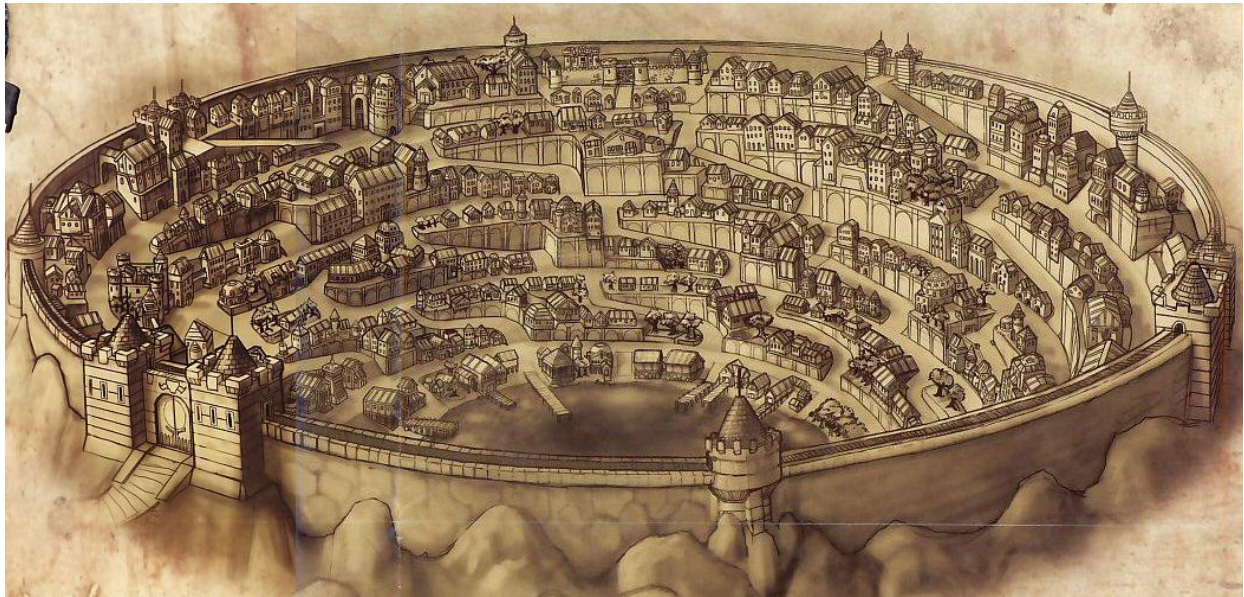


AP - The Shackled City - Player's Guide



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The Shackled City Adventure Path

The quietness in Cauldron is coming to an end. The last pieces of a millennia plan are coming finally into their place, extending a large shadow over the volcano city and maybe also affecting the history of the world itself if the plotters in the darkness are not stopped before the last piece is in place.

The Shackled City was the first ever published Adventure Path. It came up in the pages of Dungeon 96 to 117 by the hand of Paizo for the D&D 3ed system. For the first time, the adventure was designed from the point of view of a whole campaign taking the players from level 1 to level 20. The adventure was later published as a handbook in a special edition and converted to the 3.5ed system. This guide has been written from the point of view of a Pathfinder conversion, although it should remain useful for play on all the editions of the most famous roleplaying game of all times.

In the Shackled City Adventure Path the PCs are involved by chance into a series of disappearances. From that moment, they get involved without knowing it into a dark plot that goes back in time to the deepest history of Cauldron. Even if the PCs are faced to hints that point the city is facing some problems, it will not be until the middle of the campaign that they can connect the different events that have been happening in front of their nostrils. Is then when the long developing plot starts to uncover step by step and the campaign escalates into an epic struggle placing the same existence of Cauldron into a halt and the world itself into danger, and the only force that knows about it and has the strength to face it will be the PCs.

This is a tough campaign, to the point that is designed for 6 players when most Adventure Paths are designed for 4. But it is not only hard by the kind of challenges the players will have to face, but also because of the span of the campaign; it consists of 12 different chapters when most Adventure Paths are made of 6 books, the level scope scaling from level 1 to level 20, a rather challenging goal both in terms of time commitment and group endurance. Shackled City campaigns take years to end, whether you gather a couple of times every month or you Play-by-Post everyday. That said, the reward of playing through and, moreover, completing such an adventure is high. Talk with your GM and group if that might be too long a commitment, it is

perfectly valid to speed through some of the content or even skip it, in order to enhance the fun of playing. Your GM can find a lot of help in the Shackled City dedicated [Paizo forum](#).

Coming together

The Shackled City Adventure Path dives directly into the action. Thus it works well even if the PCs do not know each other beforehand. They will become a consolidated group over the course of the first chapter.

A relevant point is for the players to have a reason to defend Cauldron. During the first chapters the group is charged with different tasks. The game works better if they have reasons to accomplish those tasks for the city for something more than raw payment. This guide includes a [traits section](#), some originally published with the Adventure Path, others designed by the Community, that will help you find a reason for your character to defend, or at least be in Cauldron, tying you to the city.

To help players of local characters familiarize themselves with the city, this guide includes a [gazetteer of Cauldron](#) and its environments. The guide shall give you a glimpse on how living or growing up in Cauldron feels like, and provide you with basic information of the most relevant locations and people. Even if your character is not from Cauldron, she could have obtained this information by regular visits.

Character tips

The following character tips will hopefully help you to fit your character background and abilities into the theme of an urban based campaign full of interwoven plots and dungeons to navigate through.

Being a hard campaign, it is advisable to choose 25 point builds for character creation, or 20 in case you are a large group, or the GM wants to keep it rather difficult.

The following suggestions are not exhaustive, and there are thousands of viable character concepts that can shine in this campaign. For more discussions of characters in the Shackled City Adventure Path, visit the messageboards at [paizo.com](#) and share your experiences with others who are playing through this campaign.

Archetypes and class options

The Shackled City Adventure Path mainly involves exploring large dungeons and buildings, dealing with nobles, merchants and crowds, investigating mysterious disappearances, diving deep into the city history and politics, and ultimately defending Cauldron from external and internal forces.

All classes are suitable for the campaign, but some have more thematically appropriate options to choose from. Since most of the campaign develops in Cauldron and its environments, urban focused classes and options have more opportunities to shine, while wilderness related classes

and abilities will have more difficulties to stand out and fit to the Adventure Path atmosphere. In particular classes with abilities to manage town crowds will find some opportunities to exploit their capacities when this is uncommon in other adventures. Dungeon or social focused characters will also find good opportunities to help the party at different points.

Some potentially useful archetypes are listed below:

- Urban Ranger (ranger) from Advanced Player's Guide
- Urban Druid (druid) from Advanced Player's Guide
- Urban Barbarian (barbarian) from Ultimate Combat
- Investigator (rogue) from Advanced Player's Guide
- Cutpurse (rogue) from Advanced Player's Guide
- Trapsmith (rogue) from Advanced Player's Guide
- Archaeologist (bard) from Ultimate Combat
- Archivist (bard) from Advanced Player's Guide
- Celebrity (bard) from Ultimate Magic
- Court Bard (bard) from Advanced Player's Guide
- Detective (bard) from Advanced Player's Guide
- Divine Tracker (ranger) from Advanced Class Guide
- Street Performer (bard) from Advanced Player's Guide
- Sensei (monk) from Ultimate Combat
- Seeker (sorcerer, oracle) from Pathfinder Society Field Guide
- Temple Champion (paladin) from Advanced Class Guide
- Chosen of the Faith (warpriest) from Advanced Class Guide
- Community Guardian (oracle; halfling) from Advanced Race Guide

For those interested into prestige classes of organizations directly bonded to the Cauldron region, ask your GM about the [Handcrafter](#), related to a secret organization of merchants with the ability to craft their own powerful talismans, and the [Pathwarden](#), related to an organization devoted to keep safe the remote paths and roadways of the dangerous and uncivilized frontier that surrounds Cauldron.

Bloodlines and mysteries

While most bloodlines are a good choice for this campaign, some of the more thematically fitting ones would be Destined, Celestial, Abyssal, Infernal, Arcane, and Maestro (*Ultimate Magic*).

The Oracle mysteries that can help develop stronger ties to the campaign are Ancestor (*Ultimate Magic*), Flame, Heavens, Battle, Life, or Lore.

Familiars and animal companions

Given the urban heavy environment of the campaign, only animals and beasts able to get along with human civilization are adequate for the Adventure Path. Ultimately, any animal can be a potential choice as a familiar or animal companion for your character, as she might come from far away, but it might be difficult to fit her in some of the events of the campaign without causing trouble in the street or buildings the party plans to visit.

Good choices for a familiar are bat, cat, chicken, hawk, lizard, monkey, rat, raven, squirrel, toad, turtle or weasel.

Reasonable choices for an animal companion are ape, baboon, badger, dire bat, bird, dog, giant frog, horse, pony, dire rat, giant toad or tortoise. Although dinosaurs, crocodiles and similar animals might be found in the jungles near Cauldron, they can certainly be a danger to civilization, and the city might ban those types of animals within its walls.

Favored enemies and favored terrains

The majority of the Shackled City Adventure Path takes place in Cauldron, though a few adventures take the PCs briefly into its wilderness environments. The best first choice for favored terrain is urban (which includes buildings and basements), followed by underground (dungeons and caves). These will serve well for almost all of the adventure. Solid favored enemy choices include humanoid (human), outsider (evil), construct and undead, followed by aberration, dragon, humanoid (giant) and magical beast.

Origins

Races

Being settled in a remote region means Cauldron is attractive for those that want to hide a shadowy past, or are considered social scum.

Humans are the largest community in Cauldron. They crowd both the lowest and the highest classes in the city. Expect nobility circles and high-ranking positions to be filled by humans. Their presence in the region goes back to Surabar Spellmanson, who founded Cauldron roughly 600 years ago. Ever since humans have kept the most powerful and richest positions in the region.

Halflings are the largest community in the region after humans, although they are only a small proportion of the former. Most of the halfling population work as servants, squires or lads of the richest human families, but they are usually found also as merchants, artisans and other independent middle-class members of Cauldron society. They probably arrived in the region at the hands of humans in ancient times.

Gnomes are, as halflings, a considerably visible community in the Cauldron region. They usually work for themselves, having jobs related to engineering or construction, and being among some of the best architects, artisans and other crafting professions. But they also hold respectable positions as professors in the Bluecrater Academy. Their presence grew for some time thanks to the thrilling creations at Jzadirune, an enclave founded by a gnome wizard of the same name under Cauldron. Until a curse started to cause them to vanish and they had to flee to the surface. Still, nowadays plenty of gnomes remember the time they walked through the corridors of Jzadirune.

Dwarves are even less frequent than halflings and gnomes, but they are probably more respected than the small folk. They are usually independent businessmen, members of the town watch, smiths or hold other respectable jobs. Some of them reach the highest ranks of society and can be found among humans as clients in the finest taverns. This usually happens by richness rather than lineage. Besides that, dwarven presence goes back centuries and has been strong in Cauldron underground, where the Malachite Fortress stands as a strong defensive position against the forces of the Underdark.

Finally, elves, half-elves and half-orcs are a minority in Cauldron. Although you can find some of them, it is clear they are a late arrival to the region. Most of them are probably looking for a remote place to hide until they form their own families and roots in the city. While elves and half-elves can be found as laborers and wilderness guards, half-orcs are more often than not bodyguards of the richest families in Cauldron. Although granted the same rights as other races, the citizens are still suspicious of half-orc groups, and so nobles try not to show them in groups of more than two.

Although rare, it is not unknown to witness the presence of less frequent races in the city. Some of them, like aasimars, mingle with humans. And others, like tieflings, try to maintain a low profile. Given the convoluted past of Cauldron, those races have a long history of residing in the region due to the effects of the Demonskar that the first humans had to fight in order to make the region safe and establish Cauldron.

Similarly, on rare occasions, ratfolk or catfolk can be found in the lower levels of society and the dark corners of the city.

Other, more wild races like lizardfolk are rarer in the city, although they are native to the region. Your GM might want to allow the access of such characters to the city, setting a richer spectrum, so talk to him if you are very interested in playing such a kind of character.

Anyway, it is rare to find more than one or two of these unique individuals together and it might be difficult to fit them into certain events the party will have to face among the high society of Cauldron.

Religion

The following are the main religions in Cauldron. A list of domains and spheres of influence is provided here for them. Because those deities were initially created for the Greyhawk Campaign Setting, a table of likely correspondences with Golarion cosmology is provided in case your GM wants to replace the deities for Pathfinder ones, or just in case you are familiar with Golarion deities so you can quickly grasp the kind of deities they are. This guide assumes you play with the original deities, assuming those are the names by which Golarion deities are known in the region.

Religions with temples in Cauldron:

Deity	AI	Domains	Portfolio	Favoured weapon	Golarion deity
St. Cuthbert	LN	Destruction, Law, Protection, Strength	Wisdom, Zeal, Honesty, Truth, Discipline	Mace	Abadar
Pelor	NG	Good, Healing, Strength, Sun	Sun, Light, Strength, Healing	Mace	Sarenrae
Kord	CG	Chaos, Good, Luck, Strength	Athletics, Brawling, Strength, Courage	Greatsword	Gorum
Wee Jas	LN	Death, Law, Magic, Rune	Magic, Death, Vanity, Law	Dagger	Pharasma / Nethys
Olidammara	CN	Charm, Chaos, Luck, Trickery	Music, Revels, Wine, Rogues, Humor, Tricks	Rapier	Calistria

Cauldron boasts temples to St. Cuthbert (Abadar), Kord (Gorum), Wee Jas (Pharasma), and Pelor (Sarenrae). A shrine to Fharlanghn (Desna) resides in a roadhouse called the [Lucky Monkey](#), on the way to Sasserine. [Kingfisher Hollow](#) has small shrines to Pelor (Sarenrae), Yondalla (Erastil), and Wee Jas (Pharasma), while [Redgorge](#) has small houses of worship for Kord (Gorum), Moradin (Torag), and Garl Glittergold (Shelyn). Clerics from the elven pantheons are fairly *rare* in these parts, as are followers of Boccob and Obad-Hai.

Religions with temples in Cauldron area settlements:

Deity	AI	Domains	Portfolio	Favoured weapon	Golarion deity
Fharlanghn	N	Luck, Protection, Travel, <i>Liberation</i>	Horizons, Distance, Travel, Roads	Quarterstaff	Desna
Moradin	LG	Earth, Good, Law, Protection	Dwarves, Forge, Engineering, War	Warhammer	Torag
Yondalla	LG	Good, Law, Protection, <i>Community</i>	Halflings, Protection, Providing, Nurriture	Short sword	Erastil
Garl Glittergold	NG	Good, Protection, Trickery, <i>Artifice</i>	Gnomes, Humor, Jewellerymaking, Wit	Battleaxe	Torag / Shelyn

Domains in *italic* are not referred in the original source and only added here so all deities have access to four domains.

More information on the different churches of Cauldron can be found in the [Cauldron at a glance section](#).

Skills and feats

The Shackled City Adventure Path places the characters into multiple types of situations, but dungeon exploration, defending Cauldron city, getting involved with politics and research are the main threats of the campaign, and will be the most frequent activities your party will need to excel at. The goal in the end will be to succeed as a defender of Cauldron while not getting crushed by city intrigues. As such, any feat that enhances your capability to defeat attackers, explore old ruins, gather knowledge, and influence people will be of great use to your party.

Languages

Common is the main language in the region and the most used in Cauldron. Gnome and Dwarven is also widespread among their communities. Meanwhile, the oldest texts preserved at Cauldron libraries feature documents in Giant, Infernal and Celestial that talk about the cultures and events existing in the region before it was taken by humans seven centuries ago.

Classes

Although Shackled City should provide characters of any class ample opportunities to shine, some classes may struggle greatly at certain points during the campaign. The following should be taken just as advice on what choices might make the most sense for the campaign.

Barbarian

Much of this campaign takes place in dungeon or urban environs. As such, a barbarian designed to excel in the wilderness won't have as much to do as one who focuses his skill points on things like Climb, Intimidate, Acrobatics, and Perception. You might play as one of the city mercenaries, or perhaps as a wilderness warden sent by his tribe to be the eyes and ears of the tribe at Cauldron.

Bard

Bards are an excellent choice for this campaign. There are ample opportunities to influence important NPCs during the campaign, and skill in Bluff, Diplomacy, and Intimidate, plus access to enchantment and illusion spells, which are useful against most foes in the adventure, can be a great help in dealing with large crowds of people. You can be an artist looking to become a local diva, a chamberlain in a noble family, a scoundrel, a fine commander or a ruin explorer.

Cleric

The abilities of a cleric are strongly needed in this campaign, especially as the level increases and you are expected to have access to certain spells. That said, even if religion is not a focus in the campaign, it plays a relevant part, given that churches are among the most powerful organizations in Cauldron. Note also that while undead can be found in this campaign, they are not the campaign's focus. Clerics who spend feats to enhance their ability to turn undead might consider other divine feats that allow them to use their energy channeling ability for other uses.

There are only four established temples in Cauldron; the ones to [St. Cuthbert](#) (Abadar), [Pelor](#) (Sarenrae), [Kord](#) (Gorum), and [Wee Jas](#) (Pharasma). A shrine to Fharlanghn (Desna) exists at

the [Lucky Monkey](#), far north of the city. Additional shrines to Pelor (Sarenrae), Wee Jas (Pharasma), Moradin (Torag), Yondalla (Erastil), and Garl Glittergold (Calistria) can be found in the outlying towns and villages in the area. Clerics who worship one of these deities have an advantage in that they will have a support structure of some sort to rely upon. Clerics of other deities are on their own in the Cauldron region, although they could find support in an allied church. Playing with a cleric from one of the main churches will ease your party's task and become rewarding as events start to unfold. But, if you want to play a cleric from a deity that does not have an established church in the region, perhaps you are eventually tasked with founding one!

Druid

As with barbarians, you should bear in mind that much of this campaign takes place in urban and dungeon environs. Nonetheless, there are a couple opportunities for a druid's specialized skills to shine. The citizens of Cauldron know about animal companions, and probably will not react too violently to a druid's companion unless she takes a particularly large or exotic one (see the [animal companion recommendations](#) section).

Fighter

Fighters should have plenty to keep them busy in this campaign. You can easily become involved with Cauldron's town guard, and the city will be in need of a strong protector at multiple times. Despite this adventure having multiple roleplaying opportunities and situations out of the typical dungeon crawl, there is still plenty of combat a fighter can excel at. You can be a mercenary, a soldier, a town guard, the bodyguard from a noble family, or working for an organization such as the [Bluecrater Academy](#). You could, if you wish, play close to a given religion without becoming a paladin. The church of [Kord](#) (Gorum) is a good nomination for such a role.

Monk

There are no monasteries in Cauldron or other establishments that cater to a monk's unique interests and skills. A monk is likely to be regarded by locals with a mixture of curiosity and quiet awe. As such, there are just a few characters that might play the role of a mentor or pupil for a monk character. That said, there is word of a certain legal good order of monks called the Order of the Silver Dream that persecutes ancient undead in the region. Although the order has no role in the adventure besides a casual citation, your character might be an envoy looking to gather information and destroy any undead in Cauldron and its surroundings.

Paladin

A paladin is an excellent choice for this campaign as combat against evil foes will be a constant. And a paladin can be both a great protector of the city, and have the skills required to interact with Cauldron's high society. In addition, a character of this class can be easily involved with the multiple churches in Cauldron. If you plan to play a paladin it is recommended that you choose [St. Cuthbert](#) (Abadar) as your deity. As such, you might find a good mentor and build up a memorable relationship with Sir [Alek Tercival](#).

Ranger

The advice given above for barbarians and druids applies to rangers as well. One thing to note is that the ranger's favored enemy ability is unique amongst the class abilities; a poor choice of favored enemy can dramatically reduce the enjoyment of playing a ranger. Take good note of the [favored enemy recommendations](#) in this guide.

Rogue

Rogue is an excellent choice for this campaign. There are a large number of traps for rogues to handle in the numerous dungeons, and a rogue focused in social skills could be an invaluable asset during multiple urban and political situations. Additionally, there are a couple thief guilds in Cauldron. A low level rogue might find difficult to influence the decisions in a powerful guild like the [Last Laugh](#), but a disorganized group like the [Alleybashers](#) might do well under the command of a charismatic leader. Other organizations such as the [Chisel](#) or some of the nobles might also be interested to hire or support a good willed spy, executor or contrabandist.

Sorcerer

Sorcerers pose an interesting possibility in this campaign. Since sorcerers gain their magical powers from some mystical inborn source like the blood from the old founder of the city, or a curse affecting some of Cauldron natives, or the heritage of an ancient dragon. These links can be nothing more than flavor, or they can actually be involved in the heart of the campaign events.

Wizard

A wizard might struggle to find downtime at some points of the campaign when events are quickly unfolding. But his vast access to magic will be very useful, both to research threats and provide powers that will be expected to be used by the party to overcome certain challenges. There are no large wizardry organizations in Cauldron, but the Bluecrater Academy might serve as a starting point for the character's studies, or he might be the apprentice of some of the mid-level wizards in the city ([Vortimax Weer](#), [Maavu Arlantal](#) or [Ghelve](#) the gnome). Further on, he can draw his knowledge from the ancient ruins the party explores, or just request new scrolls from Sasserine, a city well-connected to the rest of the world. Wizards might have a keen interest in joining the [Chisel](#), since that organization has a fairly extensive collection of secret lore, or become professors in the [Bluecrater Academy](#).

Alchemist

The alchemist, with its multiple and diverse abilities, might be a good asset for the party while exploring dungeons. You can be a student in the [Bluecrater Academy](#), or a pupil of [Vortimax Weer](#).

Cavalier

The urban and dungeon environments will probably not fit well with the skills of a specialized knight. You can be part of a special branch of the Town's Watch charged to maintain order in the surrounding roads, taking profit from your speed and maneuverability.

Gunslinger

Although powder is not featured in the original campaign, it might be easy for your GM to find a way to include it thanks to the relevant merchant relationship with the city of Sasserine or the multiple mines in Cauldron surroundings. The gunslinger bravery can make for a good and loved hero for the masses and his ability to harm enemies from distance will pay off at certain points in the campaign.

Inquisitor

Same as the cleric and paladin, inquisitors can be a good match for the multiple churches in Cauldron. Look in their sections for further hints.

Magus

The ability to combine blade and magic will surely be engraved in the minds of Cauldron's citizens, and become useful in the challenges the party will have to face. In addition, the magus' access to knowledge skills will help the party research the dangers and enemies that will hide behind the corners of Cauldron. See the fighter and wizard entries for ideas on how to tie your background with the city.

Oracle

Drawing energy from some of the less known mysteries of Cauldron, an Oracle can easily become a central part of the story behind the events developing in the city. An orphan given to the [Lantern Street Orphanage](#) can make for a good start, so the mysterious source of the character's powers does not need to be revealed until later in the campaign.

Summoner

A summoner's eidolon might find problems in walking around the city of Cauldron, but some of the more human-like shapes might be more natural to the commoners. The relationship with your eidolon can have its origin in a visit to the Demonskar, the wilderness, or even the undergrounds of Cauldron.

Witch

A witch might not be that natural to a city like Cauldron, but its abilities will be useful in a campaign full of enemies vulnerable to mind-affecting effects. You can set your origin in the wilderness surrounding Cauldron. Look at the barbarian, druid and ranger sections for ideas on how to become tied to the city.

Dual classes

These hybrid solutions (arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler and warpriest) might work well to fill any gap in the party not yet covered by other members of the team. Look for the two related core classes entries for ideas on how to tie their background to the campaign. Some classes like the bloodrager and the warpriest will find easy motivations to follow the campaign events. Likewise investigators, brawlers or swashbucklers might find this urban setting more rewarding than other types of campaign settings.

Occult classes

Characters opting for one of these classes might find very few events that match their flavor. If you really want to play one of these, consider taking the Dream Hunted, Touched in the Head or Scarred Soul campaign traits so you can give an explanation to the odd powers your character will develop.

Campaign Traits

The Shackled City Adventure Path works best if the PCs are locals from the Cauldron region. If they count Cauldron, or one of the surrounding villages or towns, as their home, they will be all the more concerned about the region's fate and more likely to take an active interest in its defense. The following traits help to set your background within Cauldron and the Campaign, and provide ideas to further involve your character within its history.

The original traits were published before the *Advanced Player's Guide* and thus are not equivalent to what is nowadays understood by a trait. They come with a drawback in addition to a benefit, and thus can be picked freely in addition to normal traits. Alternatively, your GM might allow you to pick them as a normal trait hand-waving its associated drawback.

Remember you can only choose one campaign trait for your character.

Original publication traits

Child of Jzadirune: One of your ancestors lived in Jzadirune at the time the Vanishing struck. You are especially resistant to diseases, but find the prospect of becoming sick horrifying.

Benefit: You gain a +2 bonus on all saving throws made to resist the effects of disease.

Drawback: You suffer a -2 morale penalty on saving throws against fear while in the ruins of Jzadirune, or when fighting creatures that are diseased, or can inflict disease with a spell, supernatural ability, or extraordinary ability.

Roleplaying Ideas: Your parents told you harrowing stories about the Vanishing, and your dreams are haunted by visions in which you catch the disease and slowly fade away.

Demonscarred: One of your ancestors was a half-fiend. As a result, you carry some of that taint with you.

Benefit: Regardless of your actual alignment, spells and spell-like abilities with the evil descriptor treat you as if your alignment were evil. Magic items are similarly fooled. An unholy blight spell, for example, won't damage you, no matter what your actual alignment is.

Drawback: Regardless of your actual alignment, spells and spell-like abilities with the good descriptor treat you as if your alignment were evil. Magic items are similarly fooled. A holy word spell, for example, will harm you even if you are good aligned.

Roleplaying Ideas: You are moody, gloomy, and have a short temper.

Dream Haunted: Your dreams are haunted by strange visions of tortured landscapes and deformed monsters. In some of these dreams, you are the deformed monster!

Benefit: You are used to fatigue, and suffer no penalties when you become fatigued. When you become exhausted, you are instead treated as if you are fatigued.

Drawback: You suffer a -2 penalty on saving throws against effects that cause madness or insanity, and on saving throws against sleep effects. If you are normally immune to sleep effects, you lose that immunity.

Roleplaying Ideas: You are always tired, though not to the point of fatigue. You tend to nod off when bored, and sometimes find it difficult to remember minor, relatively unimportant bits of information.

Long Shadowed: You are descended from a tribe of indigenous peoples who died out as a separate tribe many centuries ago. Still, this tribe's penchant for necromantic magic runs in your blood.

Benefit: You automatically stabilize if reduced to negative hit points. When you take damage from negative energy, you reduce the actual damage you take by 5 points.

Drawback: Healing magic works poorly on you. Whenever you regain hit points from magical healing, you gain 1 less point of healing per character level you possess, to a minimum of one point per die rolled.

Roleplaying Ideas: You are somewhat morbid and intrigued by death and undeath, even if these interests are purely to learn more of your enemies.

Mark of the Beast: One of your ancestors was a lycanthrope. Select a predatory animal of your choice; that animal feels a mystic bond with you.

Benefit: Animals have a strange reticence when they attack you, and suffer a -2 penalty on all attack rolls made against you. If you have the wild empathy ability, you gain a +1 bonus on wild empathy checks.

Drawback: You suffer a -4 penalty to saving throws made to resist lycanthropy, and take +1 point of damage from attacks made by silver weapons.

Roleplaying Ideas: You have a curious animal magnetism that is at once intriguing and disturbing. Your manners might be a bit crude, but you're loyal to your friends.

Nobility: You were born into a noble family.

Benefit: You start play with an additional 200 gp, and gain a +1 bonus on all Diplomacy and Intimidate checks made against citizens of Cauldron or the nearby villages. Certain NPCs in this campaign may react more favorably to your presence.

Drawback: You are well-known and recognizable, and suffer a -4 penalty on Disguise rolls made against citizens of Cauldron or the nearby villages. Certain NPCs in this campaign may react more poorly to your presence.

Roleplaying Ideas: You might be haughty, impatient, or condescending to others. You might spend money frivolously, believing that there'll always be more income to be had.

Scarred Soul: You've led a particularly tough life. Perhaps you're an orphan, or maybe you suffered some sort of traumatic experience as a child. Whatever the cause, your childhood experiences have left you jumpy and haunted.

Benefit: You gain a +2 bonus on initiative checks.

Drawback: Your experiences have left your mind less able to deal with trauma, and as a result you suffer a -1 penalty on all Will saves.

Roleplaying Ideas: You are quick to anger, jumpy, and possibly even a bit hyperactive. You're prone to feelings of paranoia and unfounded fear.

Scion of Surabar: You are a descendant of the man who discovered Cauldron, helped settle the region, and aided in the defeat of an ancient demonic army.

Benefit: Pride for your lineage girds your mind and soul. You gain a +2 morale bonus on saving throws against fear, death effects, and insanity or confusion.

Drawback: Demons that encounter you in this region (not those that you might fight on other planes) can instinctively sense your lineage and connection to their old enemy, and gain a +1 morale bonus on attack rolls and weapon damage rolls when fighting you.

Roleplaying Ideas: You are proud of your heritage, and quick to anger if another mocks it. You find demons intolerable, and some might see you as haughty or imperious.

Touched in the Head: You're considered off-center, eccentric, and 'nuttier than pub mix'..

Benefit: Your mind is disorganized and chaotic. You gain a +1 bonus on all saving throws against mind-affecting effects, save for those effects that cause confusion or insanity.

Drawback: Your inability to concentrate for long makes you suffer a -1 penalty on all Wisdom-based skill checks.

Roleplaying Ideas: You have a number of strange quirks (whistling off-key, eating raw meat, a nervous tic, a tendency to scream at odd moments, and so on) that can make you difficult to get along with.

Worm Blooded: One of your ancestors was a half-black dragon. You have some sort of distinctively draconic feature, be it reptilian eyes, scales on the backs of your hands, or tiny vestigial horns on your head.

Benefit: You gain a +4 bonus on all saving throws against acid effects, a +2 bonus on Swim checks, and a +1 bonus on Perception checks.

Drawback: Your body isn't quite as limber as it should be. You take a -1 penalty on Reflex saves. **Roleplaying Ideas:** You have an intensity about everything you do, and your emotions are powerful and often difficult for you to control.

Community created traits

Because the official campaign traits for this AP were a first approach to what we understand campaign traits are towards their campaigns nowadays, we offer here a list of community traits that fill the gaps of the official traits. All these traits tie up with different events of the campaign giving your character a reason to live in Cauldron and constituting a very good starting point for your character background:

Town guard: Either you, your parents or some other familiar is or was part of Cauldron's town guard. Perhaps you are friend or even a relative of [Terseon Skellerang](#) the guard Captain or one of the guards assassinated by a young guard traitor named Triel 9 years ago.

You get a +5 trait bonus on Diplomacy checks related to improving Cauldron's guard attitude or persuading them. You begin play with a mundane masterwork intermediate or light armor or shield (no special materials allowed and only Core armors or shields) and a +1 bonus trait to Profession (soldier).

Noble family: You are a member of a minor branch from one of Cauldron's noble families.

Choose between the [Taskerhill](#), [Lathenmire](#), [Tercival](#), [Navalant](#), [Aslaxin](#), [Skellerang](#), [Knowlern](#), [Rhiavadi](#), Hollow, Spellmason, [Vhalantru](#) and [Vanderboren](#) families.

Although not necessarily well regarded by the main branch of your family (this attitude is chosen by your GM) You gain +1 trait to one Perform skill and Knowledge nobility. The Knowledge nobility bonus raises to +5 when performing checks related to your own family. Both of them are class skills for you.

Merchant life: Your family has long lived of commerce in Cauldron. Whether you came from a rich and well positioned family as [Maavu Arlinal](#), [Tygot Maspis](#) or a humble fruit seller as Beppo, you are knowledgeable of how commerce works in Cauldron. Thanks to your contacts, items not found in Cauldron and requested to Sasserine or beyond require half the time to arrive to the city. +1 trait to Appraise and Sense motives, and one of them is a class skill for you. If both are already class skills for you, you can make Sense motives checks based on Intelligence instead of Wisdom.

City beggar: Whether you are a recent arrival to the city or your family has been living here for long, you live upon the charity of others. You might be an itinerant artist, a shameless hustler or an unfortunate poor. You are well known in the [Drunken Morkoth Inn](#), the [Tipped Tankard Tavern](#) and other crowded places of Cauldron and perhaps even a [Last Laugh](#) or Town guard informant. Your knowledge of the city's underworld keeps you informed of most events going on around, and you fool people with ease.

You get a +1 trait bonus to Knowledge local and Bluff, and one of them becomes a class skill for you. If both are already class skills for you, you can make Knowledge local checks based on Charisma instead of Intelligence.

Beasts hunter: You come from a family of wardens, have always been attracted to hunt down odd creatures, or have been charged by your tribe or community to protect the region. Choose between undead, aberration and magical beast creature types. You have heard rumors one of those creatures hides in Cauldron and have been preparing yourself to confront it just in case they are true.

You get a +1 trait bonus to hit, weapon damage and the DC of your spells versus that creature type and can make knowledge checks relative to that type of creatures untrained.

Cauldron's adventurer: You have already been adventuring in the Cauldron area. Dispute over loot sharing, an injury or the other members death has separated you from your previous party. You blame one of your previous companions or patron about the events that took you out of the party (work with your GM to tie this up with one of the adventurers and patrons appearing in the AP as the Stormblades or patrons as [Vhalantru](#), [Terseon Skellerang](#), [Celeste](#) or other nobles). You start the adventure with a masterwork weapon or a partially filled wand worth 350 gp or less and get a +1 trait bonus to Knowledge dungeoneering.

Lucky Monkey employee: You have been working in the prosperous inn between Sasserine and Cauldron either as a guard, cooker, waiter or stable lad, or perhaps you are a member of the owner family. You might have been told to look for a safer spot to build a business within Cauldron or you needed a change of life and are looking for new opportunities in the city. Your previous work gave you a profession and you got used to talk with people of very different origins.

You get a +1 trait bonus in the Profession skill related to what you were doing in the Lucky Monkey and Diplomacy, and one of the two are considered a class skill for you.

Spared by the wilderness: Perhaps one of your parents were often missing, being a member of the Striders, or perhaps you were saved by the Striders from a wild animal when you were a child. You gain a +1 trait bonus to Survival and Knowledge nature, and one of the two is a class skill for you.

Lantern street orphan: Your family died when you were a child, perhaps during the plague of filth fever 7 years ago, or you were given to the [Orphanage](#) in mysterious circumstances. If you prefer a violent death for your parents talk with your GM to see one of the Campaign villains or one of his most prominent minions to be involved. Whether you are still young and live in the Orphanage or you have find your own way in life, you are familiar with the institution and know the headmistress [Gretchyn Tashykk](#) and most of the children that have lived in it during the years. In addition you have become resolved and strong willed to keep going in life. You get a +1 trait bonus to Will saves.

Cauldron faithful: Pick a church sited in Cauldron: [St. Cuthbert](#) (Abadar), [Pelor](#) (Sarenrae), [Kod](#) (Gorum) or [Wee Jass](#) (Pharasma). You usually attend the religious services in your selected church and personally know their leaders. If you are a cleric or paladin, you can be part of the organization and have different responsibilities. Among them, you are charged to use the wands of control water during the Flood Festival to keep the rain waters at bay. If you are another type of class, you can be a church guardian, servant, scribe or scholar with simple responsibilities in the Church.

You earn a +1 trait bonus to Knowledge religion and Heal skill, and one of them is a class skill for you. If both skills are already class skills for you (if you are a cleric or paladin for example), you also start the game with a free Healing kit and get a +2 bonus trait on Diplomacy and Knowledge checks regarding your chosen church.

Splintershield squire (only dwarven characters): Your parents or perhaps even yourself fought side by side with the dwarven defender Zenith Splintershield against the forces of the Underdark until he disappeared in a foolish campaign against the Underdark forces ten years ago. For some reason you found your way to the surface after losing track of the dwarven hero and have now also lost contact with your people in the undergrounds of the Malachite Fortress. You are trained to fight against the darker underground creatures even in the worst conditions. The miss chance penalty for fighting creatures under total concealment (for example under deeper darkness or invisibility) is reduced to 35% instead of 50%, and normal concealment affects you only 15% of times instead of 20%. In addition you can perform untrained knowledge checks related to the Underdark, local dwarves and the Malachite Fortress.

Local gnome (only gnome characters): When you were a child your grandparents told you stories about a mythical place under Cauldron they named Jzadirune. Your ancestors lived there, a place full of gnomish devices and magic objects that in the end corrupted most of your kind. Fortunately your family developed some kind of resistance and finally emerged to the daylight.

You are immune to the Vanishing and get a +2 trait bonus to saves versus curses and transmutation effects.

Bluecrater Student: You are a student or alumni of the [Bluecrater Academy](#). Your tuition fee was paid by your family with great effort or a patron interested in your capabilities. Perhaps the Academy itself was impressed with you and provided a scholarship. You know most of the

students and professors that went through the academy during recent years, including the recently disappeared mathematician and illusionist gnome Jasper Drundlesput.

You have free access to the academy library (which provides a +6 to Knowledge checks made with its aid). In addition your studies made you specially proficient in one topic, one of the following skills becomes a class skill for you: Linguistics, Spellcraft, Use Magic Device or one Knowledge skill of your choice. If the skill is already a class skill for you, you get a +1 trait bonus instead.

Taint of Heaven: There is an ancient touch of angelic blood in your heritage. Whether you know it or not, one of your ancestors escaped and hid in Cauldron after a chunk of Celestia was torn apart. Even if your blood has mingled afterwards with those of common humanoids, you still feel a strong animosity versus fiends. Creatures and effects able to detect celestial creatures can feel you as a creature of that type, but other spells or effects work just normal for a creature of your type.

Once a day you can [Lay on Hands](#) as a paladin of a level equal to your character level (if you are a paladin treat this as an additional use of your class feature and apply all your mercies and other effects). You can select Feats and other options that require the Lay on Hands class ability. At level 1 you can use this power as if you were already level 2 even if paladins get this power normally at level 2.

City Scoundrel: You live upon small thefts in Cauldron or are used to sneak and fly out of homes for other reasons. Whether you choose your victims among the most dishonest merchants or you only guide yourself by greed, you are a white-collar thief or perhaps a young lady's lover. You prefer to sneak when you are not seen jumping from roof to roof without leaving a trace. Your activities have probably taken the attention of the [Last Laugh](#), the [Alleybashers](#) or other thieves organization surely not liking your actions in their territory.

You get a +1 trait bonus to Acrobatics and Disable Device, and one of them becomes a class skill for you. If both were already class skills for you, your skill in the most tense circumstances allows you to take 10 on both skills even under pressure.

Cauldron Gazetteer

Cauldron

Cauldron forms the hub of this campaign. It serves as a home base for the PCs and the majority of their allies. As this campaign progresses, Cauldron's presence remains a constant and stable theme, and the PCs will have opportunities to get to know its many residents, explore its streets and alleys, and possibly even become its new leaders. Therefore, it is likely your GM wants your PC to play as a local from Cauldron or at least from a settlement in its area. This section provides a history of this unique city, details on its government and structure, and information on many locations within its walls. Expect to come back often to this section, since nearly every chapter of this campaign is set at least partially within the city walls.

Cauldron is a large settlement in the extinct caldera of a volcano. The city is elevated above a subtropical jungle which surrounds the human enclaves of the area. The relatively high altitude of the city is the only thing that allows the higher temperatures of the surrounding region to

abate, keeping the region's largest settlement mostly temperate. In addition to **Cauldron** (a town of about 7,500 adults), the settlements of [Kingfisher Hollow](#) (large village of 2,100), [Redgorge](#) (village of 600), and [Hollowsky](#) (village of 460) are bastions of the civilized races. The jungles are also home to one or two barbarian tribes who rarely move towards civilization in order to trade with townsfolk.

The following stat block applies to Cauldron at the start of the Shackled City Adventure Path. As the campaign progresses, expect the details of this stat block to change.

CAULDRON

NG large city

Corruption +2; **Crime** +1; **Economy** +1; **Law** +2; **Lore** +3; **Society** +2

Qualities academic (Bluecrater Academy), insular, magically attuned

Danger +10

DEMOGRAPHICS

Government autocracy

Population 7,500 (5,925 humans, 675 halfling, 375 gnome, 225 dwarf, 90 elf, 75 half-elf, 75 half-orc and others)

Notable NPCs

Lord Mayor [Severen Navalant](#) (male human aristocrat)

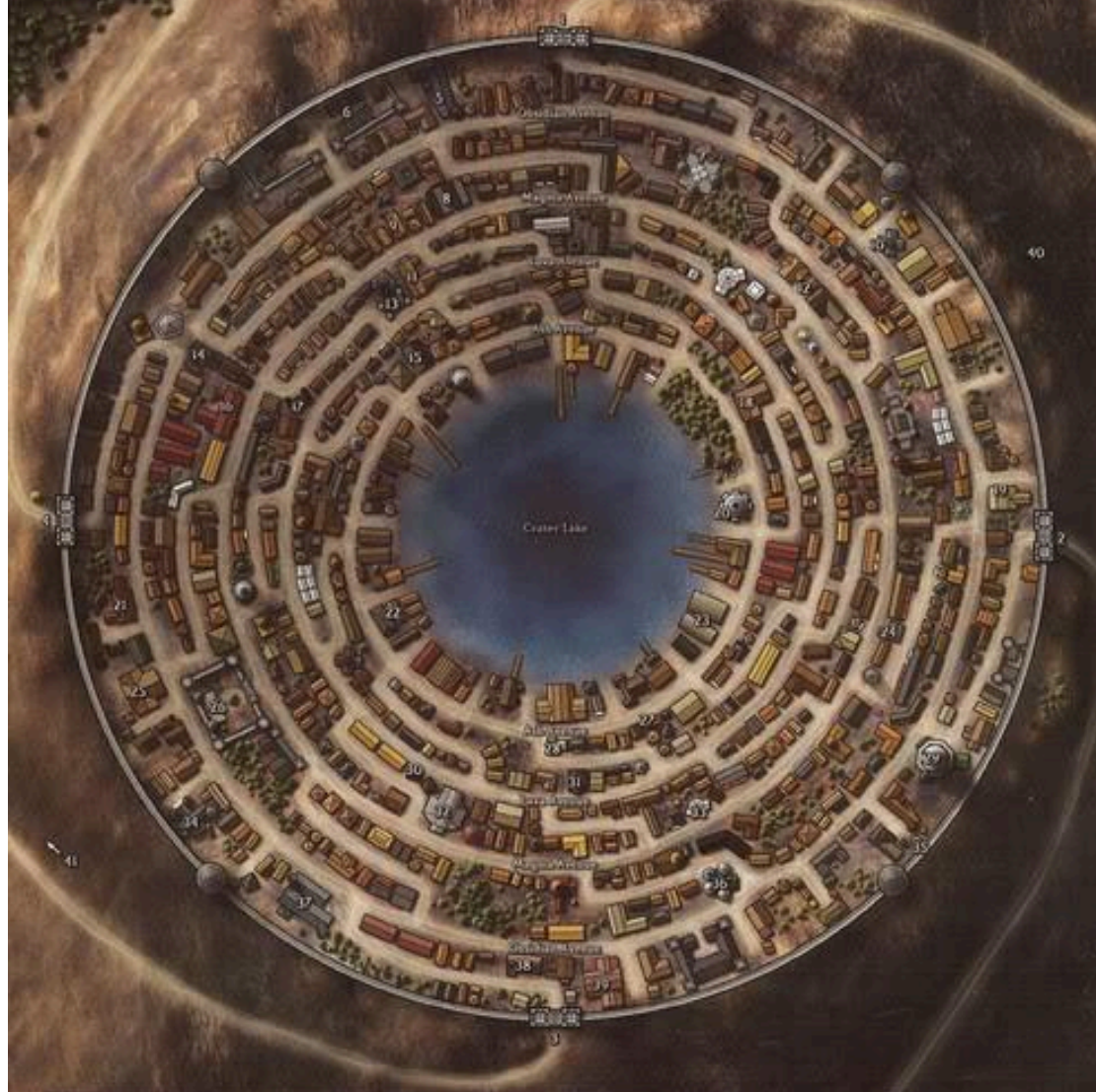
[Terseon Skellerang](#), **captain of the Town Guard** (male human fighter)

MARKETPLACE

Base Value 4,800 gp; **Purchase Limit** 30,000 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

CAULDRON



KEY					
1	North Gate	15	Tipped Tankard Tavern	29	Church of Wee Jas
2	East Gate	16	Garthün Imports	30	Ghelve's Locks
3	South Gate	17	Skie's Treasury	31	Orak's Bathhouse
4	West Gate	18	Lantern Street Orphanage	32	Bluewater Academy
5	Town Hall	19	Coy Nixie	33	Church of Pelor
6	Town Guard Barracks	20	Lakeside Pavillion	34	House Vhalantru
7	Church of St. Cuthbert	21	Vanderboren Manor	35	Westkey's Map Emporium
8	Maavu Warehouses	22	Minuta's Board	36	House Rhiavadi
9	Slippery Eel Tavern	23	Sure Foot Livery	37	Taskerhill Manor
10	Cusp of Sunrise	24	Gurnezarn's Smithy	38	Zanathor's Provisions
11	Maavu's Main Warehouse	25	Temple of Lordly Might (Kord)	39	Lathenmire Manor
12	Tygot's Old Things	26	Lord Mayor's Residence	40	Entrance to Lava Tubes
13	Maavu Imports	27	Weer's Elixirs	41	Half-Orc Mercenary Camp
14	Drunken Morkoth Inn	28	The Brass Trumpet		

0 400 800 1200 1600 2000
 Feet

WEST

Although The Shackled City was originally released for Greyhawk, the designers took an effort to place it in a remote location so that events in the Adventure Path and the world do not influence each other. Thus, it is easy to relocate Cauldron to a number of High Fantasy Campaign Settings. Although the original adventure in Greyhawk took place in the southwestern area Flaeness, the exact location should have no real effects on the game other than foreign PC's culture and the world religion. This is because during the adventure PCs have little opportunity to travel away or hear rumors from farther away than Sasserine. Along this guide the Pathfinder Golarion setting is assumed, placing Cauldron region in a remote location near the Mwangi Expanse where certain religions are known by different than usual names. Ask your GM in what Campaign Setting and exact location the game will take place if you are willing to play a character with an origin far away from Cauldron region.

Cauldron is located in the Hellfurnace Mountains, just south of Sasserine region near the Mwangi Expanse. Sasserine capital city is the nearest real city, almost a full week's ride to the North. Sasserine has heavy economic ties to the sea surroundings, and acts as a jumping off point for expeditions into the Amedio Jungle (the area around Cauldron) and connection to the rest of the civilized world thanks to its relevant harbor. Sasserine and its attendant states form a very loose economic partnership, with little more than light taxation ensuring that Sasserine's military troops patrols the major roads and keeps the shipping lanes open.

History of Cauldron

The history of humanity in the region is sketchy at best, but most accounts agree that the famed wizard Sundabar Spellmason had an instrumental hand in founding the settlements of Redgorge and Cauldron. His connections with the city of Sasserine allowed the area to flourish after he had made his mark on the jungle.

These are a few of the more widely known portions of Cauldron's history. PCs are assumed to be from the region, if not Cauldron itself, so they can be assumed to know, or have heard, of these one way or another.

680 Years Ago: Discovery of numerous profitable mines in the region attracts hundreds of prospectors and adventurers. Redgorge quickly outgrows its walls. Surabar Spellmason determines that the nearby volcano is extinct, and that its cauldron would make an excellent defense attack from demon armies. Many of Redgorge's inhabitants relocate to this region - Cauldron is founded. Over the centuries, the discovery of many large underground complexes and caverns below the city draws the attention of dwarves and gnomes from far and wide. Two of these regions become Jzadirune and the Malachite Fortress.

75 Years Ago: Jzadirune falls to the Vanishing. The gnomes abandon the stronghold and never return.

32 Years Ago: The rainiest winter in centuries results in massive flood damage to the lower reaches of Cauldron. The Flood Festival is founded the next year, and for the next several years the freakishly wet winters continue before the weather finally returns to normal.

7 Years Ago: A plague of filth fever strikes Cauldron. Several hundred die before the city's clerics can get the plague under control.

There are more pieces of information that will become relevant. PCs with ranks in Knowledge (history) might want to check with their GMs what other information they might know. Seemingly, different libraries along the city can be used to gain that less known information. Again, ask your GM about the possibility of visiting a library if you feel some history research might bring clues as the events start to develop.

Life in Cauldron

Cauldron's buildings, tightly packed and built from volcanic rock and wood, line the inner bowl of a nameless, dormant volcano. Cobblestone roads form concentric circles around a small but deep 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. Four roads descend the volcano's slopes, becoming major thoroughfares that lead to other towns and distant realms. The regions nearer the rim of the city tend to be occupied by upper class families and elite merchants. The closer one gets to the center of town (and the closer to the often pungent odors of the central lake), the shoddier the construction and the more dangerous its dark alleys become.

Most people get around Cauldron on foot, although the town has its share of wagons and carriages, most of them owned by merchants and nobles. 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.

Government

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 town guard, the members of the noble families, and Cauldron's few wealthy merchant interests.

Economy

The people of the Cauldron environs are primarily either metalsmiths and craftsmen who work the metals and stones that come from the mines around the area, or the laborers who mine the raw materials. The other major economic source in the region are plantations. Coffee, sugarcane, and cacao flourish in the warm and wet climate around Cauldron.

Local legal currency is entirely of Sasserine make, and utilizes precious few forms of coinage. The platinum piece (a "ring"), a gold piece (a "sun"), a silver piece (a "moon"), and a copper piece (a "star") are the four most commonly used. Merchants and tradesmen who deal in large

amounts of currency often use trade bars made of gold. A typical bar weighs about half a pound and is stamped with the official seal of the Sasserine crown. Bars come in 100, 500, and 1000 gp notations. Gems are also heavily used to ensure that weighty coinage doesn't become an issue for the well-to-do. Coins can be exchanged for bars and gems at Alameda Moneylenders, just off of Obsidian Avenue near the South Gate. Bars are also available from the Lord Mayor's office. No surcharge is levied for exchanging coins for trade bars or gems.

Taxes

As the campaign begins, taxes are fairly light in Cauldron. Citizens pay a modest yearly flat tax of 1 gp, while merchants and nobles pay a 5% income tax each year. In addition, a 1 sp gate tax is charged for non-citizens who enter the city by any of its four gates.

Cauldron at a glance

Here follows a short description of the most prominent buildings the PC's might visit during the Campaign in Cauldron.

1-4. City Gates

Citizens of Cauldron are allowed to pass through the city gates for free; visitors must pay a 1 sp gate tax each time they enter the city. A frequent visitor to Cauldron can purchase a month gate pass for 1 gp after a rigorous interview process.

5. Town Hall

Cauldron's 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 other movers and shakers of the city, but they don't actually live there.

Records of ownership, historical documents, and similar archives can be found here. Access to these archives is possible with a proper deal, and use of them can help to gather history or nobility knowledge.

6. Town Guard Barracks

These buildings house the bulk of the town guard, which consists of about 750 warriors. The central area of this walled compound is used for training, and the low single-story keep is the aboveground facade for the Cauldron Prison, a five level underground facility that can hold hundreds of prisoners. [Terseon Skellerang](#) lives in a one-story green roofed house in the southwestern corner of the compound.

7. Church of St. Cuthbert (Abadar)

The two-story Church of St. Cuthbert, its white marble walls suffused with veins of vivid blue, stands in stark contrast to the buildings of bare black stone that flank it on the north end of Obsidian Avenue. A pair of white marble statues depicting armored warriors stands on either side of the temple's heavy oaken door. Each of the statues raises a great mace to the sky. Above the door's marble architrave are boldly inscribed the following words: "WITHIN LAW LIVES HOPE."

The high priest, [Sarcem Delasharn](#), is not present at the time, and the day-to-day tasks of tending to the church have fallen to a cleric named [Jenya Urikas](#). A paladin of St. Cuthbert (Abadar) named [Alek Tercival](#) guards the temple.

The church keeps a ready supply of healing potions and scrolls and it is known to be a reliable source for those supplies as they replenish every other week.

8. Maavu Warehouses

Local merchant [Maavu Arlintal](#) keeps several warehouses here. As with most other merchant warehouses, about 50% of the holdings here are various forms of food stores for the city that are kept and sold by the Grocer's Guild. In return for donating half his warehouse space, Maavu enjoys a greatly reduced tax rate.

9. Slippery Eel Tavern

The Slippery Eel is a favorite tavern for the city's miners, plantation workers, and other working-class citizens. The food and drink is cheap, and the town guard tends to ignore the place, making it a handy site for illicit deals and clandestine meetings.

10. Cusp of Sunrise

This high-society club is a favorite place for Cauldron's rich and powerful to meet and relax. Owned and operated by Lady [Ophellha Knowlern](#), the dinner club is located at Northeast Obsidian Avenue.

Access is by invitation from a member only, and the membership list is reputed to be quite exclusive. The Cusp is within an ivy-covered, cross-shaped building with a circular tower that stretches as tall as the city walls. An engraved sign on the ironbound door says "C.o.S.—Members Only."

11. Maavu's Main Warehouse

[Maavu](#) devotes most of his smaller warehouses to food storage; this location is where he keeps the majority of his actual business holdings. Maavu's primary imports are foodstuffs, entertainment, alchemical and medical supplies, books, and magic items. He sells most of his magic item imports through Skie's Treasury.

12. Tygot's Old Things

A small but well-stocked antiquity shop on Lava Avenue run by the halfling [Tygot Maspis](#). "Tygot's Old Things" specializes in non magical art objects gathered from across the known world.

The shop is a two-story structure with a small flat on the upper floor and a well-organized business area on the lower. The main shop itself contains an impressive assortment of less valuable antiquities, mostly vases, statuettes, small furniture, and tapestries. The basement contains even more precious wares appreciated by the most illustrious citizens in Cauldron like many nobles or the lord mayor himself.

The shop is also known for the monument replicas (the Town Hall, the Cathedral of WeeJas, the Lakeside Pavilion, etc.) that can be acquired for 1 gp each.

13. Maavu Imports

The modest two-story building has several meeting rooms and a bookshop on the ground floor, and a small apartment on the upper floor. [Maavu Arlintal](#) uses the building as his main office in Cauldron.

14. Drunken Morkoth Inn

This is perhaps the most popular inn in the city. A regular stop for many merchants and traveling adventurers, the combination of comfortable beds, good food, and reasonable prices make it a favorite among the city's returning visitors. Each of the rooms here is decorated with a humorous 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.

15. Tipped Tankard Tavern

This tavern is generally regarded as the best place in the city for common folk to get a drink (the [Coy Nixie](#) and the [Cusp of Sunrise](#) both hold better reputations but are generally out of the price range for the working citizen). It's a favorite place for off-duty city guards, and as such, brawls are fairly rare.

16. Garthûn Imports

This well-kept building houses the offices of [Adrick Garthûn](#), a prominent merchant whose import of alcohol, tobacco, exotic sweets, and seafood has catapulted him to the height of success.

17. 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 a modest building crafted 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 with chisels. 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.

The shop is run by a retired gnome adventurer called [Skie Aldersun](#).

18. Lantern Street Orphanage

The [orphanage](#) rests on the corner of Lantern Street and Lava Avenue, its charcoal-colored stones held together with mold-encrusted mortar. The windows on both stories are tightly

shuttered, but a few slivers of light manage to escape from within. Lanterns hang on either side of the oaken front door, mounted to which is a green copper knocker shaped like a smiling gargoyle's visage, its nostrils pierced by a copper ring.

The ground floor of the orphanage is dimly lit and contains a main hall (with a staircase leading to the second floor), a kitchen with stairs leading down to a cellar pantry, a dining hall, a playroom for the children, a schoolroom, a small bathroom, and staff quarters. The second floor is divided into three rooms: a spacious bathroom with two large tubs and two large bedrooms filled with cots. One of the bedrooms currently holds 19 girls; the other room holds 31 boys.

19. Coy Nixie

The Coy Nixie is a high-class tavern and dancehall owned and operated by the [Aslaxins](#). Although prices here tend to be nearly double the normal asking price, the food and drink are rivaled 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.

20. 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 favorite place after dark for illicit meetings.

21. Vanderboren Manor

This large manor houses the members and servants of the [Vanderboren](#) family, Cauldron's newest nobles. The Vanderborens are the equivalent of real estate tycoons. Less respected by the other nobles because they're self-made, they constantly look for ways to make the other nobles look bad to increase their standing among their new peers.

22. Minuta's Board

This low-cost inn and flophouse caters to anyone who can't afford to stay at Cauldron's better inns. Prices here are 75% normal, but the owners make no guarantee against theft or loss of property.

23. Sure Foot Livery

Sure Foot Livery is the largest (and only) livestock and livestock accessory business in town. The business is run by a no-nonsense halfling woman named Tippys Surefoot.

24. Gurnezarn's Smithy

This smithy is generally regarded as the finest such establishment in the city. Its owner, a male human named Phalian Gurnezarn, has long held his own against the relentless acquisition and domination of his trade by the [Lathenmires](#), and has his own skill and the loyalty of his customers to thank for the fact that he's now the only non-Lathenmire smith in town. As a result, his prices are the highest in town (125% normal cost).

25. Temple of Lordly Might (Gorum)

The church of Kord (Gorum) is nearly as powerful and popular in Cauldron as the church of St. Cuthbert (Abadar), if only because they sponsor numerous sporting events and demonstrations for the people of Cauldron throughout the year. This church is currently headed by a male half-orc cleric of Kord named [Asfelkir Hranleurt](#).

26. Lord Mayor's Residence

This large walled compound is the oldest structure in the city. The traditional seat of power for the town, the estate's ownership has been held by the Navalant family for the past 200 years. The current lord mayor is [Severen Navalant](#).

27. Weer's Elixirs

Owned and operated by Vortimax Weer, a retired wizard adventurer, this cramped shop is the go-to place in town for alchemical items and potions. At any one time, 1d6 of any potion listed in the Dungeon Master's Guide can be found here, along with any magical dusts, elixirs, and other similar wondrous items. Vortimax himself is a cranky old curmudgeon who has little patience for youngsters, and even less patience for anyone who tries to haggle his high prices (generally 150% normal asking price). Vortimax is one of the highest level wizards in Cauldron, and spends much of his time teaching alchemy and magical theory classes at Bluecrater Academy.

28. The Brass Trumpet

This is an abandoned tavern. An iron sign set with a brass trumpet hangs outside the front doors. The building's walls are made of mortared volcanic rock, and all of the windows on the ground floor have been bricked up. The windows on the second floor have solid wooden frames and panes of opaque, smoked glass. The second story floor (first-story ceiling) is made of timber.

The filth fever that decimated Cauldron's population 7 years ago also made the local economy to shrink. With the number of clients highly decreasing and the high competition between the multiple taverns in the city, The Brass Trumpet is probably the most known face of that dark time for the city when more and more business saw their doors closed.

29. Cathedral of Wee Jas (Pharasma)

This towering structure is one of the most impressive and beautiful in Cauldron. The church of Wee Jas (Pharasma) has always been powerful in Cauldron, but not as well liked as the churches of Kord (Gorum) or St. Cuthbert (Abadar), since the clerics of this church tend to be standoffish, curt, and even creepy. The clerics of Wee Jas (Pharasma) are responsible for dealing with the unclaimed dead of Cauldron, and maintain vast catacombs for anyone who's rich enough to afford the burial but doesn't have a personal crypt. Most of the dead of Cauldron are cremated.

The cathedral is run by [Embril Aloustinai](#), although she rarely sees visitors and leaves the day-to-day operations to a cleric named [Ike Iverson](#). The cathedral is also staffed by a cleric named Calmus Vel and multiple other lower level clerics.

30. Ghelve's Locks

A small turret dominates the facade of this two-story black stone building. Iron bars are embedded in the thick window frames. Beyond the turret's ground floor windows sits a lovely display of locks, from large to small, simple to complex. To the left of the turret, above a heavy oak door, swings a simple sign that reads "Ghelve's locks."

The gnome proprietor of this shop is known to be an expert lock crafter and his shop is the right place to find a good quality lock for any place you want to protect. Of course, he also can sell all the necessary tools required to force a lock you have lost the key for. He is said to know low-level magic he uses to improve his creations.

31 Orak's Bathhouse

Orak's Bathhouse is a squat, windowless building of dark stone. The baths are open from noon to midnight every day. Run by a middle-aged dwarf called Orak Stonehaven with a ruddy complexion, thinning red hair and a long beard. These are a perfect place to maintain a minimal personal hygiene for those who cannot afford a full equipped bathroom at their own home.

32. Bluecrater Academy

One of the tallest buildings in Cauldron, Bluecrater Academy is also the primary place of learning here. The building has five stories, each of which is dedicated to an increasing level of education. Financed partially by tuition fees (but also by the support of nobles like Lady [Ophellha Knowlern](#), the [Aslaxins](#), and the [Taskerhills](#)), Bluecrater Academy is where the lucky youth of Cauldron go to learn a trade.

The upper floors consist of extensive libraries and researchers' offices. Access to these libraries is difficult, requiring a special expensive permission, but if granted, checking the library for any topic grants a bonus on any Knowledge check related to that specific topic while reading the books here contained.

An eccentric gnome mathematician named Jasper Drundlesput has recently disappeared leaving the mathematics and engineering lessons suspended until a new professor is allocated.

33. Church of Pelor (Sarenrae)

This small yellow tower is tended by a single male human cleric of Pelor (Sarenrae) named [Kristof Jurgensen](#). His resources are limited of late. The shrine to Pelor (Sarenrae) has always been fairly small and minor in Cauldron, especially since Kristof's three superiors recently died under mysterious circumstances, leaving him in charge of the entire shrine.

34. House Vhalantru

House Vhalantru is a stately, three-story manor located on Obsidian Avenue. Like many estates in Cauldron, it has walls of mortared volcanic rock. However, the interior surfaces on the second and third floors (including walls, floors, and ceilings) are made of sturdy wood. The wood paneling and railings display some of the finest leaf scrollwork in Cauldron, and the windows are

made of glass set in light wooden frames, with lovely silver laurel designs running through the glass. [Lord Vhalantru](#) is said to maintain a well stocked winery within its walls. The house also holds some of the finest sculptures from Cauldron's heros and other prominent figures.

35. Westkey's Map Emporium

This modest shop is run by the gnome Bolar Westkey, a cartographer who recently settled in the area. He sells maps of all manner, including regional and local maps. It is possible to purchase here maps of most public buildings or the region here, but Westkey makes it a strict practice to not sell maps of private businesses.

He does, however, have a fair collection of treasure maps, some of which are local, and some of which might actually be legitimate.

36. House Rhiavadi

This may well be Cauldron's most conspicuous display of wealth. [Lady Rhiavadi](#) has long been one of the city's wealthiest nobles.

Like many buildings in Cauldron, House Rhiavadi has walls composed of gray and black volcanic rock. The building has two stories and four squat towers. Three of the towers have pointed spire caps. A domed observatory made of alabaster and glass surmounts the fourth tower. A large portico supported by four marble pillars covers the main entrance doors. Each pillar is carved to resemble a dragon. The windows of House Rhiavadi are made of frosted glass set in heavy copper frames, with locked wooden shutters covering them at night.

37. Taskerhill Manor

This massive manor is four stories in height, and is easily the most ostentatious of Cauldron's noble homes (with the possible exception of [House Rhiavadi](#)). The manor is home to the fantastically rich [Taskerhill](#) family.

38. Zanathor's Provisions

While to the untrained eye there may seem to be nothing unusual going on at this general store, its owner, Bjellkir Zanathor, has the unique honor of being the only living citizen in Cauldron who has seen the Crater Lake Monster. He's always ready to tell the story of how his small fishing boat was attacked late one night and sunk by the fantastic creature several years ago.

39. Lathenmire Manor

Given another few years, the [Lathenmires](#) could be inducted into Cauldron's nobility. As it stands, the family is as rich as most of the other nobles, having effectively cornered the local arms and armor trade. The Lathenmire manor is a sprawling structure with several training rooms and trophy halls on its ground floor.

40. Lava Tube Entrance

Numerous entrances to the caverns below Cauldron exist. Most conduct to dead ends or the waters of the Central Lake, but some head directly into old ruins from Cauldron's foundation times, and a few of them are said to even grant access to the Underdark.

Organizations

Alleybashers

This band of thugs is nowadays formed by just a hand of members. Rather than following their own agenda, they are usually contracted as mercenaries and bodyguards by those desiring to defend private interests.

The Chisel

A secret organization inspired by the ancient hero Surabar Spellmason. Their members are known as handcrafters. The Chisel promotes freedom of thought and responsible action among all its members. According to this philosophy all the high handcrafters, including the Foreman, consider themselves peers. Less than a dozen high handcrafters are known to exist, and new ones are appointed exclusively in a mysterious hideout known as the Hall of Carvings, near the village of Redgorge.

The Chisel considers excellence in any kind of craft a way to achieve a superior state of efficiency and morality. High handcrafters are expected to be intelligent, able, and versatile artisans more than powerful adventurers.

The Striders

The Striders of Fharlanghn (Desna) do their best to protect those who must travel the wildlands while at the same time ensuring that evil does not gain a foothold in the far corners of the world. They patrol the places no one else dares, and keep safe the remote paths and roadways of the dangerous, uncivilized frontier that surrounds Cauldron, which has seen the deaths of countless travelers, pilgrims, refugees, and explorers.

They keep their organization secret as a way to protect their members identity, and there are few travelers who have gotten in touch with them over the years. In this organization, there are those who take this charge as more than mere duty—they elevate it to a way of life. These are the pathwardens. Pathwardens both guide and moderate the expansion of civilization into the wild.

The Last Laugh

Cauldron has more than one small guild of thieves, but perhaps the most influential guild is called The Last Laugh. The guild's symbol is the silhouette of a laughing jester, shown in profile. The guild oversees various rackets and specializes in security, blackmail, extortion, and assassination.

The guild's leaders, called Jesters, few in number, rely on an intricate network of spies, agents, and informants. Their immediate subordinates are called harlequins—skilled rogues and assassins who paint their faces and handle much of the guild's "dirty work." The guild also uses spies—called mimes—to infiltrate rival organizations, verify rumors, and gather information.

Lantern Street Orphanage

The [orphanage](#) rests on the corner of Lantern Street and Lava Avenue. Driven by a hand of 6 good willed workers, this institution is administered by the Headmistress [Gretchyn Tashykk](#).

Over the years the orphanage has been the refuge of those children without the luck to have a family. Most of the children here come from families broken by death, be it by accident or illness, especially after the hard time with the filth fever that struck Cauldron 7 years ago. More infrequent, but not rare, there are cases of children delivered to the orphanage during the night in mysterious circumstances or even given by women singles who are too poor to feed their poor babies.

The Orphanage is owned and funded by the [Vanderboren](#) family.

Influential Characters

Adrick Garthûn

A snowy-haired, snowy-bearded dwarf of 90 years wearing a black leather half-mask. He is a prominent merchant of Cauldron and known to have contacts in the black market thanks to his business of alcohol, tobacco, exotic sweets, and seafood import and export.

Aeberrin Vanderboren

One of newest nobles in Cauldron. He began as a server at a tavern. Current owner and funds provider of the Lantern Street Orphanage.

Alek Tercival

A paladin of St. Cuthbert (Abadar) charged to guard the temple in Cauldron and occasionally patrol the city.

Ankhin Taskerhill

Lord Taskerhill is the wealthiest noble in Cauldron. He owns several mines in the nearby mountains, as well as a prominent workshop that ships exquisitely crafted obsidian furniture and knick-knacks to the indolent cities of the north. He also likes to show himself at high society meetings and does not hesitate to talk and do business if he considers his interlocutor of some worth.

His daughter, Annah Taskerhill, is known to have created an adventurers group called the Stormblades.

Asfelkir Hranleurt

High Priest of the temple of Kord.

Celeste

A beautiful woman that recently arrived in Cauldron and is moving through the noble circles in the city. She is known to have contacted with different adventurers to explore different locations in the city surroundings.

Embril Aloustinai

High Priest of the Cathedral of Wee Jas.

Gretchyn Tashykk

A 72 years old female halfling Headmistress of the Lantern Street Orphanage. She is very protective of the orphans and can be very gruff when it comes to defending them.

Ike Iverson

Second in the hierarchy of Wee Jas (Pharasma) church, and responsible for the everyday operations of the religious organization.

Jenya Urikas

While the St. Cuthbert (Abadar) High priest is out of town, she is the highest rank cleric and the one charged with the church dealings.

Kristof Jurgensen

Keeper of the shrine of Pelor.

Lathenmire family

A noble family that controls the smithing business.

Maavu Arlintal

A prominent local merchant and wizard. Although he keeps a home in [Redgorge](#), Maavu spends much of his time here in Cauldron at his office. He is a big competitor of [Adrick Garthûn](#).

Ophellha Knowlern

A noblewoman native of [Hollowsky](#), Lady Knowlern owns a multitude of businesses in the region, the most well known of which is the [Cusp of Sunrise](#). She has never married, and inherited her money from her parents. She owns a small brewery, the [Drunken Morkoth Inn](#), and two plantations, among many other interests and investments

Orbius Vhalantru

Nobleman and counselor of the Mayor. He is one of the most generous funders of different Cauldron organizations, sharing part of his fortune when it has been needed to keep them working. He also helps the [Lord Mayor](#) by contracting adventurers to deal with the dirtier tasks and protect Cauldron from monstrous creatures and other dangers. He has been generous in the past with those groups and even requested statues to be carved of the heroes he has been more fond of. His generosity and resolve in front of problems have earned him no few enemies that consider him to be too close to the [Lord Mayor](#).

Premiach Vanderboren

One of newest nobles in Cauldron. He began as a runner for a messenger service.

Severen Navalant

Current lord mayor of Cauldron. A well-liked human whose family has ruled the city for the last 200 years. Those close to him worry that he lacks the spine to be a true leader. He counts Vhalantru among his most prominent advisors.

Sarcem Delasharn

High priest of St. Cuthbert (Abadar), he is not present in the city at the start of the campaign as he is on an extended trip to Sasserine for this year's Flood Festival preparations.

Skie Aldersun

She is a retired gnome adventurer who spent much of her youth exploring the catacombs and chambers below Cauldron and now runs Skie's Treasury. She is quite knowledgeable about the creatures, traps, dangers, and general geography of these tunnels and is always eager to share some of her tips and knowledge with paying customers.

Skie retired from the adventuring life nearly a decade ago when she accidentally awakened a slumbering wyvern while attempting to steal some of its treasure. The enraged wyvern managed to slay the rest of her party (including her familiar, a cat named Newt) before she managed to strike a killing blow. The experience traumatized her, and she swore never to meddle with monsters again. But adventuring was still in her blood. Skie decided to open a store that catered to other adventurers, and since that day has lived vicariously through the tales of her clientele. She still maintains a terrible fear of all dragons and has never summoned a replacement familiar for her beloved Newt.

Terseon Skellerang

Captain of the Cauldron town guard. He is having problems to investigate all the criminal cases around the city due to lack of funds to properly pay the guard. In fact most guards need to enroll in secondary works after their watch to sustain their families. The captain wants the mayor to raise taxes to properly sustain the watch, but merchants strongly oppose the idea.

Thifirane Rhiavadi

Lady Thifirane Rhiavadi has long been one of the city's wealthiest nobles. Common knowledge holds that much of her wealth is inherited, but rumors say that she has her hands in some illegal enterprises as well.

Tygot Maspis

Retired halfling adventurer of 120 years old. He runs "Tygot's Old Things". The halfling has excellent commercial contacts in the capital city of Sasserine, and frequently buys old documents and art objects from local adventurers. Tygot's best customers include the lord mayor himself and many nobles in Cauldron.

Apart from the occasional trip to the Coy Nixie for a frugal meal, Tygot spends his free time writing his memoir and casting diminutive plaster replicas of Cauldron's monuments.

Vervil Ashmantle

Owner of Kingfisher Sendings. It is rumoured he has contacts with the black market.

Zachary Aslaxin

Cauldron's nobleman and art dealer. Lord Aslaxin and his family ship most of the non-obsidian artwork crafted by local craftsmen out of town, but the bulk of the family's fortune is tied up in shipping art and furniture, both simple and exotic, into town. They also run the [Coy Nixie's](#) tavern.

Cauldron area

At a few certain points during this campaign, the action moves beyond Cauldron's town walls and into the surrounding region. Cauldron is located in a sub-tropical climate. The foothills surrounding the taller mountains are rugged and covered with scrub, but are fairly open for several miles before giving way to rolling savannahs. These savannahs then transform into particularly dense sub-tropical jungles a few miles farther out from the mountains. This region is a true frontier land; a few villages sit in the foothills and lowlands (as indicated on the regional map), but aside from these and the roads, the area is still wilderness.

The biggest city in the region is Sasserine, set few journeys North of Cauldron, the coastal city is the natural entry to the area from beyond the seas. Even if the adventure does not reach Sasserine at any point, it will be a reference point for supplies the characters cannot acquire in Cauldron, and they might even desire to pay a visit for that reason.



The settlements in Cauldron direct surroundings are formed by Redgorge, Kingfisher Hollow and Hollowsky. A tavern in the road to Sasserrine named the Lucky Monkey is also a relevant known location for Cauldron's citizens.

Hollowsky

The village of Hollowsky is the smallest of the four human settlements in the region. With a population of 460, it barely qualifies as a village. Hollowsky is notable mostly as the hometown of one of the region's more benevolent nobles, Lady [Ophellha Knowlern](#).

Kingfisher Hollow

The town of Kingfisher Hollow, with its population of 2,100 souls, is the second largest settlement in the area. It is also the primary location for the region's plantations—the town is surrounded by fields of coffee and sugarcane. Traditionally, two noble families jointly lead Kingfisher Hollow. Of late, the Aslaxins have taken up the reigns increasingly as the [Taskerhills](#) have declined. Today, only one Taskerhill remains—and he's more interested in seeking redemption in the arms of St. Cuthbert (Abadar) than helping run a town. [Zachary Aslaxin](#) couldn't be happier.

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 the demons' assaults of the Demonskar so 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 Stonemason District, where Surabar Spellmason once dwelt, is visibly depopulated and most of its buildings lie empty and in ruin. Over the decades, most of Redgorge's masons left to work in Cauldron.

Lucky Monkey

The Lucky Monkey is a large roadhouse and inn about a day's ride from Cauldron. Founded so that travelers to and from Sasserine would have a safe place to stay, the roadhouse is also a favorite of local loggers and explorers.

Within its walls lies a small shrine to Fharlanghn (Desna), unique in the region.



Sources

This Guide has been built upon both Paizo published and community materials. Some of them have copyright and others came from sources with non-commercial licenses. The rest is delivered with all rights, even commercial, with the only restriction of attribution to GM Rutseg and the Paizo forums community.

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Do not forget to add here your credits if you contributed to this Guide:

GM Rutseg (2016), Ryan Peters

Greg Campbell (March 16, 2019): Checked links and mentioned expanded domain lists.