

# PLAYER HANDOUTS

## THE SHACKLED CITY

The handouts reproduced in this appendix have been specifically designed to immerse your players in the world of Cauldron and the Shackled City Adventure Path.

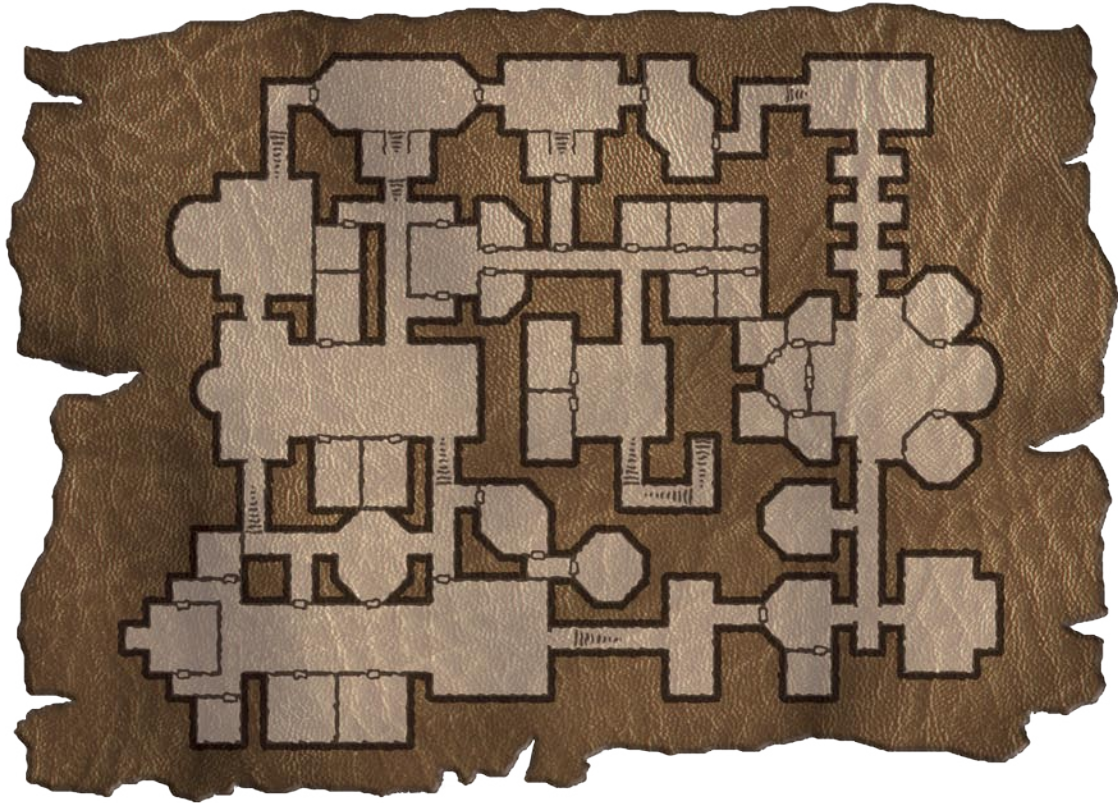
For best results, clip the handouts directly from the page for a high-quality, vibrantly colored play experience. Since many readers would rather eat

their lead miniatures than let a scissors touch their beloved gaming books, however, permission is granted to photocopy the handouts in this chapter for personal use only.

Alternately, readers may download a full-color PDF of these handouts at the Paizo Publishing website ([paizo.com](http://paizo.com)).

### PLAYER'S MAP OF CAULDREN





At Lucky Monkey. Have eight wands.  
Tavern's been attacked. Bandits led  
by barbaric apeman. Mortally  
wounded. Retreated to basement. They  
know we're here. Send assistance!

Sarcem? Is that you? Hang on!  
Conserve your resources. I'll send out aid  
immediately. Send me another message  
when you can, but until then, have

I know you're looking for the wands. I can  
help, for a price. If you're interested, come  
alone to the Lakeside Pavilion tonight at  
midnight. Bring 500 gold coins and you'll walk  
away with the location of the wands. Bring  
backup, and you'll never find them.

The locks are key to finding them. Look beyond the  
curtain, below the cauldron. Beware the doors  
with teeth. Descend into the malachite hold,  
where precious life is bought with gold. Half a  
dwarf binds them, but not for long.

Player's Map of Jzadirune

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CHAPTER ONE

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*Life's Bazaar*

Strange Invitation

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CHAPTER THREE

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*Flood Season*

The Star Of Justice's Riddle

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CHAPTER ONE

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*Life's Bazaar*

Sarcem's Sending

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CHAPTER THREE

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*Flood Season*

High Priestess,

As many have heard me say, the cages alone will not afford the completion of the ritual. The Eaglewrights have built a matrix on which to support them, but due to the shortsightedness of the others, I have been left out of these discussions. You are my only ally amongst the Thirteen now. You must warn them that there is more hidden in the Soul Pillars that could prove of great import to their plans. What more is needed I cannot say, and so I continue to explore the mysteries of the Soul Pillars at great peril. Wittress Bale grows ever more restless, and the insanity that lies frozen in Skarran-Kuzal begins to stir. Yet I shall remain here until the end, in hope of unsealing the last of the weavers' hidden lore. Still, the risk is great. My price has doubled.

J. Radradius



1-SEE TO DECIHINI. THE CONSTANT ORGAN PLAYING HAS GOT TO STOP.

2-SPEAK TO THE WYRM ABOUT THE COLLAR. ENSURE IT IS STILL CARED FOR.

3-SPEAK TO DYKRYD ONCE THE PORTAL IS OPEN TO INQUIRE ABOUT THE DISPENSATION OF LAND.

4-ESTABLISH PLAN WITH NULIN AND FHEBRYNN TO ROUND UP REMAINING TOWNSFOLK AS WORKERS FOR THE LORDS FROM BEYOND.

F. POLISH BLACKBIRK.

I would like to meet with you at the Town Hall to discuss a very important matter. Please come at your earliest convenience or send notice that you are unable to attend.



Tereon Skellerans  
Captain of the Town Guard

Letter From "F. Abradius"

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CHAPTER SEVEN

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*Secrets of The Soul Pillars*

The Birthmark Of The Shackleborn

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CHAPTER SEVEN

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*Secrets of The Soul Pillars*

Ti'rok Coalfire's Agenda

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CHAPTER TEN

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*Thirteen Cages*

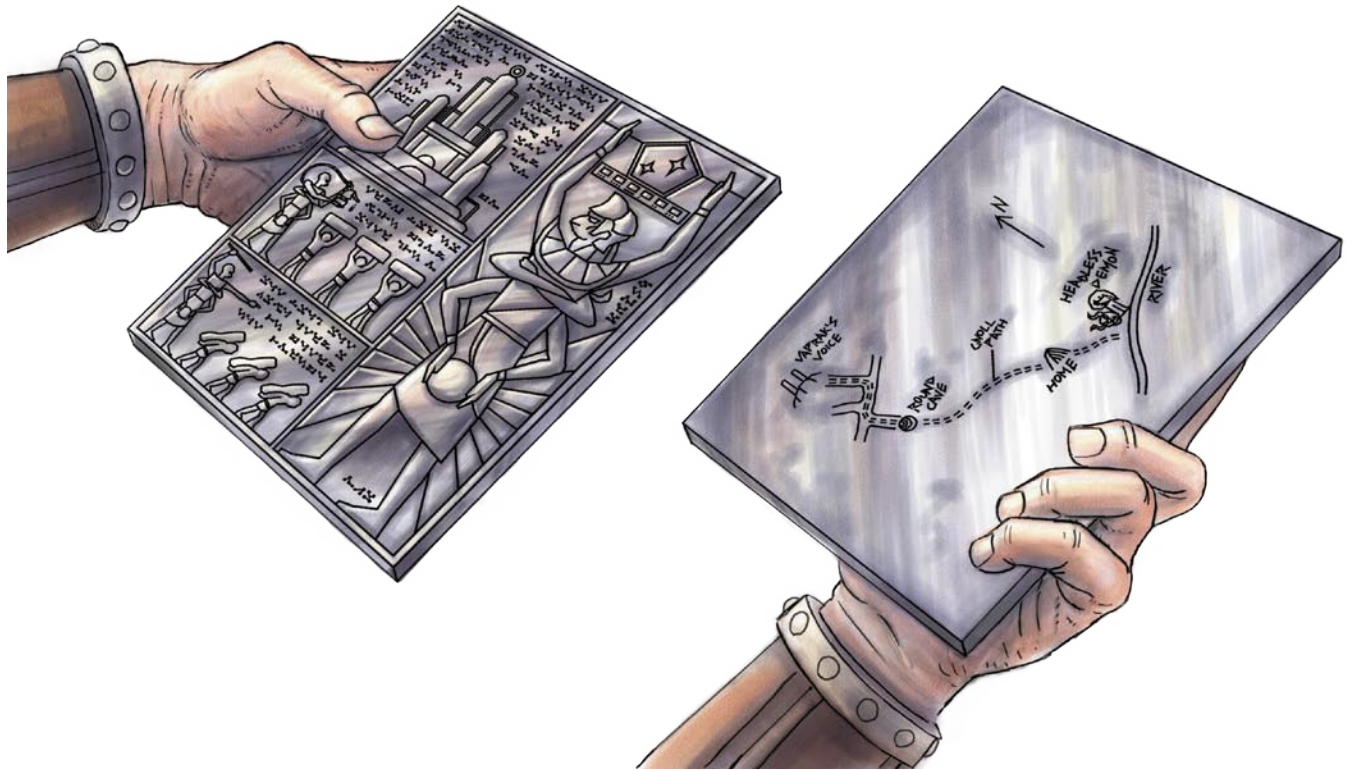
The Captain's Summons

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CHAPTER TWO

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*Draktbar's Way*

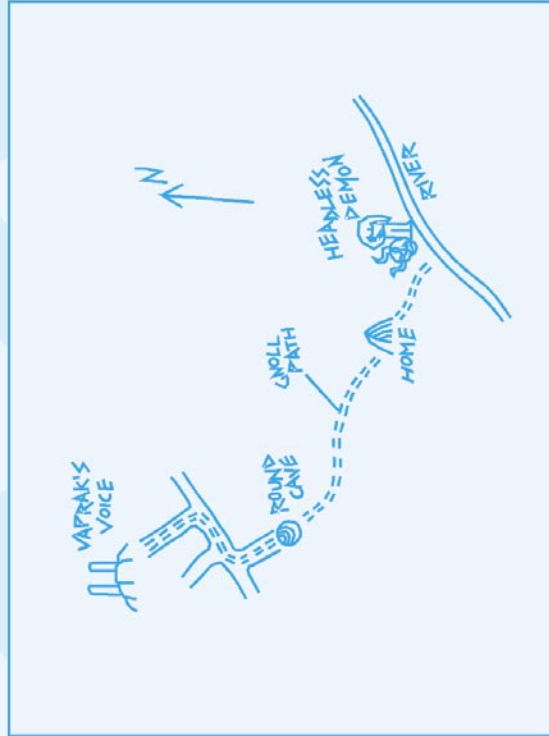
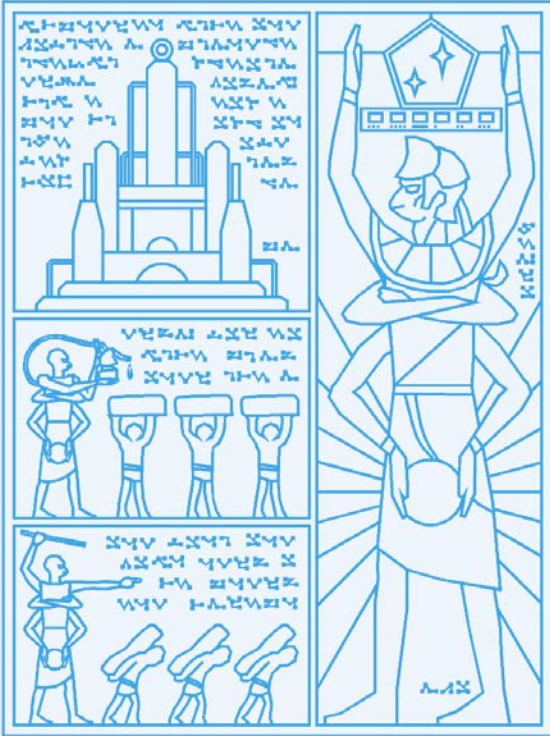


## NOTICE

### *CITIZENS OF CAULDRON! LET YOUR VOICE BE HEARD!*

Come one, come all to City Hall this evening! Those in power must learn that we do not welcome their indulgences! Their vices shall be borne by our pockets no more! The tax collectors are the lapdogs of their greed—let not their shadows besmirch our stoops! Speak your will! Voice your pains!

*HELP US RETURN CAULDRON TO HER CHILDREN!*



The Hegemonic Plate

CHAPTER FIVE

*The Demonskar Legacy*

Tax Demonstration Handbill

CHAPTER FIVE

*The Demonskar Legacy*