

CHRONICLE OF THE GATEKEEPERS

SIDE TREK: TO NOT SERVE MAN



BATHFINDER
ROLEPLAYING GAME COMPATIBLE

MICHAEL MCCARTHY | DAMIEN MAMMOLITI

CHRONICLE OF THE GATEKEEPERS

DESIGN & GAME DEVELOPMENT:

Michael McCarthy and Louis Porter Jr.

EDITING:

Joshua Yearsley

GRAPHIC DESIGN, LAYOUT & LOGO:

Louis Porter, Jr Design

COVER & INTERIOR ART:

Damien Mammoliti

CARTOGRAPHY

Tommi Salama

CARTOGRAPHY

Tommi Salama

Louis Porter, Jr Design
5580 SW 97th Terrace
Cooper City, FL 33328
LPJDesign.com

NeoExodus created by Louis Porter Jr.

*For supplemental material,
visit Louis Porter Jr. Design website: www.lpjdesign.com*

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ADVENTURE BACKGROUND

Even before the Imperial Alliance had settled Koryth, it was home to dozens of caliban tribes. These bloodthirsty humanoids lived short, brutal, and nomadic lives, interrupted by the arrival of the “more civilized” humans.

After some time of conflict, the humans and calibans came to a stalemate. The Imperial Alliance was powerful enough to hold the ground it claimed, and the calibans were fierce and numerous enough to make exterminating them an exercise in futility.

For the better part of the last century, the two groups have lived in an uneasy peace, with no real conflict between them. But every year the Imperial Alliance expands a little further, and the land that had belonged to the calibans steadily shrinks.

Some calibans have admitted that change had come, “defecting” from their tribes to become kalisans. These “civilized calibans” have settled in and around the cities of the Imperial Alliance, where they were generally welcomed. Most, however, remained true to their heritage—amongst them, the Gyan tribe.

The last three generations have blessed the Gyan tribe with bountiful hunts and high fertility, and their population has exploded from dozens to hundreds. Yet over the same time, the Alliance has built farms and cities over the land the Gyan tribe considered their own.

As the tribe debated what to do, one of their tribe’s most trusted advisors, Koorka Gark, suggested that with their rising numbers they might take after the humans and build a city. Perhaps even they could join the humans peacefully.

Her suggestion was taken poorly, and by the next day she was branded a heretic and cast out of her village. Her former clanmates cried for her blood, and for the blood of the Alliance.

Koorka had no intention of allowing such bloodshed, so she began a pilgrimage to every Alliance town she could reach to warn them of the Gyan tribe’s anger and fury. She was no longer caliban, but kalisan.

ADVENTURE SUMMARY

As the party sits down to plan their next move, they are interrupted by an alarm running throughout Teryth. The cause of the alarm is the powerful kalisan warrior at the city gates, who is attempting to warn Teryth of an impending attack.



This warrior is Koorka Gark Gyan. She knows that unless Teryth immediately begins to mount a defense against the incoming Gyan warriors, there will be hundreds of innocent casualties. So, she allows herself to be arrested, hoping her sacrifice might save this last town.

Unfortunately, her hopes are dashed. Before she has a chance to petition the city to believe her, the calibans attack. The first attack is only a small hunting party hoping to catch and kill Koorka, but when they fail to return, the calibans muster their entire war party to mount a daylong siege against Teryth, intending to raze it to the ground.

The party must work together with the townsfolk and Koorka (if they trust her) to guard against the siege that threatens to destroy the entire city.

SIEGE POINTS

Like most Imperial towns, Teryth is fully capable of defending itself from a band of calibans. Depending on their actions, though, the PCs might change Teryth's fate from merely surviving the caliban siege to effortlessly routing it.

The actions the PCs take will earn (or occasionally lose) Siege Points, representing their help in mustering the forces of Teryth. At the end of the adventure, the more Siege Points that the party has, the less trouble they will have to handle personally in the final caliban assault.

STARTING THE ADVENTURE

This adventure begins like all sidequests in the Chronicle of the Gatekeepers Journey: with Large-Biter approaching the party. Unlike in most sidequests, though, what happens next doesn't follow the satori's plan.

"I have been endeavoring lately to track the movements of the vespan," Large-Biter begins to explain. "I had been doing so when I met you, in fact—and never have I been so grateful to be wrong. Still, my newe—"

The satori is cut off by a shrill whistle, which you recognize as the alarm for a beast at the town's gate. "As I was say—"

The whistle blows again, and a third time. "That is the signal for an emergency. We should see what is happening, and continue this later."

Give the party only a moment to gather their things before proceeding to the town gate.

THE KALISAN ARRIVAL

Metal rings against metal as a seven-foot-tall silver-skinned woman effortlessly turns aside thrust after thrust. Despite the massive sword in her hands, she is making an effort not to point it at any of the guards who are attacking her.

"You are being fools!" she growls. "The calibans will be here in hours. If you don't mount a defense, they will cut you down to a man."

The guards don't seem worried by the threat. One of them counters, "And it'll be best if all our men are here at this gate, right? Save it, man-eater. We get 'warnings' like this all the time."

"Then take me to your chief. I will speak to them personally," the woman replies. She takes a step back and plants her massive sword six inches into the packed earth of the road. When the soldiers rush her with manacles out, she doesn't even flinch before being led away.

Large-Biter will urge the party, as outsiders, to not interfere unless they also wish to be sent to prison without as much as a hearing. The calibans, he will explain, are a savage local race who frequently raid Imperial towns and roads for fun or food—which frequently includes humans. While he doesn't quite take what the caliban was saying at face value, he believes her warning holds an element of truth. He warns the PCs to be ready, because within a day the town will find itself under attack.

TALKING TO KOORKA

Koorka hasn't been escorted to the mayor as she requested, but instead to Teryth's jail, where the guards have told her she will meet him shortly. Wisely, she doesn't believe them, but has decided that even if they execute her, so long as one more town is safe from her former tribe, she will have behaved with honor.

If the PCs visit her, Watchcaptain Allara will allow them to speak to "the visitor" only with supervision, warning them that calibans are exceptionally dangerous. Koorka will tell the party of the events that led her to Teryth, urging them to mount a defense of the town. She is confident she is being followed by a large number of caliban hunters, though they are likely still hours away. Before they arrive, a smaller band of hunters will be at the city gates, hoping to kill her before she can once again evade their capture.

Should the PCs attempt to free Koorka now, through force or guile, proceed to **Jailbreak**. In this case, because Allara doesn't yet believe the city is actually in danger, increase the DCs of any Diplomacy checks by 5.

KOORKA'S HUNTERS

Exactly like Koorka said, a pair of caliban hunters and their hound will arrive at the town gate about twenty minutes behind her. Having ignored her warning, however, the guards will be caught entirely unprepared by the hunters' arrival. Unless the PCs are present, the calibans will quickly kill the guards before heading deeper into town. If the guards are killed, the party loses 1 Siege Point.

From the gate, the calibans will follow Koorka's trail directly to the prison, killing 2d4 civilians before bursting through the doors of the watchcaptain's office and killing her. The arrogant calibans

SIDEBAR: KALISANS AND CALIBANS

Calibans are savage, cannibalistic humanoids with jet-black eyes, white skin, and pronounced fangs. Nomadic and shamanistic, they eschew cities and governments in favor of small tribes and living off the land. Their warriors are not judged solely on their skill in battle, but also on their scars: the more scars one bears, the more battles one has clearly survived.

Kalisans are calibans who have abandoned their more feral cousins and joined “civilized society.” Other than by their behavior, there is no way to tell a kalsan from a caliban accurately. However, calibans have an innate and possibly supernatural understanding of when other calibans have turned their backs to their shared, tribal heritage.

BLOODTHIRSTY FANGS

Aura faint necromancy; **CL** 1st
Slot implant; **Price** 2,000 gp; **Weight** 1 lb.
Implant DC 13

DESCRIPTION

These long, sharp teeth drip with blood no matter how often they are cleaned. When implanted, they grant the bearer a secondary bite attack that deals piercing damage of 1d2 + half the bearer’s Strength modifier.

As a full-round action that provokes attacks of opportunity, the bearer can feast on the flesh and blood of the intact corpse of a humanoid creature that has been dead for less than 24 hours. Doing so heals 1d6 hit points to the bearer. Once a corpse has been feasted on a number of times equal to the Hit Dice the creature had in life, it is destroyed.

CONSTRUCTION

Requirements Cannibalize (*NeoExodus: A House Divided*), Craft Wondrous Item, *cure light wounds*; **Cost** 1,000 gp

will then unlock Koorka’s cell, allowing her to easily defeat them in combat. If the calibans kill the watchcaptain, the party loses 1 Siege Point.

Unless the PCs are particularly occupied when the calibans arrive, give each PC a **DC 20 Perception** check to hear the commotion. Any success means they hear the commotion early enough to intercept the calibans before they engage the watchcaptain.

CALIBAN WARRIOR (2)

CR 1/3 – 135 XP

hp 6 (page 9)

CALIBAN HOUND

CR 2 – 600 XP

hp 22 (page 9)

THE SIEGE OF TERYTH

Teryth will be set on edge by the first caliban attack, but an hour later a much larger force will arrive: over a hundred armed and armored caliban warriors. This time the watchmen will sound the alarm immediately, and the city will quickly begin mobilizing a defense. However, this defense isn’t organized by the watchcaptain or the mayor, but instead by Mother Leanne. The high priest of Makash is a central figure of the city, one who holds both the people’s respect and a leader’s experience. People look up to her and follow her orders without question—even the mayor does.

Unlike in many sieges, Teryth isn’t at risk of destruction if the PCs don’t step forward: Mother Leanne will guide the people in a capable defense, but that doesn’t mean the PCs should sit around and wait for the fight to end. Large-Biter will suggest that the PCs use their talents to assist the town, and that perhaps they should speak to Mother Leanne or their caliban friend. If any PCs inquire as to what Large-Biter is doing, the sasori will answer by showing them a sack full of reagents: he will be brewing healing medicine.

A. JAILBREAK

Once the alarm is sounded, Teryth’s jail, which doubles as its barracks, becomes a flurry of activity for about twenty minutes as the town’s Imperial Janissaries come to retrieve their gear and file out to watch the town’s borders.

A1. OUTSIDE PRISON

The single-story structure of Teryth’s prison and barracks has wooden walls (hardness 3, 25 hp) and reinforced windows and doors (hardness 5, 25 hp). Each cell has a single barred window five feet off the ground. Though the building isn’t falling apart, it’s clear the structure is maintained no more than it needs to be.

A2. BARRACKS INTERIOR

The barracks is a large, somewhat cluttered room with lockers running along one wall and desks sitting in the center. Opposite the main entrance is the door leading into the prison. At one desk sits Watchcaptain Allara Forge (middle-aged female human warrior 1 / aristocrat 2; or if she was killed earlier, her husband Aldur) sifting through a huge stack of paperwork. Every few minutes, a runner comes in to update her on the situation around town. She responds by passing the runner a handful of papers—names of people who should be able to report for duty.

If the PCs suggest to Allara to release Koorka so she can help with the siege, Allara’s immediate response will be no. The caliban has already proven herself a more-than-capable warrior, and Allara cannot trust that Koorka will not turn against the town. However, if the PCs agree to take responsibility for Koorka and succeed on a **DC 15 Diplomacy** check, Allara is willing to agree that releasing Koorka would be for the benefit of the town. Alternately, the PCs can trick Allara into leaving or believing that Koorka has been pardoned with a **DC 18 Bluff** check. However, any attempt to intimidate her will result in her drawing her sword and demanding that the PCs leave.

If the PCs ask Allara about the defense effort, she will turn away sheepishly and admit that while she handles day-to-day order and security, when things turn really sour she turns to Mother Leanne of the Church of Makash.

Development: All of Koorka's gear (except her sword, which remains at the town gates) is in a lockbox here, but Watchcaptain Allara is hesitant to return it to Koorka, even if she agrees to let the kalisan free. PCs must make an additional **DC 17 Diplomacy** check to convince the watchcaptain that Koorka without her gear won't be able to assist the town to the same degree as she could with it.

A3. PRISON

The prison is fairly small, with one large lockup and four smaller cells. Locked in a smaller cell, Koorka has barely enough room to pace beside a cot clearly intended for a creature much shorter than she is.

The cell walls are wooden, but the doors are iron. Though they appear only to be secured with simple locks, they are also barred from the outside.

Once the calibans begin to gather outside of town, Koorka will admit that the only thing that can be done is to fight. Her former tribe understands nothing but violence.

Development: Koorka's release disheartens Teryth's warriors, but she more than makes up for that through her combat prowess. When she is freed, the party gains 1 Siege Point, and they gain 1 Siege Point after the first and second rounds of the attack.

KOORKA GARK GYAN

CR 4 – 1,200 XP

Kalisn fighter 5

LN Medium humanoid (caliban)

Init +5; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 19 (+8 armor, +1 Dex, +1 deflection)
hp 42 (5d10+10)

Fort +6, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, ferocity

OFFENSE

Spd 30 ft.

Melee greatsword +8 (2d6+8 /19–20) or unarmed strike +6 (1d6+3)

Ranged throwing axe +6 (1d6+3)

Special Attacks weapon training (heavy blades)

TACTICS

During Combat Koorka uses Power Attack if unarmed, but prefers accuracy if she wields her greatsword; if surrounded, she uses Cleave

Morale Koorka fights to the death

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 19

Feats Cleave, Endurance, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Handle Animal +7, Knowledge (local) +6, Survival +9

Languages Balite, Common, Giant

SQ weapon familiarity

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** masterwork greatsword, throwing axes (5), masterwork half-plate, *ring of protection* +1, 9 gp

B. SUPPORT OF THE CHURCH

Most of the town's defense is being organized by Mother Leanne (NG female human cleric of Makash 7) out of the Church of Makash. While not particularly fond of outsiders normally, she isn't so foolish as to turn aside help when offered.

If the PCs volunteer, she will hesitate only a moment before accepting their offer. She informs them that they would help best by manning the northern gate, where most of the calibans have gathered so far. Volunteering in this way grants 1 Siege Point to the PCs.

If the PCs attempt to make suggestions about how to direct the defense effort, Mother Leanne will swiftly remind them that they are outsiders and should remember their place. If they are interested in helping without fighting, they can help in other labor by sharpening weapons, stacking sandbags, or perhaps finding out where the mayor has gone off to. If they assist in this way for at least 4 hours total, they earn 1 Siege Point.

C. MAYOR ON THE ROPES

Mayor Artor Cormac works in a small though well-kept office in the center of town. Most of the time, he keeps his head down and attempts to make good long-term decisions for the town without dealing directly with the people. So far, though, he hasn't made a solid decision on how best to handle the calibans at the gate or the kalisn in the prison. This has led to a rather abrupt argument coming to a head in front of his desk, drawing people away from the town's defense and keeping the mayor entirely occupied.

A gaggle of shouting people are gathered around a rather flustered mayor. The argument seems to have two sides: one calling for the kalisn in the town's prison to be released to the calibans, and the other calling for her to be executed.

Any attempts to aid either side of this debate will only provoke the other group, ultimately preventing progress. PCs who attempt to pacify the crowd or force them back to their posts must succeed on a **DC 25 Diplomacy** or **Intimidate** check.

If the PCs explain that Koorka is in town to warn Teryth against the incoming attack, they will be met by stunned silence. If the PCs succeed on a **DC 15 Diplomacy** check, they will convince

SIDEBAR: OTHER IDEAS

This adventure includes only the three most-likely ways that the PCs might assist in the town's defense. It is impossible to account for, well, for players being players.

In general, any plausible idea to assist in defending the town should bear fruit, but don't make it too easy. To follow through on any idea, the PCs must make at least one skill check of DC 20, and each idea that works out grants them 1 Siege Point. If the PCs ever amass 4 Siege Points, proceed to **The Attack**.

Some ideas beyond those already presented include building elaborate barriers or traps, raiding the calibans to reduce their strength, and convincing Lydia Steelheart (*To Save a Soul*) from the Drinking Pit to join in defense of the town.

the mayor to listen to Koorka's advice on the incoming caliban warband—and release her from prison, if she is not yet already—at least until she has proven herself. If Koorka is with the party, they will automatically pass the Diplomacy check.

Development: If the PCs manage to get the crowd back to work by any means, award them 1 Siege Point. Also, if they convince the crowd that Koorka is there to help, award them 1 Siege Point.

THE ATTACK

Roughly six hours after they began gathering around the town, when the villagers have begun to tire and the sun has set, the calibans attack.

If the PCs are not manning the city's perimeter by this point, Koorka (or Large-Biter, if Koorka is not with the party) will come to warn them of the imminent attack. After all, calibans have excellent night vision, while humans don't.

This adventure assumes two things about the siege. First, despite there being a number of allies nearby, the PCs are functionally fighting alone. Allies such as Large-Biter and Koorka, and certainly many NPC warriors, are fighting nearby, but they don't need to be managed on a blow-by-blow basis. If the PCs wish for Koorka or Large-Biter to join them directly, for that time treat the PCs as having 3 Siege Points fewer, as the calibans focus more attention on fighting the larger group of powerful warriors.

Second, though the battle happens at night, the city is well-enough lit that the area around the party is at least dimly lit, so the PCs can always see what is going on around them.

THE FIRST WAVE (CR 3)

The first wave consists of roughly two dozen calibans attacking each entrance to Teryth. Immediately before the attackers reach the PCs, a volley of throwing axes crashes into the group. Make one attack with a throwing axe +3 (1d6+3) against each PC, who gains a circumstance modifier to AC equal to the group's Siege Points.

CALIBAN WARRIOR (6)

CR 1/3 – 135 XP

hp 6 (page 9)

THE SECOND WAVE (CR 4)

Four rounds after the first wave encounters the party, or when the last caliban from the first wave is defeated, the calibans will send a second wave, driving their hounds into Teryth to cause chaos.

At this point, the calibans from the third wave will remain about 60 feet away from the walls of the city, throwing caliban bolas and throwing axes at the defenders. At the start of each party member's turn, roll 1d6. If this roll is higher than the party's Siege Points, that party member is attacked with a caliban bola +1 (1d4). These bola attacks end when the third wave is defeated.

CALIBAN HOUND (2)

CR 2 – 600 XP

hp 22 (page 9)

After another four rounds, or once the hounds have been defeated, the final wave of calibans will reach the defenders.

THE THIRD WAVE (CR 4)

This final wave consists of a caliban lieutenant, his hound, and six caliban warriors, minus one warrior for each Siege Point.

CALIBAN LIEUTENANT

CR 1/2 – 200 XP

Advanced caliban warrior (*Pathfinder Reference Document*)
hp 8

CALIBAN WARRIOR

CR 1/3 – 135 XP

hp 6 (*NeoExodus: A House Divided Campaign Setting* page 143)

CALIBAN HOUND

CR 2 – 600 XP

hp 22 (*NeoExodus: A House Divided Campaign Setting* page 145)

CONCLUDING THE ADVENTURE

The caliban attack is brief and bloody, and only a handful of minutes after it begins the calibans are routed. The town will have suffered a handful of casualties (2d20 casualties minus double the party's Siege Points), but the caliban force has been flattened (4d20 casualties plus three per Siege Point).

The next morning, Mayor Cormac will personally thank the PCs for their help in defending the town. He will deputize them on the spot and grant them each a daily stipend of 10 gp that they can expense back to the mayor's office.

Koorka will bow deeply to the party in respect for their honorable defense of these innocent people—and in defense of herself. She will not stay, even if she thinks she would be welcome, intending to travel once again. There are other caliban tribes who need to be reminded that this land is shared with another people.

Before she leaves, Koorka will warn the PCs to avoid the area northeast of Teryth. These lands, less than a dozen miles north of here, have been particularly chaotic with the number of "outsiders" passing through. If the PCs can describe a vespan to her, she will confirm that, yes, most of these outsiders are vespans.

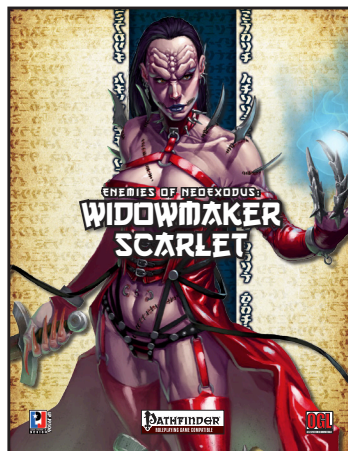
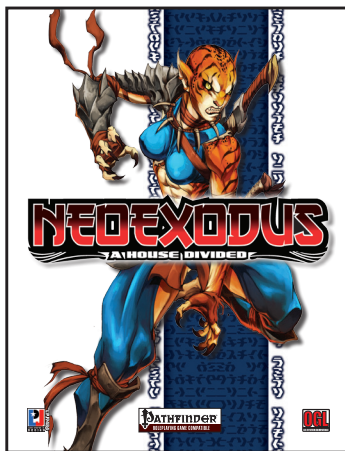
Once Koorka leaves, Large-Biter will explain to the party that, like he was saying earlier, according to his research the vespan activity seems to be focused to the north and northeast of town, and perhaps the PCs could go there and see if the rumors are true.

The next adventure is up to the GM—the PCs can try one of the other sidequests for this journey: *What Comes Before the First*, *A Chill Wind*, *Not of the Same Mind*, *In His Bad Books*, or *Speaking the Same Language*. If the party is already level 4, or if they're eager to move on, the GM should proceed to *Adventure Omega: Dawn of a Thousand Wars*.

NEOEXODUS

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THE WORLD OF EXODUS NEEDS HEROES...

CALIBANS

This burly, silver-skinned humanoid is covered in long black scars. Its fanged teeth drip with blood.

CALIBAN WARRIOR

CR 1/3 — 135 XP

Caliban warrior 1

CE Medium humanoid (caliban)

Init +0; **Senses** darkvision 60 ft., scent; Perception –1

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, **Ref** +0, **Will** –1

Defensive Abilities ferocity

Weakness light sensitivity

OFFENSE

Spd 30 ft.

Melee falchion +5 (2d4+4 /18–20)

Ranged caliban bola +1 (1d4) or throwing axe +1 (1d6+3)

TACTICS

Morale calibans fight until their ferocity activates, then withdraw and retreat.

STATISTICS

Str 17, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 14

Feats Weapon Focus (falchion)

Skills Intimidate +2

Languages Balite, Common

SQ weapon familiarity

Combat Gear caliban bola; **Other Gear** falchion, 2 throwing axes, 25 gp

ECOLOGY

Environment any wilderness on mainland Exodus

Organization solitary, pair, or tribe (3–12)

Treasure standard

Calibans are cannibalistic creatures that can be found throughout Exodus, though they are most commonly found in the Wyldlands, where their brutality has earned them the admiration

and friendship of many rulers. The calibans share mankind's hatred and fear of the First Ones who enslaved them long ago.

CALIBAN HOUND

CALIBAN HOUND

CR 2 – 600 XP

N Small animal

Init –1; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 15, touch 10, flat-footed 15 (–1 Dex, +5 natural, +1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities ferocity

OFFENSE

Spd 30 ft.; burrow 5 ft.

Melee bite +6 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 8, **Con** 16, **Int** 2, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 12 (16 vs. trip)

Feats Improved Natural Attack (bite), Weapon Focus

Skills Perception +6

SQ vicious bite

ECOLOGY

Environment any mountains

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Vicious Bite (Ex): When attacking a creature or an object, a caliban hound ignores the first 10 points of hardness, and its bite counts as adamantite for the purpose of overcoming damage reduction.

Caliban hounds are small, highly muscular dogs bred by the calibans to help hunt and kill. Unlike most canines, caliban hounds make poor hunters but great war dogs. Known for chewing through anything, caliban hounds are notoriously difficult to train (all DCs to train increased by +5) and thus kept only by calibans. A trained caliban hound only recognizes one master, its trainer, and a never obeys anyone else. Even if a hound is trained to perform a trick, only its trainer benefits from the training; all others are considered to push the animal.

SIDEBAR: CALIBAN BOLA

Made of shrunken heads linked together with sinew rope, these gruesome weapons are used by the calibans of the Wyldlands of Bal—few other peoples would ever use it. Whenever a caliban bola scores a critical hit, the target must succeed on a DC 11 Will save or be shaken for 1 round. Although a caliban bola is a thrown weapon, the thrower's Strength bonus does not add to the damage dealt. All calibans are proficient with this weapon. These weapons are extremely rare, and the cost indicated denotes that calibans rarely sell their weapons.

Exotic Ranged Weapon

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bola, caliban	50 gp	1d6	1d8	×2	20 ft.	15 ft.	B	Trip

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CHRONICLE OF THE GATEKEEPERS

CAMPAIGN SERIAL SIDE TREK: TO NOT SERVE MAN

Even before the Imperial Alliance settled Koryth, it was home to dozens of caliban tribes. Amongst those tribes were the Gyan, whose population has had the good fortune to double in each of the last two generations. Unfortunately, this burgeoning tribe now looks to expand into Imperial land, even as the wise among them cry out against aggressive growth. The party, and the town of Teryth, find themselves in the warpath of these calibans, who seek revenge both against the Alliance for settling on their land and against Koorka Gark Gyan for speaking out against the very same bloodthirsty rampage she now flees from.

This adventure is a sidequest of the Chronicle of the Gatekeepers Journey, and includes:

- Details on the kalisans, a savage and bloodthirsty race, and the calibans, their more civilized cousins
- Statistics for caliban warriors as well as their fierce hunting mastiffs, the caliban hounds
- A caliban racial implant, the bloodthirsty fangs