

# THE ACID BATHS OF SAMBRIA

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The baths are a working complex that produces acid. This is done by virtue of a species of magically-altered water snake which constricts prey and secretes that acid. The complex also has lighting, air circulation, and mechanisms powered by the energy-generating cube of Sambria. The characters are, of course, here to steal this extraordinarily valuable cube, while the workers are gone home for the night. Keys and removal of the night guards may have been managed by their client, or may be added, as desired.

## 1. ENTRY

Entry from outside (or, if desired, to market space, non-industrial rooms, break areas, etc) at north. This room (and all later rooms) is lit by softly glowing bands of runes running along the walls about ten feet up. In the southwest, a pool of acid in green with a ramp leading down into it. At the end of that ramp (small dots) are heavy glass amphorae, empty. A pair of long glass poles with a bucket-like scoops at one end, used to fill these, lean on the wall beside the amphorae. On the east wall are lockers. In each is a heavy, rubbery-feeling poncho, boots of similar material, a pot of pale creamy unguent, and a long glass staff with an odd head (like a floor shuffleboard cue). The air near the acid is nastily vaporous, but all air is slowly circulating, with old air breezing towards (2), and new air coming in from the ceiling. The door from (1) to (2) is modified from it's original construction; it has been deliberately narrowed from about ten feet wide to five (this is true throughout, to stop people taking the cube out).

## 2. TOWER ROOM

North side of room is a round "tower" area (80 feet tall) with a fan at top and vents out. Seven large jellyfish-like creatures hang in the air, and will move slowly to attack (treat as oozes of appropriate strength) unless characters are covered with ponchos and smeared with the scent-erasing unguent from (1). These creatures clean the air; if slain, acid vapour will slowly build up throughout.

## 3. FEEDING PLATFORM

The lockers on the north wall of this area contain slabs of dried fungal material, the two round tables have bowls of the same, torn into strips. If thrown into the acid, horned snakes (about three feet long) will surface to grab it before vanishing back into the murky acid. A wide ledge leads to (5) and the bridge to (4).

## 4. CUBE PLATFORM

Reached by a bridge made of the same glassy substance as the various staves. The cube is ten feet to a side, too wide for the doors. It sits on a dais, with long lines of runes around and leading off, supplying light and carrying energies to the fan in (2); these fail if it is moved. It slides easily if pushed, but will break the bridge.

## 5. APPARATUS GARAGE

Here, an acid-ramp, and two submersible, acid-proofed, one-pilot vehicles shaped as crayfish. These are worked by buttons and levers that can be sorted out by tinkering. They fight poorly, cannot climb, and are too large to fit through surface doors. They are powered by charges from the cube; and are currently charged. Lockers to north are tools, spare parts, glass filters, and other arcane oddments.

## 6. INTO THE ACID

Dotted green lines indicate submerged tunnels about 12 feet wide through which the crayfish-apparatus can swim. These areas contain acid snakes, which investigate but don't bother the vehicles. The bottoms of the pools and sides of (4) are littered with filter ports and runes that the apparatus can manipulate (and are present to service).

## 7. THE QUEEN CHAMBER

The tunnels to this room have grates covering them; these are easily removed by the crayfish apparatus. However, this room also hosts the queen acid snake – an acid-slicked creature some thirty feet long. It has more interest in escape than the apparatus, but once loose, will want to prevent food (that is, adventurers) from leaving. Stat this as a gigantic acid-spitting acid-covered snake.

