

Baphomet's Baleful Bathhouse

a dungeon by Teun Veekens

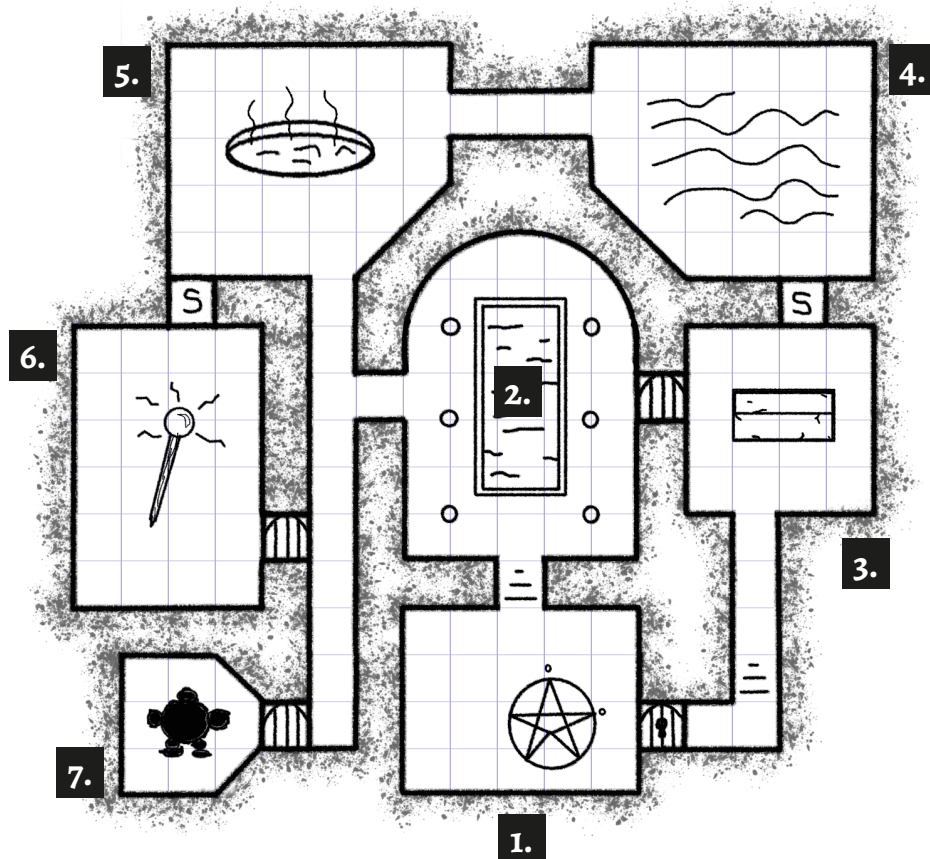
Step into a realm of pure serenity and embark on an exhilarating journey of ultimate relaxation, at Baphomet's Baleful Bathhouse. Book your visit now!

What's going on:

A teleportation mishap sends the party to this demon-spa-pocket-plane. The only way out: completing the teleportation circle at the frontdesk by gathering 3 keys (petrified hands) from the staff members.

RANDOM EVENTS (D6)

1. **minotaur** from room 4 barges in looking for a fight.
2. **horned devil**, not relaxed.
3. **coal-golem** (room 7) on a break
4. 4 angry **cultists** from room 6
5. **ghoul** staff member (keyless) handing out shots of poison
6. Roll again (use both)



1. Reception. A fiendish woman behind a small wooden desk. A stone table against the east wall with neatly folded towels. A **pentagram** carved into the stone floor, two petrified hands stand on two of its five points.

- **The hostess.** uninterested, lazy and easily annoyed.
- Visitors are required to check-in and grab a **towel**. If they don't, the woman calls security (4 ghouls) and then vanishes.
- **The pentagram.** Is a teleportation circle. It requires three more keys (petrified hands) to complete the circle and make it work.

2. Swimming pool. Murky, thick, dark red water. Two **demons** swimming playfully. A **ghoul staff member** fishes dead fish out of the pool with a net.

- **The demons.** Ask PC's to join them in the pool and play a deadly game.
- **The ghoul.** Wears a petrified hand on a chain (key). Will sell it for 100gp or else call security.

3. Massage room. Three **ghoul staff members** kneading the back of a large dozing **minotaur** on a stone table. Shelves filled with oils, candles and a bottle of poison.

- **The minotaur.** Will get angry if his massage is disturbed.
- **The ghouls.** One has a key on its belt. He will trade his key if you hand his sappy love letter to the receptionist.

4. Steam room. Tiled, blue and white mosaik benches against the walls. A **water elemental** and a **fire elemental** are in an eternal fight in the middle of the room, creating hot steam.

- Those who intervene join the fray.

5. Hottubs. Three bubbling pools of foamy water. A **naked wizard** sips a tropical drink next to 3 **skeletons** in one of the pools.

- **The wizard.** Demands to see some impressive magic or sends his skeletons to attack.

6. Staff room. A sign on the door reads "staff room". Inside a large staff with a glowing orb is jammed in the floor. It spreads foggy necrotic energy. Four **cultists** bow down before it. A **ghoul staff member** whips the cultists with a bundle of sticks as they chant in an ancient tongue.

- **The ghoul.** Will not hand over his key. Asks cultists to defend him.
- **The cultists.** Do not want to be disturbed while they're "relaxing".

7. Sauna. A smoldering **coal golem** walks around pouring water on braziers filled with burning coal. 3 fiendish creatures relaxing on the benches.

- **The golem.** Attacks anyone who makes noise or is without a towel.

(8. Return of Baphomet.) If the party is still in the bathhouse after 3 (real life) hours of searching. The demon lord **Baphomet** comes to check up on his business and finds there are intruders in his bathhouse.