

# THE STORMBLADES



ANNA  
TASKERHILL



GORA  
LATHENMIRE



TODD  
VANDERBOREN



ZACHARY  
SLAXIN

ALL PATRIOTIC CITIZENS OF CAULDRON ARE CALLED  
UPON TO

## DRINK DOWN THE FLOOD!

WHEN THE WATERS  
RISE, THE FLAGONS  
TIP, AND THE OLD  
SEASON'S WORRIES  
ARE WASHED AWAY

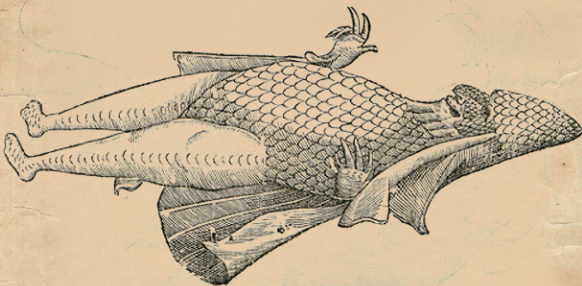


1 GOLD THE ENTER.  
PRODIGIOUS GLORY  
AND A 30 GP PURSE  
TO THE HERO WHO  
WINS!

FLOOD FESTIVAL FLYERS

## Hunt the Crater Lake Monster!

The Bluecrater Academy presents the annual  
Crater Lake Monster Hunt, day two of the  
Flood Festival, Sunrise, at the Crater Lake.



Join the tireless quest to vanquish our fair  
city of the evil that dwells below. One  
silver coin will put you on the beast's trail.  
Hundreds will try, but only one has the  
vorpal sharp wit to find the elusive creature.  
Could it be you?

Strong swimmers only please.

## RACE THE OBSIDIAN CIRCLE

TEST YOUR SPEED, ENDURANCE  
AND FORTITUDE AGAINST THE  
STRONGEST COMPETITORS OF  
CAULDRON IN A GRUELLING  
FOOTRACE AROUND THE  
CIRCUMFERENCE OF THE CITY. IT  
WILL TAKE BRAVERY AND STEELY  
THEWS IN EQUAL MEASURE TO  
BEST YOUR OPPONENTS AND  
STAND BEFORE THE ALTAR OF  
ALMIGHTY KORD TO CLAIM THE  
OBSIDIAN BELT.



IT PLEASES KORD TO SEE HIS  
CHAMPIONS STRUGGLE, AND HE  
BLESSES THOSE SPECTATORS  
BOLD ENOUGH TO TEST THE  
RUNNERS WITH UNEXPECTED  
CHALLENGES.

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

SARCEM'S SENDING



*Lord and Lady Zachary Aslaxen, first of his name, request the honor of your presence at the annual*

# *Demenskar Ball*

*Rejoice in the victory of our founder, Sarabar Spellmason against hordes of the Demenskar. Dancing and merriment will commence at the dusk bell, seventh day of the Flood Festival, the Coy Nixie.*



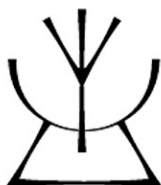
DEMENSAR BALL INVITATIONS (FRONT)

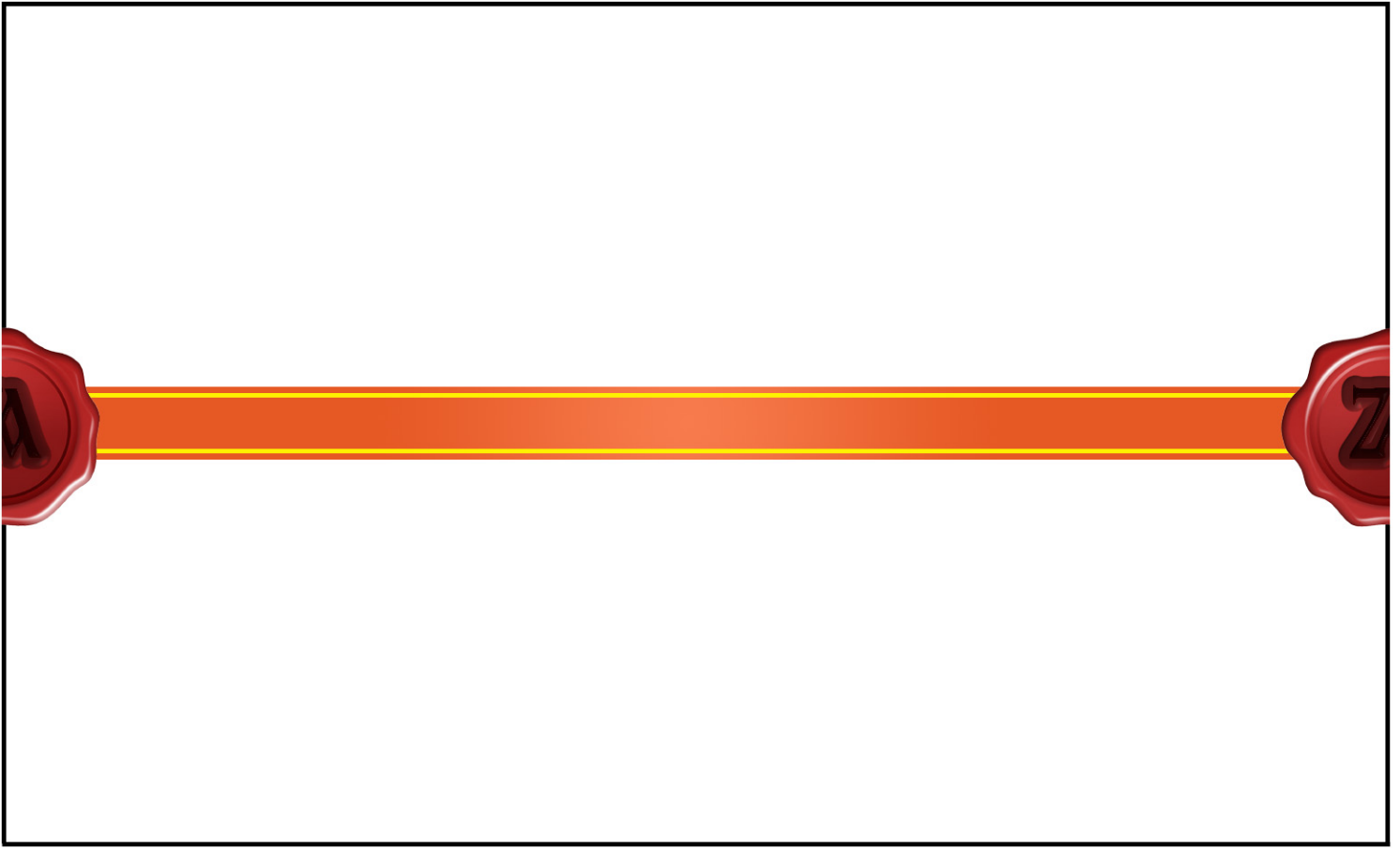


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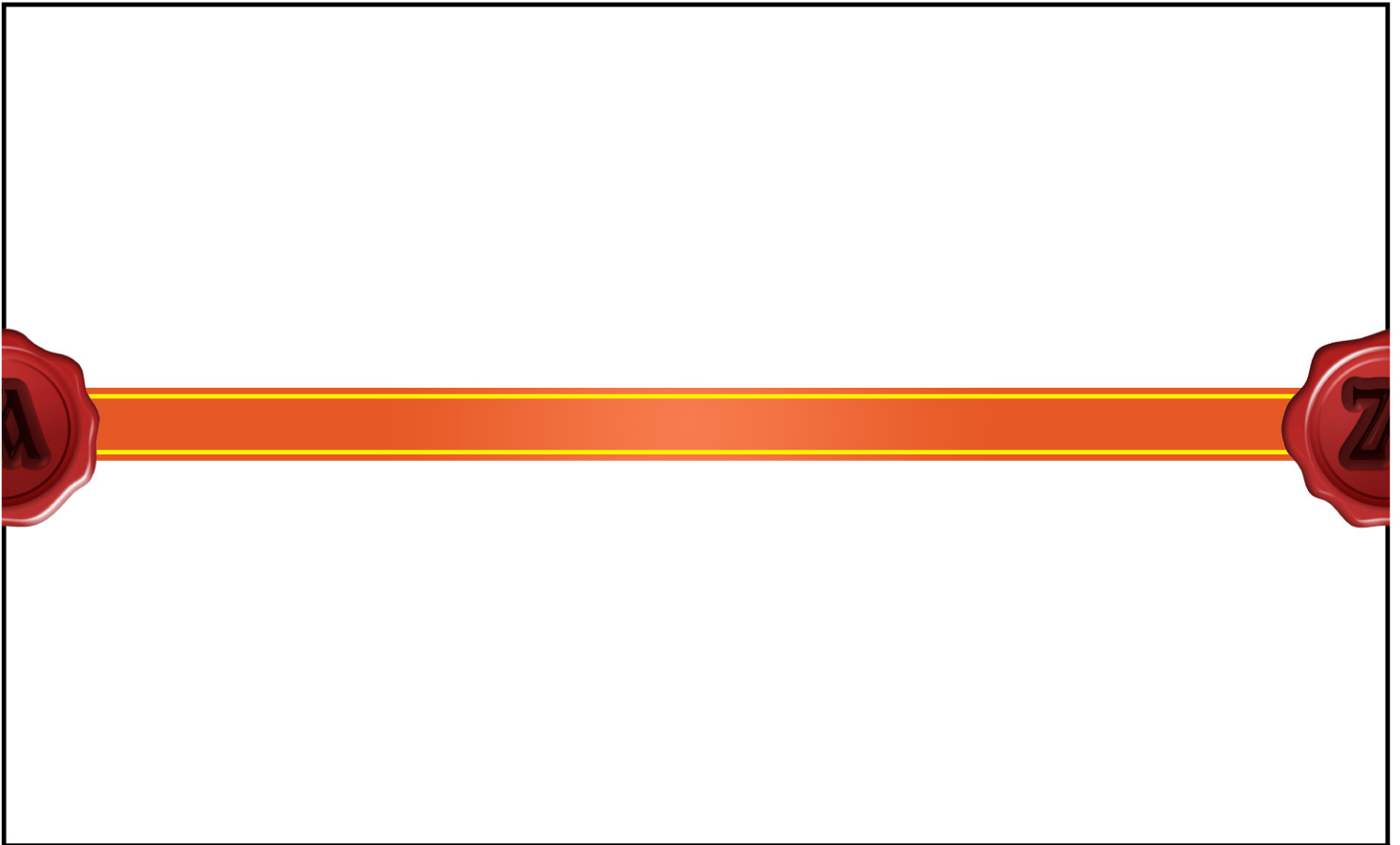
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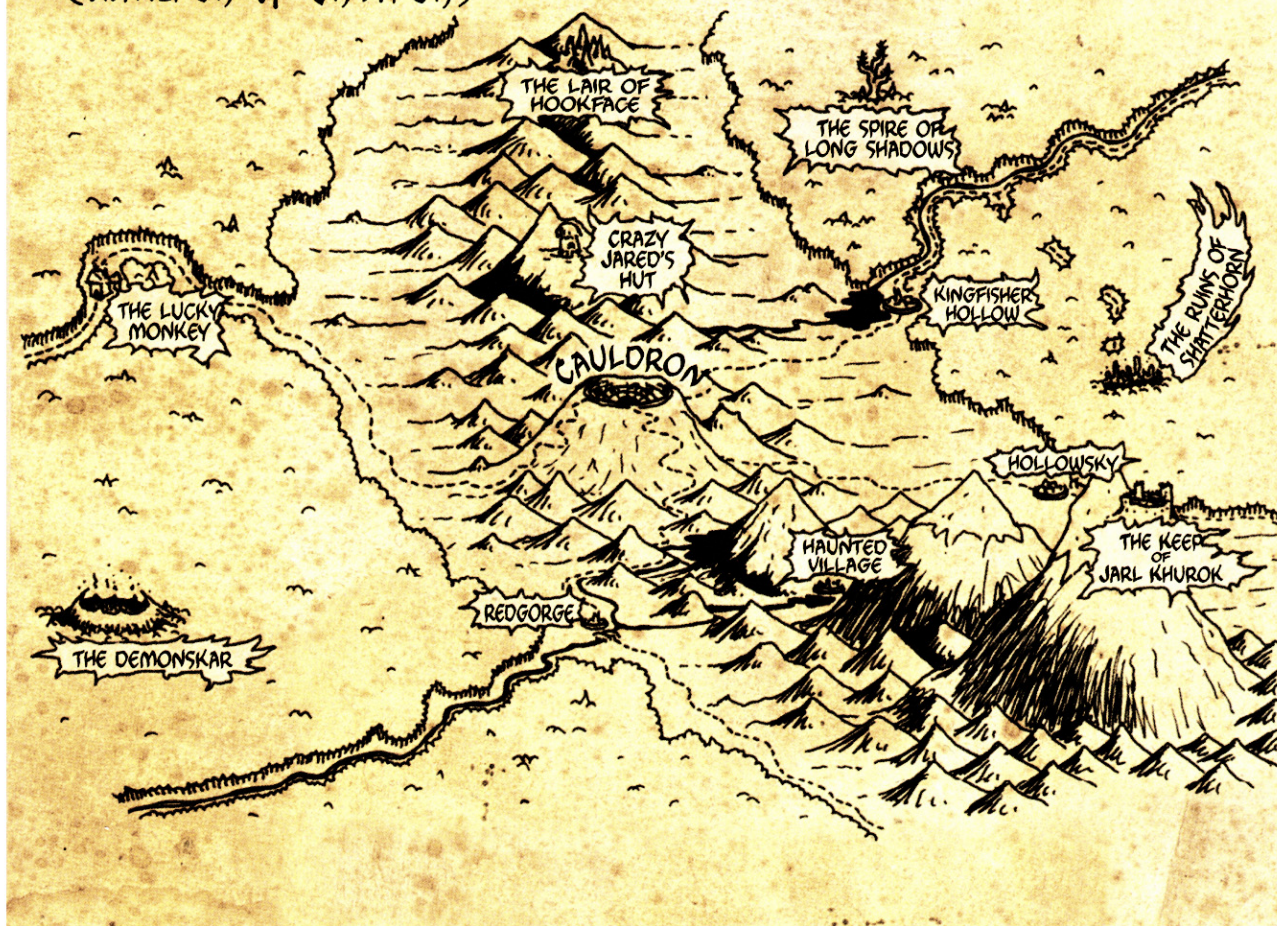




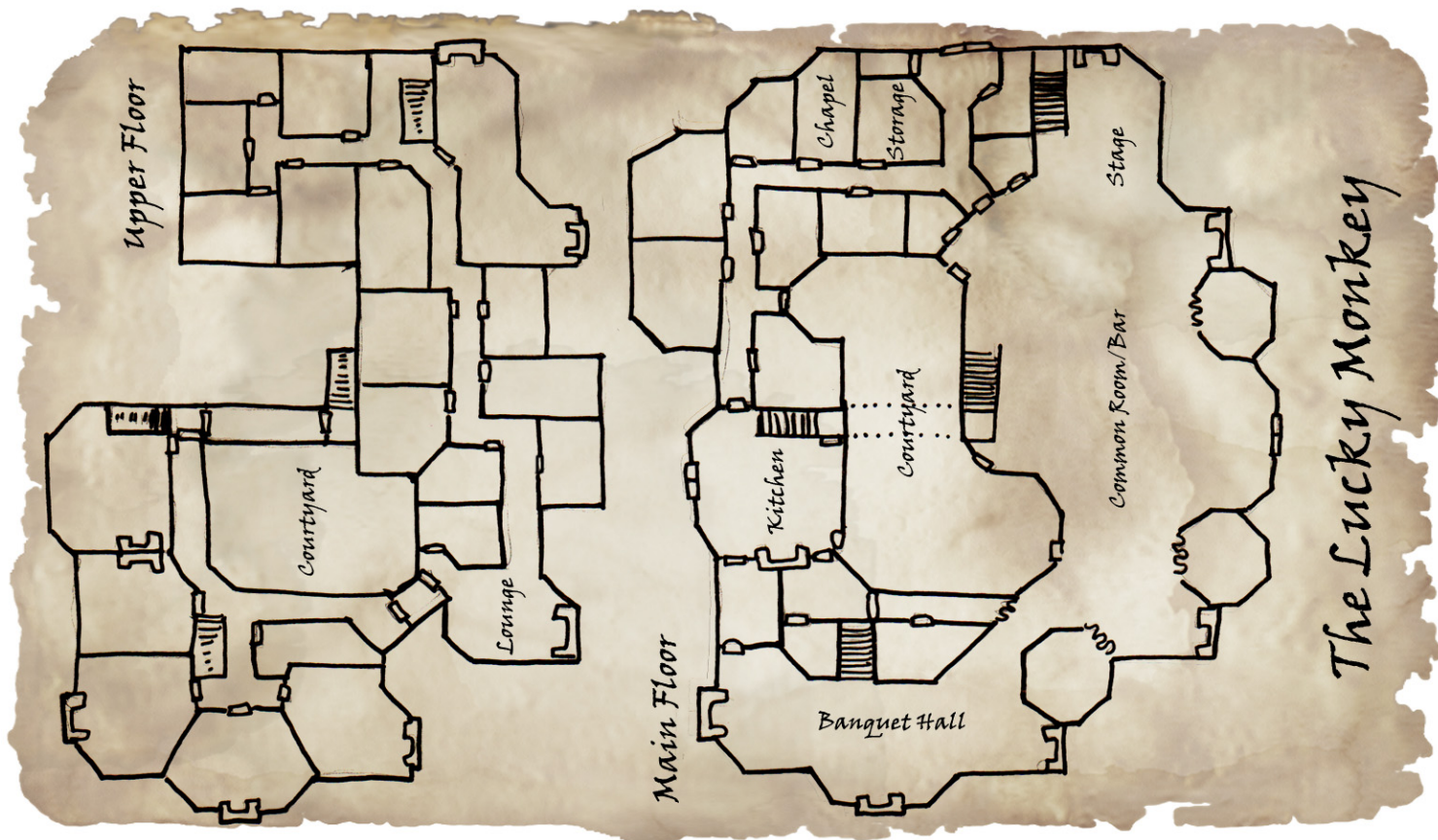
DEMONKSAR BALL INVITATIONS (BACK)



# Cauldron & Environs



## PLAYER MAPS





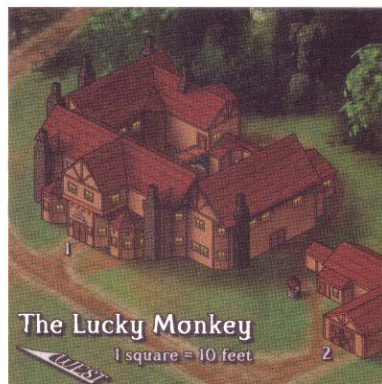
EBON TRIAD HOLY SYMBOL



ΦONGUEATER



ARTUS SHAWWICK



THE LUCKY MONKEY



SHENSEN ΦESSERIL



ΦRIEL ELURAST



SKAVEN HMBERMEAD



ΦARKILAR

THE EBON TRIAD

The city of Cauldron has been home to many races, each taking advantage of the strength of the obsidian deposited by the extinct volcano and the ample lava tubes it left behind. Most recently, colonies of Dwarves and Gnomes have delved beneath the surface, but I have found evidence of a much older race living in the extinct volcano whose civilization predates the Common Year by at least thirteen-hundred years. I have lived among the ruins of this ancient race, studying its secrets and learning all of them that I could. In the name of the Whispered One I have destroyed all evidence of their passing, this scroll being the only record of their alien secrets.

The Kopru (as the race called themselves), were amphibious, but it is clear that these caves were once partially submerged under water, so they clearly favored the aquatic over the terrestrial. Their physiology further supports this, as the Kopru had no legs and instead swam with a powerful eel-like tail. On land I can only imagine that these creatures pulled themselves along with their clawed hands. Relief carvings in the ruins indicate that the Kopru used their tails (which ended in a tripartite structure) as weapons and were as dextrous with them as their hands. Even underwater they may have preferred their tails, as numerous carvings show the creatures using them for the torture of slaves and other titillating practices.

The Kopru were powerful and advanced, possessed of mental powers that could enslave weaker willed races and aid in the construction of their alien architecture (many carvings show enslaved ogres carrying out labor, but without any physical restraints).

At first I speculated that the Kopru were an aquatic offshoot of Illithid, given their facial tentacles and psionic ability, but their society seems too chaotic and individualistic to be related to the strictly hierarchical mind flayers.

Toward the end of their reign the Kopru civilization seemed in decline, their art depicting a descent into an ever growing baroque decadence. Attacks from an unnamed group of creatures from the West (where the Demonskar now stands - I wonder what lay there in this antediluvian time?) ultimately forced the Kopru to abandon their city, fleeing deeper into the underground waterways of the underdark.

Unfortunately the Kopru took whatever artifacts of power they had with them when their civilization collapsed, no doubt now gathering silt at the bottom of the sunless sea. Still, armed with the secrets (blessed be the Whispered One) I now possess; perhaps an expedition in the Kopru's footsteps might yield more tangible rewards. I am certain the flow of the underground waterways would next lead to the enclave of Bhal-Hamatugn, accessible to air breathers from the mountains north of the city.



ΨHIFIRANE  
⌘HIAVADI



⊗EVEREN  
⌘NAVALANT



⊗EMBRIL  
⌘LEUSTINAL



⊗ELESTE



⊗ZACHARY  
⌘SLAXIN ⌘



⊗PHELLHA  
⌘NEWLERN



⊗HALANTRU



⌘ANKHIN  
ΨASKERHILL



⌘EBERRIN AND  
⌘PREMIACH  
ΨANDERBØREN

## ⌘ACES OF THE DEMONSKAR BALL