



## The Forgotten Bath House

**Author:** Radulf St. Germain (pythagoras42@hotmail.com)

**Licence:** <http://creativecommons.org/licenses/by-sa/3.0/>

**Background:** The forgotten bath house is an underground bath that belonged to a former caravanserei built during the days of the ancient Elven Empire. It fell into disuse when the Empire declined. Today there are only vague rumors about the bath and its location, the surface buildings long destroyed.

**Adventure Hook:** When the PCs arrive in the region, the nearby town of Silverspring is in a desperate situation. Goblin raiders are attacking the town and have poisoned all wells to weaken the defenders. An old man remembers the tales of the lost bath house and its clean water source but the local warriors are already too weak to search for it. Rumors talk about the hostile spirit of the former keeper of the house and water elementals that were bound to the place by its Elven builders.

**Dungeon Atmosphere:** In its prime, the bath was a beautiful place of white and amber marble with statues, classical ornaments and frescoes of Elven calligraphy. The former glory is still visible but there are cracks, lichen and vermin everywhere. Also, there are signs of vandalism in the upper areas. Most rooms feel damp and there is a constant but faint sound of running water coming from the walls.

### Map Legend:

- 1. Entry Hall:** The hall is dominated by a larger-than-life statue of the Elven god of Healing and Wisdom. Dirt litters the floor. There is a sizable hole in the southern door.
- 2. Change Room:** A room with rotten wooden benches and three smaller chambers hidden by mouldy drapings. There is also a clogged basin and the statue of a female elf. Faint sounds can be heard from (5).
- 3. Change Room:** As (2) but the elf is male. 1D6 giant rats nest here and will fight to scare off any intruder.
- 4. Cave-In:** This instable part of the bath has collapsed and the floor is covered with slick rubble. Several attribute/skill checks are needed to navigate through the mess without falling and suffering damage.
- 5. Refreshment Room:** The old refreshment room has been taken over by 2d4 goblins who were ordered to poison the

well of the bath. They are quite drunk and easily surprised, having forgotten about their quest when they found liquor.

- 6. Fountains:** These two small fountains are still working but do not yield enough water to supply the town. A poison-tongue frog is hiding under the algae in one of the basins.
- 7. Supply Room:** Most of these supplies are long spoiled but a thorough search will yield 2d8 gold coins and an Elven masterwork dagger.
- 8. Spider Room:** This room is covered in giant cobwebs and is home to four jumping spiders ready to defend their lair.
- 9. Gallery:** This gallery opens to room (10) at ceiling level, i.e. ca. 5 feet above ground. There are several marble chairs and there is a gold goblet lying on the floor under some dirt. Note that the ghost from (10) is likely to attack anybody on the gallery.
- 10. Main Bath:** Three pools of pure water can be found in this relatively intact room. The ghost of A'Liah, the former keeper of the bath haunts this room and will attack any intruder. A'Liah will lament the bath's destruction and might be soothed by a skilled negotiator who can honestly promise to restore the place to its old glory.
- 11. Elemental Chamber:** Four lesser water elementals are bound to this room and maintain a small gate to the plane of water which supplies the bath. Killing the elementals will disable the gate in the long run and careful players should notice that the elementals are both crucial to the water supply and unable to leave the room anyway.
- 12. Caldarium:** This room is quite hot and was used as some kind of sauna in the past. The heat comes from a magical stone in the middle of the room that could be worth a moderate amount of money to the right buyer.
- 13. Undead Spider Chamber:** A giant undead spider lairs in this room. It hides on the high ceiling and will immediately attack any intruders, trying to get past them and to the outside to infect other creatures.

**Adventure Solutions:** If the heroes clear the dungeon, they can supply Silverspring with drinking water unless they have slain the elementals. If they do not manage to ally with the ghost of A'Liah, they will also have to find a way to defend the new water source against the goblin raiders.