

HOUSE RULES

Character Creation: Generate stats by rolling 4d6, drop the lowest die.



Training: All prestige classes and some feats require finding a trainer to teach you, as detailed earlier in the booklet.

Experience Points: Experience points will not be given out. Instead, you will be told when to level up.

Action Points: We will be using action points.

Backgrounds: We will be using our current background system. For this campaign, it is also a requirement that your background mention at least 2 more characters you could play that have a connection to other members of the party. This is so when you die (or get bored) you can introduce a character that knows the party (and as such still qualifies for the bonus feats etc).

New characters above level 1 can still provide a reason for joining the party and this get the +2 ability points.

Monsters: We can assume that all adventurers know general info about common monsters.

Hit point re-rolls: d4 (1), d6/d8 (1-2), d10 (1-3), d12 (1-4).

Identify Spell: Does not require a pearl. Instead, 100 gp (or an item worth 100 gp) can be used.

Wizard Variant: We will be using the Domain Wizard variant from Unearthed Arcana.

Sorcerer Variant: Battle Sorcerers (from Unearthed Arcana) are also available.



Cauldron Campaign Guide

A guide to the region,
information about the city,
and house rules for the
campaign.

CAULDRON

Population: 4,500 adults (large town). Mixed (79% human, 9% halfling, 5% gnome, 3% dwarf, 2% elf, 1% half-elf, 1% half-orc).

Economy: (3,000 gp limit) Coffee, exotic woods, cut gemstones, obsidian, dyes, spices.

Authority Figures: Lord Mayor Severen Navalant, male human; Terseon Skellerang, male human (captain of the Town Guard).

Town Emblem: A watchful eye wreathed in blue flames.

Description: Believed to have been founded by Surabar Spellmason, Cauldron is the most populous area in the Cauldron Region. Nearby villages include Redgorge, Kingfisher Hollow, and Hollowsky. The Cauldron region is in a subtropical jungle

The town's buildings, tightly packed and built from volcanic rock and wood, line the inner bowl of a nameless, dormant volcano. The elevation keeps Cauldron's temperatures below that of the surrounding jungle, giving Cauldron a roughly temperate climate. Cobblestone roads form concentric circles around a small lake of cold water, which fills the volcano's basin. Although the town's sewage seeps into the lake, local clerics routinely purify the water for the citizens in exchange for charitable donations to their temples.

A 50-foot-tall fortified wall of black malachite encircles the city, tracing the outer rim of the volcano, becoming major thoroughfares that lead to other towns and distant realms. The districts nearer the rim of the city tend to be occupied by upper class families and elite merchants. The



CALENDAR

Days of the week: Starday, Sunday, Moonday, Godsdays, Watersday, Earthday, Freeday. Godsdays is a day of worship, and Freeday is a day of rest.

Following are the months, in the format
Month (days in the month) Season:

Needfest (7) Mid-Winter.

Fireseek (28) Winter
Readying (28) Spring
Coldeven (28) spring

Growfest (7)

Planting (28) low Summer
Flocktime (28) low Summer
Wealsun (28) low Summer

Richfest (7) Mid-Summer.

Reaping (28) high Summer
Goldmonth (28) high Summer
Harvester (28) high Summer

Brewfest (7)

Patchwall (28) Autumn
Ready'reat (28) Autumn
Sunsebb (28) Winter

The campaign starts halfway through Patchwall (the 14th).

FEATS REQUIRING TRAINING

The following feats require training, but can be taught by Dree Turmont (fighter trainer in town), Elvenhome, the dwarven citadels, or the half-elves of Starforest:

Great Cleave.
Greater Two-Weapon Fighting.
Greater Weapon Focus.
Greater Weapon Specialization.
Improved Critical.
Improved Precise Shot.
Manyshot.
Shot on the Run.
Snatch Arrows.
Whirlwind Attack.

The following feats require training, but can be taught by Vortimax Weer (wizard in town), Elvenhome, the half-orcs of Dogash-Ber, or the half-elves of Starforest:

Greater Spell Penetration.
Greater Spell Focus.

Your character may be created with a feat from the above lists, but your background should explain how it was learned.

closer one gets to the centre of town (and the closer to the pungent odours of the central lake), the shoddier the construction and the more dangerous the dark alleys. Houses directly on the lake are often built with stilts to protect against flooding during the rainy season in winter.

Smaller avenues connect the four main roadways (from outer to inner, the avenues are named Obsidian, Magma, Lava, and Ash), which form concentric terraces down to the lake in the centre of the town.

Cauldron is ruled by a Lord Mayor, elected to his position every two years. The post is currently held by Severen Navalant, whose term expires in roughly 20 months. Other important individuals in the city include Terseon Skellerang, captain of the guard, the members of the noble families, and Cauldron's few wealthy merchant interests.



Cauldron Description continued

Cauldron's major exports come from two sources: mines and plantations. Both industries are based in the hills surrounding the city, and are managed by the various noble families who live in the area. Obsidian and diamonds are the primary products mined in the region. Plantations usually produce sugarcane and coffee. Most of those who dwell in the city itself are either merchants, scholars, or workers in the mines and plantations in the lowlands. Water is never scarce in town, but most of the city's food must be imported from Sasserine since the local fishing and farming enterprises are meager at best.

Citizens have historically paid a modest yearly flat tax of 1 gp, while merchants and nobles pay a 5% income tax each year. In addition, a 1sp gate tax is charged for non-citizens who enter the city by any of its four gates.

All inhabitants of Cauldron that own a building, or are part of a family that owns a building, are considered citizens regardless of economic status. Most Cauldronites have a simple malachite ring made or given to them when they reach the age of majority. The ring always bears the town emblem. Nobles often purchase very elaborate rings, or have extravagant brooches made to show their citizenship.

Currency in Cauldron

Cauldron uses the currency minted in the capital city of Sasserine—rings (pp), suns (gp), moons (sp) and stars (cp).

Trade bars in 100, 500 and 1000 gp denominations are also used.

PRESTIGE CLASSES AVAILABLE

Following is a list of prestige classes that PC's would know about, and where to learn them. If a race without a location is mentioned, it refers to member of that race in Cauldron.

1. Assassin—Last Laugh, halflings.
2. Arcane Trickster—Gnomes, Sasserine wizard academy.
3. Archmage—Elvenhome, Sasserine wizard academy.
4. Arcane Archer (Naur Pilindi Edhel)—Elvenhome.
5. Blackguard—Evil monk, if base class is monk.
6. Dragon Disciple—Half-orcs of Dogash-Ber, half-elves of Starforest.
7. Duelist—Dree Turmont (fighter trainer in Cauldron), half-elves of Starforest.
8. Dwarven Defender—Citadel dwarves.
9. Eldritch Knight—Elvenhome, half-elves of Starforest, Dree Turmont (fighter trainer) and Vortimax Weer (potion maker) in Cauldron.
10. Heirophant—Half-elves of Starforest, temples in Cauldron and Sasserine.
11. Loremaster—Elvenhome, Sasserine wizard academy.
12. Mystic Theurge—Temple of Wee Jas, half-elves of Starforest.
13. Shadowdancer—Last Laugh, halflings.
14. Thaumaturgist—Wild elves, citadel dwarves.



CLASS INFORMATION CONTINUED

Rogues continued: The guild oversees various rackets, including security, blackmail, extortion and assassination. Generally only the most nefarious and unscrupulous rogues join the Last Laugh.

There are a large number of traps in the numerous dungeons so the normal rogue skills would be useful. Also, rogues focusing in social skills will have ample opportunities to use them.

Sorcerers: Sorcerers pop up in many places. Recently a tribe of jungle barbarians has found that some tribesmen possess the power of sorcery. Many half-orcs of Dogash-Ber seem to be sorcerers too. The Cauldron area has long been inhabited by dragons, so it stands to reason that sorcerers would be common.

Rumours among the folk of Dogash-Ber tell of a black dragon who is trying to create an army of his spawn, but none know his name or where he is, or even if the rumours are true. He may possibly also be reproducing with the half-orcs.

Wizards: The wizards of Cauldron and its environs have long had many interesting things to study, and as such have been attracted to the region. In terms of study, there is a wizard academy in Sasserine (taught by archmages) and also Istima-Naur in Elvenhome (taught by Val-Edhel). Also, every now and then the Town Guard encounter a problem that needs a magical solution.

Surabar Spellmason himself was a wizard of great power, and as such wizards in the area are treated with respect.

Arcane lore tells of an ancient race of strange 6 armed beings that once lived in the region. The wizard academy in Sasserine would be interested in anything that could reveal more about these enigmatic creatures.

LOCATIONS IN CAULDRON

Temples

Church of St Cuthbert: Temple of St Cuthbert (Obsidian Ave). A two storey structure with white marble walls. High priest is Sarcem Delasharn (male human).

Temple of Lordly Might: Temple of Kord (Obsidian Ave). Currently headed by Asfelkir Hranleurt (male half-orc).

Cathedral of Wee Jas: Temple of Wee Jas (Obsidian Ave). A beautiful, towering structure run by Embryl Aloustinai (female human).

Shrine of Pelor: Temple of Pelor (Magma Ave). A small yellow tower tended by Kristof Jurgensen (male human).

Taverns and Inns

Slippery Eel Tavern: The Slippery Eel Tavern is a favourite tavern for miners, plantation workers, and other working-class citizens. The food and drink are cheap, and the town guard tends to ignore the place, making it a handy site for illicit deals and clandestine meetings. It is located on Magma Ave, and run by Fallo Grymkin (male human).

Tipped Tankard Tavern: This tavern is generally regarded as the best place in the city for common folk to get a drink. It's a favourite place for off-duty city guards, and as such, brawls are fairly rare. It is located on Ash Ave, and is run by Rivek Mol (male human).

Cusp Of Sunrise: This high-society club on Obsidian Ave is a favourite place for Cauldron's rich and powerful to meet and relax.

LOCATIONS IN CAULDRON CONTINUED

Taverns and Inns continued

Drunken Morkoth Inn: This is perhaps the most popular inn in the city of Cauldron. A regular stop for many merchants and travelling adventurers, the combination of comfortable beds, good food, and reasonable prices make it a favourite among the city's returning visitors. Each of the rooms is decorated with a humongous painting of Cauldron's legendary lake monster, a large morkoth. The paintings depict the morkoth in any number of embarrassing and ridiculous scenes, always with the morkoth drunk and confused, and often in incongruous locations. It is located on Obsidian Ave, and is run by Halpeen Welvihk (female human).

Minuta's Board: This low-cost inn and flophouse caters to anyone who cannot afford to stay at Cauldron's better inns. Prices here are 75% normal, but the owners make no guarantees against theft or loss. It is located on Ash Ave.



Coy Nixie: The Coy Nixie is a high-class tavern and dancehall on Obsidian Ave owned and operated by the Aslaxins. Although prices here tend to be nearly double the normal asking price, the food and drink are rivalled only by the Cusp of Sunrise. These two locations have a healthy competition - while the Cusp is generally held to have better food, drink, and entertainment, there are no membership fees at the Coy Nixie.

CLASS INFORMATION CONTINUED

The most notable paladin in town is Alek Tercival, a paladin of St Cuthbert, who is often seen travelling around town on his white charger.

Rangers: The rangers in the area can be found both in the wilderness and in the city. They are often in the Town Guard, and sometimes employed as members of Skirmish Squads who patrol the base of the volcano and prevent monsters from getting too close. Some travel the jungle in search of ruins, caves and interesting places.

Elven rangers have usually studied in Elvenhome. Some non-elves also study there too, especially after hearing about the Naur Pilindi Edhel—dangerous elven snipers who also use magic.

Some rangers who have travelled far to the east of Cauldron have returned with stories about a ruined city, and the strange half-snake/half-humans that have been seen there.

Rangers have the same issues as barbarians and druids. The best choices for a ranger's favoured enemies are animals, dragons, humanoid (human, goblinoid, or orc), or outsider (evil).

Rogues: The rogues of Cauldron come in many shapes and sizes. Some are diplomats, whose tongues are sharper than their rapiers. Some work for the Town Guard performing the jobs that bulky, muscled fighter-types just aren't good at. Some are freelance, while others are in guilds.

The city has more than one small guild of thieves, but perhaps the most influential is the Last Laugh. The guild's symbol is the silhouette of a laughing jester, shown in profile.



CLASS INFORMATION CONTINUED

Druids continued:

Druids have the same issues as barbarians, but there are many opportunities to use the Druid's special abilities. The inhabitants of the region are familiar with animal companions and will generally be understanding of their presence.

Fighters: Fighters can be found anywhere, and Cauldron is no different. Fighters often join the Town Guard, or become caravan guards and protect merchants travelling to the other settlements or Sasserine, or join skirmish squads who journey around the base of the volcano and kill any dangerous beasts who come too close.

There is a retired fighter in town who has become a trainer. His name is Dree Turmont (male human).

Elven fighters may come from Elvenhome.

Monks: Monks are rare in Cauldron and its environs. There is a trainer near Redgorge named Old Sheeba (male human), and an elven trainer in Elvenhome who teaches the way of the Tyelka Quárë.

Rumour speaks of an evil monk trainer who lives north of Cauldron along the mountain range, who was once a student of Old Sheeba but has become corrupted. His students are not as wise, but make up for it in ferocity. He has some grudge against his master, and he seems to want revenge.

Paladins: Paladins in Cauldron are also rare. They generally come from noble families, but some are simple folk who hear the call of a god.

Some paladins in town have recently had a dream where they see a person with a smoking flame in place of an eyeball. They don't know what it means.

LOCATIONS IN CAULDRON CONTINUED

Adventuring Shops

Weer's Elixirs: Owned and operated by Vortimax Weer, a retired adventurer (male human), this cramped shop is the preferred place in Cauldron for potions and alchemical items. It is located on Ash Ave.

Gurnezarn's Smithy: This smithy on Magma Ave is generally regarded as the finest such establishment in the city of Cauldron. Its owner, Phalian Gurnezarn (male human), has long held his own against competitors, the Lathenmire Smithies.

Zanathor's Provisions: A general store on Obsidian Ave run by Bjellkir Zanathor (male human)

Sure Foot Livery: The Sure Foot Livery is the best clothing and tailoring shop in town. The business is run by a no-nonsense halfling woman named Tippys Surefoot. It is located on Ash Ave.

Tygot's Old Things: Tygot Mispas (male halfling) runs this well-stocked antiquity shop on Lava Avenue. The shop specializes in non-magical art objects gathered from across the known world. Tygot frequently buys old documents and art objects from local adventurers. The shop is a two-storied structure with a small flat on the upper floor and a well-organized business area on the lower.

Garthun Imports: This well-kept building houses the offices of Adrick Garthun (male human), a prominent merchant whose import of alcohol, tobacco, exotic sweets, and seafood has catapulted him to the height of success. Adrick often travels to Sasserine to import special items for customers. It is located on Obsidian Ave.

LOCATIONS IN CAULDRON CONTINUED

Adventuring Shops continued

Skie's Treasury: Numerous stores in Cauldron sell magic items and gear, but only one of them makes its sole business buying and selling magic items to adventurers - Skie's Treasury. Skie's Treasury is owned and run by Skie Aldersun (female gnome). The modest building is constructed from blocks of volcanic stone. The facade of the building bears dozens, if not hundreds, of symbols and sigils that have been carved into the face of the stone. One door and a pair of tiny windows face the road and overlook the lake below. Above the door, a sign proclaims the establishment to be Skie's Treasury, but more impressive are the numerous items of treasure - rings, coins, wands, necklaces, rods, potions, scrolls, and more - that seem to slowly orbit the sign and shine with soft golden light. Every now and then, two of the items bump against each other, ringing softly like a wind chime. It is located on Lava Ave.

Alameda Moneylenders: Coins can be exchanged for trade bars and gems at this quiet shop just north of the South Gate on a side-street off of Obsidian Avenue. No surcharge is levied for exchanging coins for trade bars or gems. Owned by the Alameda family, a close-knit dwarven clan, their primary trade is the exchanging of coin, but they also offer banking services. Opening an account requires a flat fee of 10 gp, with a 5 gp monthly charge required for each month afterwards.

Westkey's Map Emporium: Dundar Westkey (male dwarf) runs this small shop on Obsidian Ave that sells maps. It is a new shop, and as such generally only stocks general maps of the area.

CLASS INFORMATION CONTINUED

son. That winter, priests from the four temples patrolled the lower streets of Cauldron and fought back the flood using their wands. The citizens were grateful for their aid, and assisted with sandbagging and shoring of buildings where they could; even with the magic wands, the flood waters could still do significant damage.

So successful were these measures that, after that flood season ended, the city of Cauldron erupted into a massive festival. In the years to follow, this grew into a tradition. It became to be known as the Flood Festival. But time breeds contentment, and as the years went by the temples began refining their uses of the wands and found they could build fewer wands and still make it through the season. At the same time, the Festival became more extravagant and gaudy. Over the past decade, the winters have been fairly mild, and it is doubtful the lake would flood again even without the wands.

Clerics in Cauldron generally worship either Pelor, Kord, Wee Jas or St Cuthbert. Shrines to Olidammara, Moradin, Yondalla, and Garl Glittergold exist in the area. There is some undead in the campaign, but not large amounts, so feats that convert turning attempts to other abilities might be worth considering.

Druids: There are mainly two types of druid in Cauldron and its environs: jungle and mountain druids. Being subtropical, and existing inside the crater of a volcano, many druids live in the city as it is close to nature.

Other druids roam the jungles, or walk the mountain paths.

Rumour among druids tells of silvery, froglike creatures, the size of a human, who live in the Underdark in the Cauldron region.

Some druids claim to have seen a crater in the jungle to the West of Cauldron. It feels wrong to them.

CLASS INFORMATION

Barbarians: The barbarians in the lands around Cauldron are fierce jungle warriors. They often have to deal with dinosaurs, gnolls and even other tribes. There are rumours that some tribes contain barbarian/sorcerers.

Some tribesman claim to have seen a crater deep in the jungles West of Cauldron where, in ancient times, a great city once stood. It is now reported to be infested with demons.

Much of the campaign takes place in urban and dungeon environments, so a barbarian designed to excel in the wilderness won't have as much to do as one who focuses on skills like Climb, Intimidate, Jump, and Listen.

Bards: Many bards train at the Bardic College in Sasserine, and then decided to travel north to see more of the world. Many come to try to find a monavic deva that is said to watch over and protect the region.

An excellent choice for the campaign, there are ample opportunities to influence important NPCs during the campaign and skill in Bluff, Diplomacy, and Intimidation, plus access to enchantment and illusion spells can be a great help.

Clerics: The clerics in Cauldron are often called upon to cleanse the water of the central lake. During a harsh winter several decades ago, the waters of the central lake rose so high they reached Ash Avenue and completely submerged many of the lower buildings. Representatives of the churches got together under the urging of the then high priest of the church of St Cuthbert and created several *wands of control water* to combat the next flood sea



LOCATIONS IN CAULDRON CONTINUED

General Buildings

Lakeside Pavilion: This open pavilion is one of the oldest structures in Cauldron. Said to have been formed via magic cast by Surabar Spellmason himself, the pavilion is traditionally where the lord mayor issues announcements and decrees. It has also become a favourite place after dark for illicit meetings. It is located on Ash Ave.

Town Hall: Cauldrons town hall is a single-story building and one of the oldest structures in the city. The building serves as a place for the Lord Mayor and his advisors to hold meetings with the nobles and important people in the city. Records of ownership, historical documents, and similar archives can be had here. It is located on Obsidian Ave.

Town Guard Barracks:

These buildings house the bulk of Cauldrons town guards. The central area of this walled compound is used for training, and the low, single-story keep is the above-ground facade for the Cauldron Prison, a five-level underground facility that can hold hundreds of prisoners. The guard captain, Terseon Skellerang, lives in a one-story green-roofed house in the south-western corner of the compound. It is located on Obsidian Ave, next to the Town Hall.



NOBLE FAMILIES IN CAULDRON

Taskerhill: Lord Ankhin Taskerhill is the inheritor of the fabulously wealthy Taskerhill mines and estates. Ankhin is the richest man in Cauldron, and now that he is a widower (his wife having recently passed away) he is also one of the most sought after men within its walls.



Lathenmire: Beswink and Lioral Lathenmire are the current heads of the House Lathenmire, which has not yet officially been given the patent of nobility, but is expected to overcome that obstacle before the end of another decade. Beswink started life as the third son of a poor weaponsmith. When he caught the eye of Lioral, the only daughter of a successful merchant, he had the chance he needed to turn the tide of his fate. With the help of his new bride, Beswink began to buy out the other weapon and armor smithies in Cauldron. Coupled with the trade routes established by Lioral's father the two quickly became one of the most financially influential couples in Cauldron.

Garthûn: Adrick Garthûn is the patriarch of a small dwarven community just to the south of the village of Redgorge. However, he spends most of his time in Cauldron looking over his import business. Adrick is gregarious and friendly in his business dealings, but is taciturn and often short when questioned about his family. It is known that he has several children, but he speaks neither about them, nor about his wife.

Tercival: Alek Tercival, a paladin of St Cuthbert, is the last surviving member of this land rich, monetarily destitute, noble family.

RACE INFORMATION CONTINUED

Halflings: Halflings make up 9% of the population of Cauldron, making them the largest group of non-humans in the city. Outside of Cauldron, there are large numbers of halflings in Kingfisher Hollow working as farmers.

The halflings that dwell in Cauldron run the gamut of trades and professions, and are generally well respected folk.

However, as halflings have a natural talent for sneaking and hiding, there are a fair number who work for the various thieves guilds in town.

The halflings in Cauldron can train people in the following prestige classes:

1. Assassin.
2. Shadow Dancer.

Half-Elves: Half-elves make up 1% of the population of Cauldron, making them as rare as half-orcs. Half-elves can also be found in two other places—Elvenhome and Hollowsky, in a small settlement known as Starforest.

The half-elves of Starforest are especially skilled at magic, and count many sorcerers and wizards among their numbers. All of the various types of half-elves are welcomed, and each becomes a member of the Starforest family. As such there are many varied skills and professions in the mix, making Starforest a great place to learn.

The half-elves in Starforest can train people in the following prestige classes:

1. Dragon Disciple.
2. Duelist.
3. Eldritch Knight.
4. Heiropphant.
5. Mystic Theurge.



RACE INFORMATION CONTINUED

Dwarves continued:

Zenith was never heard from again, but the dwarves of Cauldron take that as a sign that his quest was successful, and he is moving through the Underdark, clearing out the evil things, and creating bastions of good. They think of him as a hero.

Of late, a new vein of obsidian has been discovered by the Clan Arduun, who have begun mining it and sending it to Cauldron to be sold. However, Clan Blackaxe believes they are entitled to the vein, and are preparing to take it back.

The dwarves in the citadels can train people in the following prestige classes:

1. Dwarven Defender
2. Thaumaturgist.

Half-orcs: Half-orcs make up 1% of the population of Cauldron. The environs around Cauldron are generally troubled by other sorts of creatures, so goblinoids don't quite have the bad reputation they do in other places. As such, half-orcs are accepted as normal members of society.

South along the mountain range from Cauldron is a half-orc settlement named Dogash-Ber. Many barbarians, fighters and rangers come from this settlement as mercenaries. It is rumoured that a lair of metallic dragons lies somewhere close to Dogash-Ber, and that they have taken to reproducing with the villagers, as there is an increasing number of half-orcs being born with natural magical aptitude.

The half-orcs in Dogash-Ber can train people in the following prestige classes:

1. Dragon Disciple.

NOBLE FAMILIES IN CAULDRON CONTINUED

Navalant: The current Lord Mayor is the sole inheritor of a powerful family that claims to have been given the patent of nobility by Surabar Spellmason himself. The family controls large orchards north of Kingfisher Hollow, and it is rumored that they have a standing pact with the fey in the area, which allows them to maintain their control on the rare wood trade out of the region. Even though Severen is the last member of his line, he is not on speaking terms with his parents, who disapprove of the fact that he married into the Hollow family. However, it was this marriage (fruitless, currently) that brought Severen's name to the attention of the Noble's council, and ultimately led to his appointment 13 years ago.

Aslaxin: The Aslaxin family is currently the most powerful house in the town of Kingfisher Hollow, now that the Taskerhills have moved most of their interests into the city.

The Aslaxin rice crops are one of the greatest sources of food in the region, and their dominance of the food import trade seals the family's continued power in the region.

However, the true gem of the Aslaxin empire is the art trade.



Skellerang: Lord Captain Commander Terseon Skellerang was, as is the tradition in Cauldron, granted nobility for the course of his appointment. Terseon has never had time for a wife or family, but he is still fairly young, and plans on having a family later in his life.



NOBLE FAMILIES IN CAULDRON CONTINUED

Knowlern: Lady Ophelia Knowlern inherited control of this house when her father and brother died in a mine explosion, and she has been loath to marry, giving up her power. She makes her home in Hollowsky, where she can better look after her interests in the areas mines (both south of Hollowsky and in the immediate vicinity of the Haunted Village). At the behest of Jenya Urikas, she often sits in as a voice of reason and compassion at Cauldron's council meetings.



Rhiavadi: Lady Thifirane is the only living member of this ancient house. She lives alone (discounting servants) in what is widely considered the most ostentatious display of wealth in the city, a multileveled, towered structure on Obsidian Avenue. Though she controls interest in several businesses in the region, it is known that she has little patience for them and allows most decisions to be made by subordinates. She is a very sought after bride, but the rumormongers of Cauldron doubt if she will ever find a partner.



Hollow: The Hollow family, currently led by Sardis and Maeth, is the greatest half-elven clan in the region, being traditionally led by an elf patriarch and a human matriarch. The family's plantations are responsible for the foundation of two of the areas villages (Kingfisher Hollow and Hollowsky). The family claims numerous sons and daughters, as well as noble born Elves, most of whom live in

RACE INFORMATION CONTINUED

Gnomes: Gnomes form 5% of Cauldron's population. They don't tend to live in the wilderness, but do have small communities in the other settlements.

Gnome architects and artisans designed and built much of Cauldron. Though only a few gnomes know it, one of these architects, a gnome wizard named Jzadirune, carved out a secluded enclave for himself and his kin beneath the city. It became a sanctuary for gnome spellcasters and mastercrafters, and became known as a place to build or acquire wondrous magic items.

However, 75 years ago, the enclave fell prey to a mysterious plague known as the Vanishing. The origin of the plague is a mystery, although some scholars speculate that the gnomes' unorthodox methods for creating magic items spawned the disease. Others hypothesize that an unscrupulous competitor or a dissatisfied customer created the disease to put the gnomes out of business. All that is known for sure is that the Vanishing was born inside the gnomes' magic items and infected anyone who handled them.

The entrance to the enclave has long since been lost.

The gnomes in Cauldron can train people in the following prestige classes:

1. Arcane Trickster.

Dwarves: Dwarves form 3% of Cauldron's population, but also hail from various mines and citadels along the mountain range that Cauldron's volcano is part of. Dwarves inside the city generally work as traders, selling goods their relatives have mined.

Dwarves are considered to be good, courageous and trustworthy people. Within the last decade, a dwarf named Zenith Splintershield marched into the Underdark with a small army to save the vast caverns from evil.

RACE INFORMATION

Elves: Elves form 2% of Cauldron's population, but also hail from the city of Elvenhome.

Elvenhome lies 40 miles due east of Cauldron, and is allied with Sasserine. As such it welcomes other races inside its borders, mostly for friendship, but sometimes for training.

Half-drow are not uncommon in Elvenhome. If the drow parent was known to the people of the city, their half-drow children are accepted with open arms as any other half-elf.

Wild elves also roam the jungle around Elvenhome, and sometimes join the barbarian clans of the region.

There are four base training academies within Elvenhome:

1. Istima-Naur (translates to "learned, knowledgeable about fire" - a wizard academy), which counts among its numbers three Val-Edhel.
2. Istima-Mahta (translates to "learned, knowledgeable about fighting" - a fighter training academy).
3. Tyelka Quárë (translates to "swift-agile fist" - a monk training school).
4. Pilindi Edhel (translates to "arrow elf" - a ranger training school).

Training can also be found for these prestige classes:

1. Archmage (elven high mage/Val-Edhel).
2. Arcane Archer (Naur Pilindi Edhel).
3. Loremaster (Istyar).
4. Eldritch Knight (Val-Roquen).
5. Thaumaturgist (Kelva-Kurwë/animal creator) trained by the wild elves.

Other races may train in these schools, but a test of character is generally required. Humans and half-elves have the most lenient tests.

NOBLE FAMILIES IN CAULDRON CONTINUED

Elvenhome or have gone to seek their fortunes in other lands.

Spellmason: Surabar Spellmason and his line was given the patent of nobility by the leadership of Sasserine upon his founding of Redgorge and Cauldron. For 250 years or more, the Spellmason family was one of the most respected in the region, and one of the most powerful. However, Surabar's line came to an abrupt end when a caravan led by brothers who were the last to bear the name mysteriously disappeared.

Vhalantru: Lord Orbius Vhalantru was given the patent of nobility shortly after moving to Cauldron 15 years ago.

Immediately upon arriving to the city he gave a huge sum of money toward the restoration of several town structures, including the Town Hall. The grounds of Vhalantru's manor are among the most beautiful in Cauldron.

Vanderboren: The Vanderborens, Lord Premiach and Lady Aeberrin, are the newest of Cauldron's nobility, having received the patent of nobility only nine years ago. The house is Cauldron's answer to real-estate tycoons, and they own several important buildings and businesses in the city, including Sure Foot Livery and the Lantern Street Orphanage.



CAULDRON'S ENVIRONS

Sasserine: Sasserine is the capital city of the area, and is 200 miles south of the Cauldron Region. It has a 40,000 gp spending limit.

Hollowsky: The village of Hollowsky is the smallest of the four human settlements in the Cauldron Region. With a population of 460, it barely qualifies as a village. The half-elven community of Starforest can be found here.

Redgorge: This village was the first human settlement in the area. Founded about 700 years ago, Redgorge was at one time a much larger settlement, but it never fully recovered from a demonic assault long ago. Redgorge sits in a narrow strip of flat ground between a cliff and an immense quarry of red pebble gravel. West of the village, a prodigious line of fortifications known as the Basalt Bastions protect the land, their massive walls unguarded and draped with vines. These fortifications, as impressive as Cauldron's outer walls, tower over the village itself. They were built ages ago by Surabar Spellmason's powerful spells in a single week, to aid in the defense of Redgorge against the denizens of the Demonskar.

Today, Redgorge is a farming and mining village. The old Stonemasons District, where Surabar Spellmason once dwelt, is visibly depopulated and most its buildings lie empty and in ruin.

Kingfisher Hollow: The town of Kingfisher Hollow, with its population of 2,100 souls, is the second largest settlement in the Cauldron Region. It's also the primary location for the region's plantations - the town is surrounded by fields of coffee, cotton and sugarcane.

Lucky Monkey: This is a popular roadside tavern on the northwest road. It houses a shrine to Fharlanghn.

CAULDRON'S ENVIRONS CONTINUED

