



Hygiene

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LETTERS FROM THE FLAMING CRAB

HYGIENE

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in *June*: **County Faire**

Coming in *July*: **Heraldic Symbols**

PATHFINDER
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My Dearest Miguel,

Truly, I've no way of knowing if this letter will ever find its way to your ever so clever hands but I will rely upon the whims of fate and my goddess and release it upon the tides of the sea between realities anyway. I have no doubt, my darling brother, that you wonder just what happened to your mad sister. Where did she go? Why have you not heard from her? Does her vanishing have anything to do with the strange craft spotted in the night skies over our villa?

Peace, brother. Peace. Your questions will all be answered in due time.

It began, as all good stories seem to, with me not having a stitch of clothing on. Of course, I was not in the arms of some passionate lover (this time) but was, instead, immersed in the restorative and luxurious mineral waters of the town's bathhouse. As I allowed the wonderful waters to attend to my every ache and pain and drifted on the edge of blissful repose, I overheard a conversation. Two women, one a one-eyed ginger covered head to toe in freckles and the other a rather severe blonde with muscles capable of putting any swordsman to shame, sat side by side and spoke in low tones. Obviously, they hoped not to be overheard.

Well, a simple orison took care of that problem. The cheek of these strangers denying me good gossip! The very nerve! Luckily, the thermal current of air created by the baths could easily be magically manipulated and coaxed into bringing me their words. And what words they were! It turns out, brother dear, that the ginger was captain of a flying vessel that traveled not just through the air but between planes of existence! The blonde served as her head of security! Imagine that. Two women, together responsible for the safety of the most remarkable vessel ever to touch the reality of our sad little world.

Well, you know me, Miguel. I took up service with the goddess of travel for a reason and that reason was bloody well staring me right in the face, wasn't it? Goodness, had the opportunity been a serpent I would have found myself dead of a toxic bite within seconds! Wasting no time, I swam over to the two women and introduced myself straight away. A good thing I did, too. For Captain Shell and Chief Crosby, as I learned their names to be, were taking this opportunity to cleanse themselves before their ship, the Flaming Crab, tore open the veil between worlds and continued on their journey. I took a liking to these two strong, capable women right off and, fortunately, they took a liking to me. It is as mother always said. There is no better place than a bathing house to meet new people and make new friends. Naked, clean, and refreshed we are without our pretensions and vulnerable to others.

My dear brother, I am sorry for not informing you. Truly, I am. I am sure, however, that by now you are quite used to my vanishing for long periods of time on some journey or adventure or another. This time is no different, though I fear I might be gone longer than usual. Hence, this letter. I do hope it reaches you but even should it not, I rest comfortably knowing our family villa and name are in the best of hands.

Forever your loving and adoring sister,

Marina

Marina

Honestly, this one baffles me. I've gotten used to receiving missives from the Flaming Crab in the form of giant glass bottles filled with journals and papers crash landing somewhere on my property but Lady Marina's letter came separately, floating down from the sky one day like a balloon slowly losing helium. Maybe there really are currents between the universes and my land just happens to be at the end of one? In any event, reading Lady Marina's letter made me think about how adventures always start in pubs. Why not bathhouses? Or laundries? Or hair salons? For that matter, why is so little consideration given to bathing and hygiene in RPGs? Why do we just assume we can walk from a dungeon to a town after days of hacking and slashing and have no problem selling our loot, despite being covered in blood, guts, and caked-on filth? Not to mention, in many cultures, visiting the public bath was not only a way to get clean but one of the best ways to see, be seen, make connections and keep up with all the latest gossip. So, for this volume of Letters from the Flaming Crab we hired experts from Europe, Japan, and even the good old United States to work up rules for being clean and being dirty, as well as six new locations dedicated to cleaning up and being presentable that can be inserted into almost any setting. Enjoy!

J Gray

RULES OF HYGIENE

Social Skills

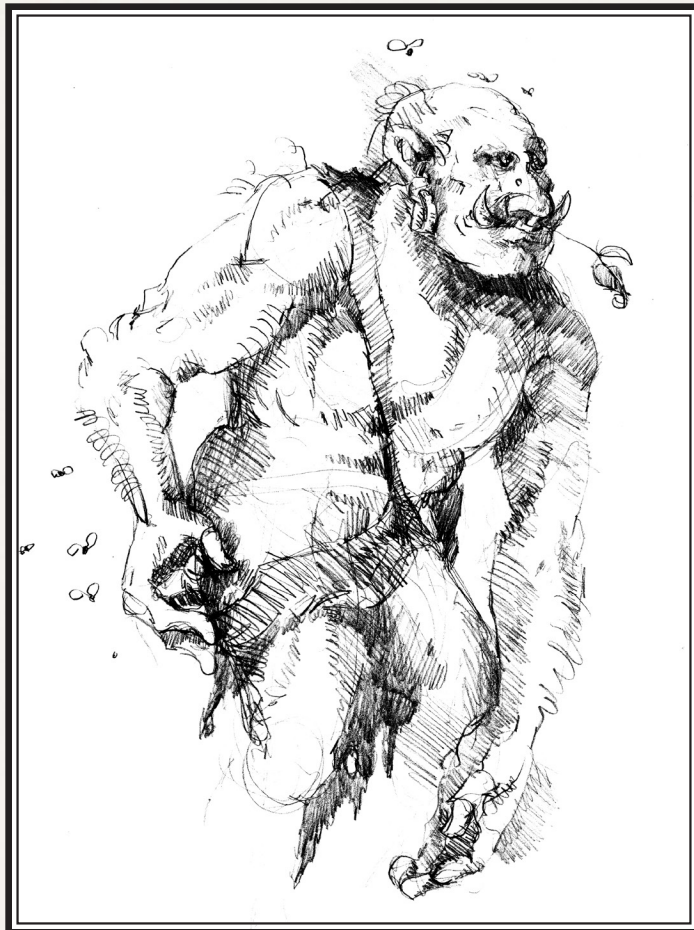
In society, hygiene modifies the way one is seen and considered in different and sometimes surprising ways. The following table lists modifiers to social skills (Bluff, Diplomacy, Intimidate, and in some cases Perform), depending on the hygiene status of an individual. Because different cultures have different views on hygiene, these modifiers are listed without positive or negative values. Rather, the modifiers should be added or subtracted to an appropriate check depending on the skill being used and the individuals being targeted by the skill. For example, an elvish noble might find someone covered in blood and guts to be particularly intimidating (a positive modifier to Intimidate) but not very comfortable to negotiate with (a negative modifier to Diplomacy). Meanwhile, an orcish king might find someone covered in blood and guts to be strong and obviously worthy of negotiation (a positive modifier to Diplomacy). The GM has the final word about applying positive or negative modifiers to a check.

Condition	Social Modifier
Bad breath/scented breath	1
Covered in blood and guts	4
Covered in blood recognized as belonging to a known, powerful creature	8
Covered in gold dust or exotic material	4
Covered in offal or disgusting material	8
Dirty or ragged nails/manicure	1
Filthy/just bathed	2
Infested, rash, warts, or signs of illness	4
Race-specific perfume*	2
Rotting teeth/clean teeth (in a society w/ routine dental hygiene)	1
Tangled hair or beard/beautiful styling	2
Wearing culturally appropriate makeup or face paints/wearing culturally inappropriate makeup or face paints	1
Wearing perfume	1

*Perfumes made with pheromones of a particular race appeal to members of that race, but have a bad effect or no effect on others.

Disguise

When pretending to be someone else, personal hygiene can play a role as well. Most farmers don't have fine mani-



cures and a noble isn't likely to smell like a chicken coop. If a character's hygiene does not properly match that character's disguise, the GM should apply a -2 penalty to their Disguise skill check.

Vulnerability to Diseases

Keeping the body clean is also a good way to prevent infections, parasites, bacterial contagion, and other diseases. For every 5 days a character goes without washing, they suffer a cumulative -2 penalty on Fortitude saves versus contact or injury diseases and infestations. In addition, when a character's cumulative penalty versus disease reaches -10, they must make a Fortitude save each day to avoid contracting filth fever or an itching parasitic infestation (lice/fleas/scabies/etc.).

Itching Parasites

Type infestation, contact; **Save** Fortitude DC 12

Onset 1d6 days; **Frequency** 1/day

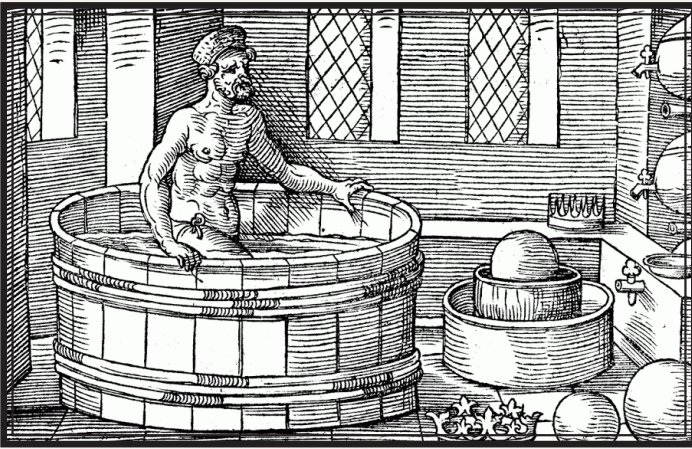
Effect target is sickened; **Cure** 3 consecutive saves

Anyone who spends a prolonged period of time in proximity to someone infected by itching parasites risks being infected as well. Any creature that spends a full day in close proximity with a being infected by itching parasites must make a Fortitude save or become infested themselves.

Dental Hygiene

A creature that fails to practice good dental hygiene reg-

BATHHOUSES



ularly develops bad breath in 1d2 days and tooth decay in 1d6 months. Each month, a creature suffering from tooth decay has a 20% chance of developing a cavity. The pain caused by a cavity can be quite intense and creatures suffering from it take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. This pain lasts until the tooth is treated, extracted, or falls out on its own. A diseased tooth falls out of the mouth in 1d12 months. A cavity can be treated using remove disease or a successful DC 15 Heal skill check.

Body Odor and Scent

An unwashed creature is easier to detect by scent, particularly when its body carries weeks of grime. Use the following table to determine how body odor can influence the range of detection of a skill check to notice or track a creature using Perception, Survival, or the scent ability. A pleasant odor can be as easy to detect as an unpleasant one. When using the table below, treat a character or creature wearing a weak perfume as if it had not bathed in 5 days and a creature wearing a strong perfume as if it had not bathed in 10 days. The difficulty of a Wisdom, Survival, or Perception check to detect or track a creature can never drop below zero.

Time Since Last Washing	Detection Range	DC Modifier
0 days	half	+2
1 day	normal	+0
5 days/weak perfume	normal	-2
10 days/strong perfume	150% normal	-4
15 days	double	-5
20 days	triple	-6
30 days	triple	-8
45 days	triple	-10
60 days	subject develops a stench aura, as the universal monster ability (30 ft., DC 13, 10 rounds)	

In the modern age, where almost every home has a shower or tub, a public bathhouse might seem like an oddity or even a luxury. In the days of yore, however, bathhouses were not only a place to get clean but also somewhere to relax with saunas, exercise, massages, and other therapies. Cultures often built elaborate social rituals around the bathhouse, often weaving in religious and spiritual customs that equated cleansing of the body with purification of the soul.

Of course, bathhouses, being public, were also places to socialize. Business and government leaders met together in these relaxing settings to conduct business and friends and relatives went on dates in bathhouses to renew and strengthen ties. In many ways, the public bathhouse was as much the social center of a settlement as any pub or government building.

What follows are three bathhouses, one in the Roman style, one in the Japanese style, and one in a more western fantasy style. They are presented as complete locations and include NPCs and plot nuggets GMs can use to spice up any trip to the baths. The bathhouses are intended to fit easily into any campaign, though the GM might need to make some cosmetic changes to reflect their setting. The Roman bath in a campaign more influenced by the European renaissance, for example, might be visited by the Duke of the city and not the Empress.

Maps for each location can be found at the back of the book. Pricing for the services available at these baths are in the **Goods and Services** section.

Ishiyu Onsen

Hot springs such as Ishiyu Onsen are more than just a place to scrub up and get clean. The mineral rich waters, with their range of healing properties, provide the perfect spot for relaxation—or social maneuvering.

Ishiyu Onsen is famed for its geothermally heated waters, bubbling up from beneath the volcanic mount Akagi. The sulfuric stench of the water gives the vicinity a pungent smell of rotting eggs, though the bathers don't seem to mind; tourists flock to Ishiyu, while prominent officials see their patronage of the onsen as a vital status symbol.



1. Entrance

Visitors come to the *genkan*, or entrance of the bathhouse, through a split shop curtain and pair of sliding doors. There, they find a low step surrounded by a dozen pairs of shoes of every style, belonging to the onsen's guests. Beyond that, a skillfully painted hanging scroll and elegant vase decorate a small alcove in the back of the room—the only embellishments in this austere room. To the left, a middle aged woman sits behind a long counter, folding towels.

Yamaguchi Yukiko (*human expert 5*)

With her husband, Yamaguchi Keisuke, usually busying himself with repairs around the family's establishment, Yukiko is the *de facto* head of house. Nothing slips past her, and she has an amazing faculty for remembering the intricate details of the onsen's clients. Her favorite pastime is invading the men's changing rooms with her mop, scolding everyone present for the amount of water they've dripped on the floor.

2. Onsen

Two curtains, one bearing the character for "men" and another bearing the character for "women", hang before the entrances to Ishiyu's two baths. These curtains are swapped around once a day, giving regular visitors a chance to enjoy both baths. Beyond the curtains, both rooms have a similar layout, but differ vastly in decoration, leading to their nicknames of the Dragon room and the Crane room. The changing room section has shelves with baskets for customer's clothes and belongings. A set of sliding doors leads to the first heated pool, next to which buckets, stools and soap are provided for washing. Guests wash thoroughly before entering into the water. Neglecting to bathe before entering the water is a sure way to prove one's lack of etiquette since the baths are intended only for relaxation. Another set of sliding doors leads to an outdoor onsen, which sports a beautiful view of the river valley below and the forests beyond.

Hanchō Ishikawa (*human aristocrat 7*)

A powerful official in town, Ishikawa's regular visits to Ishiyu ensure a steady stream of lesser clerks hoping to gain favor with the *hanchō*. The banquet hall is regularly prepared for Ishikawa's use in entertaining visiting officials or samurai from neighboring towns. Ishikawa has plans for taking over Ishiyu and replacing the Yamaguchi family with his own relatives, a deal which involves a powerful *yakuza* gang.

Uchida-san (*venerable human commoner 6*)

As old as the mountains and stone deaf, Uchida-san is a common feature of the onsen. Although usually silent, he occasionally stirs himself to regale visitors with tales of *yōkai*, which he swears haunt the woods around his rice plantations.

Hasegawa-san (*human ninja 8*)

A spy for a rival nation, Hasegawa poses as a blind masseur in an effort to gather dirt on Ishikawa-san.

Notes About Ishiyu Onsen

genkan: entryway to a Japanese house or establishment, where outdoor shoes are exchanged for indoor shoes.

geisha: female entertainers and hostesses who undergo a lifetime of training.

hanchō: a leader.

koi: a domesticated, decorative variety of carp.

maiko: an apprentice geisha.

onsen: a thermally heated pool for bathing, or an establishment containing such a pool.

sake: Japanese rice wine.

tanuki: Japanese racoon dog, believed to be masters of transformation.

yōkai: A class of supernatural creature in ancient Japan, often considered responsible for otherwise unaccountable circumstances occurring to an individual.

The naming of NPCs in Ishiyu Onsen follows the Japanese custom of placing family names before personal names.

Lady Aizaki (*human bard 7 / aristocrat 2*)

The beautiful head of a local geisha house, Aizaki-san is both demure and powerful.

Maiko Aizaki (*human bard 3*)

Aizaki-san's most promising *maiko* has taken the name of her mistress, whom she follows everywhere. She never speaks unless instructed to do so.

3. Yamaguchi's Family Room

This room is simple and functional. The central fire pit is surrounded by *tatami* mats, where the Yamaguchi family eat and sleep. The Yamaguchi family can be found here from late evening until early morning. The room contains cooking utensils and futon bedding, as well as the Yamaguchi's personal possessions. Family heirlooms can be found decorating various alcoves throughout Ishiyu.

4. Guest Rooms

Each guest room contains a futon cupboard with bedding for six guests. Yamaguchi Mirai makes the beds during the afternoon, according to the number of guests staying in each room. The rooms are otherwise bare unless guests have moved in, in which case the room contains the guests' possessions, fresh towels for each guest, and a tea set with hot water in an earthenware urn.

5. Banquet Hall

The long banquet hall, with its *tatami* straw mats, is used throughout the year to host parties or performances. In the mornings, all guests gather here for an expensive but undeniably delicious breakfast, prepared according to the season.



A low stage on the northern side of the banquet hall is reserved for guests of honor, while performers use the space to the south.

6. Tanuki Statue

A large terracotta statue of a tanuki stands in a corner outside the banquet hall, holding a fish in one hand and a bottle of sake in the other. In a high fantasy setting, the tanuki is Daizaimon, a mischievous drunkard who was cursed by a local wizard. At night, when the moon is bright, Daizaimon transforms into a living tanuki, who squanders his freedom enjoying the onsen's facilities and causing all kinds of mischief.

Daizaimon

Tanuki **CR 4**

AC 17, hp 47

See the tanuki in the *Pathfinder Roleplaying Game Bestiary 3*.

7. Kitchen

Crowded and stiflingly hot, this small room with its three earthen ovens is used to prepare the evening banquet or breakfast for guests.

Yamaguchi Mirai (human aristocrat 3)

The exquisitely beautiful daughter of the Yamaguchis is kept hidden, busying herself with cooking, washing laundry or slaving away over other menial tasks. Yukiko hopes to wed Mirai to the Hanchō's son, but Mirai is deeply in love with a local calligrapher's daughter and plans to elope in the coming spring.

8. Teahouse

A quaint little teahouse stands to the side of Ishiyu's main building, overlooking a tranquil koi pond and the rushing river to the north. Visiting tea masters come here to practice their art, usually for a single dignitary from the area.

Shinohara-san (human expert 10)

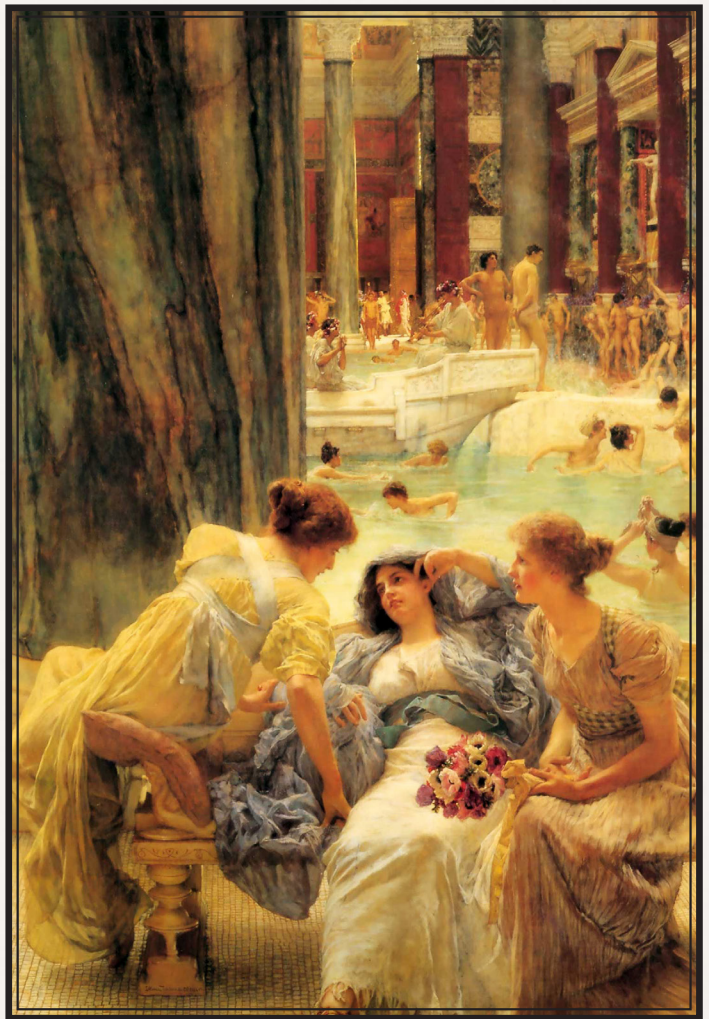
Shinohara-san is a writer and philosopher who has been practicing the art of the tea ceremony religiously for over five decades.

Thermae of Pulsatilla

Built by order of Empress Pulsatilla Optima to celebrate her 30th year of peaceful rule, this spectacular complex of buildings sits just outside the great imperial capital, where citizens of both sexes and all classes, ages, and races can go for a pleasant afternoon's relaxation. The *Thermae Pulsatillae* is run by the former lanista and gladiatrix Licinia Luperca Merula, famous for winning dozens of fights in her youth and now a clever and decisive conductrix.

Despite their luxuriousness, an afternoon at the *thermae* is quite affordable. The *balneaticum* is only 1 sp, though some services cost extra. Seniors and accompanied children are admitted for free. Temporary attendants can be rented for the duration of a visitor's stay.

Visitors usually begin their visit with exercises in the *pa-laestrae* and then soak in the *tepidarium* to get used to the temperature. Next, one spends time in the *calidarium* and after that in the *laconicum*. Following the sauna, customers enjoy massages in the *unctorium* and, finally, take a refreshing dip in the *frigidarium*.



1. Main Entrance

An atrium of white marble with high columns of different colors. Here the customers pay the ticket to the *balneator* (human commoner 1), possibly paying extra for other services.

2. Frigidarium

This vast, vaulted chamber is used to take cold baths. One great piscina dominates the center of the room and smaller pools lay in the four corners. Statues sit in niches regularly spaced along the walls between which are tile mosaics depicting fish and other aquatic animals.

High Fantasy: In a world with abundant magic, the mosaics are animated and the fish swim along the wall as if alive and in the ocean.

3. Apodyteria

Here the visitors leave their clothes before going inside. The lighting is low, provided by bronze braziers. Long marble benches, shelves and hangers line the walls. The capsarii (*human commoner 2*) are entrusted to look after the paying customers' effects. Males go bathing naked, while females wear strips of cloth around their hips and breast. Customers bring their own bathing tools; the rich are accompanied by servants who help them with frictioning and scrubbing, while the poor usually help each other.

The most recently hired capsarius is a thief (*human rogue 4*) and may be caught rummaging in the clothes by a PC entering the rooms.

High Fantasy: Magically lit spheres are used to provide illumination in these and other locales.

4. Unctorium and Oleoterium

In the unctorium, customers relax upon marble triclinia covered with refined cloths while the alipili remove superfluous body hair and unctores and tractatores (*human expert 9*) massage the whole body with scented oils. There could also be a tonsor (*human expert 10*) for men and an ornatrix (*human expert 12*) for women. One employee might secretly be a saga (*human adept 4*), discreetly offering his or her services to characters who seem to seek love. In the oleoterium, customers apply ceroma on their bodies before going to the palaestrae.

High Fantasy: If members of different races visit the bath, there could be several tonsores and ornatrices, specifically serving each race and expert in their various needs and fashions (for example, humans could ask to be fully shaved, while dwarves just want their beards trimmed). Epilation could be done using painless magic, and the oils could be magic concoctions designed to relax the body.

5. Conisteria

After applying ceroma, visitors come here to dust themselves with sand, so as not to be slippery while exercising in the gyms.

6. Tepidarium

This is the room dedicated to warm baths. A vast pool paved with blue and gold majolica tiles occupies most of the space. Near the walls, marble caryatids hold burning torches. Under the floor, little brick pillars (*suspensura*) create a gap (*hypocaustum*) where a current of heated air flows. The heating is provided by a wood-burning oven (*hypocaustis*), also used for the calidarium and tended by the fornacator (*human expert 10*). Cleaning is done by rub-

Notes About the Thermae of Pulsatilla

alipilus: depilation attendant.

apodyterium: changing room.

balneaticum: entrance fee or "bath tax".

balneator: bath attendant.

capsarius: entrance guardian/wardrobe keeper.

ceroma: an oil-and-wax based anointment.

conductor/conductrix: manager.

conisterium: sand room.

forica: public toilet.

foricarius: toilet attendant.

fornacator: oven attendant.

lanista: gladiators' trainer.

natatio/piscina: swimming pool.

oleoterium: oiling chamber.

ornatrix: hairdresser/makeup artist.

palaestra: gym.

saga: witch.

servus: slave.

sudatorium/laconicum: sauna.

taberna: eatery.

tonsor: barber.

tractator: masseur.

unctor: oiling attendant.

unctorium: oiling/massaging room.

This bathhouse has been inspired by the famous baths of Rome and strives to be accurate to those wonders of engineering. For those GMs that prefer a touch of fantasy in their hygiene, notes are given on how services and a location may change in a world with abundant magic.

bing the body with oils and then scraping the skin with a strigil (a little metal scraper used also after gymnastic exercises to remove ceroma). Immersion in water is only a way to relax.

High Fantasy: The caryatids are golems trained as bath assistants and guards.

7. Calidarium

This is the open space for hot baths. The large, tiled circular natatio contains steaming water even in the coldest season. Low walls with niches encircle the pool. A high tower bears a sundial with the following motto engraved in gilded letters:

**Itque Reditque Viam Constans
Quam Suspiciis Umbra
Umbra Fugax Homines
Non Reditura Sumus.**

*The shadow you see comes and goes
constantly on its way;
We human beings are a fleeting shadow
that will not come back.*

High Fantasy: The sundial is replaced by a magical/clockwork timing device. The heating system is entrusted to magic users or captive elementals. Magical multicolored fountains are installed to entertain the guests.

8. Little Sudatoria/Laconica

In these vaulted chambers men and women alike relax while sweating, sitting on comfortable marble benches and steps. The walls are lined with vertical terra-cotta flue pipes, placed side by side, through which hot air and smoke pass to an exit in the roof.

High Fantasy: The steam in the sudatoria is actually a domesticated steam elemental, or a magic vapor that heals 1d4 hit points of damage per hour spent soaking.

9. Palaestrae

Physical exercise before bathing is deemed by physicians to be good for the health. Clad in short tunics (or naked) and anointed with ceroma, customers practice various sports in these vast, open-air columned courtyards. The lateral portici provide cover to exercise with bad weather. Mosaics depicting battle scenes decorate the walls. Training dummies are used to practice boxing and sword work. Due to the activity, this is the noisiest room in the baths. One of the most appreciated activities for both genders is wrestling.

High Fantasy: Magic constructs are used as sparring partners. Balls and other equipment are animated objects.

10. Foricae

These little frescoed rooms have benches (tabulae pertusae) all around the walls, each with holes cut into them. Some rooms have been marred by graffiti. Customers can assemble here to chat brightly while answering nature's calls. There are water basins in the middle to wash hands, and little sponges on sticks immersed in water for cleaning. Frequent flushing by the foricarii (*human experts 5*) keeps bad odors at bay.

High Fantasy: The rooms are magically cleaned and perfumed. There could be some magical/mechanical system for cleaning the body (warm water spouts from within the holes).

Relevant NPCs

Imperatrix Pulsatilla (*LG middle-aged human cavalier 10/noble scion 10*), the Empress herself, visits the thermae every now and then. She always keeps an ear open for the latest rumors and news and is glad to meet Luperca, her old friend and trainer. The Augusta is occasionally ac-

companied by **Bonifacius Caesar** (*NG human cavalier 9*), her nephew and heir to the throne.

Licinia Luperca Merula (*LN old human gladiator fighter 12/expert 6*) regularly patrols the bath to greet the most important visitors and to ensure that everything runs smoothly. Disrespectful customers, idle employees, and thieves will find her a formidable woman.

Several senatores (*LN middle-aged to venerable human aristocrat 5/cavalier 5 or aristocrat 5/fighter 5*) can be found in the various pools and saunas, talking about politics or philosophy. Eavesdropping on their conversations may provide interesting bits of information.

Some servi (*human commoner or expert 3*) can be bribed to reveal their masters' secrets. One of them, **Syra** (*CG human rogue 5*), needs assistance in helping her young master to marry the man he loves.

White Blossom Bathhouse

"Whether it is to wash away the dirt from a long day's labor, or to purify oneself before engaging in worship, the baths of the White Blossom are there to cleanse and refresh more than just the body..."

They refresh the soul!"

Suliam Gedra, master masseur of the White Blossom Baths

The White Blossom is a long white marble building bounded by neatly manicured gardens filled with exotic plants and sculptured topiaries. The baths themselves sit below ground level to allow the nearby river to feed its many pools and wash basins.

1. Public Entrance

The path following the length of the White Blossom Baths is lined on the north with alternating topiary bushes shaped as flowers and stone plinths topped with copper disks representing the sun. To the south several small basins and spigots serve the general public as a place to wash



their faces, feet, and hands for 1 cp. Beyond, at the eastern end, lies the entrance into the main baths.

2. Changing Areas

Visitors are greeted by the White Blossom's expert attendants (*LN human expert 2*) who guide bathers inside to separate changing areas for males and females. Here they change into simple bathing garments bleached white daily. Valuables can be secured in chests with simple locks (4 cubic feet, 15 hp, Break DC 25, Disable Device DC 20)

Eight Initiates serve at the White Blossom (*LN human monk 2*), attending to the hygiene and relaxation needs of patrons.

3. Public Wading Pool

Separating the male and female changing areas is a long rectangular pool filled to a depth of 4 feet with cool, clear water (treat as deep bog for movement). Dappled sunlight filters through the flower shaped skylights above illuminating the tiled mosaic floor and a small fountain burbles at the west end of the pool. Stone benches line the walls to either side of the exits from the changing rooms.

4. Common Heated Pool

Beyond the small fountain a raised semicircular tub of steaming water sits above a burning brick oven stoked and fed by the muscular initiates every hour. Bathers lounging in the tub are encouraged to relax as they are affected by a permanent *lullaby* effect (Will DC 15).

5. Ablution Room

A raised stone dais dominates the center of this steam-heated room. Several niches in the wall hold simple stone benches and built-in wash basins. Here patrons of the White Blossom are cleansed by the strong hands of the bath house's Initiates. First visitors sit in a niche where they are scrubbed with soap, water, and a coarse-haired glove by an Initiate. After being thoroughly scrubbed and rinsed the patron is laid atop the stone dais and massaged and stretched. Full ablution service lasts one hour and is treated as a successful DC 15 Heal skill check to provide long-term care that immediately restores 1 hit point per level and 1 point of ability damage (as normal rest).

6. Elemental Baths

Representing each of the elemental planes - earth, air, fire, and water - these four bath areas are for the wealthiest clients. Customers can cleanse the toxins from the skin in the mud of the earth bath or be scoured clean by fine sand via summoned air elementals in whirlwind form. Steam rooms and saunas heated by conjured mephits await bath goers in the fire wing, while surging whirlpools of water elementals massage aching muscles in the water room. All of the magical enhancements of the White Blossom are the work of the wizard **Leonas Altrides** (*LN human wizard [conjurer] 7*).

A strict adherent to a philosophy of purity and cleanliness, the white clad spellcaster has amassed an unsullied reputation and a small fortune providing his services.

HYGIENE ON THE ROAD

It's common knowledge that the life of an adventurer can be dangerous and full of peril to body, mind, and soul. It often, quite literally, involves getting your hands dirty. The dust of the open road creeps into every bit of gear over time in even the best weather conditions. All too often adventurers deal with mud-choked roads, ash and smoke from burning buildings or forest fires, and fetid pools of water in marshes, moors, and swamps. Hot or humid conditions are already miserable before donning pounds of armor and gear. Sweat caking the padding of armor eventually causes it to smell, rot, or grow mold and fungus. And that's just from traveling along the surface!

Once the adventurer enters into the subterranean realms of caves, caverns, dungeons, and ruins there are entirely new challenges to remaining clean. Foul smells seem to cling to every surface. Strange fungi, slimy oozes, and worse creep into belongings and clothing. Soot from flickering torches and dust raining down from rock ceilings dirties exposed skin.

Even in the heart of civilization, the adventurer isn't safe from filth. Miles of sewer provide shelter to creatures that thrive in the isolation or are afraid of the light of day. Common animal pests such as rodents or vermin like flies, maggots, mosquitoes, and cockroaches infest places where the trash and waste of so many people living in close proximity accumulates. Some monsters even enjoy and thrive in such conditions of filth, and they can spread the worst aspects of their uncleanness via diseases like filth fever and blinding sickness.

Yet these don't cover everything an adventurer might be exposed to in their quests. After all, what's an adventure without a rousing combat or two? Blood, bile, and other visceral substances are bound to be encountered when swords are crossed and spells are cast. So what is an adventurer to do when faced with the prospect of exposure to a world full of filth?

Thankfully, even the most basic kit of adventurer's gear includes a simple bar of soap. Used to clean just about anything, soap is the first line of defense in the fight against filth. There are many other affordable items that help the hygiene-conscious adventurer. Grooming and shaving kits can help keep one presentable and healthy on the road, while cologne or perfumes allow one to make a good first impression. And alchemical remedies like antitoxin or antiplague are essential when wading through vermin-infested tunnels or insect-filled bogs.

In places where water is abundant, bathing and washing equipment is fairly routine. In arid or frigid terrains however, an adventurer must use other means to stay clean. In some desert cultures, clean sand, dust, or even smooth stones are used to scrub oneself clean. In arctic climes, the use of sweat lodges followed by rolling in fresh snow is a brisk but effective means of cleaning the body. Even when water is available in temperate wilderness, many druids, hunters, and rangers forgo bathing regularly and use smoke baths built from evergreen plants and sage. These require one hour and a successful DC 10 Survival check to construct. In a smoke bath a fire is set and kindled beneath

SERVICE LOCATIONS

a tent, which traps the smoke. Characters should be careful not to burn toxic plants, and make sure to allow an exit for the smoke or risk suffocation..

Using any of these methods counts as bathing for the purposes of cleanliness, social encounters, and detection as outlined in the **Rules of Hygiene** section at the beginning of this book. In fact, a smoke bath makes one harder to detect by eliminating personal scent. Add +2 to the Wisdom/Survival difficulty of any creature trying to use scent to detect or track a character who has had a smoke bath in the last 24 hours.

When water isn't enough certain strong alcohols can be substituted to remove stubborn substances. Dwarven spirits have been known to strip paint from walls as easily as freeing the bearded folk who distill them from the sticky clutches of underground aberrations like cave fishers. When diluted slightly alcohols also help to keep the mouth fresh. Coupled with a chewing stick and tooth powder from a common grooming kit an adventurer's smile will stay as bright as a sunrod.

But when it comes down to it nothing beats magic for getting oneself cleaned up in a hurry. The simplest magic spells used to stay clean are the cantrip *prestidigitation* and the orisons *create water* and *purify food and drink*. Other more exotic wondrous items are also handy. A *universal solvent* can remove any number of sticky messes such as webs, entangling slime, or the occasional prank involving *sovereign glue*. A *decanter of endless water* is the ultimate get clean wondrous item since the stream and fountain functions providing luxurious amounts of water to bathe in.



Hygiene is, of course, about more than just scrubbing up. It does little good for an adventurer to clean the body if she is just shrugging on a set of dirt-encrusted clothing. And, of course, there's nothing quite like a fresh haircut or shave to help one look one's best and create a signature style.

Maps for each location can be found at the back of the book. Pricing for the services available at these baths are in the **Goods and Services** section.

The Cascade Pools (Laundry)

The Cascade draws professional launderers and citizens alike, heavy baskets balanced on their heads, down from the city into the mist shrouded gorge every morning. As the day brightens, more and more people make the long descent to the stone pools, including the Water Worshipers, priests who revere the cool, clean waters of the falls.

Apart from the washing of clothes, the laundry pools are by far the best place to hear what's really happening in the city.

Gorge

The narrow gorge was worked by the descendants of the city's founders. They cut stairs, leveled terraces and carved bridges, hoping to turn the rock into arable land, but with no success.

1. Radiant Well and Pools

A century after the gorge was terraced, the first of the Water Worshipers commanded the construction of great stone pools—a design inspired by dwarven stone smiths—for the worship of their deity.

The greatest of these pools is the Radiant Well, a 30 foot long basin fed from a mountain spring. As their most holy site, bathing and washing of clothes is prohibited here. The clerics spend their time involved in the simple rites of their cult and healing rituals. Occasionally, the clerics allow the injured to enter the waters of the radiant well, healing 1d4 hp for every hour spent lying in the waters.

A series of stone and rock pools collect the clean water from the spring and channel it, via a series of stone spouts, to pools lower down in the gorge. The Water Worshipers reserve the topmost pools for their rites, while the rest of the pools are used for washing laundry. Crowds of people stand about the pools, wringing colorful bundles of cloth against their wooden washer boards.

A nearly imperceptible hierarchy exists around the lower pools (Perception DC 20 to discern); This unofficial, guild-like company of washer folk are wary of outsiders and well connected within the city.

Miriam the Sweet (*human commoner 9*)

Miriam, also known as "Mother Miriam", is a fiercely protective woman and professional laundress who loves all her "sisters and brothers" dearly.

Gaynor Unsa (*human expert 7*)

Gaynor has a scathing tongue and an ear for gossip. As a washerwoman for noble families within the city, she knows more than most about local goings-on, although whatever she says is usually tainted with her own malicious lust for scandal.

Rebecca Strummers (*half-elf rogue 6*)

Rebecca is more than she appears. Not only has she managed to hide her elven heritage from everyone but Miriam, but she has also managed to evade the law, living undetected as a washerwoman for over four years. A chance meeting with a party of wealthy adventurers may be just the thing to bring her back into the business of larceny.

2. The Cascade

The mountain spring cascades down into the gorge over a series of stepped waterfalls, filling the gorge with a cacophony of noise and fine wet mist.

3. Stairs

Cut into the rock, several staircases give easy access to the lower terraces of the gorge. Moss covered, they become slippery when wet, requiring a successful DC 10 Acrobatics check to avoid falling prone if moving faster than 20 feet per round.

4. Bridges

Like the stairs, the bridges were cut from the stone. No railings were ever installed, which has led to a number of unfortunate deaths in the past. According to city watch reports, the washer folk have denied any correlation with the fact that all who died were male or had been seen causing trouble in the notorious red lamp district.

5. Washing Lines

Hundreds of washing lines are strung up in the wider, sunnier parts of the gorge, far from the pervasive mist. Theft of clothing is surprisingly uncommon, most likely because of the habit washer folk have of resting between the swaying laundry after their morning's work.



A Cut Above (Barber Shop)

Occupying the second floor space above their family's distillery, the barber shop and salon known as "A Cut Above" is run by the brothers **Vasily and Dimitri Ivanof** (*CN human rogue 5 and NE human alchemist 3/rogue 3*).

While both brothers specialize in the basic art of cutting hair they also serve wildly different clientele in their adjacent but separate spaces.

1. Street Entrance

Above a pair of large red double doors facing the main thoroughfare hangs a signboard bearing a coiffed wig and scissors. Inside the doors another sign points up towards a well worn staircase while the hallway leads into the distillery.

2. Lounge

Several well appointed leather chairs and end tables line up along the floor to ceiling windows overlooking the square outside. Dimitri's young nephew **Sasha** (*N halfling commoner 1*) attends waiting clients serving them refreshments from a small but well appointed bar stocked with their family's spirits. Books of bawdy poems and the most recent handbills of salacious court gossip sit within easy reach for patrons to peruse.

3. Salon

A throne-like chair and ornate standing mirror dominate the salon. Cabinets built into the walls around the mirror hold the stylist's masterwork artisan's tools and alchemical lab. Dimitri specializes in styling the curled and powdered wigs worn by the city's aristocracy as well as providing basic barbering services such as shaves & trims. The shop sells mundane colognes, hair tonics, and styling waxes. In addition, Dimitri crafts select alchemical items including alchemist's kindness, antitoxin, meditation tea, soothe syrup, smelling salts, twitch tonic, and wismuth salix. Minor magic items such as *potions of eagle's splendor* and a special *elixir of hair growth* created by Dimitri (see the **Goods and Services** section) from a denatured admixture of oils of enlarge person and youthful appearance are also available. Dimitri has developed an alchemical method to add itching or sneezing dusts with delayed effect into the powders of his wigs. For a price, he has been known to use these to facilitate the embarrassment of his client's political enemies at court.

4. Alley Entrance

Along the rear of the Ivanofs' building runs a gloomy alleyway where many vagabonds and ruffians loiter. A rusted iron spiral stair near the distillery's delivery door leads up to the back room of Dimitri's posh salon. Here his rakish brother Vasily caters to a clientele with a more martial bent than the en vogue fashionistas of the low nobility.

5. Backroom Barbershop

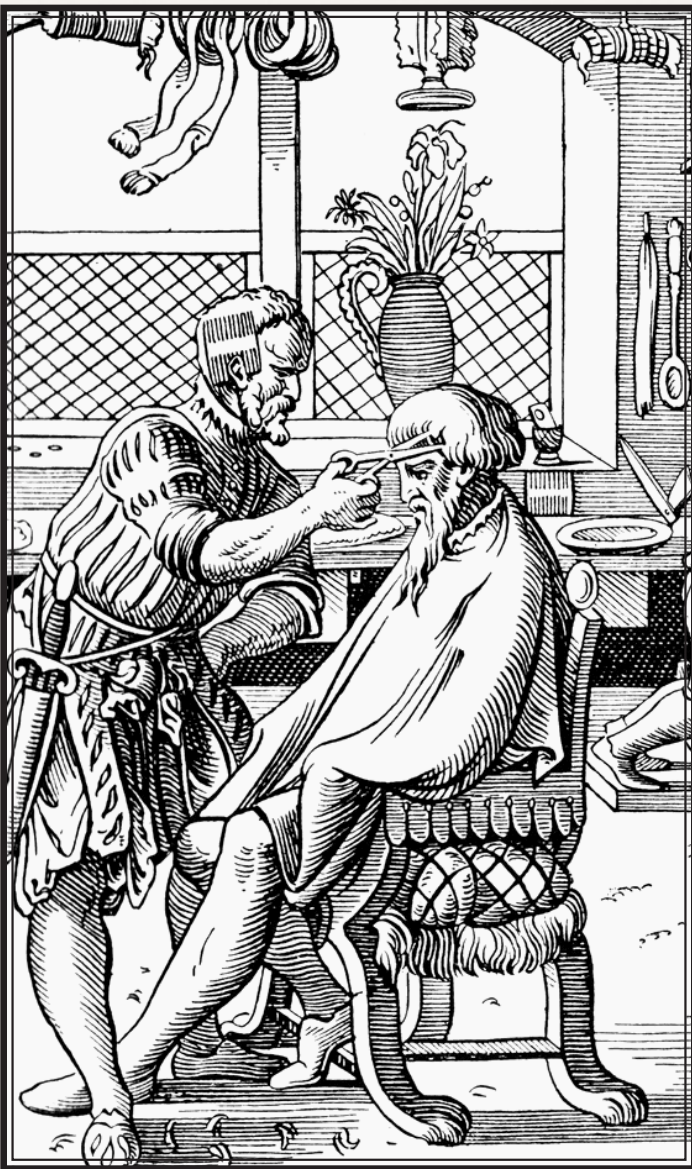
Connected to the adjacent salon by a concealed door behind Dimitri's ornate mirror, Vasily's space is as spartan as his clientele: students of the city's rival dueling schools.

A simple stool bolted to the floor serves as Vasily's workspace. A wash basin and jars of brilliantly hued hair dye in a small wooden chest are the tools Vasily uses to create bold, colorful styling of long complex braids, woven locks with shorn side or undercuts, often with ornate patterns shaved into them. Vasily's wicked +1 *keen war razor* not only serves the cagey stylist as tool of the trade but also his weapon of choice.

Adventure Hooks

Students of the rival dueling schools know Vasily's shop is a neutral ground that he ruthlessly enforces. Rumor has it his red hair dye is made with the blood of those he's cut down. Still his shop is the best place in town to boast of one's prowess and lay down public challenges. Vasily serves as a kind of promoter and bookie, facilitating bets on who will prevail in such duels.

Dimitri's access to the up and coming aristocracy who frequent his shop affords him a wealth of knowledge about politics within the court and gossip among the aristocracy. The dapper spy brokers this information only to those with equally valuable secrets to trade.



Einlentiel's Beautificium (Salon)

Run by an enterprising half-elf, this all-natural salon draws customers of every race. **Einlentiel** (*NG half-elf witch 6, healing patron*) offers a high-quality selection of herbal shampoos and cosmetics to ladies and gentlemen alike, while her sister **Boarrai** (*CG half-elf bard 4*) provides entertainment and is always informed about all the latest gossip. Tattoos are provided by the sister's cousin, **Menantia** (*N elf tattooed fey sorcerer 5*) while an old family friend, **Entwirre Balaussee** (*CN gnome occultist 3*) cares for customer's nails.

The Beautificium is situated in a nice wood cottage just outside of town, on the fringes of the forest. Behind the house, in a little aromatic garden, the herbs for hair care, beauty products, and dye are grown. Einlentiel's and Menantia's familiars (a figment cat and a sage mouse, respectively) can often be seen there, joyfully playing a game of tag. Somehow, the cat is always "it". The sisters' apartments are located on the second floor while the ground floor hosts the witch's laboratory and work space. The door into the salon is decorated with gorgeous flowers and wooden bas-reliefs.

1. Waiting Corner

Here the customers gossip about the local news and the latest composed love stories sung by Boarrai while waiting for their turn.

2. Washing Area

Einlentiel uses wooden basins where hot, warm, and cold water are alternatively poured to wash the clients' hair. Her handmade shampoos perfume, strengthen and soften the hair. Chamomile, rosemary, sage, calendula, and many other ingredients can be added to obtain different dye hues. During particularly busy days, Einlentiel employs an *unseen servant* to help her.

3. Styling Area

The customers sit in comfortable padded chairs before mirrors while Einlentiel cuts hair, shaves beards, and applies her various herb remedies and dyes. She knows herbs that help straightening or curling hair, but she also can expertly use hot-plates for these purposes. Wet hair is dried by sunlight or hot curlers.

4. Makeup Stand

A little neat table before a mirror, with pots and cups of various colors nicely lined on a lace tablecloth. Einlentiel is also a gifted makeup artist and sells her cosmetics and perfumes for customers to take home. She also shapes eyebrows, removes other unwanted facial hair, and uses special unguents to remove small scars, and uses *cure light wounds* and *remove diseases* to remove blemishes on the skin.

5. Tattoo Room

Anatomic diagrams and tattoo examples brighten the walls of this little room. Menantia knows how to use brilliant-colored inks to draw lifelike figures. She sports many

works of art on her own body, and always has a story to tell about each of them. For a fee, Menantia will inscribe magical tattoos on customers. Many of her own tattoos are enchanted and one of them contains a guardian she can summon if she feels menaced.

6. Manicure Stand

Entwirre Balaussee is a prodigy manicurist and pedicurist. He is also a master rumor-monger who likes to spread gossip just for fun. He will often offer his services as a palm reader while doing the ladies' nails, though he learns more from their rings and bracelets than he does from their life and love lines.

7. Supply Closet

A long, walk-in closet used to store supplies and to cure herbs such as garlic that must be dried away from light.

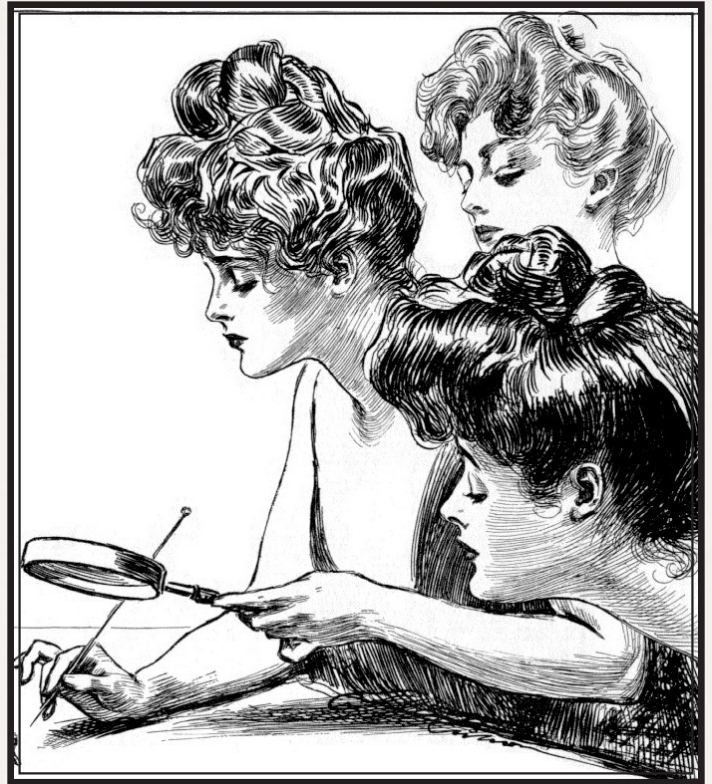
Interesting Customers

Lady Tanya Wattson (*LN old human aristocrat 7/ master spy 6*) is an almost daily regular of the Beautificium and has an irrepressible curiosity about the affairs of others. The Lady hopes to steal Einlentiell's secret herbal recipes, to open her own salon in the city.

GOODS

Item	Price	Weight
Alum	1 sp	1/2 lb.
Basket	4 sp	1 lb.
Basket, Laundry	8 sp	2 lbs.
Bucket	5 sp	2 lbs.
Collapsible bathtub	15 gp	20 lbs.*
Fume foil	2 cp	—
Grooming kit	1 gp	2 lbs.
Man musk	5 sp	—
Mirror	10 gp	1/2 lb.
Moon mist	10 gp	—
Perfume/cologne	5 gp	—
Pitcher	2 cp	5 lbs.
Sanguine bane	5 sp	1/2 lb.
Sanitary pad (3)	1 cp	—
Shaving kit	15 sp	1/2 lb.
Shaving kit, bugbear	2 gp	1 lb.
Singe serum	5 gp	—
Soap	1 cp	1/2 lb.
Strigil	5 cp	1/2 lb.

* Weighs one-half this amount when made for Small creatures.



There exist any number of items for sale that can help an adventurer stay clean, healthy, and well groomed. Many of the items listed below are new to this book while others are reprinted from other sources for the sake of completeness.

ALUM

Price 1 sp; **Weight** 1/2 lb.

This clear, crystalline substance has a wide range of uses. For shaving, it works as a shaving preparation, helps to heal minor cuts and adds shine to freshly shaved skin. When applied under the arms it prevents perspiration. It can also be used to dry and heal ulcers.

BASKET

Price 4 sp; **Weight** 1 lb.

This large basket has a lid and holds about 2 cubic feet.

BASKET, LAUNDRY

Price 8 sp; **Weight** 2 lbs.

This large basket has a lid and holds about 4 cubic feet.

BUCKET

Price 5 sp; **Weight** 2 lbs.

A typical bucket has a rope handle and can hold 1–2 gallons of liquid.

COLLAPSIBLE BATHTUB

Price 15 gp; **Weight** 20 lbs.

After 10 minutes of assembly, this collection of wooden slats provides support for a cylindrical watertight canvas cloth. It can hold enough water to allow 1 Medium creature to bathe in comfort without any of the risks that might come from entering lakes, rivers, or other bodies of water.

FUME FOIL

Price 2 cp; **Weight** —

Fume foils, or nosebags, are arrangements of sweet smelling flowers, herbs or cloves for holding under the nose or hanging around the neck to mask unpleasant odors. A fume foil gives a +2 circumstance bonus on Fortitude saves against bad smells such as the stench universal monster ability.

GROOMING KIT

Price 1 gp; **Weight** 2 lbs.

This pouch of toiletries includes a comb, scissors, a nail file, a sponge, a hairbrush, a miniature mirror, soap, a chewing stick, and tooth powder.

MAN MUSK

Price 5 sp; **Weight** —; **Craft DC** 15

This peculiar perfume is used by half-orcs, half-elves, and other non-human races when wishing to smell more human. Man musk lasts for 12 hours and gives a +2 circumstance bonus on Disguise checks when a character attempts to disguise themselves as human. Particularly sensitive races, such as elves, often complain that man musk seeps permanently into clothes, ruining them for normal use. A vial of man musk contains 5 doses.

MIRROR

Price 10 gp; **Weight** 1/2 lb.

This hand-held mirror is about a foot across. Unlike many higher-quality glass mirrors, this one is made out of polished steel and sturdy enough that you can drop it without risk of breakage.

MOON MIST

Price 10 gp; **Weight** —; **Craft DC** 20

This light, airy perfume is a favorite of elves and humanoid fey, while other races seldom notice the subtle scent. Moon Mist is an example of a race-specific perfume and provides a social bonus for dealing with elves and humanoid fey as detailed in the **Rules of Hygiene** section. A vial of moon mist contains 10 doses and 1 application of moon mist lasts for 24 hours.

PERFUME/COLOGNE

Price 5 gp; **Weight** —

Most perfumes and colognes are derived from the essential oils of flowers. For more information on how perfumes and cologne affect social skill checks, see the **Rules of Hygiene** section.

PITCHER

Price 2 cp; **Weight** 5 lbs.

This basic clay pitcher has a handle and an open top with a groove for easy pouring. It holds 1/2 gallon of liquid. The listed weight is for a pitcher filled with water, wine, or ale; empty, it weighs about 1/2 pound.

SANGUINE BANE

Price 5 sp; **Weight** 1/2 lb.; **Craft DC** 15

This thick oil, when applied to skin or clothing, prevents blood and gore from adhering to surfaces. One application lasts for 6 hours. One jar of sanguine bane contains enough oil for 5 applications.

SANITARY PAD

Price 1 cp for 3 pads; **Weight** —

Made of dried sphagnum moss wrapped in cotton, or occasionally sealskin, these washable, reusable menstrual pads have long cords for fastening underneath clothing.

SHAVING KIT

Price 15 sp; **Weight** 1/2 lb.

A shaving kit contains a straight razor, a whetstone, a small mirror, a brush, a cup, and enough shaving powder to last a Medium humanoid 50 shaves.

SHAVING KIT, BUG-BEAR

Price 2 gp; **Weight** 1 lb.

A bugbear shaving kit contains a durable razor, a thick whetstone, a brush, a cup, and enough shaving powder to last a Medium humanoid bugbear (or any other particularly hirsute humanoid) 20 shaves.

SINGE SERUM

Price 5 gp; **Weight** —; **Craft DC** 12

This pearly ointment aids in the repair and regrowth of singed hair, making it a favorite of pyromancers and dragon slayers alike.

SOAP

Price 1 cp; **Weight** 1/2 lb.

Most soap is made from animal fat and lye derived from ashes. You can use this thick block of soap to scrub clothes, pots, linens, adventurers, or anything else that might be dirty. A bar of soap has approximately 50 uses.

STRIGIL

Price 5 cp; **Weight** 1/2 lb

This metal scraper is used to remove dirt and oil from the body.

Elixir of Hair Growth

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 150 gp; **Weight** —

This amber hued liquid, invented by Dimitri Ivanof of the Cut Above barber shop, when applied to the head or face causes one inch of thick lustrous hair to grow in one minute, after which the hair is permanent. The hair can be cut, shaved or styled normally, however a creature's natural hair will not continue to grow out until the artificial hair is removed completely.

Construction Requirements

Craft Wondrous Item, *enlarge person*, *youthful appearance*, creator must have 5 ranks in Craft (alchemy);

Cost 75 gp

SERVICES

What follows are descriptions and prices suitable for any generic bath or laundry. Specific prices for the bathhouses and service locations outlined earlier in this book are listed separately.

Service	Price
Bath (cold)	2 cp
Bath (hot)	6 cp
Bath (public)	2 sp - 1 gp
Hair cut/shave	3 cp - 1 gp
Laundry	1 sp
Laundry (magic)	1 gp

BATH

Price 2 cp-1 gp

A cold bath usually involves someone else's used soapy bath water. A hot bath is a one-person washtub filled with hot water one pot at a time. A public bath is a bath facility (such as a bathhouse or resort) that provides hot water, soap, and cologne or perfume, and may also offer wading pools, massages, or other services for an additional cost. Some public baths require membership or a minimum social status.

HAIRCUT/SHAVE

Price 3 cp - 1 gp

A simple hair cut or shave by a professional barber. More ornate services and stylings cost extra.

LAUNDRY

Price 1 sp-1 gp

The listed price is for up to four items (such as trousers, an undergarment, shirt, and jacket or vest). Additional items may be washed for 3 cp each. Laundry is finished the next day unless you brought to the washer early in the morning. Magical laundry service is a mage (typically an apprentice wizard) magically and instantly cleaning clothing with *prestidigitation*.

Thermae of Pulsatilla Services

Barber	2 sp
Bath attendant	1 sp
Entrance fee	1 sp
Epilation	9 sp
Makeup/hairdressing	8 sp
Massage	1 gp
Oiling	5 sp
Storage of clothes & goods	1 sp
Toilet.....	1 cp

Ishiyu Onsen Services

Entrance and use of the baths	2 gp
Meal	6 sp
Room for the night*	4 gp
Sake, bottle	5 gp

* Includes 2 meals and use of the baths.

White Blossom Services

Public basins for face, foot, and hand washing.....	1 cp
Entrance and use of the baths	1 sp
Massage	3 sp
Full ablution treatment	1 gp
Elemental bath	250 gp

Cascade Pool Services

Self-service laundry	free
Laundry.....	1 sp per four items
Rush laundry.....	5 sp per four items

A Cut Above Services

Hair cut by Dimitri	1 sp
Shave by Dimitri	5 cp
Wig styling by Dimitri	1 gp
Treatment by Dimitri*	1 gp
Sabotage by Dimitri	10 gp
Hair cut by Vasily	5 cp
Shave by Vasily	3 cp
Braiding by Vasily.....	1 sp
Hair dying by Vasily	1 gp

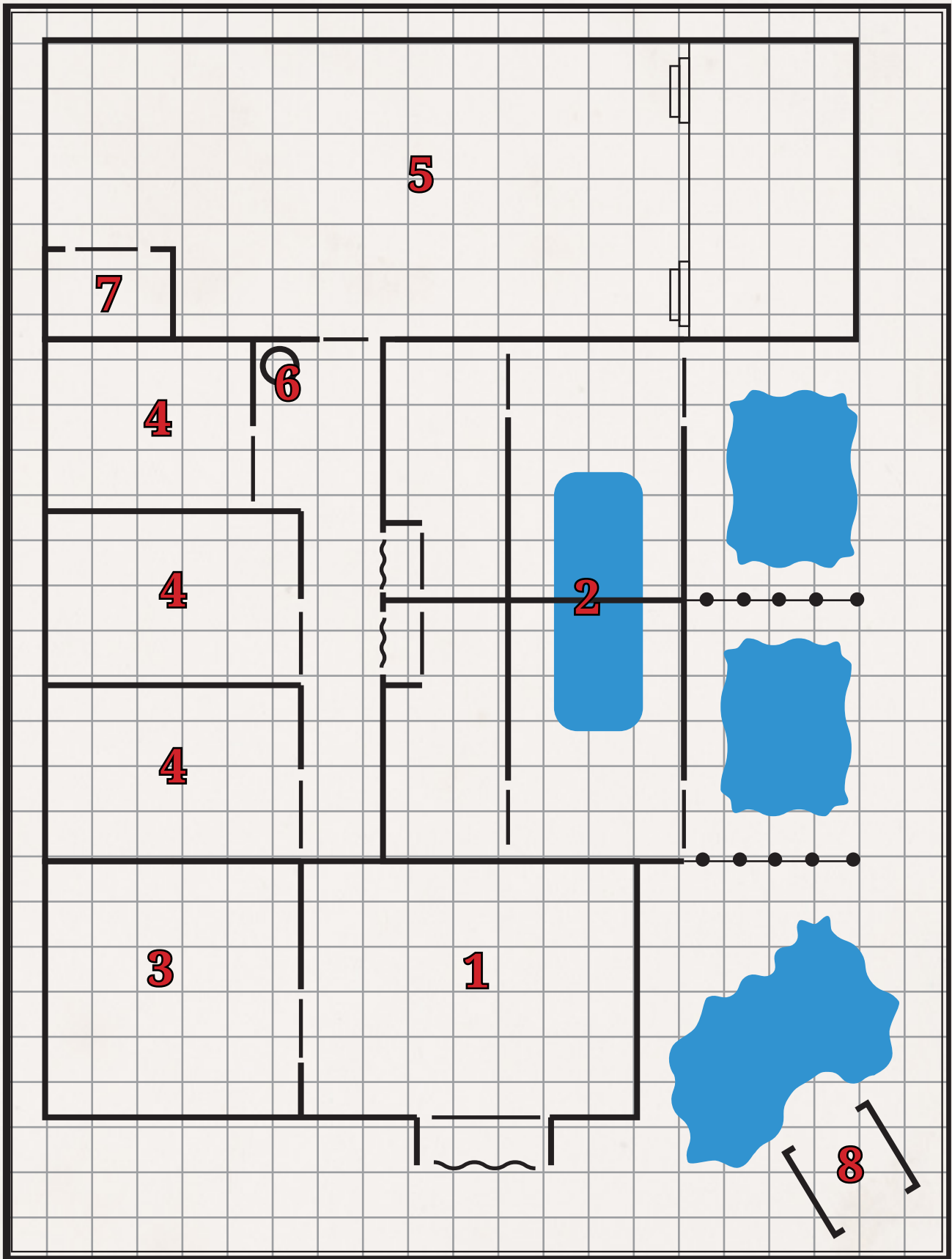
* Covers the application of potions and alchemical remedies on hair/wig Does not include the cost of the potion or alchemical remedy.

Einlentiel's Beautificum Services

Hair dying	5 sp
Hair washing and styling.....	1 gp
Makeup service*	1 gp
Manicure	5 sp
Pedicure	5 sp
Tattooing, small*	1 gp
Tattooing, large*	5 gp
The works*	2 gp

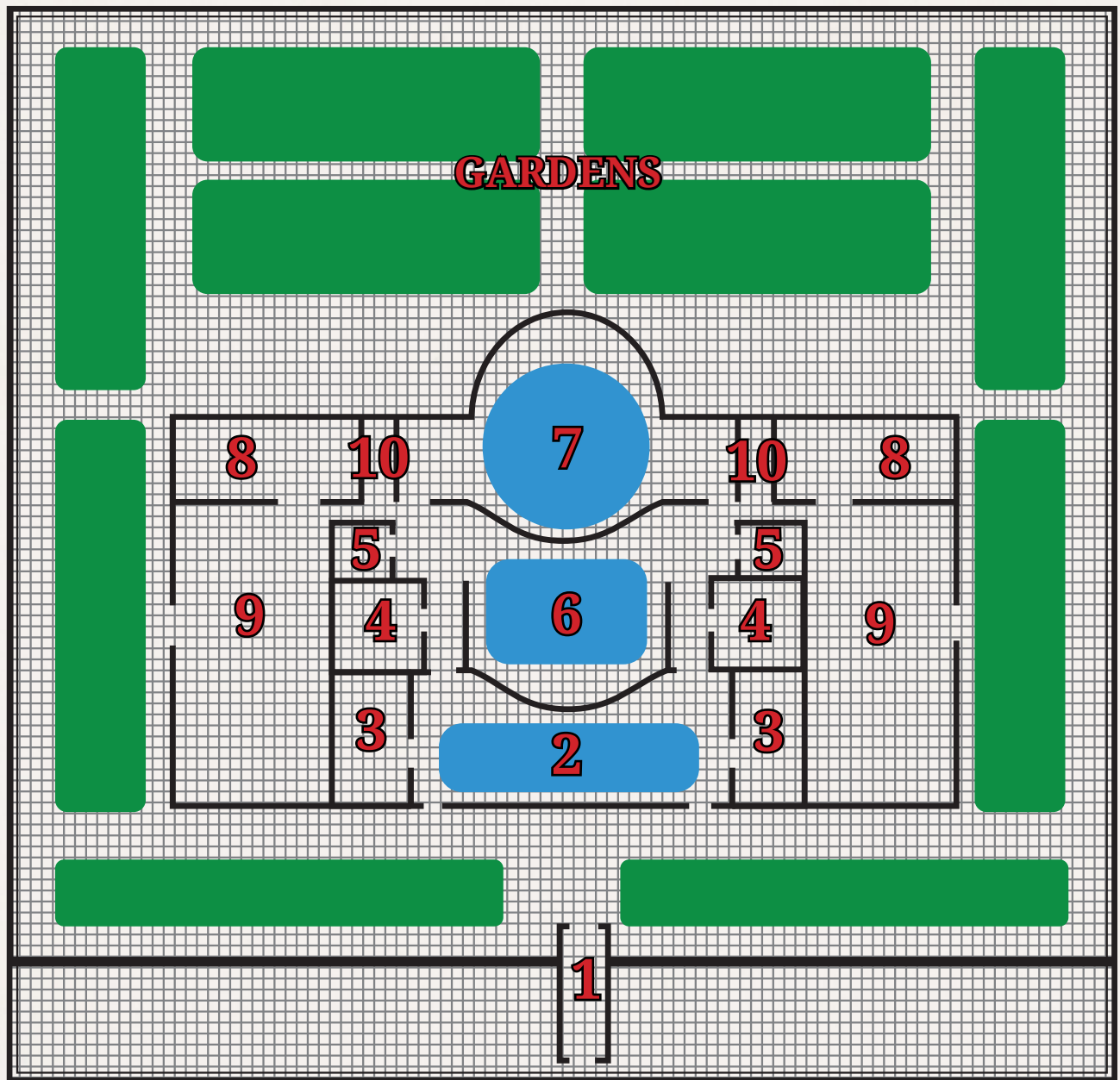
* Makeup does not include the cost of any potion or alchemical remedy applied. Tattoes do not include cost of any magical effects worked into the ink.

The works includes hair wash and styling, makeup service, manicure, and pedicure.



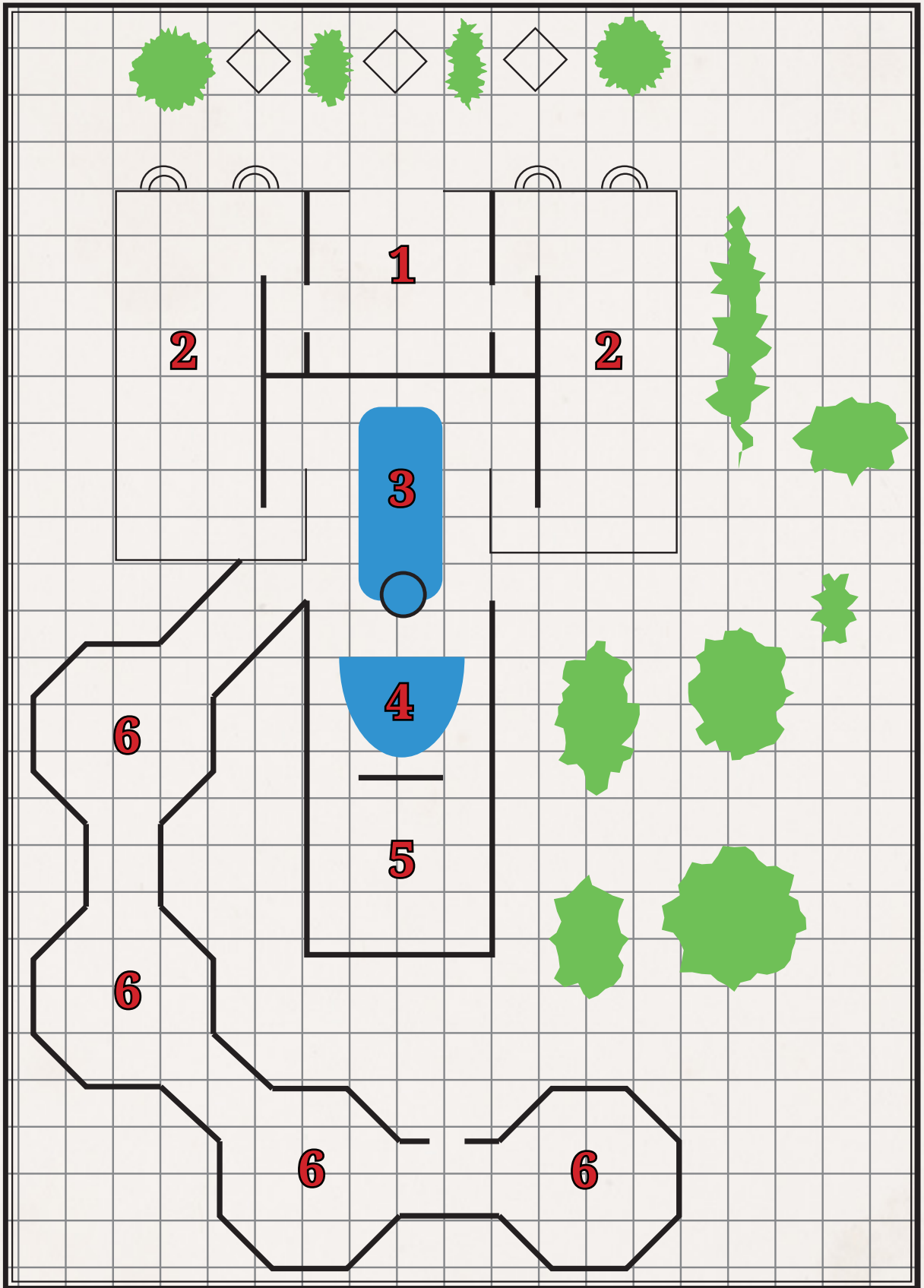
1 square = 5 ft. x 5 ft.

ISHIYU ONSEN



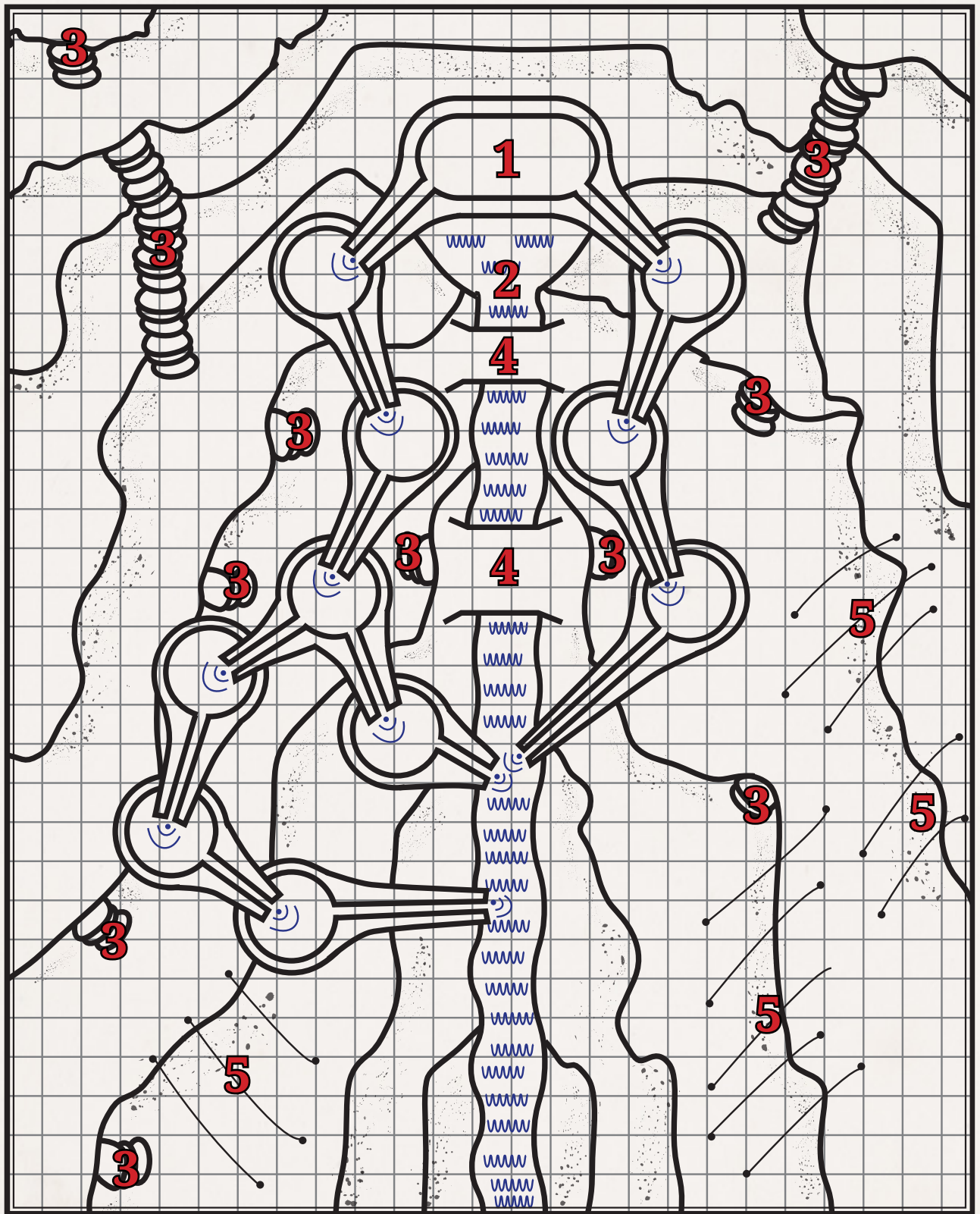
1 square = 5 ft. x 5 ft.

THERMAE OF PULSATILLA



1 square = 5 ft. x 5 ft.

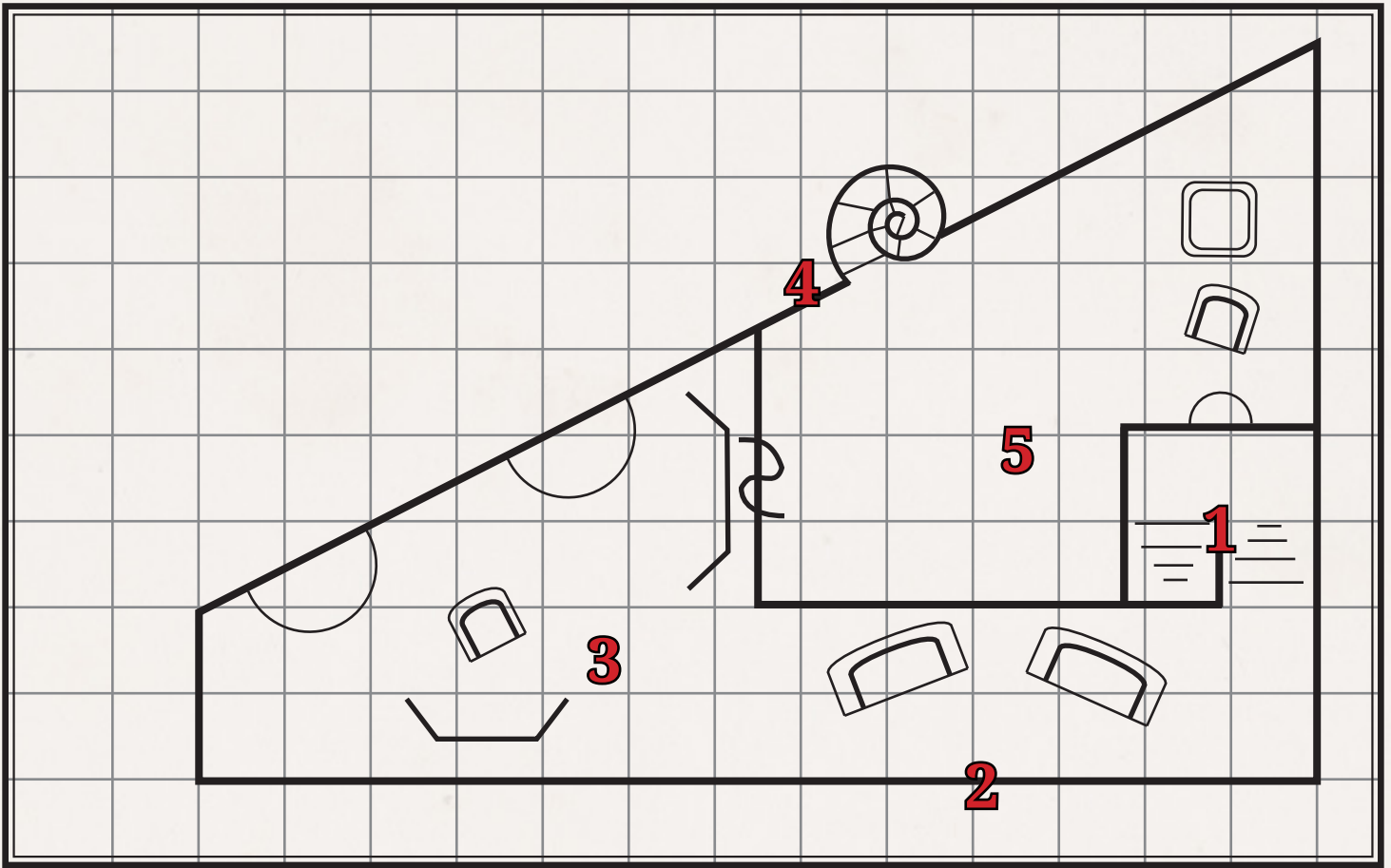
WHITE BLOSSOM BATHHOUSE



1 square = 5 ft. x 5 ft.

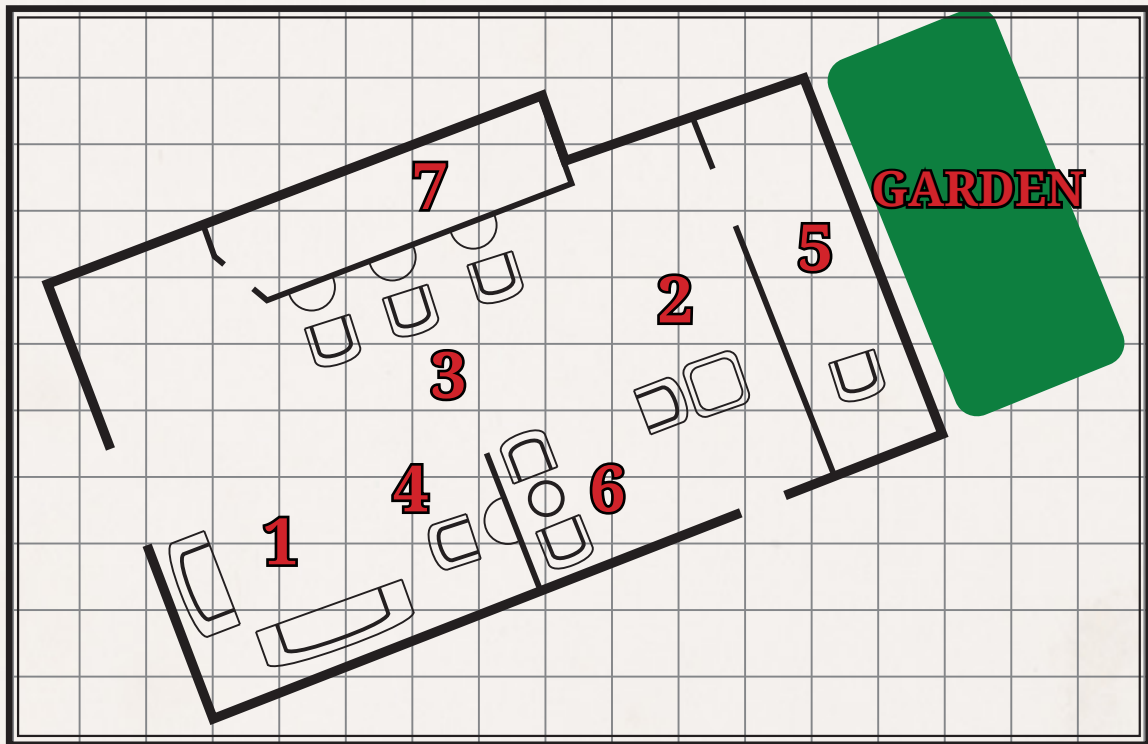
CASCADE POOLS

Note each the vertical distance between each ledge is roughly ten feet.



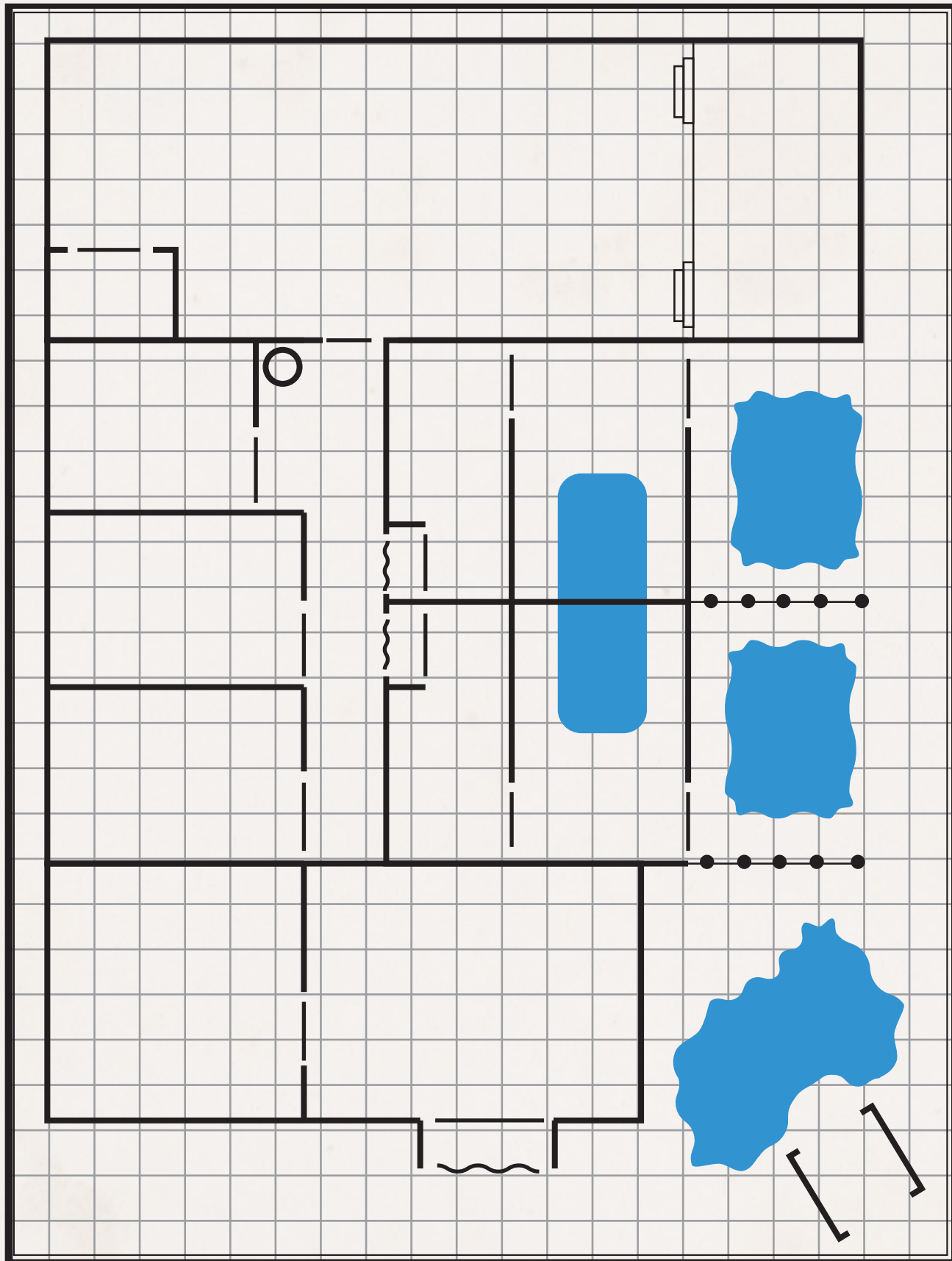
1 square = 5 ft. x 5 ft.

A CUT ABOVE

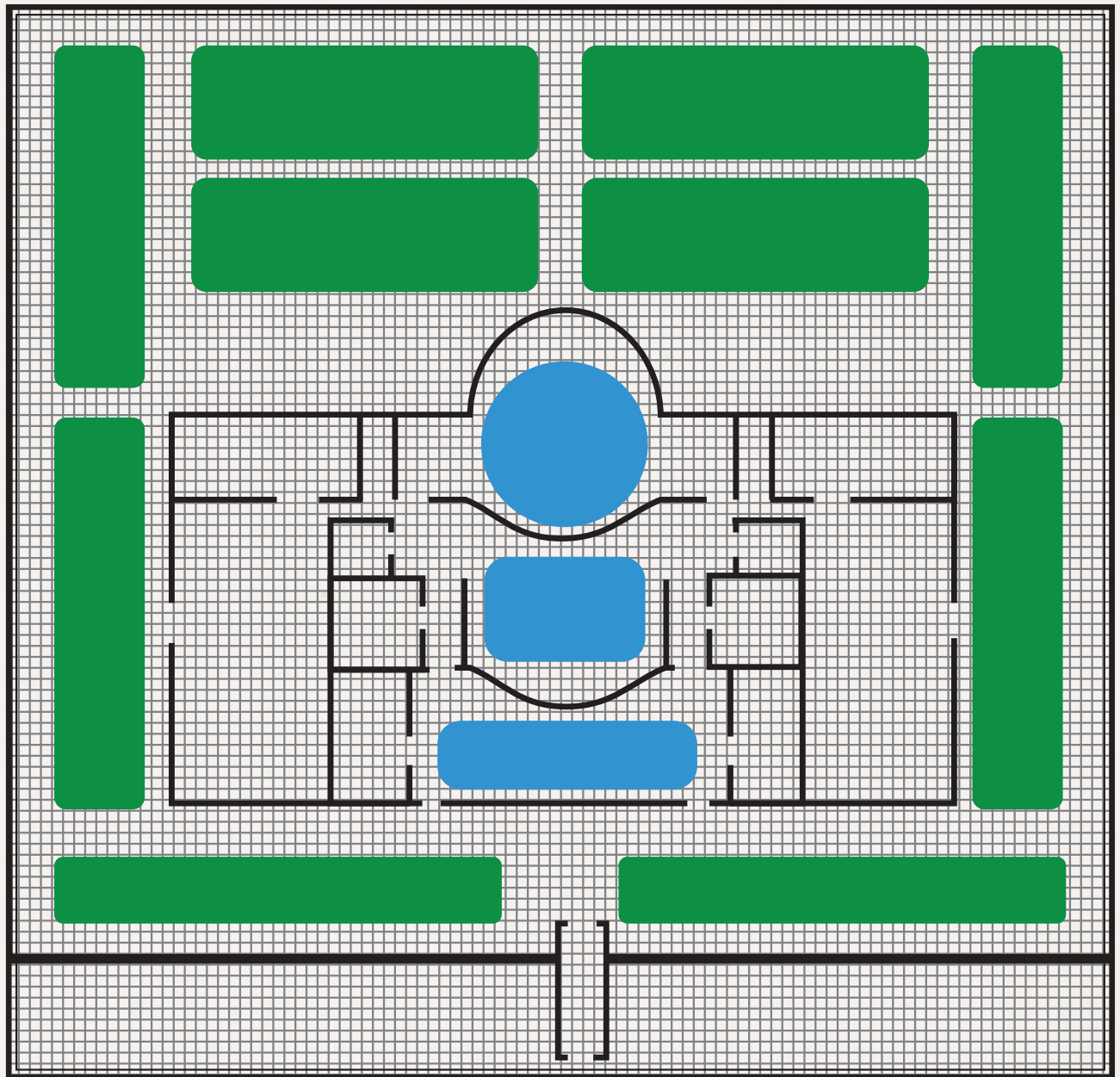


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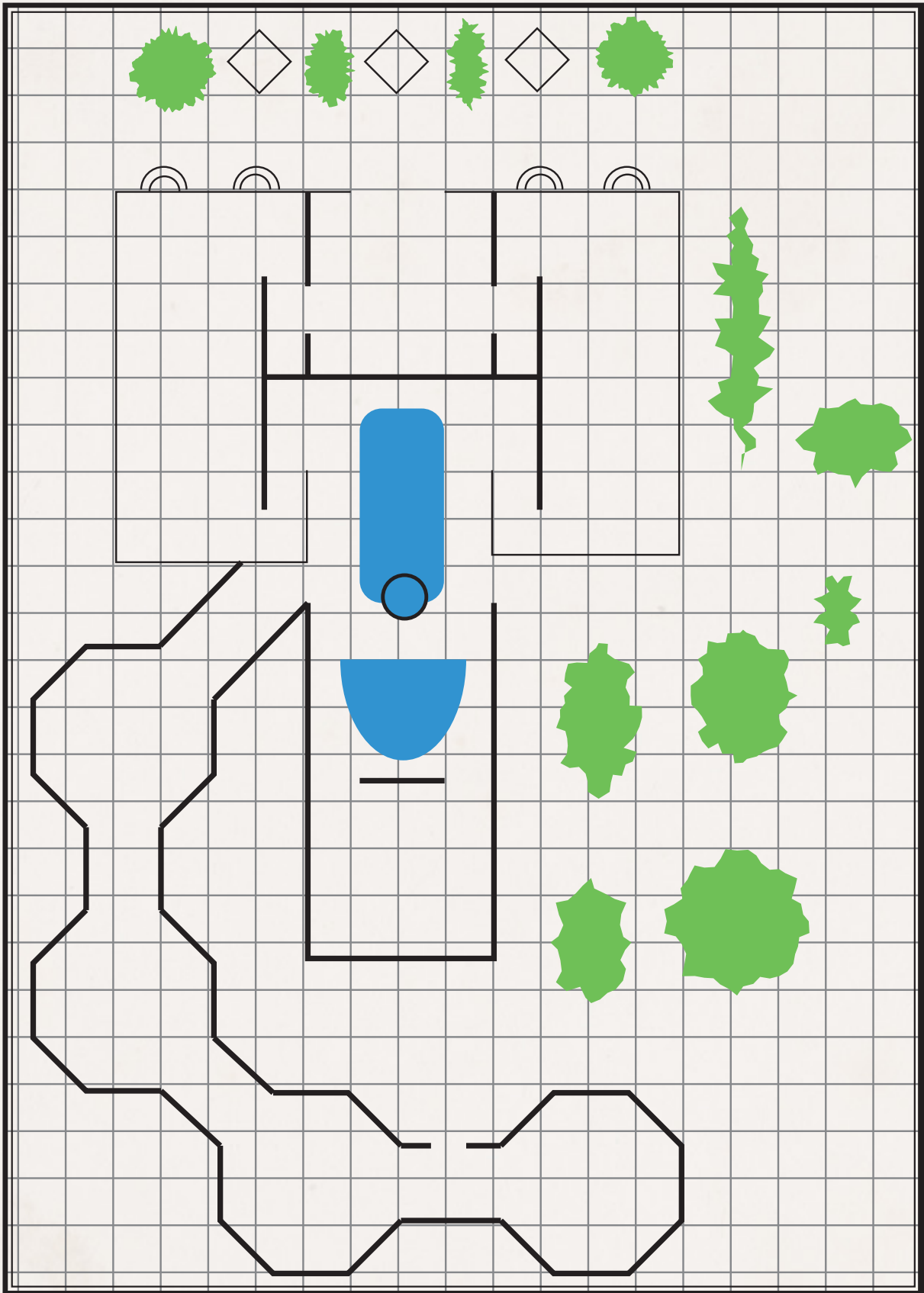
EINLENTIEL'S BEAUTIFICUM



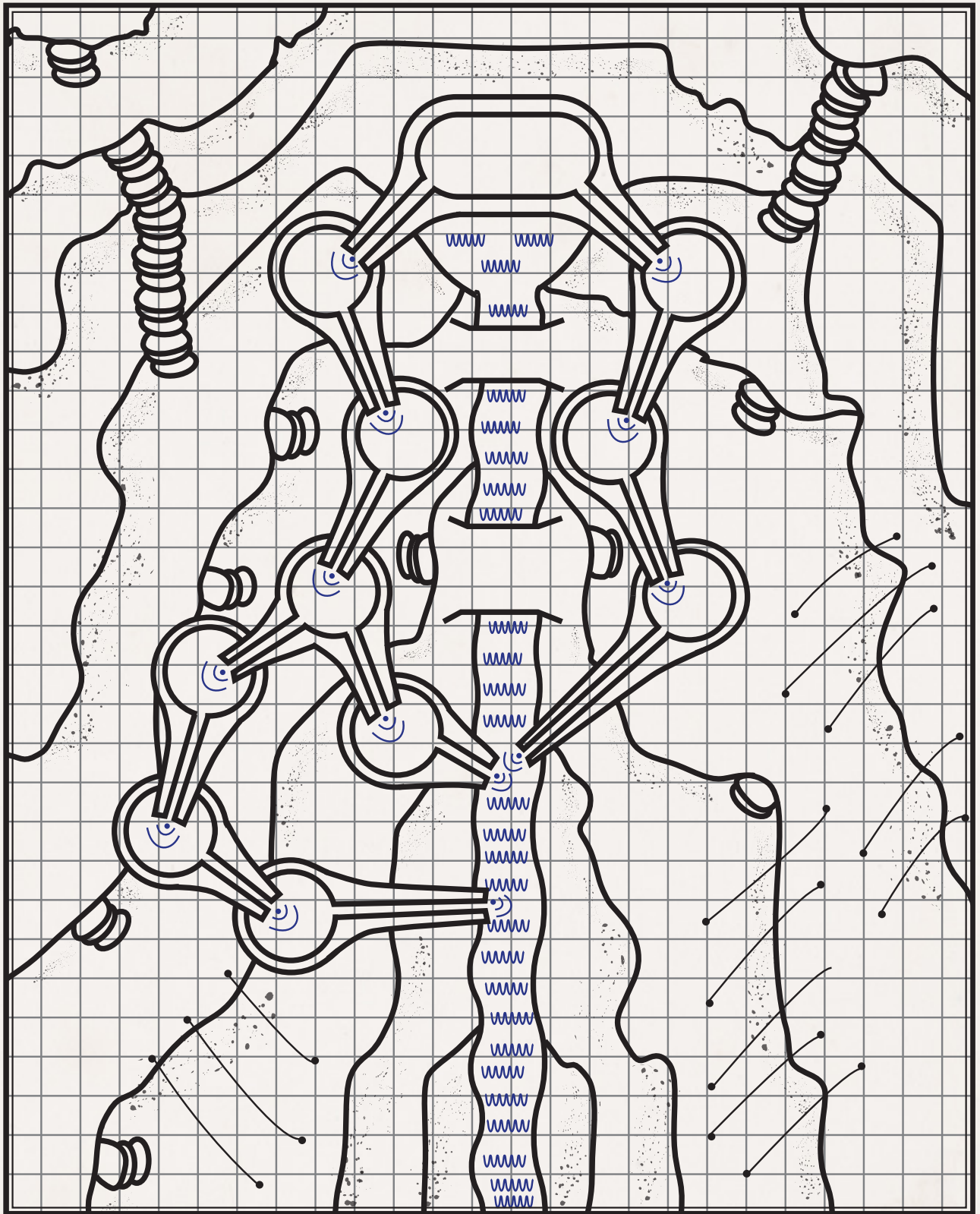
1 square = 5 ft. x 5 ft.



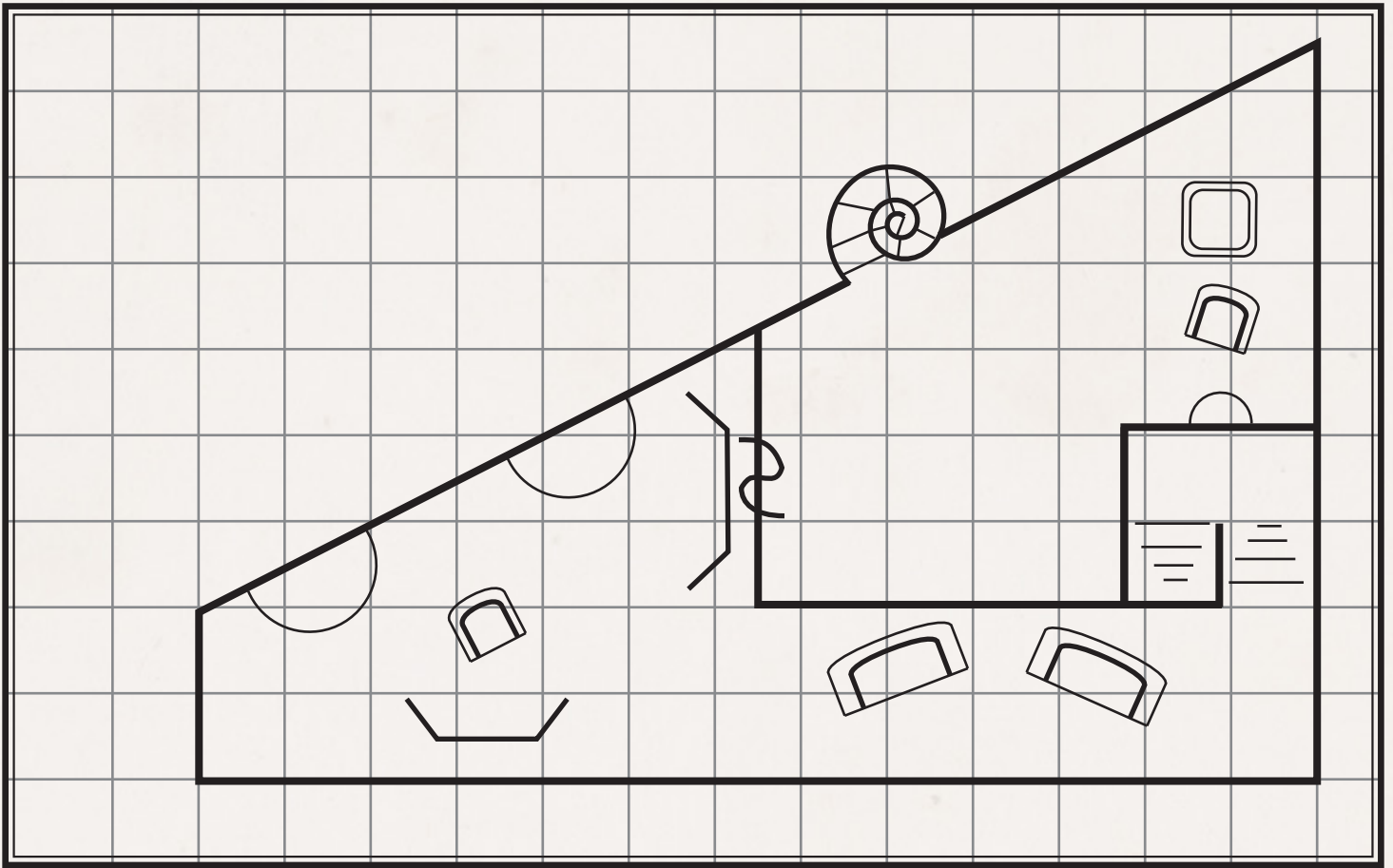
1 square = 5 ft. x 5 ft.



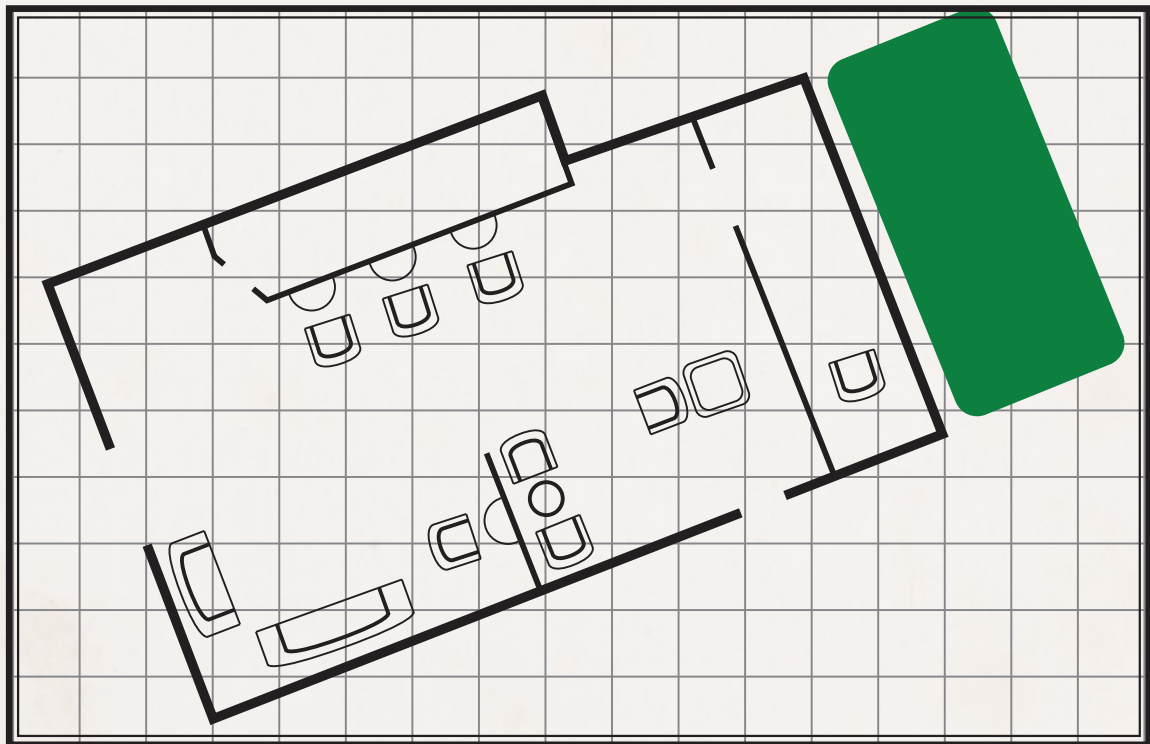
1 square = 5 ft. x 5 ft.



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1 square = 5 ft. x 5 ft.



1 square = 5 ft. x 5 ft.

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