 (Appt Office).
- Round key to the trap door Room 21
- Iron key to bath house front, back doors.
- Triangular key to Room 29 (Vault)

Semyon Bosprus is not a serial killer, but he is covering up for serial killers. His father and his uncle were both serial killers who used the bath house as a base of operations. That's not to say he never killed anyone, but that was far away, when he was young. He only returned home to take over the family business when he heard that his father died. He admired the man, although he didn't like him. They were too similar.

In day to day life, Semyon is swift, efficient, and joyless. His employees don't like him much, but the pay is alright. They don't like how heartless the man is, though. Semyon lives three blocks away in a nice apartment and attends church every week, where he has a lot of friends.

Semyon is a very savvy fellow. If he suspects that the PCs are murderhobos (possibly if they kick down his office door while he's filing receipts) he'll quickly size them up for what they are. He's not the type to call the city watch or ask too many questions. (Semyon doesn't like cops, nor questions.) He'll probably try to just

buy the party off with money, or try to work out a compromise. And then after the PCs leave, send some goons to spy on them. If it turns out the PCs need killing, he'll lead the assassination team himself. If he suspects the PCs are meddling in his basement, he is likely to send some mudmen after them (See Room 16).

If pressed, he can explain why the naiad's wish is naïve and impractical (true). He can tell you that the enslaved goblin is a murderer and a thief (true). And he can tell the PCs that he's never killed anyone, he just wants to run his bath house peacefully (false). He's persuasive, and doesn't waste time on threats. (Because why warn someone before you kill them?)

Vedric von Vermis 4 HD wizard, 14 HP, 11 AC *sleep, magic missile, opponent arm, mirror image*

- cloak of worms
- ring of *feather fall*
- glass honeycomb necklace
- dagger shaped like a worm
- worm signet ring (worth 2s)

4 Bodyguards HD 2 fighters, HP 5, 4, 10, 7, AC 14 when armored, scimitars when armed, hidden daggers in their topknots when inside bathhouse.

Clay Golem HD 8, HP 40, AC 12, slam +10 (2d8), immune to slashing+piercing+magic, goes berserk immediately if the wizard is killed.

Pseudodragon HD 2, HP 7, AC 17, bite +2 (1d4) or sting +2 (1 dmg + save vs paralysis 1d6 rnds), +4 to save vs magic, fly 18

Vedric von Vermis is arrogant and self-absorbed, traits which are only magnified during his birthday. He tips well but expects superlative service, and gets snappish when that isn't met. He is naturally suspicious, but is currently looking to take an apprentice (the last one was devoured) and is willing to be quite friendly to lower-level wizards who approach him respectfully. Very friendly. Like, he'll invite you to share his tub and tell your life story.

In combat, don't forget about his magic items.

Khazan Khiraj HD 7 wizard, HP 22, AC 11, dagger *sleep, magic missile, detect liar, scorching ray, invisibility, fireball, fly, polymorph into rat*

- phoenix cloak
- ring of machination
- vacuum bottle
- grafted metal arm
- metal sphere eyeball

4 Bodyguards HD 3 fighters, HP 7, 10, 13, 12, AC 14 when armored, scimitars when armed, hidden daggers in their topknots when inside bathhouse.

Clay Golem HD 8, HP 40, AC 12, slam +10 (2d8), immune to slashing, piercing, and magic, will go berserk immediately if wizard is killed.

Mana Wyrms HD 3, HP 16, AC 17, bite +3 (1d6 +spell drain), Spell drain: save or lose your highest level prepared spell, Manawarp aura: Whenever a spell is cast within 30', there is a 25% chance that the Mana Wyrms get to pick a new target for it, immune to fire, fly 18

Khazan Khiraj is overly dramatic and more than a little bit insane. He believes (rightly) that he is on the verge of attaining bio-mechanical immortality. He intends this day to be his last foray into the world of living flesh and blood before he secludes himself forever. Although he loathes people (and will readily tell them so) he wishes to talk to everyone in order to get some human exposure before his living entombment. He is hungry for stories, from the mundane to the lurid.

In combat, don't forget about his magic items.

New Magic Items

Cloak of Worms

This red cloak can turn you into a 90 lb earthworm and back again. You can't bring your equipment. Nor can you cast spells. Unlimited uses.

Glass Honeycomb Necklace

If this necklace is smashed on the ground, a giant bumblebee appears and serves you for 1 hour. Stats as a pegasus (if you don't already have giant bee stats). 10% chance it attacks you instead.

Grafted Metal Arm

Gives you 16 Strength for things that involve that arm and only that arm. Can punch for 1d8 and cast *shocking grasp* (4d6 damage) once per day. Can only be grafted into your eyesocket by a wizard who specializes in biomechanical stuff, but it is a simple task for that wizard.

Metal Sphere Eyeball

Can see *invisibility* 1/day. Can only be grafted

into your eyesocket by a wizard who specializes in biomechanical stuff, but it is a simple task for that wizard.

Phoenix Cloak

If you die while wearing the phoenix cloak, you have a 75% chance to immediately self-resurrect at half HP. Everyone within 20' is hit as if by a 3d6 *fireball*. It's also supremely visible and ostentatious. It is well known as the cloak of Khazan Khiraj.

Ring of Machination

By touching a mechanical device and concentrating, you can power it. Works on wagons, watches, windmills, and everything else in between. Also works on things that don't start with W.

Vacuum Bottle

If broken, summons an Invisible Stalker that will serve you for 1 hour. Has a 10% chance of attacking you instead.

New Spells

Bubble Bath

2nd Level Spell

If cast on a body of water, it can create enough bubbles to completely fill a number of 10' cubes equal to the casters level, or flood 5 times that much floor space with bubbles. This spell can also be cast on a 20' diameter area, in which case it functions as a wide-effect *grease* spell.

Summon Giant Catfish

1st Level Spell

This spell summons a giant catfish with HD 2 and AC 11. The giant catfish has no damaging attacks against most creatures, but can swallow anything halfling-sized or smaller with a successful attack roll, as long as that target has 1 HD or less. Against algae, slimes, or other blob-like stuff, the catfish can attack +2 to hit for 2d4 damage. It can also eat an unlimited amount of algae, slime, or other soft stuff. It will obey your commands, but the catfish only lasts for 10 minutes. If will drown in 5 rounds if summoned out of water.

Opponent Arm

2nd Level Spell

If the target fails a save, their non-dominant arm will attack them for 1d6 rounds. Each round it punches you in the face for 1d3 damage, which has a 25% chance of disrupting whatever it was you were trying to do that turn. You can wrestle with your arm, preventing it from punching you in the face, but this takes up your whole turn and has a 50% chance of success.

Detect Liar

1st Level Spell

Like every other detect spell, except that if someone has told a lie in the last 5 minutes, they glow bright yellow.

Polymorph into Rat

4nd Level Spell

If the target fails a save, they permanently become a rat. Rats have Str 1, Dex 11, and Con 8. They can bite people for 1 damage and talk to other rats. This can be removed by *remove curse*, or the original caster can dispel it.



THE MAMELUKE'S LEAP.

Player map for players who looked out Madame Palfrey's window. Though the tops of the (12' walls are apparent, the (6') doors and archways are not. Beneath is a map for players only scouted enough to find the front door before walking in.

