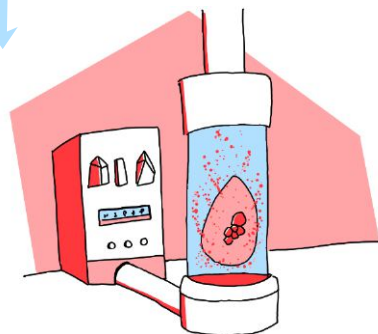
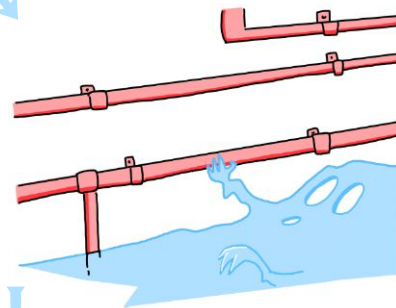
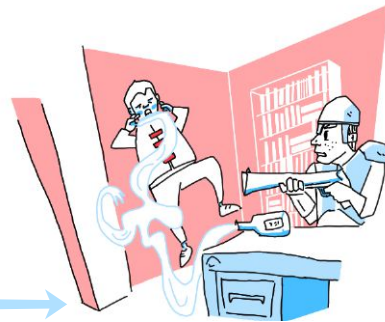
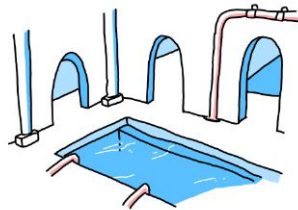
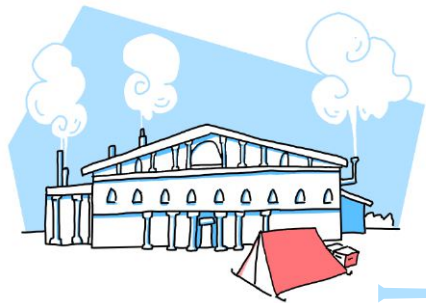


THE ARCHMAGE'S THERMAL BATHS

Adventure on a single page #3

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Published in 2020 by Jdrlab



Introduction

The adventurers were hired by a wealthy client to recover the dragon's egg that provides heating for the former Archmage's thermal baths (the employer provided a large fireproof trunk to transport it). Unfortunately, the Empire has already sent an expedition to the site. It is composed of a batch of soldiers and an alchemist.

How's the water? (1D6)

1 Boiling **2** A little too hot **3** Perfect and lavender-scented (the bather is healed but falls asleep) **4** A bit fresh **5** Much too cold **6** Freezing, you can see a fish caught in ice

About spirits

Their intelligence is limited and they have a hard time understanding humans. Everything is a game to them. By the way, they are insensitive to weapons.

STARTING THE ADVENTURE ↓

The outside

- Several low buildings with tiled roofs and stone walls.
- Despite being neglected, the thermal baths seem to be in very good condition and still active. Steam is escaping from the many chimneys.
- A camp has been set up nearby (basic equipment can be found there).
- **Frida, a naive but very strong young imperial soldier,** stands guard.



The baths

- Baths and pools as far as the eye can see; the buildings are much larger inside.
- Many pipes are exposed along the walls.
- Small, translucent and helpful little spirits clean up the place as soon as necessary.
- **Adventurers causing noise** or hanging around a bit too much are quickly spotted by 1D6 soldiers.
- **Adventurers can hear screams;** tracking them leads to **the Archmage's study.**
- **Following the pipes** leads to a particularly strong metal service door with a complicated lock. Once opened or kicked in, it opens into a **flooded hallway.**

The Archmage's study

- A large room soberly decorated. It features a large desk and bookcases overflowing with books about plumbing and baths.
- **A wind spirit, out of an open bottle on the desk, is attacking Wolf, the unbearable imperial alchemist, and a small group of soldiers.**
- By searching the study one can find (1D6): **1** The key to the service door **2** Three chewing gums allowing one to breathe underwater **3** A pair of magic flip-flops (keep feet dry in all circumstances) **4** An incomplete human-spirit dictionary **5** The softest bathrobe ever made **6** A single-use parchment to bind a spirit to a place or an object



The flooded hallway

- It's very dark and **many pipes are attached to the walls.** If an adventurer grabs a pipe without precaution (1D6): **1** it's scorching hot **6** it's so cold that the adventurer's fingers stick to it.
- **The water is alive, it's a young spirit.**
- It will try to play with the adventurers by shaking and pulling them underwater.
- If the players manage to communicate with it, they will understand that its main wish is to join its family in the nearest river.

The boiler room

- **The dragon's egg is contained in a thick glass cylinder filled with water.**
- **An obviously magical machine is connected to the egg.** It uses the potential dragon's magic to run the thermal baths.
- Out of the water, the egg is hot as a flame.
- Once the egg is removed, the baths collapse. The adventurers have to flee (while, if it's fun, the egg hatches and imperials attack).

