



The magnificent Stabian Baths are an opulent bathing complex favored by the rich and powerful. Tonight however it is host to a private gathering of the *Brutta Stirpe*, a criminal mob that has the city in its grip. The heads of this mob, along with the corrupt city officials in their pay, are having a gathering which is part business meeting and part revel. Opposing this crime syndicate is a group of justice-seeking locals, the *Vigilanti di Strada*. They have decided that this is the night to strike and take out these villains all at once. Many of the vigilants are simple merchants and artisans, and they lack the combat skills to carry out this mission. Some also fear reprisals against their families should the attack fail. So they are trying to hire the players to, along with a couple experienced vigilants, assault the Stabian Baths and bring an end to this criminal dynasty.

The Stabian Baths

The map uses regular combat scale hexes, not dungeon scale ones. There are several kinds of rooms unique to the baths shown on the map. *Apodyteria* (A) are changing rooms used before and after baths. Dark hexes here are shelves and cupboards for clothes and towels.

Bathing often begins in a *Caldarium* (C), a hot-water bath. Here one can take time to remove dead skin with a scraper. Then one typically moves to a *Tepidarium* (T), a luke-warm bath which is soothing and comfortable. After that one can immerse in a *Frigidarium* (F), a cold-water bath which many find invigorating. All baths are three feet deep, and the dark hexes around the water are sitting areas.

The *Piscina* (P) is a fish pond. It is not for bathing but for admiring and contemplating. The *Palaestra* (W) is a wrestling arena with a sandy floor, surrounded by a wooden railing with a simple opening. Sometimes bouts are staged for bathers as entertainment, and clients are also welcome to use it themselves.

The complex of baths on the left side of the map are for more prestigious clients, with direct access to the frigidarium. Clients of lesser standing use the baths to the right, with a longer walk to the frigidarium. The apodyteria above the palaestra on the map is a changing room for wrestlers and others using the palaestra.

The remaining rooms of the baths are for storage, food preparation, and cots. The GM may stock the rooms however they please. The triangular pool at the top is a fountain with a life-size statue of a bathing figure in it. The doors in the Baths generally stay shut, to help retain the heat in the baths and to ensure privacy. None of the doors have locks, but anyone opening a closed door better have a valid reason for doing so.

How To Play

The players will need to work out how to get into the Stabian Baths and position themselves for the attack. One of the vigilants will signal when it's time to strike. If a player can surreptitiously take out a target without raising the alarm before then, they should do so. Otherwise everyone should begin to act when the signal is given. Ways that the players can infiltrate the Baths include:

Posing as bath staff - There are four members of the waitstaff on duty this evening, to provide wine, food, towels, and such. Any human or elf party member who can pass for a servant (basically anyone who doesn't have huge muscles or battle scars) can substitute for one of these. There is also a masseuse on duty, and this can be any human, elf, or orc party member. Staff wear simple tunics and will be searched by the Muscle Twins before the important Brutta arrive. Players disguised as bath staff can only

carry whatever weapons they can successfully conceal, and no armor. Jewelry items are permitted.

Posing as a wrestler - One of the Brutta, Dasto, is a keen wrestler, and has requested that an opponent be on hand should he want a match. Any party member who can fill this position may do so.

Secreted in - One member of the party can be smuggled in before the evening and hidden under debris in a spot down the blind alley on the map (H). They will need to remain silent and patient once hidden. There is a chance that one of the Brutta may wander down that way before the attack is launched.

Any party members which cannot insinuate themselves inside will need to come up with a clever alternative. One possible idea is that a player with musical skills might try to get hired on as a strolling minstrel for the night. Any remaining party members who can't devise a way to infiltrate will have to wait outside the baths with the two vigilants until the attack commences, then enter at any of the three open areas along the edge of the map. Regular bath staff will flee once the attack begins.

The Brutta Stirpe

There are eleven human men in the Brutta Stirpe party. Eight are members of the criminal "family", and the other three are officials allied to them. **Balindo** is the head the Brutta Stirpe syndicate. Everyone calls him *Padrone* ("master") out of respect. He is arrogant, callous, and hates to be contradicted. He is fond of the caldarium. **Dasto**, Balindo's older son, is a brute, thug, and avid wrestler. He believes force wins every argument. **Guillarme**, Balindo's younger son, is smart, sadistic, and loves to cause trouble for its own sake. At the baths he enjoys watching the fish in the piscina. **Kranos** is Balindo's elderly uncle, an unpleasant curmudgeon usually found in the frigidarium. **Zarzini** is the Brutta's top killer, vain and pitiless. Restless, he tends to wander the bath complex. **Arvo & Ingo**, nicknamed "The Muscle Twins", are massive, taciturn brothers who are the devoted bodyguards of the Brutta. They will be standing guard near the most important family members. **Parci** is a pathetic footsoldier of the family, recently demoted to the food and wine taster for the Brutta. It will be difficult to poison any of the Brutta with him around. **Locastric** is a city official, dull-witted and corpulent, easily flattered and manipulated by the Brutta. He likes the tepidarium. **Vuparian** is one of the ranking city guards, a corrupt and venial man who enjoys the what the Brutta's bribes buy him. **Canello** was a leading merchant in the city who ruined himself through gambling. It was simple enough for the Brutta to take over his debts and prop him up as their puppet in the city marketplace.

The Vigilanti di Strada

Two human vigilants from the Vigilanti di Strada will join the players in the attack. **Hassetti** is a lapsed member of the Thieves Guild who has turned his skills towards the fight for justice. He is stealthy and excels at taking out his targets with a garrote. **Erano** is a former frontier woman who settled here and immediately set herself against the criminal class. She is tough and once brought down an elk with just a knife.

Players should see the whole map, but only be aware of the positions of enemies that they can see or otherwise detect. When noise is made, other enemies may come running to investigate. Some enemies may not be armed, or clothed, depending where they are.

Character	ST	DX	IQ	MA	Notes
Balindo	12	11	12	10	<i>Assess Value, Tactics</i>
Dasto	14	11	8	10	<i>Brawling</i>
Guillarme	9	12	13	10	<i>Weapon Mastery (Knife)</i>
Kranos	7	9	9	10	<i>Carousing</i>
Zarzini	12	13	12	10	<i>Silent Movement</i>
Arvo & Ingo	15	10	8	10	<i>Brawling, Cestus</i>

Character	ST	DX	IQ	MA	Notes
Parci	9	11	11	10	<i>Remove Trap</i>
Locastric	8	9	9	10	<i>Literacy, Administrator</i>
Vuparian	11	10	10	10	<i>Streetwise</i>
Canello	10	10	11	10	<i>Business Sense</i>
Hassetti	11	13	12	10	<i>Unarmed Combat III, Stealth</i>
Erano	15	11	11	10	<i>Woodsmen, Toughness</i>

If the players destroy the Brutta Stirpe, the Vigilanti di Strada will pass along a reward from the city merchants guild for \$3000. The GM may augment or alter the reward as they like. Remember however that the identities of the players in these actions should remain secret, or otherwise underworld forces may seek them out for retribution...

