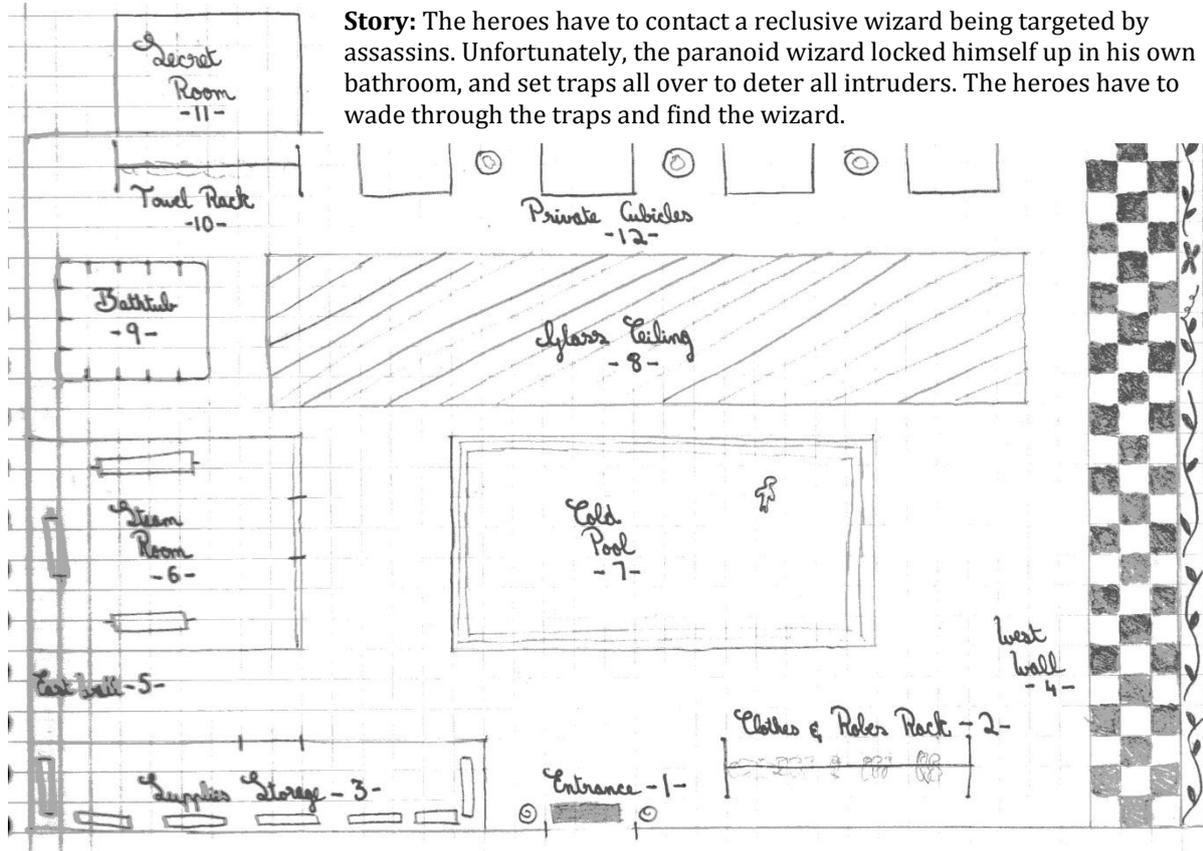


## Bathroom Trouble

By Sharang Biswas and Gracie Gage



**Story:** The heroes have to contact a reclusive wizard being targeted by assassins. Unfortunately, the paranoid wizard locked himself up in his own bathroom, and set traps all over to deter all intruders. The heroes have to wade through the traps and find the wizard.

<p><b>1-Entrance:</b> The heroes are greeted by a welcome mat flanked by two statues of water-nymphs with amphorae of water. Underneath the mat is a pressure plate. Triggering it causes the amphorae to shoot jets of acid at the intruders.</p>	<p><b>6-Steam room:</b> The room is filled with benches, has opaque walls and a glass door. However, it's filled with steam and visibility inside is severely reduced. If the heroes enter, they are attacked by a slimy humanoid frog-monster that's been summoned as a guardian. Killing the guardian allows the heroes to take its magical weapon (a trident, or perhaps a plunger or toothbrush for comedic effect).</p>	<p><b>11-Secret Room:</b> The wizard was planning on using this room as a panic room. It contains supplies to allow someone to stay here for a week, a magic wand and a journal with brief, coded descriptions of some of the traps in the bathroom.</p>
<p><b>2- Clothes and Robes Rack:</b> This rack has a few sets of clean bath robes. Guests are meant to hang their clothes here and don a bath robe.</p>	<p><b>7-Cold Pool:</b> The bloated corpse of an assassin floats in this pool of clear, icy water. It carries a few magical items, salvageable by the players. However, disturbing the water in any way releases a powerful water-elemental sentinel.</p>	<p><b>12-Private Cubicles:</b> Each cubicle contains a sink, a shelf, a stool and a mirror. The cubicles are separated by innocuous but dangerous-looking plants.</p> <p>Each of the mirrors is enchanted to suck one person in and trap them inside the reflection. They can be freed only if the mirror is broken (or any specific condition). One of the mirrors contains the wizard, accidentally sucked into his own trap while using the cubicle. He is clearly visible banging soundlessly against the mirror, wordlessly mouthing the words "Help!" The door to that cubicle is locked, while the others are open.</p>
<p><b>3-Supplier Storage:</b> This walk-in-closet contains shelves with extra towels and some supplies. Touching any of the towels causes them all to coil up and join together to form a giant Towel Serpent that attacks anyone nearby. Getting the Towel Serpent wet slows it down considerably. The closet also contains some heavy-duty cleaning potions that can be used as acidic grenade-like weapons.</p>	<p><b>8-Glass ceilinged area:</b> Sunlight streams in through the glass ceiling above this area. Stepping into any part of this area causes a field of rubbery tentacles to burst out of the tiles within it, arbitrarily attacking and attempting to constrict anyone within reach.</p>	<p style="text-align: center;">This work is released under the Creative Commons license:  <a href="http://creativecommons.org/licenses/by-sa/3.0/">http://creativecommons.org/licenses/by-sa/3.0/</a></p>
<p><b>4-West Wall:</b> This stone wall is covered in growing plants and has water perpetually trickling down it. The plants are rare and expensive and can be harvested by the heroes for other purposes. The plants, growing on sturdy vines, are also climbable. The tiled area in front of the wall is trapped: stepping on a dark square releases a jet of boiling steam. Each tile only functions once.</p>	<p><b>9-Bathtub:</b> This giant tub is meant for group baths. The various taps lining three of its sides release a number of special effects, from herbal scents to coloured water, to soap-bubbles and foam.</p>	
<p><b>5-East Wall:</b> This wall is covered in a mural depicting undersea life. Portholes dotting the wall magically depict different areas of the bottom of the ocean (or the Elemental Plane of Water).</p>	<p><b>10- Towel Rack:</b> Various clean towels are hanging from this rack. Careful players may be able to find a secret door concealed behind it leading to area 11.</p>	