



The Cauldron Chronicle

Volume No. I Issue No. I I

Introduction

Well, we have begun. You have taken your first steps into the streets of Cauldron. What do you feel, curiosity, trepidation, wonder, excitement? Perhaps you feel a combination of all of those, and many other, more personal feelings.

You learned quickly that the streets are as mean as they are amazing, and although there are many great souls of all heritages in the city there are just as many whom are not.

I hope that I am able to present to you a city alive with fortune and poverty, dreams and nightmares, freedom and oppression. For all of those and much more exist here within the obsidian walls. I want you to see the city as I do. As much as a character in the story we shall weave as Code, Lilyandra, Girgan, Arn, Laron, and Valbjorn.

It is to Cauldron that fate has brought you. It is Cauldron where your adventure begins, and you shall seek your fortunes, your dreams, and your freedoms. But be wary friends, for fate is a fickle mistress, and none know her true designs.

Rumor and News

- The Church of St. Cuthbert has publicly vowed to locate the missing children and bring the kidnappers to justice.
- Someone in Cauldron is minting a strange currency stamped with a jester instead of the sovereign. The authorities are trying to find the source
- A group of adventuring nobles, sanctioned by the Lord Mayor, and known as the Stormblades. Have returned from some lava tubes under the city where they dealt with a kobold infestation that has irritated the southern parts of the city for the past several months.

famous People of Cauldron

Embryl Aloustinaí

Embryl Aloustinaí is the high priest of the cathedral of Wee Jas. Since arriving in Cauldron 13 years ago Embryl has rarely been seen in public; preferring that all temple business be handled through her assistant Ike Iverson.

When seen in public she appears as a middle aged human woman of classic beauty with silver streaked black hair. Dressed in heavy velvet robes of dark red, purple or black trimmed with gold or silver and emblazoned with the holy symbol of Wee Jas, and carrying her staff of office. She is always surrounded by a routine of guards including powerful clerics and mages of the faith.

Since assuming the mantle of leadership of the church of Wee Jas, Embryl has directed it diligently and wisely. The church has been a big supporter of the Lord Mayor's social programs and has gained in popularity amongst the common folk.

Cauldron at a Glance

Tavern's n Inns

The Wayward Badger: Located next to a small lot of trees, across Lava Avenue from the Church of St. Cuthbert, The Wayward Badger services the working class citizens of the lower North West Quadrant, as well the occasional visitor to the nearby church. Normally, not a loud nor rowdy locale it boasts an assortment of good local ale, including one of the authors favorites "Dragon Stout". All ales are 2sp a mug, spirits are 5 sp, and wine is 3sp. It is owned and managed by Aldun Ilgarz who also tends the bar. His wife Myska and daughter Istara see to the cooking, and cleaning of the few comfortable rooms the inn offers.

The Inn's food is good with breakfast served early to support the tradesmen and merchants who work in the area, and usually consists of fruit tarts, boiled eggs, kafi (a unique aromatic drink of the region), and fresh breads. The midday meals are light soups and bread, and evening meals usually consist of hearty stews, roasted game, or meat pies. Prices are reasonable at 2sp for breakfast, 4 for lunch and 7 for dinner.

The first floor is a comfortable common room, with rough-hewn tables and benches, short bar, and a low open beam ceiling. A small door leads to the kitchen from behind the bar. A narrow flight of stairs leads to the upper story where the Ilgarz family maintains two rooms, and rents 3 others at a price of 1gp an night, 6gp a week, or 25 a month. The room rate includes a straw mattress, small lockable chest, and a bowl of mint water for washing every morn.

Geography of the Cauldron area

The Amedio jungle surrounds the Cauldron Mountains like a vast green sea. Lush vegetation, exotic flora, and a kaleidoscope of colorful avians inhabit this unexplored tropical wilderness.

But don't let its beauty fool you. The Amedio jungle poses more dangers than your deepest underdark dungeon. Giant reptiles patrol her depths and surroundings. Their dagger size teeth ready to sink into unwary travelers meat. Cannibalistic tribesmen hunt the fringes of civilization looking for their next meal. The jungle even boasts several varieties of carnivorous plant life.

However, for all of its beauty and deadliness there is no denying that the Amedio holds riches as well. Rare woods such as teak, Purple Heart, and Darkwood are harvested for wood sellers, craftsmen and artists throughout the realm. Spices like vanilla, cinnamon, and saffron find their way into the dishes of thousands of families via the Amedio spice trade; well exotic fruits like bananas, and cimмерons (a tangerine like fruit) are served at the most noble tables throughout the land. finally, for the foolhardy treasure seeker their are many a vine encrusted ruin, many rumored to hold magical treasures of the ancient spell weavers.

Movement in Combat

The following is a reproduction of an article written in several parts that appeared on the Wizard of the Coast DnD web site. It is enlightening for both seasoned and novice 3.5 adventurers. I will present it here in excerpts, and encourage each of you to take the time to read it in its entirety at <http://www.wizards.com/default.asp?x=dnd/rq/20040608a>

Hampered Movement: When conditions don't let you move as quickly as your speed would normally allow, your movement is hampered. When a creature enters a square where movement is hampered, it pays at least 10 feet of movement instead of the usual 5 feet. When moving diagonally into a square where movement is hampered, a creature pays at least 15 feet of movement.

Uneven surfaces, slippery surfaces, obstacles that leave you room to pass but require you to climb over them or detour around them, thick vegetation -- all these can hamper your movement.

A creature cannot charge, run, or take a 5-foot step when its movement is hampered.

Movement from one square to another through their corners. When measuring distances for movement, count the first diagonal (and all odd-numbered diagonals moved during the turn) as 5 feet and the second diagonal (and all even-numbered diagonals moved during the turn) as 10 feet.

A small adjustment a creature makes to its position on the battlefield. Taking a 5-foot step takes no appreciable time, but a creature cannot take a 5-foot step in a round when it also moves.

A creature can use a move action to move its speed in combat once and still take a standard action. A creature can take a second move action instead of a standard action.

Encumbrance can reduce a creature's speed. Bad visibility, difficult terrain, and obstacles can hamper movement. In addition, certain conditions that affect a creature can limit its speed. Enemies block your movement (with some exceptions). You can move through (but not stop in) squares your allies occupy. A creature cannot end its movement in a square that contains another creature (enemy or ally) unless that creature is helpless.

Moving

When you move across clear terrain, you "spend" 5 feet of movement to enter a square. If you're reduced to half speed or if poor visibility or difficult terrain hampers your movement, movement costs double.

Movement costs can double more than once. For example, if you're reduced to half speed and you try to enter a square with difficult terrain, the total movement cost is quadruple (20 feet of movement or 30 feet on the diagonal). This is an

exception to the game's general rule for handling multipliers (see page 149 in the Player's Handbook).

An obstacle that doesn't block movement completely adds 10 feet to the cost of movement into its square. When such an obstacle is placed between two squares, you pay its movement cost when you cross the obstacle into the adjacent square -- treat the obstacle between squares as though it is in the square you're entering. Sometimes, it takes a skill check to cross an obstacle. For example, if you can't step over a wall, you'll need to make a Climb or a Jump check to cross it.

If you occupy more than one square, you pay the highest movement cost among all the squares you enter. So, if you're in two squares, and you would have to pay 10 to move from one square and pay 5 to move from another to where you want to go, you pay 10 since that's the highest movement cost possible.

Movement While Prone

When you're lying on the ground, you can move; however, you must crawl to do so. You crawl 5 feet as a move action that provokes an attack of opportunity.

Question of the Week

Last week's question of the week was. How would you define the piety of your character?

This week's question is a group question: Name Your Adventuring Group?

Unique Equipment

THE KHOPESH

A weapon of ancient design carried by jungle tribesmen of the Amedio, this weapon is most often found in used equipment markets, and collector shops in Cauldron where they are sold by adventures. Where they got them is anybody's guess as no Amedio tribesman would willingly give one away. It should be noted however that several ceremonial Khopeshes, apparently given for some reason or another have brought a substantial amount from collectors at auctions.

KHOPESH - Medium-size Exotic Melee Weapon; Cost 20gp or more, Damage 1d8, 19-20/x2 weighs 12lb/slashing. You may make trip attacks with its hook like blade. If you are tripped during you attempt, you can drop the khopesh to void being tripped.

New Alchemical Item

The following new Alchemical item is available at Skie's Treasury located on Northwest Lava Avenue.

FIRESTONE - Cost 50gp - This small orange stone can be hurled as a grenadelike weapon. When it hits a hard surface, it bursts into a puff of flame that does 1d6 points of fire damage and ignites any flammable materials within the 5-foot-square where it strikes. Fires lit by a firestone burn normally.

New Spell

All the clerical spells found in the PHB are those common to all religions of the land, and taught to their clergy as they advance in standing within the hierarchy of the religion. However, there are many less common spells out there found only in special devotionals of limited access or long forgotten. I present one such spell here for utilization by any cleric or druid with access to first level divine spells.

LESSER VIGOR

Conjuration (healing)

Level: Cleric 1, druid 1

Components: V,S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds +1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time.

Lesser vigor does not restore hit point lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.