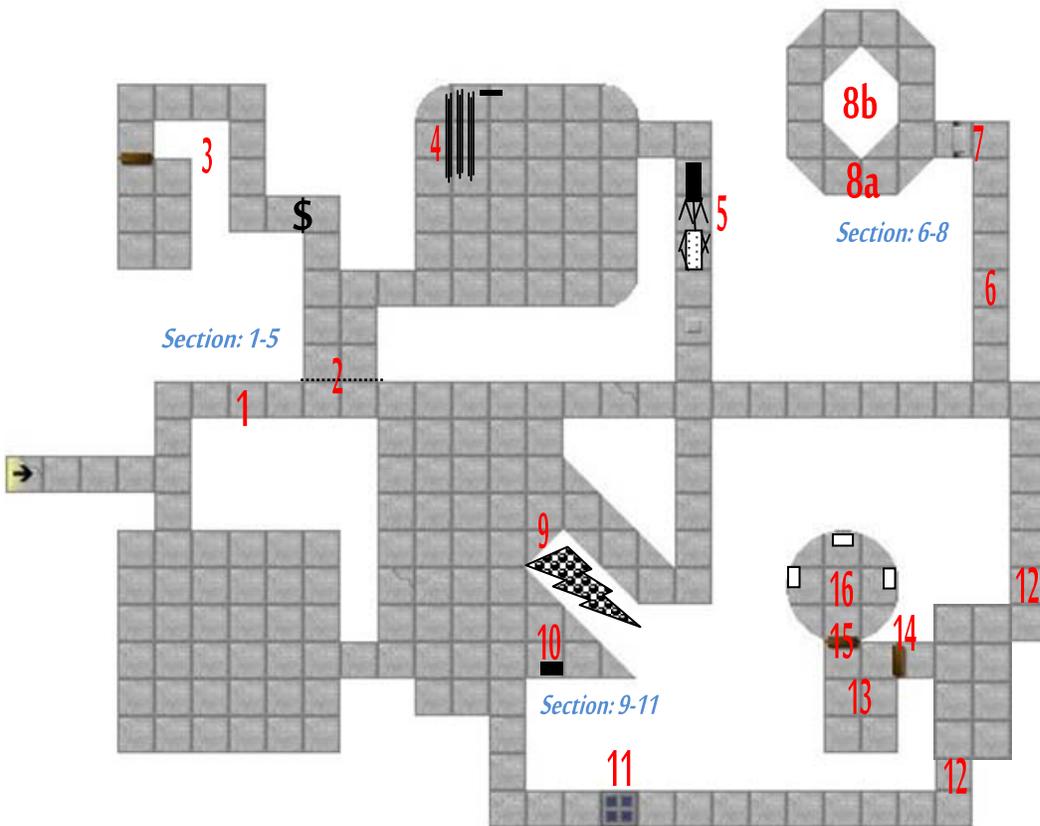


# 'Relaxx' Spa— By Aaron Bianco <http://creativecommons.org/licenses/by-sa/3.0/>

**Wandering Monsters:** 2-4 Hobgoblins coming in to start their 12-24 hour shift



**14. Guard Room Door:** The door is a heavy door, but is spring loaded so that it can 'burst' open. The Hobgoblins have 'trained' for quick exit and attack. There are slots in the door where acid can be sprayed. Acid sprayer is a special weapon connected to the back of the door, and sprays 2 vials at once. When shock team leaves the room to ('surprise') attack, 2 Hobgoblins will stay behind in the room to fight 'through' the sliding windows in the door. Additional bags and flasks (and refill bottles of acid) are a part of their personal loot. There are also two thunderstones, with one loaded in a special crossbow at the top of the door to be launched into a crevice in the ceiling 10' away from the door.

**15. Hidden Door:** Behind a Tapestry is a locked and trapped door. If the trap is sprung, then caltrops stored behind the door (on the top half) flood the 5' area before and behind the door. The door swings over the caltrops and does not sweep them.

**16. Administrators Office:** In the center of the room is a cloth with 3 stones with small glowing glyphs and faint 'transmutation' magic. 3 chests, each with the same glowing glyphs can be found. Two are 'fear' glyphs, but will not go off when the chest is opened IF the proper one stone is within 3', but *WILL GO OFF* if one of the other two stones is within 5'. The glyph on the third chest will only flash a bright light, but it has a blade trap and nothing inside. The other two contain the treasure appropriate for a major score in your campaign.

**(NOTE: The fear trap should have them running across caltrops AND possibly heading down the corridor with the spike pit trap.)**

## Room Key to "Relaxx Spa," an old, abandoned, underground 'spa complex.'

**1. Spider Threads:** Thick sticky threads hang 1ft-2ft down from ceiling. Birds and Bats have clearly been caught in them as they only trap 'tiny' flying creatures. Otherwise the spiders are not aggressive.

**2. Traces of a Wall:** A permanent wooden wall was once stood here, but it is now long gone and only traces remain along the tiled floor and stone brick walls.

**3. Living Space (small humanoid):** Behind a secret door, at the end of a twisting passageway, is a full sized door with a small 'door' built into the bottom half. Inside is a two floor 'loft' (with tables, chairs, eating knives, sacks, beds, etc) with indications that *there were* at least two probably humanoid inhabitants about 1.5'-2' tall, and with a thorough search, it might appear that at one time there were as many as four (i.e. two younglings). There are crudely made tools of natural materials, some of which have very 'fine' edges to make them more effective than their crude appearance would seem. Dried herbal ingredients are all that should be of interest. A thin layer of dust has accumulated on everything. A VERY HIGH search roll will turn up a few valuable and particularly shiny coins.

**4. Poles:** Three piles of 10' long poles, 8 poles/pile. Other items next to the poles: waterskin (leaky), empty ration containers that have been chewed on by rats. In a small frame, there is a broken shield set up as a 'gong;' it is located next to the wall. Words are also scrawled on the nearby wall: **"Main Staircase leads to a large room with side chambers, each leading off to other areas. Only searched the ones on the right side before ceiling collapsed over stairs. Wait til the damn things dies of starvation before we go down there again. If it has another exit, well then if you you're reading this - DON'T GO DOWN."**

**5. Animal Trap:** Easily avoided and spotted. A 'spiked wall swings down from one part of the ceiling while a heavy log comes from the opposite direction to smash any medium animal that might wander in through the pitch black hallway. Both part of the trap are held aloft by 12' poles that rest upon unstable rollers on the ground, such that a brush-by from something larger than a rat will drop the suspended pieces and more than likely kill any dog sized animal are larger.

**6. Debris Covered Floor:** High humidity area with plenty of fungus growing in patches on the wall and floor. Some fungi have been eaten by rats, while other fungi types have been ignored by them. Floor is "a bit squishy" in some areas.

**7. Stone Pressure Plate:** Buried under a thin layer of debris, is a small 'step-on' trigger. After activation, (30s), trickling water can be heard (from room 8a)

**8a. Contemplation Room:** There is a raised (meditation) platform (See 8b), with a large carved 'stone' chandelier above it. If the hallway trap (7) is activated, water will begin to flow down the 4 walls which are covered in small tiles to create a nice shimmering pattern in the water. The walls are designed for a nearly continuous sheet of water, but age and moss/fungi have taken their toll and now clog/block certain areas where the water would flow. Although the water goes into a drain system, there is some leaking due to lack of 'maintenance,' so the room is very humid. In certain areas, under a light layer of fungi, glowing runes can be found that give 'lowlight' conditions if the fungi covering is scraped away; otherwise the room will be completely dark.

**8b. Raised Platform:** Below a stone 'Chandelier' is a sitting/contemplating area. The multilevel 'chandelier' above is designed so that water flows down to each progressively wider level until the water falls onto the corners of the platform (drains). There are more 'stone' pressure plates on the floor to turn on/off the flow.

**9. Wide Stairway Down:** Roof has collapsed onto stairs (Blocked). (Two Grell live down there and have another exit out of the lower chambers.)

**10. Small Table (with 3 jars):** One standing clearly says "Salt", two others are on their sides; of those two, one has its lid off while the other smells slightly of oregano inside. A small wooden plank lying face down on the table has crudely carving into it, **"Please Season Yourself: Your help is greatly appreciated."**

**11. Obvious Pit trap:** The floor was once covered in boards, but now just the supporting frame remains. While it seems that the floor is no longer positioned to 'fall', it will take an acrobatics check to cross the 'frame.' Due to the condition of the wood, only one medium PC can come across safely at a time. Major failure in 'acrobatics' means that PC has lost his feet and is holding onto a main 2x4 at waist or chest height. A climb/acrobatics check is needed to get to his feet again. There are two old (normal) humanoid skeletons at the bottom among the spikes and other debris; one has a wide, thick belt and what appears to be remnants of clothing. Attempts to search the pit bottom can trigger two 'light' crossbow traps; each will set off a thunderstone or bell in addition to firing an arrow.

**12. Barrier:** A 'junk' barrier with lots breakable pieces, thin glass, and loose hollow parts that can potentially cause noise if clumsily disturbed or disassembled.

**13. Quiet Guard Room:** 8 Hobgoblins (Trained Specialist Shock Team of 6, + 2 Room Defenders)

These Lawful Evil Hobgoblins are very well organized and very well trained to work cooperatively; they are employed to guard a treasure and have high morale/determination. They are absolutely silent at all times while in this room and use hand signals to communicate inside when the guard room door is closed. Half of the Shock Team uses tower shields and employ **"Full Defense"** (no attacks) to provide a defensive wall to cover the other 3 (who first throw alchemical weapons and then use reach weapons (Masterwork Ranseurs) from behind the Hobgoblins using tower shields and "Full Defense" tactics).

The three with Masterwork Ranseurs have: **Tanglefoot Bag, Alchemist Fire Bag, Flask of Acid.** (*Tactics:* 1-Tanglefoot, 2-Alchemist, 3-Acid, 4-Ranseur)

All the Hobgoblins have the Feats of *Toughness* and the *Weapon.Focus(Ranseur)*.

The room has beds, lockers, chamber pots, playing cards, and quiet dice games using soft mats. The walls are covered in hanging tapestries (some of which have minor treasure value) that help absorb sound.