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ADVENTURES



DESPICABLE DEEDS

BY CHARLIE BROOKS



DESPICABLE DEEDS

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The Bhestos family is well-known in the town of Brighton, with the family patriarch Gaavyn serving as a close advisor to the Lord Mayor. His son Maartin is a frequent patron of Brighton's fine taverns but has a secret life that none know.

Tragedy and torment led Maartin to the cult of Shub-Niggurath, which promises to alleviate his pain in exchange for service. A group of adventurers has the chance to unravel Maartin's secrets, but first must enter his haunted home and explore a past that may best be left forgotten.

"Despicable Deeds" is an adventure for four 3rd-level characters. PCs who complete this adventure successfully should reach 4th level by its conclusion.

ADVENTURE BACKGROUND

Maartin Bhestos used to spend his wealth on fine food, strong drink, and the best minstrels he could find. Despite this hedonism, his first (some say only) responsibility in life was to his wife Farrah. Four years ago, Farrah gave birth to their first child. Unfortunately, what should have been a joyous occasion wound up becoming a curse.

Although Yurah Bhestos was a healthy child, both he and Farrah struggled emotionally. Farrah fell into a deep depression after giving birth. Meanwhile, Yurah suffered from extreme colic, rarely slept, and would only eat after hours of coaxing. Maartin sought advice from midwives and healers, who told him this phase would pass with time. But as months wore on, he grew increasingly desperate.

Seeking respite, Maartin hired a nanny named Juen Alzar. What he did not know at the time, and what he would not find out until it was too late, is that the nanny was a totenmaske loyal to Shub-Niggurath. Rather than relieve the tension, "Juen" exacerbated the turmoil. She told Maartin that his wife's depression was not an illness but a failure to perform her motherly duties. She insisted on tough love for Yurah. As Maartin deferred to her judgment, the rift in the family grew.

Maartin became more distant and negligent. He began an affair with Juen, who whispered to him of the glory of Shub-Niggurath during their trysts. When Farrah learned of her husband's infidelity, she turned her rage inward, hanging herself.

Confused and outraged, Maartin blamed not himself or Juen, but his son. He banished Yurah to the attic, where the boy ultimately perished. Maartin cared little, for the cult of Shub-Niggurath soon showed how it cared for those who served the Dark Mother by providing him with new monstrous "children" that, unlike Yurah, were deformed outward but quiet and obedient. The cult has even offered to bring him back Farrah – all he has to do is one favor for them...

ADVENTURE SYNOPSIS

Following up on a clue from their previous adventure, the PCs enter the Maartin's home. In doing so, they contend with haunts and attacks from the totenmaske. They uncover several paintings and objects that illuminate Maartin's past and his current goal: to aid a fellow cultist named Corvun Baerg in becoming a spawn of Shub-Niggurath.

ADVENTURE HOOKS

This adventure assumes the PCs found The Lamentations of the Fungus Men in the previous adventure, which has brought them to Maartin's home in search of answers. If this is not the case, you may wish to use one of the following hooks.

- Strange black vines have grown over the walls of Maartin's home, striking out at those who attempt to enter. A worried Gaavyn Bhestos asks the PCs to investigate and save his son.
- Cherin Alzar has been searching for her lost sister for years. She believed Juen is being held against her will by Maartin and asks the PCs to help.
- The criminal known as the Jade Fox seeks an opportunity to gain some blackmail on the Bhestos family. She asks the PCs to infiltrate Maartin's manor and return to her with their findings.

PART ONE: THE INFILTRATION OF BHESTOS MANOR

Maartin's home is a moderately-sized building that was built not long after he and Farrah got married. The windows remain dark, even at night. Maartin does most of his work in the basement and hasn't returned to his bedroom in several days. The totenmaske relies on its darkvision when moving through the building at night.

The manor's walls are made of are stone and the floors are crafted of well-polished, sturdy wood. Ceilings are 10 feet high in the hallways, rising to a height of 15 to 20 feet in the main rooms. Maartin fired most of his staff following Farrah's death, and many rooms in the house have become dusty and unused ever since.

APPROACHING THE MANOR (CR 3+)

Bhestos Manor stands 200 feet up a path branching from the main road. Its stone walls are devoid of the scars and nicks that come with old age. Despite its relative youth, the building's walls are covered with thick black vines. Several large windows betray no sign of activity within.



- **The Manor:** The front door (leading to Room 1) and servants' entrance (leading to Room 5) are locked, requiring a DC 25 Disable Device check to open.
- **Vines:** The cult of Shub-Niggurath placed several guardians here to deter those who would disturb Maartin's work. Anybody who attempts to enter or leave the building must trace the sign of the Dark Mother before opening the door or window. If they fail to do so, an assassin vine animates and attacks. If the assassin vine is slain, the foliage grows over the damage, creating another one within one minute. Dousing a dead vine with holy water or using positive channeled energy prevents the growth of new assassin vines along that wall.

ASSASSIN VINE CR 3

XP 800

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +2

Immune electricity, plant traits; **Resist** cold 10 and fire 10

OFFENSE

Speed 5 ft.

Melee *slam* +7 (1d8+7 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+7), entangle

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

SQ camouflage

ECOLOGY

Environment temperate forests

Organization solitary, pair, or patch (3–6)

Treasure incidental

SPECIAL ABILITIES

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

THE TOTENMASKE HUNTER (CR 6)

The deadliest adversary in Maartin's home is the totenmaske that masquerades as Juen Alzar. When the PCs enter the building, the totenmaske is in area 14,

attempting to bypass the field of positive energy in the attic. Doing so has wounded the creature, but it remains dangerous. Once an assassin vines attacks or the PCs trigger a haunt, the totenmaske begins to hunt the newcomers.

Wounded Tottenmaske (CR 6)

XP 3,200

NE Medium undead (shapechanger)

Init +10; **Senses** darkvision 60 ft.; **Perception** +15

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)

hp 55 (*currently wounded*)(10d8+40)

Fort +7, **Ref** +9, **Will** +9

Immune undead traits; **Resist** cold 20

OFFENSE

Speed 50 ft.

Melee *bite* +13 (1d8+4 plus 1d4 Cha drain), 2 *claws* +13 (1d6+4)

Special Attacks fleshdrink, shape flesh

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 27

Feats Ability Focus (Charisma drain), Combat Expertise, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Acrobatics +16 (+24 jump), Bluff +14, Diplomacy +14, Disguise +17, Perception +15, Sense Motive +15, Stealth +19

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (the previous humanoid it successfully used its fleshdrink ability on; alter self)

SPECIAL ABILITIES

Charisma Drain (Su): A totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim makes a DC 21 Will save. The save DC is Charisma-based.

Fleshdrink (Su): If a totenmaske hits a single creature with both claw attacks, the hollow claws drain away some of the target's flesh, dealing 1d6 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 19 Fortitude save negates the Constitution damage and reduces the sickened condition duration to 1 round. The save DC is Charisma-based.

Shape Flesh (Su): By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 19 Fortitude save to resist. Changes are permanent, but can be reversed with heal, restoration, or regeneration, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals

1d4 points of damage even if the check is not successful.

A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Before Combat The totenmaske remains in a humanoid form until combat begins, either as Juen or the PC it most recently used its fleshdrink ability on.

During Combat The totenmaske only stops to make a full attack if it can do so without being adjacent to multiple



PCs. It utilizes hit and run tactics, striking quickly and then escaping into secret passageways or adjacent rooms.

Morale If reduced to less than 20 hp, the totenmaske stops using hit and run tactics and fights to the death.

Certain rooms indicate points where the totenmaske might ambush the PCs, but don't feel forced to include another skirmish if you feel they need a break. It exists to them on their toes, not to devastate them with ability score damage.

1: VESTIBULE

This entranceway contains a coat rack which holds a black overcoat and cloak. A chair whose cushions smell of mildew sits in the northeastern corner of the room, sitting opposite a potted plant that has long since died due to neglect.

- **Coat and Cloak:** These items belong to Maartin, though neither have been worn in over a week.

2: ENTRY HALL (CR 3)

This wide hall features a vaulted ceiling and several dusty paintings, one of which is covered with a dark gray drape.

- **Paintings:** These paintings represent the Bhestos family in happier days. The first is of Maartin and Farrah shortly after their marriage. The second shows Farrah reclining on a couch, belly round with child. The covered painting is a portrait of the Bhestos family shortly after Yurah's birth. A DC 25 Perception check allows PCs to find a secret door behind the painting. However, moving or uncovering this portrait triggers a haunt.

Mind-Bending Wail CR 3

XP 800

CE haunt (line of sight up to 15 ft.) CL 3rd

Notice Perception DC 20 (to notice the baby's eyes begin to move)

hp 6; Trigger proximity (once the painting is uncovered); Reset 1 day

Effect The baby's face become bloated and distorted. Its mouth opens in a high-pitched wail that lasts for one minute without interruption. All creatures in the area of effect must succeed at a DC 14 Will save or take 1d4 Wisdom damage and suffer a -2 penalty to all

concentration checks until this ability damage is healed.

Destruction Destroying the painting ends the haunt. However, doing so also implants a suggestion (DC 14 Will save to resist) that compels the individual to attack the attic whisperer in Room 18 on sight.

Development: If the totenmaske comes through this room while hunting the PCs, it removes the cloth from the painting.

3: DINING ROOM

The long wooden table with seven chairs surrounding it features the carved image of an eagle sitting atop a stylized letter B. A cabinet in the far corner of the room is devoid of the dust that has settled over the rest of the furniture.

- **Knowledge (nobility) (DC 10):** To identify the table carving as the Bhestos family crest.
- **Cabinet:** This cabinet stores a variety of liquor, which Maartin has used frequently. Of the remaining spirits, he has yet to reach a particularly strong dwarven vintage known as gotteale. If sold to a collector, the ale can fetch a price of 100 gp.

Development: The totenmaske might attempt to ambush the PCs here. After making its attack, it attempts to flee into Room 4.

4: KITCHEN

A large oven is still warm, indicating that it has seen recent use. Several sizeable pots sit on the countertop, with dried roots, fungus, and a glass vial filled with white vapor sitting next to them.

- **Roots and Fungus:** A DC 20 Craft (alchemy) check identifies these items as ingredients used in the crafting of insanity mist. The glass vial is filled with one dose of the poison.
- **Secret Door:** This sliding panel can be found with a DC 25 Perception check.

Development: If the totenmaske faces the PCs in this room, it hurls the insanity mist at them before fleeing through the secret door.

5: KITCHEN ENTRANCE

This short entrance hall doubles as a pantry. Stale bread, old mushrooms, and moldy stacks of potatoes line the walls, allowing only a narrow path to the doorway.

This area has remained unused since Maartin laid off his staff.

6: DEN (CR 4)

A chandelier hangs from the ceiling, from which a hangman's noose dangles. Several comfortable-looking pieces of furniture face a fireplace which has a poker lying in its ashes. A bronze urn sits on the mantelpiece, placed directly beneath a faded painting.

- **Fireplace:** A search of the ashes reveals sheets of burned paper. One lightly singed scrap reads,

"The Dark Mother's children are ill-formed, but obedient. -Corvun"

- **Painting:** This is a portrait of Farrah in her youth. It is marred with soot marks and fingerprints, as though somebody has touched it frequently.

- **Urn:** This urn contains Farrah's ashes.

- **Noose:** The noose hangs over the room's table. When Farrah took her life, Maartin tried to get Yurah, then lashed out when the child he failed to do so. It is also tied to a haunt.

A Father's Wrath CR 4

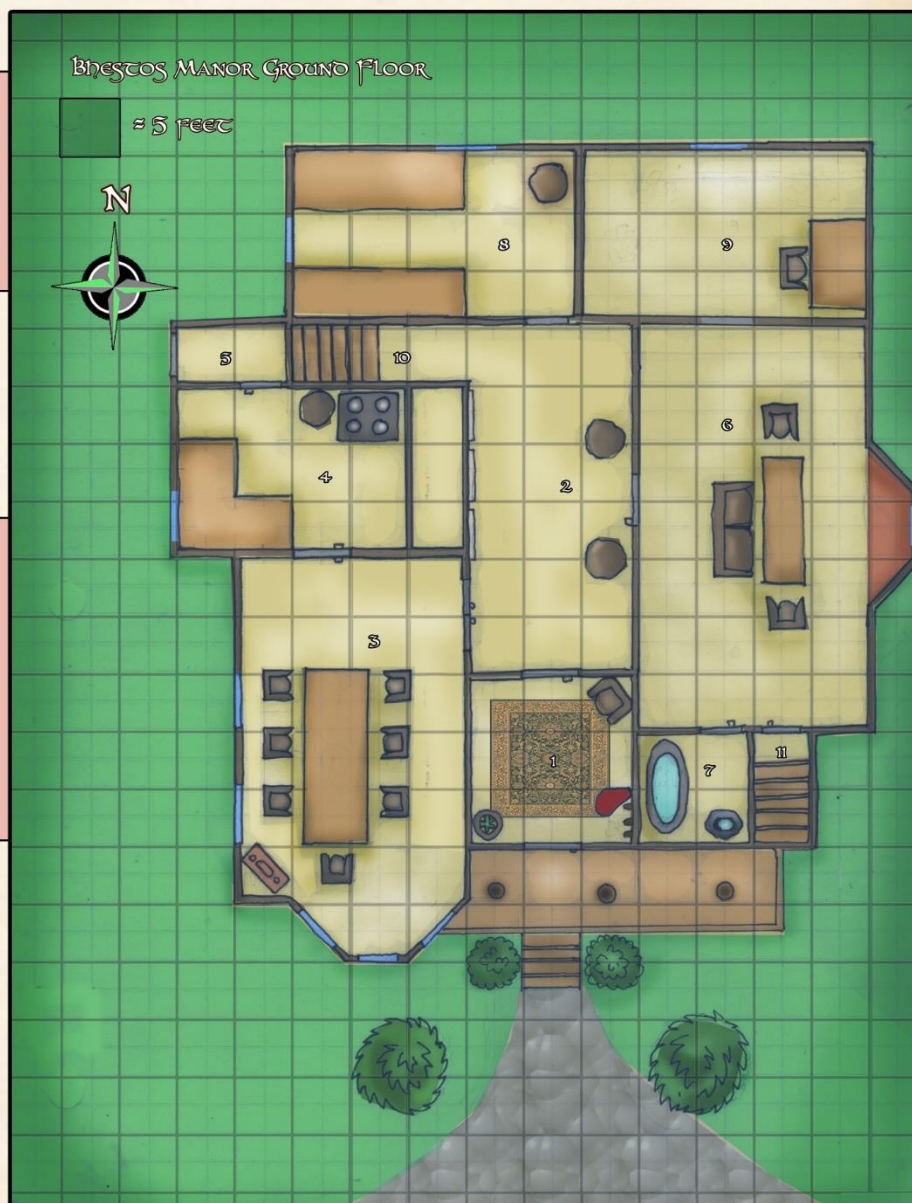
XP 1,200

CE haunt (20 ft. radius around the noose)

Caster Level 5th

Notice Perception DC 20 (to notice the room growing warmer)

hp 8; Trigger proximity; Reset 1 day



Effect The fireplace ignites as a man's voice shouts,

"Mommy's dead because of you! Face your punishment!"

The creature closest to the noose is targeted with a suggestion spell (save DC 14) to hang himself. The hanging requires a standard action to set up the noose and a second standard action to perform the deed. Anyone who resists the suggestion or who interferes with the hanging becomes targeted by the poker, which flies red-hot from the fireplace, striking with a +15 to hit and dealing 1d6+4 damage plus 1d6 fire damage. The poker continues to strike for 1d6 rounds or until somebody has died in the noose.

Destruction Getting Maartin to forgive his son ends this haunt.

7: WASHROOM

A porcelain bath with stylized feet designed to look like eagle claws lies next to an empty chamberpot. The bath is half-filled with murky, brown-red water.

- **Bath:** This is where Maartin cleans up after feeding his “children” in the basement with creatures caught by the assassin vines outside. The water is colored by a mix of dirt and blood.

8: LIBRARY OF SHUB-NIGGURATH (CR 5)

An obsidian statue of a satyr wielding a kukri stands before two long bookshelves. At the far end of those shelves hangs a painting of a man kneeling before a creature that looks like a hybrid of a goat and a pregnant human woman. In the northeastern corner of the room lies a collection of haphazardly tomes.

- **Shelves:** The books on these shelves include mundane histories, ledgers, and a few plays. One tome of note is an original copy of the popular play *The Tree Spirit's Demise*, which is worth 200 gp.
- **Painting:** This painting was given to Maartin as he joined the cult of Shub-Niggurath. A note on the back reads, “Welcome to the Dark Mother's embrace.”
- **Stacked Books:** These books include holy texts of Shub-Niggurath, stories about mortals transforming into servants of their gods, and obscure transmutation rituals.
- **Secret Door:** A DC 25 Perception check reveals this pivoting wall.
- **Statue:** The totemaske is not the only minion of Shub-Niggurath in the house. The statue is a graven guardian left behind to protect Maartin and ensure that he remains loyal to the Dark Mother.

GRAVEN GUARDIAN CR 5

XP 1,600

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); **fast healing** 2

Fort +2, **Ref** +4, **Will** +3

DR 5/adamantine; **Immune** construct traits; **SR** 16, *beast ward*

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen evil kukri* +10/+5 (1d4+5/15–20 plus 1d6 vs good aligned foes) or *slam* +9 (1d6+4 plus 1d6 vs good aligned foes)

Special Attacks evil weapons, magic weapon, rest eternal

Spell-Like Abilities (CL 6th; concentration +0)
1/day—*haste* (self only)

TACTICS

During Combat The guardian casts *haste* on itself on the first round of combat and moves towards enemies. It attacks anyone displaying holy symbols first, focusing its assault until the victim dies, before moving on to the next target.

Morale Unless one of the PC's displays an unholy symbol of Shub-Niggurath, the guardian attacks until destroyed.

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (animal, evil)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the keen weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the returning weapon special ability. If it is a ranged weapon, it gains the seeking weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Domain Abilities

Animal: Beast Ward (Su)—Animals must make a Will save before they can attack the graven guardian. Any attack on an animal (but not its allies) by the graven guardian breaks this protection. Once the animal makes this Will save, it need not save again against that particular graven guardian on subsequent attacks.

Evil: Evil Weapons (Su)—The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

Rest Eternal (Sp) —When a graven guardian slays a foe it places a curse upon the dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 17. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

9: STUDY

Loose papers lie strewn about this room. A vial of ink has been spilled over the top of the desk along the eastern wall. This study seems to have seen much use but little organization.

- **Desk:** The ink has dried across Maartin's correspondences. Of the papers that are still legible, there is one notable passage: "Farrah must remain dead for now, though perhaps through the Dark Mother's grace she can be reborn."
- **Papers:** These papers contain information about Maartin's personal accounts, which have been nearly depleted, correspondences with his family, which never mention his ties to Shub-Niggurath, and letters from a man named Corvun detailing the significance of deformities in the Dark Mother's religion. One letter notes,

"Children should be monsters outside and angels within. Yurah was the other way around, and you were right to punish him."

10: STAIRS TO SECOND FLOOR

The stairs to the second floor are covered in a thick layer of dust. Petite foot prints dot each step leading up.

11: STAIRS TO CELLAR

The stairs leading to the cellar are clean of dust.

PART TWO: A FORGOTTEN LIFE

Maartin has not gone to the second floor of his house since he locked Yurah in the attic to die. To travel to this floor means reminding himself of his crimes. Anybody on this floor can hear the constant sound of sobbing coming from the attic.



12: SITTING ROOM (CR 3)

The stairs lead to a simple sitting room that holds the aftermath of a struggle. Cushions on the sofa are overturned and the floor is riddled with smashed glass. The sound of a young child crying echoes throughout this area.

- **Sofa:** When Yurah refused his father's deranged suggestion to hang himself, he tried to hide under the sofa. Maartin followed, leading to a brief struggle as he tore through the room looking for the boy.
- **Glass:** The glass comes from a wall mirror that shattered when Maartin threw his son into it. This mirror is also tied to a haunt.

Yurah's Flight CR 4

XP 1,200

CE haunt (15 ft. radius around the broken mirror)

Caster Level 3rd

Notice Perception DC 20 (to notice a child's face in the glass shards)

hp 6; Trigger proximity; Reset 1 day

Effect A child's voice shouts, "He's coming! Hide me!" as ghostly footsteps stomp up the stairs.

Creatures in the area of effect must make a DC 14 Will save or be compelled to escape via the one path Yurah didn't take – the window behind the sofa. This leads to 4d6 damage from the breaking glass and the fall. Any assassin vine in the area below attacks when a victim hits the ground.

Destruction Putting Yurah's spirit to rest ends this haunt.

13: MASTER BEDROOM

This spacious bedroom is unusually tidy compared to the rest of the house. The bed has been made and the wooden wardrobe is well-polished. Crimson curtains have been drawn shut, blocking off a breathtaking view of the countryside around Brighton.

- **Bed:** The totenmaske ensures that the bed is well-made and lounges on it often, even though it never actually sleeps. Anybody

searching the area can make a DC 15 Perception check to find a wooden box tucked away underneath. This box holds a metal key that unlocks the door in Room 21 and several erotic drawings of a woman that is not Maartin's wife. Anybody who has encountered the totenmaske in the guise of Juen recognizes the woman as that monster.

- **Dresser:** The wardrobe contains many fine gowns and dresses, including a courtier's and noble's outfit, both sized for a human female.



14: FARRAH'S WASHROOM (CR 4)

A luxurious bath sits next to a window which offers a fine view of Brighton. A wooden vanity holds a jewelry box, several bottles of perfume, and a small silver mirror.

- **Vanity:** The jewelry box holds a set of platinum earrings worth 300 gp, a pearl necklace worth 500 gp, and expensive perfume worth 100 gp. The silver mirror is worth 250 gp, but is also tied to a haunt.

Farrah's Descent (CR 4)

XP 1,200

CE haunt (line of sight from the mirror)

Caster Level 4th

Notice Perception DC 20 (to notice movement in the mirror and the sound of sobbing)

hp 8; **Trigger** proximity; **Reset** 1 day

Effect A character looking into the mirror sees a dark-skinned, puffy-faced woman who has obviously been crying for some time. In a sudden fury, she claws at her face, tearing away flesh and hair. The marks caused by this self-mutilation appear on the face of the creature looking into the mirror, dealing 1d6 bleed damage and 1d6 points of Charisma damage (Will DC 14 to half the Charisma damage).

Destruction Convincing Maartin to accept responsibility for his wife's death ends this haunt.

Development: If the totenmaske is hunting the PCs, it tries to bite a character affected by the haunt to gain a delicious taste of Farrah's despair.

15: HALL OF ANCESTORS (CR 5)

A lavish carpet runs from north to south, although the northern end is badly frayed. A black stone statue of a satyr holding a longsword blocks the eastern doorway, as though it is guarding both the passageway and the trio of paintings that line the wall to its right.

- **Carpet:** The northern edge of this carpet has been frayed by the totenmaske's claws as it took out frustration at its inability to bypass the positive energy aura in Room 17.
- **Paintings:** The two northernmost paintings portray

previous generations of the Bhestos family with their sons. Anybody familiar with Brighton can recognize Gaavyn Bhestos, and a DC 15 Knowledge (local) check also identifies Gaavyn's father Trevaan. The painting nearest the doorway is a picture of Maartin and his own young son, but somebody slashed the words "No more" across the child's face.

- **Statue:** As in Area 8, a graven guardian protects this room.

Graven Guardian (CR 5)

XP 1,600

hp 53 (see page 7, but with following adjustments)

Melee +1 keen longsword +10/+5 (1d8+5/19-20, x3) or *slam* +9 (1d6+4)

SQ guardian domains (Animal, Evil)

Treasure mwk longsword

16: ATTIC ENTRANCE (CR 5)

A trapdoor on the ceiling offers a passageway into the attic. Deep claw marks run along the ceiling, and something has torn a hole large enough to fit a human's arm through.

- **Ceiling:** Realizing that it couldn't enter the attic through the entrance, the totenmaske attempted to tear a new passageway, only to discover that the positive energy extends beyond the doorway.
- **Trapdoor:** Although it has been unable to enter the attic, the totenmaske has also sought to keep others from gaining access to the attic without its permission. To that end, at significant pain to itself, it set a trap on the doorway.

Insanity Mist Trap (CR 5)

Type mechanical; **Perception** DC 15; **Disable Device** 15

Trigger location; **Reset** repair

Effect poison gas (*insanity mist*); **never miss**; onset delay (1 round); multiple targets (persists for 1 round)

17: NANNY'S ROOM

A simple bed and a modest-sized wardrobe flank an enormous chest. Several holes line the sides of the chest, and whatever is inside rattles it frequently in an attempt to break free.

- **Wardrobe:** The clothing here is sparse, as the totenmaske generally uses Farrah's old clothing in Area 11. A vial in a blouse pocket contains an elixir of truth.
- **Chest:** The chest contains the real Juen Alzar (NG female human commoner 2). Juen's presence remained a secret at first. Maartin learned the truth when the totenmaske revealed its true identity, but by then he was too far gone to care. Now, he even uses his wand of restoration on occasion to restore Juen's drained Charisma, allowing the totenmaske to devour her dreams all over again.

Juen is bound and wears a *ring of sustenance*. At the moment, her Charisma is drained to 1, and she struggles more out of habit than hope. The totenmaske used its shape flesh ability to cover her eyes and mouth with skin. However, she can still hear and has heard enough gloating from the totenmaske that she knows some of Maartin's greater scheme – specifically that he seeks to help somebody called Corvun in the capital city, transform into a spawn of Shub-Niggurath. If rescued and given time to recover from her ordeal, she tells her saviors all she knows.

- **Ad-Hoc XP Award:** Award the PCs 1,200 XP if they rescue Juen.

16: NURSERY

An oval-shaped rug on the floor of this room depicts a sun and moon against a purple sky. Next to the door sits a large chest with a padlock on it. A toddler-sized bed and a small dresser lie against the southern wall. Hung above the dresser is a sketch of a young boy with hands clasped over his mouth and the words "*Seen, NOT heard*" scrawled below it.

- **Chest:** This was Yurah's toy box, which Maartin locked as a punishment for one of the child's louder tantrums. The locked can be opened with a DC 20 Disable Device check. The toys inside have been badly damaged, save for a perfectly clean stuffed horse with a locket on it. The locket contains a sketch of Farrah kissing Yurah goodnight.

PART THREE: YURAH'S FINAL REST

When Yurah refused to follow his father's mad

suggestion at suicide as a punishment for Farrah's death, Maartin locked him in the attic. Although the child died long ago, his spirit remains. That spirit, coupled with a protective aura left behind by Farrah, worries the totenmaske, for it represents the one part of the house that it doesn't control.

There is no lighting in the attic. Ceiling height is ten feet near the middle of the room, tapering to four feet around the edges.

17: A MOTHER'S LOVE

The air of the attic is stale and thick with dust. Nevertheless, this room has a strange warmth about it which seems to overwhelm the darkness.

When Farrah's spirit passed on to the afterlife, a portion of her soul remained behind to protect her son. This protective aura manifested as a barrier of positive energy centered on this room. Any undead creature entering the area suffers 4d6 damage and is forced to leave as though affected by a repulsion spell. A DC 19 Will save reduces the damage by half and negates the repulsion effect. Thus far, the totenmaske hasn't bypassed the ward.

18: YURAH'S CELL (CR 4)

Scattered boxes of old clothes and pieces of furniture partially obscure a view of some filthy straw, a few rat skulls, and signs of human waste. The smell of rotting flesh mixes with the room's waste to create a nauseating effect. A high-pitched wail echoes through the attic.

- **Stench:** Any living creature in this area must make a DC 10 Fortitude save or be sickened for 1 minute.
- **Straw:** Searching the straw reveals Yurah's skeleton.
- **Wailing:** The constant crying here comes Yurah's spirit, which is now an attic whisperer. The boy panics and attacks immediately, fearing that the monster downstairs has finally come for him. If presented with the stuffed horse from Room 16, he calms down enough to talk. In this case, the boy implores the PCs to "heal daddy," either by turning Maartin away from the cult of Shub-Niggurath or by killing him. Doing either causes the attic whisperer to vanish as Yurah's soul passes on.

ATTIC WHISPERER CR 4

XP 1,200

NE Small undead

Init +8; **Senses** darkvision 60 ft.; Perception +12

Aura sobs (10 ft.)

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 45 (6d8+18)

Fort +5, **Ref** +6, **Will** +8

Immune undead traits

OFFENSE

Speed 20 ft.

Melee *bite* +9 (1d4–1 plus steal breath), *touch* +4
melee touch (steal voice)

STATISTICS

Str 9, **Dex** 19, **Con** —, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +4; **CMB** +2; **CMD** 17

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +9, Climb +8, Knowledge (history) +8,

Knowledge (local) +8, Perception +12, Stealth +17

Languages Common (plus any 2d4 from victims)

SPECIAL ABILITIES

Aura of Sobs (Su) All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a –1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) A creature bit by an attic whisperer must make a DC 16 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using dispel magic, remove curse, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature hit by an attic whisperer's touch must make a DC 16 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff

check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

- **Ad Hoc XP Award:** If the PCs resolve this encounter peacefully, grant them XP as though they had defeated Yurah in combat.



PART FOUR: THE NEW FAMILY

Maartin is driven by his need to uncover the ritual of transformation for Corvun but limited by his own poor learning ability.

Even if he overhears combat above, Maartin remains in Room 22, believing that the house's guardians will protect him from danger. He has worked fervently for several days, believing that the secrets of Corvun's transformation is just around the corner.

The basement ceiling has a height of eight feet. Room 21 is devoid of light, while Room 22 is lit by everburning torches.

21: BASEMENT

The basement is quiet and virtually empty, with only a few scraps of paper and clumps of dust. A sturdy door lies to the north, reinforced with thick iron bands.

- **Paper:** These scraps are from Maartin's correspondence with Corvun. One discarded note bears a wax seal in the shape of a griffon's head. A DC 15 Knowledge (local) check identifies this symbol as a common one used by couriers in the capitol city.

- **Door:** Corvun has sealed this door with an *arcane lock* that requires a DC 35 Disable Device check to bypass. Using the key found in Room 11 undoes the lock but not the spell, reducing the Disable Device DC to 20. The door has a hardness of 10, 60 hit points, and a break DC of 38.

22: MAARTIN'S WORKSHOP (CR 6)

Several everburning torches create an orange glow in this wide room. A granite statue of a pregnant humanoid woman with a goat's head overlooks a stone altar. A wooden table next to the altar holds a pair of what looks like deformed fetuses in glass jars.

- **Table:** A drawer in this table holds a wand of arcane lock with 10 charges and a wand of restoration with 4 charges. On top of the table is a pair of pickled punks. They are everything that Yurah was not – physically disfigured but mentally obedient. They play dead at first but then wriggle out of their jars and defend Maartin to the death.



Pickled Punk CR 1

XP 400

NE Tiny undead

Init +1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 11 (2d8+2)

Fort +1, **Ref** +1, **Will** +4

DR 5/bludgeoning; **Immune** undead traits

OFFENSE

Speed 15 ft.

Melee bite +4 (1d3–4 plus attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks attach, death throes, irritant

STATISTICS

Str 3, **Dex** 13, **Con** —, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Bluff +2 (+10 when playing dead), Stealth +13;

Racial Modifiers +8 Bluff when playing dead

Languages Common

SQ opportune

SPECIAL ABILITIES

Attach (Ex) When a pickled punk hits with a bite attack, it automatically grapples its foe, though the target is not considered to be grappling the punk. Each round the pickled punk is grappling its foe, it automatically deals bite damage each round.

Death Throes (Ex) When a pickled punk is destroyed, it disincorporates into a fleshy sludge. Any creatures adjacent to a pickled punk when it is destroyed must succeed at a DC 12 Fortitude save or be nauseated for 1 round.

Irritant (Ex) The water in a pickled punk's jar is highly irritating to all living creatures. A creature damaged by a pickled punk's bite that deals damage to pickled punk with a natural weapon or unarmed attack, or that otherwise comes into contact with a pickled punk or the water in its jar, must succeed at a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 24 hours (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Charisma-based.

Opportune (Ex) Though Tiny, a pickled punk can extend its deformed limbs to make attacks of opportunity as if it had a reach of 5 feet. This ability doesn't allow a pickled punk to attack adjacent creatures as if it truly had a reach of 5 feet.

- **Altar:** The altar is where Maartin pleads to the Dark Mother for guidance. Unless the PCs somehow catch him by surprise, he awaits a final battle in front of it.

Maartin Bhestos (CR 5)

XP 1,600

Human cleric 6

Init +4; **Senses** Perception +6

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 natural)

hp 60 (6d8+30)

Fort +9, **Ref** +4, **Will** +8

OFFENSE

Speed 30 ft.



MAARTIN BHESTOS

Melee +1 longspear +9 melee (1d8+5/x3)

Special Attacks channel negative energy 4/day (DC 14, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—*bramble armor*, *touch of chaos*, *wooden fist*

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*cure serious wounds*, *deeper darkness*, *summon monster III*, *magic circle against good*

2nd—*bear's endurance*, *bull's strength*, *hold person* (DC 15), *spiritual weapon*, *barkskin*

1st—*bane* (DC 14), *cause fear* (DC 14), *doom* (DC 14), *entropic shield*, *protection from law*

0 (at will)—*bleed* (DC 13), *detect magic*, *read magic*, *virtue*

D domain spell; **Domains** Evil, Plant
TACTICS

Before Combat Maartin casts *barkskin*, *bear's endurance*, and *bull's strength*. These effects are incorporated in his stats.

During Combat Maartin begins battle by casting *summon monster III* to summon 1d3 giant spiders. He targets a spellcaster with *hold person* and a melee combatant with *bane* followed by *cause fear*.

Morale If reduced to below 10 hp, Maartin attempts to flee to Room 8 to gather whatever notes he can before escaping his manor.

STATISTICS

Str 16, **Dex** 10, **Con** 18, **Int** 8, **Wis** 17, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 17

Feats Improved Initiative, Lightning Reflexes, Selective Channeling, Toughness

Skills Bluff +6, Knowledge (religion) +5, Perception +6, Spellcraft +5, Use Magic Device +4

Combat Gear potion of cure serious wounds, **Other Gear** +1 breastplate, +1 longspear, brooch of shielding, silver holy symbol of Shub-Niggurath, spell component pouch, opal brooch worth 300 gp, 12 gp



CONCLUDING THE ADVENTURE

Maartin's defeat means the end of his immediate threat, but not necessarily peace in Brighton. Unless the PCs manage to convince him to face the truth about his culpability for his family's death, his home remains haunted for years to come, becoming an infamous location in town.

If the PCs kill Maartin and don't produce evidence of his ties to the cult of Shub-Niggurath, they may have to contend with a furious Gaavyn Bhestos, who blames them for the wrongful death of his son and considers any claims about a connection to the Dark Mother to be an attempt to slander his family.

Conversations with Juen, Yurah, and possibly Maartin himself demonstrate a clear connection to the capital city, where Corvun Baerg continues his quest to become a spawn of Shub-Niggurath and bring the curse of the Dark Mother to the world of Celmae.

The adventure continues in *Whispers of the Dark Mother part 4: Belly of Rot*, available at paizo.com, rpgnow.com, and other popular .pdf shops.

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RUNNING HAUNTS

The Bhestos mansion is a haunted place with a history of *despicable deeds*. Most characters never face such a manifestation of evil, and may not be prepared to battle them. Below are rules for haunts culled from several sources. These should aide Game Masters unfamiliar with the mechanics of running such a haunt based adventure.

WHAT IS A HAUNT?

The distinction between a trap and an undead creature blurs when you introduce a haunt—a hazardous region created by unquiet spirits that react violently to the presence of the living. The exact conditions that cause a haunt to manifest vary from case to case—but haunts always arise from a source of terrific mental or physical anguish endured by living, tormented creatures. A single, source of suffering can create multiple haunts, or multiple sources could consolidate into a single haunt. The relative power of the source has little bearing on the strength of the resulting haunt—it's the magnitude of the suffering or despair that created the haunt that decides its power. Often, undead inhabit regions infested with haunts—it's even possible for a person who dies to rise as a ghost (or other undead) and trigger the creation of numerous haunts. A haunt infuses a specific area, and often multiple haunted areas exist within a single structure. The classic haunted house isn't a single haunt, but usually a dozen or more haunted areas spread throughout the structure.

HAUNT RULES

Although haunts function like traps, they are difficult to detect since they cannot be easily observed until the round in which they manifest. Detect undead or detect alignment spells of the appropriate type allow an observer a chance to notice a haunt even before it manifests (allowing that character the appropriate check to notice the haunt, but at a -4 penalty).

A haunt can infuse a maximum area with a 5-foot radius per point of CR possessed by the haunt, but the actual area is usually limited by the size of the room in which the haunt is located.

When a haunt is triggered, its effects manifest at initiative rank 10 in a surprise round. All characters in the haunt's proximity can attempt to notice the haunt at the start of this surprise round by making a notice check). All haunts detect life sources and trigger as a result of the

approach of or contact with living creatures, but some haunts can be tricked by effects like hide from undead or invisibility. On the surprise round in which a haunt manifests, positive energy applied to the haunt (via channeled energy, cure spells, and the like) can damage the haunt's hit points (a haunt never gains a Will save to lessen the damage done by such effects, and attacks that require a successful attack roll to work must strike AC 10 in order to affect the haunt and not merely the physical structure it inhabits). Unless the haunt has an unusual weakness, no other form of attack can reduce its hit points. If the haunt is reduced to 0 hit points by positive energy, it is neutralized—if this occurs before the haunt takes its action at initiative rank 10, its effect does not occur.

A haunt can have virtually any effect identical to an existing spell effect, but often with different—and distinctly more frightening or unnerving—sensory or physical features than that spell effect normally has. (A haunt that has an effect not identical to an existing spell is certainly possible, but this requires designing a new spell effect.) A haunt might cause a room to explode into flames (duplicating fireball or fire storm), infuse a chamber with fear (duplicating cause fear, scare, or fear), or try to frighten a target to death (duplicating phantasmal killer or slay living). How the haunt's effects manifest are left to you to determine.

A neutralized haunt is not destroyed, and can manifest again after a period of time—to destroy a haunt, a specific action must be taken in the region to end the effect forever (such as burning a haunted house to the ground or burying the bones of the slaves who died on the site to create the haunt). This specific act is different for every haunt (although a number of nearby haunts often share the same destruction act).

Some haunts are persistent, and their immediate effects continue beyond the surprise round into actual full rounds. Persistent haunts continue to trigger their haunt effects once per round on their initiative rank until destroyed or they no longer have a target. All primary effects created by a haunt are mind-affecting fear effects, even those that actually produce physical effects. Immunity to fear grants immunity to a haunt's direct effects, but not to secondary effects that arise as a result of the haunt's attack.

ELEMENTS OF A HAUNT

Haunts are presented in the following format.

Haunt Name: The haunt's name is followed by its CR.

XP: This is the amount of XP to award the PCs for

surviving the haunt, as determined by its CR.

Alignment and Area: This line gives the haunt's alignment and the dimensions of the area it infuses (up to 5 feet per CR). If a haunt is persistent, this is noted here as well.

Caster Level: This is the haunt's effective caster level for the purposes of dispelling any ongoing effects with dispel magic, and for determining the results of spell effects it creates.

Notice: This indicates the skill check and DC required to notice the haunt in the surprise round before it manifests. The sensory input for what a successful check notices—such as a faint ghostly wailing, a smell of burning flesh, or fresh blood oozing from the walls—is listed in parentheses after the DC.

hp: This lists the haunt's effective hit points for the purposes of resolving positive energy damage. A haunt's hit points are equal to twice its CR, except in the case of a persistent haunt, in which case its hit points are equal to its CR \times 4.5 (round fractions down).

Weakness: Any weaknesses the haunt might have, such as for haunts that can be tricked by effects like hide from undead or can be damaged by effects other than positive energy, are listed here.

Trigger: The conditions that can cause the haunt to manifest are given here. Proximity-triggered haunts occur as soon as a creature enters the haunt's area. A haunt triggered by touch does not activate until a living creature touches a specific object or location in its area, but it can sense (and thus target with its effects) any creature in its area.

Reset: This is the amount of time that must pass before a haunt can attempt to reset. Until it is destroyed, a haunt can reset after this period by succeeding on a DC 10 caster level check—failure indicates the haunt must wait that amount of time again before making another attempt to reset.

Effect: This details the haunt's exact effects, including a description of how the haunt manifests.

Destruction: This describes the act needed to permanently destroy the haunt.

INVESTIGATING HAUNTS

Whether in the employ of the frightened owners of a haunted estate or simply seeking to exorcise unquiet spirits, PCs may attempt communication with haunts to discover the actions necessary to bring final rest.

The GM may elect to treat all neutralized haunts (those reduced to 0 hp) as CR 1 rapping spirits while they reset. Using this option, haunts retain enough ectoplasmic fortitude to linger in the area, where they attempt to

convey their needs to the living. While these knockings are still potentially frightening, communication with these feeble spirits can be established by working out a series of codes (such as one rap for “yes” and two for “no”) or by calling out words, numbers, and letters for selection by the spirits.

Such messages can be formed at the rate of 1d10 words for each minute a character makes a successful Linguistics check, with a DC equal to 15 + the original haunt's CR. Such communications are typically unreliable and cryptic, never conveying knowledge beyond what the spirit knew in life.

While the spectre always behaves according to the original haunt's alignment, only the most malevolent spirits would deny themselves a chance at final rest. Some mediums carry flat, lettered boards known as “talking boards,” or planchettes—small, wheeled boards with chalk or charcoal extending below—to better facilitate communication with spirits.

Such tools increase the efficiency of messages received to 3d6 words per minute of communication, and grant the user a +4 bonus on Linguistics checks to decipher the cryptic messages of haunts.

HOLY WATER

While haunts are typically damaged only by applied positive energy, holy water is another potential weapon against them. A flask (1 pint) of holy water that successfully hits a haunt as a splash weapon deals 2d4 points of damage to the haunt on a direct hit, and deals 1 point of damage to haunts within 5 feet of the splash radius.

COIRITHRADAIL

God of Law, Cities, Currency, and Horses**Alignment:** LN**Domains:** Community, Knowledge, Law, Rune, Travel**Subdomains:** Education, LanguageAPG, Legislation, Trade**Favored Weapon:** Warhammer**Centers of Worship:** Cities across Celmae

Description: A dark-haired man with a full, neatly trimmed beard, Coirithradail's race is impossible to determine — some say he is a tall, slender dwarf while others argue he's a short, stocky human. He is almost always pictured accompanied by a faithful companion, a shaggy pony that walks on air as if it were solid ground. Both are typically depicted with heavy packs bulging with trade goods and gold coins, though they seem unencumbered by such burdens.

The god of law, cities, and currency, Coirithradail (pronounced core-RITH-row-dale) concerns himself primarily with law and trade, caring little whether they serve the purpose of good or evil. He is a fierce advocate of literacy and honesty, believing both further his greater purpose. He also serves as the patron of horses and griffons.

In his youngest days, Coirithradail was content to guide the dwarves as they built their civilization. He created the alphabet, taught mathematics to his earliest followers, and originated the first currency. As more and more cities sprung up both above and below ground, he encouraged trade between them, believing that would promote the cause of civilization and order. During this time, he developed a great fascination and fondness for horses, seeing how they benefited commerce.

Legends differ on how he came to leave the halls of the dwarves and devote himself instead to guiding humans. Some claim that he was so saddened by the destruction caused by the dwarves' delving into the deep-ore sphere that he couldn't bear to look upon them anymore.

Others say that he was stunned by the sudden chaos of the breach and had to be led from the depths during the seven-day destruction of the world by a shaggy pony, to which he granted the gift of flight when they reached the surface that they might not fall into one of the newly made fissures in the world. Some legends replace the pony with a griffon, arguing that jealousy led to the monstrous beasts' predilection for horse flesh.

The Church: Coirithradail's church is highly autonomous, with each congregation acting equal to but independent from each other. Clerics act according to their own wishes in a way that they think best serves the god. In larger churches, the local clerics vote to



to determine the congregation's "lawgiver," a formal management role designed to keep the church's activities in order. The lawgiver serves as a liaison for the church with other congregations and local authorities, and directs the other members in what duties they are responsible for each day (though not how to accomplish their duties), preventing a chaotic situation where several members show up to lead services but none to teach classes on any given day. The lawgiver serves for a one-year term, at which point another vote is held to determine the lawgiver for the next year.

The church's symbol is a golden coin, with the image of a rearing horse, citizen, or swooping griffon.

Temples and Shrines: Coirithradail is worshiped across Celmae, in areas both urban and remote. In settlements, his temples often also serve as banks, civics halls, schools, or shops. In Celmae's largest cities, a temple may be a veritable bazaar, with well-made, affordable goods and services of all sorts available just as readily from clerics as religious teachings. When needed, temples establish orphanages that send the children to clergy-run schools for education in basic writing and arithmetic as well as the tenets of the faith. In more remote locations, inns, hostels and courier waystations almost always have a shrine to Coirithradail, often tucked away in a corner of a stable. Many merchants display a small offering bowl in their shops, putting in a coin at the start of every day and tithing any coins placed in it over the course of the day to the church. Many allow a customer to take a single coin from the offering if needed to complete a purchase.

A Priest's Role: Followers of Coirithradail largely work autonomously, taking on whatever role they think they're best suited to that still pursues the god's goal of orderly cities and trade. Many choose to stay at home in settlements, where they serve as teachers, shopkeepers,

judges and law enforcement, organized to best effect by the local lawgiver. Others take to the road to further the goal of commerce, organizing grand caravans or providing protection along trade routes.

Teaching others to read and write Common is a central tenet of the faith, as Coirithradail believes literacy leads to civilization. By spreading civilization, his followers believe order will overcome the chaos of the wild, and through order there is peace.

Priests believe following the law itself is a greater good, even if it can sometimes be cruel, and deal harshly with lawbreakers.

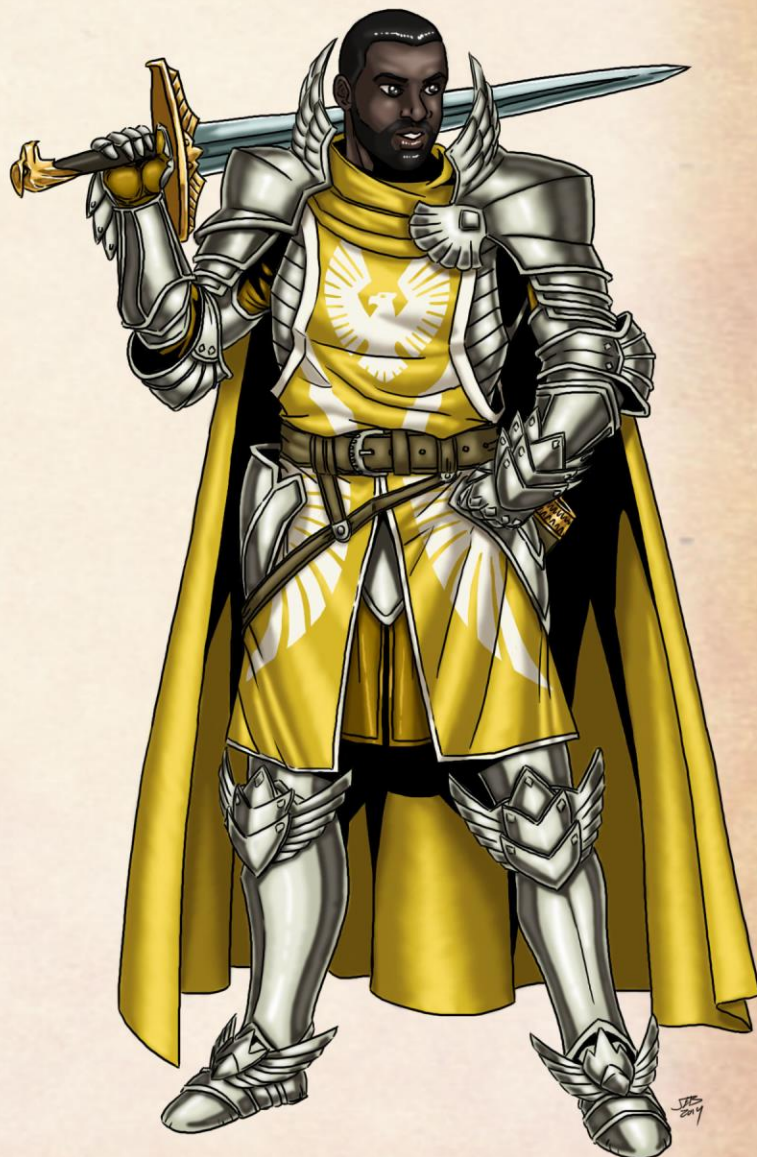
Adventurers: Followers of Coirithradail who take up adventuring are most often focused on bringing order to chaos and expanding the borders of civilization and trade, though some seek to broaden their horizons simply for the sake of education. City and caravan guards routinely beseech Coirithradail to watch over them, his popularity among such lay worshipers is almost as great as Amaura's or The Creator's.

Most who take up direct service to the god do so as clerics, with very few oracles looking to him for divine power. Despite his lawful nature, the god counts few paladins among his ranks, his more militant arm made up mostly of warpriests and inquisitors, who focus their might on agents of chaos. A group of bandits disrupting trade or a particularly troublesome thieves' guild causing problems in a city are likely to draw their ire.

Clothing: Coirithradail's followers typically wear utilitarian clothing of fine craftsmanship that emphasizes quality over appearance. A hip satchel serves almost as their badge of office, containing the church's holy text; a writing slate and piece of chalk; and a single gold piece, silver piece, and copper piece bound together. They frequently carry tools of their trade, such as a quill and ink, protractor, or merchant's scale. Clerics' vestments, donned only for religious ceremonies, feature a tan or brown silk cassock, with a gold-colored surplice.

Holy Text: *The Book of Accounts* contains Coirithradail's basic teachings, that education leads to law and order, which leads to a better life in this world. A surprisingly slender tome, it discusses the importance of adhering to the law and being honest, moreso than laying down what the law should be. A small section details proper care of horses. The back is typically left blank in a new volume, with space for individual clerics to mark down teachings and aphorisms they pick up over the course of their career, or to note accrued debts and credits.

Holidays: Coirithradail's church observes Market Day weekly, featuring a religious service with discounts on church goods for any who attend. Annual spring Trade Festivals celebrate the arrival of the first caravan of each year after trade routes clear enough to allow trade to resume following winter's snows. In warmer climes, where trade doesn't suffer such disruptions, the Trade Festivals coincide with the first day of spring.



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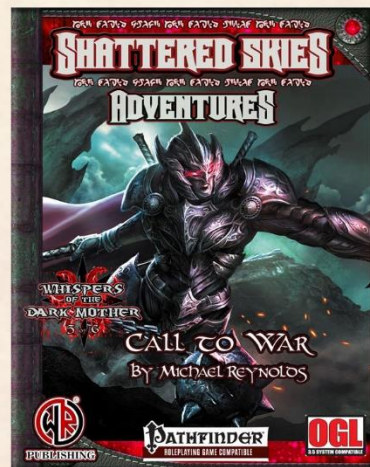
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