

CHRONICLE OF THE GATEKEEPERS

SIDETREK: NOT OF THE SAME MIND



BATHFINDER
ROLEPLAYING GAME COMPATIBLE

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CHRONICLE OF THE GATEKEEPERS

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ADVENTURE BACKGROUND

While today all major nations are populated in large part by humans, that isn't how it always was. The first real empire to rise after the races gained their freedom from the First Ones wasn't human at all, but cavian.

The ease with which the cavians expanded their empire frightened the Sorcerer-Kings of Nas, who provoked the cavians into starting a war they couldn't win. Ultimately, the war caused the collapse of both fledgling empires. What remained of the human nation was reclaimed by the local barbarians, while the cavians were driven underground for hundreds of years.

Sixty years ago, however, they resurfaced. Considered creatures of myth at best, the cavians' attempt to peacefully rejoin society has been met with rejection, even violence, at every turn. Yet their greatest strength, their hive mind, keeps their race alive. For, even if one cavian falls, all the others learn from that mistake.

ADVENTURE SUMMARY

Large-Biter tells the PCs he has heard that a group of cavian travelers, psychic rat-folk, have set up camp just outside of Teryth. This is a great opportunity to learn rumors and events from across Exodus—such as the true scope of the vespans' activities. Are they everywhere, or just Koryth? Are there hundreds, or millions? However, the party will have to seek out the cavians, for the cavians won't enter town—they know the true scope of Teryth's xenophobia.

The party quickly finds trouble, as a small gang has gathered to warn the PCs against speaking with the cavians at all.

Despite the gang's veiled threats, the party manages to meet with the apprehensive cavians outside of town. Once the party assures the cavians that they don't share the views of Teryth, the party discovers the cavians are indeed in the area for the same reason as Large-Biter and the PCs: to track vespan movements.

Upon returning to town, the party finds their visit to the cavian camp has only poured fuel on the fire, and the gang from before has exploded into a full mob. While there's nothing the party can do to stop the mob, they can step in and try to ease



the tensions of the situation, and perhaps even save lives on both sides.

BEGINNING THE ADVENTURE

This adventure begins like all sidequests in the Chronicle of the Gatekeepers: with Large-Biter approaching the PCs.

"Have you ever heard of the cavians?" Large-Biter asks, wagging a scroll at you. "I suspect they are unique to Exodus, but you can never be too sure of these things. They are rat-like humanoids. But, unlike rats and humanoids, they do not have minds." He pauses. "Well, they do, but not in the same way you or I do."

"Cavians, you see, share a hive mind. Two cavians are more akin to two hands of the same person than they are like two people. They exist separately, certainly, but they should not be mistaken for the whole."

"Two millennia ago, the cavians had an empire of their own, not far from here. However, they found themselves embroiled in a war they could not win, and the empire crumbled. They disappeared from history for hundreds of years—until recently, in fact."

While many fear that the cavians' return is only the herald of a coming war, I believe them when they say they have returned in peace. If anyone knows what the vespans are, where they come from, or what they are up to, it is the cavians. Which is why I am so excited to have heard some are traveling nearby.

Large-Biter will clarify that the cavians are only passing nearby Teryth and not within because the city has proven to be not particularly welcoming to outsiders of other races. The cavians should be camped not far outside of town, and if the party can intercept the cavians before they leave, the PCs should be able to ask all sorts of questions about things on a more global scale.

MOB AND DIPLOMACY POINTS

Throughout this adventure, the party has to manage relationships with two opposing groups: the townsfolk of Teryth and the cavian monks. How the party interacts with both groups will determine the outcome of this adventure.

When interacting with the townsfolk of Teryth, the party's actions will produce Mob Points. These points represent the town's anger and fear toward the cavians—the more Mob Points the PCs have, the larger and more aggressive the mob that gathers at the end of the adventure will be.

When interacting with the cavians, the party's actions will accumulate Diplomacy Points. These points represent the cavians' acceptance of the PCs and Teryth—the more Diplomacy Points

the PCs have, the more understanding the cavians will be of the townsfolk at the end of the adventure.

SCENE I -- ANGRY VILLAGERS

As the party leaves town, they will be stopped on the road by a group of two men and two women: William and Sandare Savik (both carpenters), Azza Haddad (tanner), and Maxim Vitsin (laborer).

This small gang is of the particularly strong opinion that the cavians outside town need to stay where they are—and that the strangers staying in town shouldn't get the idea that the cavians might be friends.

While none of them would be willing to admit it directly, their motivations are simple: they are merely afraid. Rather than confronting their fears, however, they are taking the simple route out, attempting to destroy what they are afraid of.

The de facto leader of this gang is William, a large, simple man who is straightforward in what he wants. As such, he tends to make most of the decisions and do most of the talking for the group.

During this encounter, if the party makes a **DC 17 Diplomacy** check, the gang's attitude toward the party will improve to neutral. (The PCs cannot improve the gang's attitude beyond this, even with repeated checks.) However, if they fail this check by 5 or more, the gang's attitude instead changes to hostile. In this case, the PCs can recover the gang's attitude to unfriendly with a **DC 22 Diplomacy** check, but any further failures gives the party 1 Mob Point each.

If the party tries to intimidate the gang, however, they must make a **DC 22 Intimidate check**. If they fail, the party gains 3 Mob Points and William will simply take a swing at the party: proceed to **A Fight Brews**. If they succeed, proceed to **A Farewell**.

If the PCs ever attack the gang or attempt to calm them using magic, proceed to **A Fight Brews**.

INTRODUCTIONS

At the very edge of town, four scowling people stand in a knot in the center of the road. The largest among them splits off to approach you and, without breaking his scowl, offers you a hand.

"Name's William," he introduces himself plainly. "I need a word with you lot."

A PC who succeeds on a **DC 15 Sense Motive** check can tell that while this group is unfriendly towards the party, they're not actively looking for a fight.

If the PCs agree to listen to what the gang has to say, proceed to **Warnings**. If the PCs instead attempt to brush the gang off, proceed to **Threats**.

WARNINGS

"You're strangers here, so you might not know how dangerous cavians are." The tall and well-muscled man stands up straight, emphasizing his point while looking down his nose at you. "I think you'd be better off just leaving them alone, if you know what's good for you."

William gives the group a chance to respond, but as a man used to throwing his weight around, all he expects is a "yes."

If the party tries to argue with William, they gain 1 Mob Point and proceed to **Threats**. Otherwise, once the party has responded, proceed to **A Farewell**.

THREATS

"I just want to make things clear," William says, crossing his arms, "cavians aren't welcome in Koryth, and neither are friends of the cavians."

At this point, William will nod to the others and they will disperse (see **Development** after **A Farewell**). However, if the party attempts to stand up for themselves, William will shove them out of his way.

A FIGHT BREWS (CR 3)

William is tense, and unless the party surprises him with an attack, he will open combat by popping the nearest PC in the nose. When combat begins, the party gains 1 Mob Point.

If fought with nonlethal means, the thugs will fight until subdued.

If fought with lethal means, each thug will flee or surrender once dealt 3 points of lethal damage. For each thug dealt lethal damage, the party gains 1 Mob Point. The party also gains 1 Mob Point for each thug killed.

TERYTH THUG (4)

CR 1/2 – 200 XP

Human commoner 2 (as pig farmer, *Pathfinder Reference Document*)

hp 9

Melee unarmed strike +2 (1d4+1)

Feats Improved Unarmed Strike

A FAREWELL

"We just wanted to warn you, for your own good," William says. "Hope you have a pleasant day." From the tone of his voice, it's obvious he doesn't really mean it.

At this point, William will turn off to his allies, and the group will disperse.

Development: Whether the PCs defeat the gang of thugs in combat or let them say their piece and move on, award the party experience for defeating them in combat.

At the end of the encounter, if the gang is hostile, the party gains 2 Mob Points. If the gang is unfriendly (as they began the

SIDEBAR: CAVIANS

For hundreds of years, the cavians had been nothing more than a myth: a bogeyman from ancient history. Yet in 31 AU, sixty years ago, they returned.

Rather than building a new empire of their own, the cavians seek to peacefully integrate into the societies of the same humans who first drove them from the surface. Though the cavians insist they are peaceful, these efforts have been met with only mixed success—for promises alone cannot undo centuries of being the subject of ghost stories.

Even those willing to give cavians a chance cannot help being unsettled by the rodent-men, for behind the cavians' glowing eyes lies an unnatural power: the hive mind. This entity with no known physical form guides the hands and minds of all cavians across Exodus at all times. Furthermore, it grants all cavians powers of the mind, allowing them to read others' thoughts, even without permission.

MIND EYE

Aura faint divination; **CL** 3rd

Slot implant; **Price** 8,000 gp; **Weight** —

Implant DC 20

DESCRIPTION

This blue eye glows quietly with a subtle psychic power. It is implanted by replacing one of a creature's natural eyes. Failing a check to implant a *mind eye* by 5 or more leaves the target permanently blinded.

Once the *mind eye* is implanted, the bearer can see the thoughts of others. Using a standard action, the bearer produces the second-round effect of detect thoughts, using the bearer's Hit Dice as a caster level and lasting for one round.

While using this effect, the bearer also becomes able to see telepathic communication within 30 feet. This communication appears as flashing pictograms and words, and while it does not reveal telepathic creatures that the bearer couldn't normally sense, it does grant a +4 circumstance bonus to Perception checks.

While active, the mind eye shed lights as a candle.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*; **Cost** 4,000 gp

encounter), the party gains 1 Mob Point. If the PCs fought the gang, they are considered hostile.

FOLLOWING UP

If the PCs inquire after the members of the gang, gathering this information is a **DC 12 Diplomacy check**. A successful check reveals that the gang members are generally the unpleasant sort and that the party shouldn't take any threats they might have made too seriously. PCs who pass their checks by 5 or more realize, however, that while most people in the town aren't as

forward as William's gang, neither do they disagree with the gang about wanting to keep the cavians out of Teryth.

SCENE 2 -- THE CAVIAN CAMP

The cavians are camped along the side of the road roughly two miles south of town. Like most cavians, they do not truly have names, referring to themselves if asked by their most prominent physical characteristics: Ears, Nose, Tail, and Toes.

Though road-weary, these cavians remain sharp of mind and focused on the task for which the hive mind has sent them here: to learn more of vespan activity in the area.

INTRODUCTIONS

Four robed figures sit in silence around a small fire. Their rodent-like features are obvious even at a glance: brown fur, pointed muzzles, and large, rounded ears. As one, they turn to look at you, standing in unison without saying a word.

The nearest one steps forward and says, "You are from Teryth." His tone makes it clear this isn't a question. "We are not bothering you. We would appreciate you not bothering us."

The cavians have been expecting people from Teryth to approach them since they set camp here two days before, and their initial attitude toward the party is unfriendly. However, this isn't the reason for their bluntness: it is simply the natural way that cavians interact. Most of their communication is instantaneous, so they consider regular speech to be both strange and unpleasant.

So long as the PCs assure the cavians they aren't from Teryth, improving the cavians' attitude to helpful requires only a **DC 15 Diplomacy check**, and succeeding earns the party 2 Diplomacy Points. Otherwise, a **DC 19 Diplomacy check** is required to improve their attitude to neutral, and succeeding earns the party only 1 Diplomacy Point.

If the party improves the cavians' attitude to helpful, the cavians will introduce themselves if prompted, but will not otherwise reveal their names to the party.

The cavians will wait for the PCs to lead the conversation; some of the most likely courses of conversation are listed below.

DISCUSSING CAVIANS

The cavians aren't interested in discussing themselves, though they will confirm or deny rumors with yes-or-no answers. If the PCs succeed on a **DC 17 Diplomacy check**, the cavians will reveal that they are in the area specifically to study the vespans.

DISCUSSING OTHER WORLDS

Unless the PCs have disguised themselves, the cavians will immediately assume the PCs are visitors from another world. In this case, if the subject of other worlds is brought up, the cavians will simply nod and ask the PCs what their own world is like.

Despite their casual disinterest, the cavians know that few Exodites are aware of other worlds and fewer would admit that

belief openly. So long as the PCs share one detail about their world, grant the party 1 Diplomacy Point.

DISCUSSING VESPANS

"Vespans—the wasp-faced men." The cavian nods sagely. "We are here to study them; they have been growing bolder and more common by the day."

If the cavians are friendly, they will openly discuss the vespans with the party. If they are neutral, they hesitate to discuss what they know; the party must succeed on a **DC 19 Diplomacy check** before the cavians will speak openly of the vespans. If they are unfriendly, they won't answer any questions about vespans without a PC succeeding on a **DC 24 Diplomacy check**. Succeeding on this check improves the cavians' attitude to neutral.

Once willing to talk, the cavians can reveal a good deal on vespan activities, though nothing about their goals. They will confirm that the vespans are acting all across Exodus, but their activities appear to be centered within a hundred miles of Teryth. They can reveal that most of the vespans' activities involve bringing humanoids out of other Nexus Gateways here to Koryth, at which point they disappear. Finally, they will reveal details about the vespans' great vulnerability: that they immediately fall prey to any compulsion that affects them.

A FIGHT BREWS (CR 7)

The cavians aren't looking for a fight, but they are prepared for one at any moment, knowing of Teryth's rather infamous xenophobia. If a PC takes any action more aggressive than an Intimidate check, the cavians will immediately move to defend themselves.

If the PCs do not immediately surrender and apologize, their Diplomacy Points drop to 0.

CAVIAN TRAVELER (4)

CR 2 – 600 XP

Cavian monk 3

LN Medium humanoid (cavian)

Init +3; **Senses** thoughtsense; Perception +7

Aura alien (10 ft.; DC 10)

DEFENSE

AC 17, touch 16, flat-footed 13 (+1 armor, +3 Dex, +1 dodge, +2 Wis)

hp 21 (3d8+3)

Fort +4, **Ref** +6, **Will** +5; +2 vs. mind-affecting effects

Defensive Abilities evasion, still mind

OFFENSE

Spd 40 ft.

Melee unarmed strike +3 (1d6+1), bite –2 (1d6+1) or unarmed strike flurry of blows +2/+2 (1d6+1), bite –2 (1d6)

Ranged shuriken +5(1d2+1) or shuriken flurry of blows +4/+4 (1d2+1)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

TACTICS

During Combat cavian travelers will attempt to disarm and subdue their opponents rather than kill them, though they resort to lethal force if necessary.

Morale cavian travelers will retreat if their group's combined hit points are reduced by 50.

STATISTICS

Str 12, Dex 17, Con 13, Int 10, Wis 14, Cha 8

Base Atk +2; CMB +5 (+7 disarm); CMD 16 (18 vs. disarm)

Feats Agile Maneuvers, Deflect Arrows, Dodge, Improved Disarm, Improved Unarmed Strike, Stunning Fist

Skills Acrobatics +8, Knowledge (history) +9, Perception +7, Sense Motive +6

Languages Cavian, Common

Combat Gear healer's kit, *potion of bull's strength*; **Other Gear** bracers of armor +1, 40 shuriken, traveling gear worth 50 gp, 40 gp

SPECIAL ABILITIES

Alien Aura: Animals dislike cavians. Animals within 10 feet of a cavian traveler must make a DC 10 Will save or become shaken. Animals with 4 or more Hit Dice are immune to this effect. This is a mind-affecting fear effect.

Hive Mind (Su): Benefiting from the hive mind's ambient knowledge, a cavian traveler gains a +2 racial bonus on all Knowledge checks. This ability does not allow a cavian traveler to make untrained Knowledge checks. Sometimes, though, the traveler's connection with the hive mind interrupts his normal train of thought, causing him to suffer a -1 penalty on Bluff, Diplomacy, and Sense Motive checks against creatures outside the cavian hive mind.

Thoughtsense (Sp): A cavian can sense the thoughts of nearby creatures. A cavian traveler is treated as though under the constant effect of *detect thoughts* (1st-round effect) with a caster level equal to his level with a range of 20 feet. The cavian traveler can suppress or re-activate this ability as a standard action. As a standard action, the cavian traveler can focus on thoughts in the area to gain the 2nd-round effect of *detect thoughts* for 1 round.

FAREWELLS

"Meeting you was unexpectedly pleasant," the cavian says, nodding. "Goodbye."

When the cavians feel the conversation is done, they will all at once return to sitting in silence around their campfire.

Development: If the PCs leave the cavians with an attitude of neutral, award the party 1,200 XP. If the PCs leave the cavians with an attitude of friendly, award the party 1,800 XP instead.

SCENE 3 -- MOB BREWING

When the PCs left Teryth, William had only been able to rally a few close friends to protest the cavian presence. By the time the PCs return, William (or, if he didn't survive, William's brother Bale) has riled up a good portion of the town. Once again, they will be waiting for the PCs on the road just outside town.

The size of the mob depends on the number of Mob Points the PCs have accumulated. The mob begins with four Teryth thugs and gains two upset villagers (human commoner 1) per Mob Point. Unlike before, all members of the gang will all be armed with simple weapons.

Even if the number of Mob Points changes during this encounter, the size of the mob does not.

INTRODUCTIONS

"So it looks like you disregarded my warning," The large man says as he strides toward you. "But that's okay, mistakes happen. Perhaps we can work together to help fix this little issue before it gets too out of hand, hmm?"

At the beginning of this encounter, William's mob is hostile. A successful **DC 17 Diplomacy check** will improve the group's attitude to unfriendly and decrease the party's Mob Points by one. Passing this check by 5 or more improves the mob's attitude to neutral and decreases the party's Mob Points by two.

A successful **DC 21 Intimidate check** will momentarily silence William and temporarily disperse the mob. However, they will assemble again ten minutes later to go after the cavians. If the mob is allowed to reform, the party gains 2 Mob Points.

If a PC fails a Diplomacy or Intimidate check, proceed to **Threats**. Otherwise, proceed to **Questions on the Cavians**.

THREATS

"You're not taking this seriously," William says, adjusting his grip on a large wooden club he's carrying over his shoulder. "I'm starting to think we need to keep more than just some rats away. Am I right?" He directs the question to the gang gathered behind him, who murmur assent.

Unless the party includes members of particularly unusual races, this threat is entirely hollow. While the gang gathered here shares a fear and dislike of cavians, they're not interested in fighting "human-like" races such as elves, halflings, and dwarves.

For each member of the party who isn't at least "human-like," the party gains 1 Mob Point.

QUESTIONS ON THE CAVIANS

"Since you've been down to speak with the cavians already, we were hoping you could help us. We were just on our way down to have a talk with them ourselves, you see. Could you tell us, say, how many of them there were?"

"How many?" is the first of five questions William has for the PCs about the cavians. The others are:

- "Are they armed?"
- "How do they fight?"
- "Are any injured?"
- "Are they carrying anything?"

Each time the PCs answer a question honestly, the party gains 1 Mob Point, as the mob is more prepared for their confrontation.

If the PCs attempt to answer dishonestly, they must make a **DC 16 Bluff** check for each lie. A successful check is accepted by William and doesn't affect the party's Mob Points. An unsuccessful check gives the party 2 Mob Points; proceed to **Liars**.

Once William has asked all five questions, proceed to **A Farewell**.

LIARS

William scowls deeply. "I don't appreciate liars. It's that satori, isn't it? He's convinced you that there's something wrong with us, but not with the rats. I think we need to pay him a visit afterwards. Straighten him out."

Any follow-through to this threat is at the GM's discretion. If he is attacked, Large-Biter will certainly leave town, which could dramatically change the course of the Journey if the PCs don't have his resources to aid them.

Either way, after this comment, proceed to **A Farewell**.

A FAREWELL

When he has gotten everything out of the PCs he thinks he can, William will turn and nod to his gang, who will push past the PCs toward theavian camp without saying anything more.

CONFLICT RESOLUTION

If the party follows the gang back to theavian camp, they will be able to see and influence the conflict between the two groups first-hand. Otherwise, they will only hear about the results after the survivors return to town.

As William's group approaches theavian camp, the cavians will rise, saying they are not around to cause trouble. William will answer that their very presence is causing trouble, then demand they pick up and leave immediately. The cavians will refuse and tell the gang that they should be more concerned with other matters, like the vespans. William will say that the vespans aren't anywhere nearby, then move in to shove theavian, who gracefully pushes William aside. This only aggravates William further, so he takes a swing at theavian with his club.

If the PCs are present and attempt to calm down the mob, they gain 1 Diplomacy Point. If the PCs actively aid the cavians, they lose 3 Mob Points and gain 2 Diplomacy Points. If the PCs actively aid the mob, they gain 4 Mob Points and lose 3 Diplomacy Points.

The results of this fight depend on the party's number of accumulated Mob Points and Diplomacy Points:

For every 3 Mob Points, oneavian will be seriously injured. If all four would be injured, they are instead killed.

If the party has zero or fewer Diplomacy Points, the cavians will retaliate with lethal force, killing 3d4 villagers in the fight.

If the party has 1 or 2 Diplomacy Points, the cavians will aim to subdue rather than kill: one villager dies, and 2d4 villagers are subdued. Cavian casualties in this case are reduced by one.

If the party has 3 or 4 Diplomacy Points, the cavians will only fight to defend themselves, subduing 1d4 villagers and reducingavian casualties by two.

If the party has 5 or more Diplomacy Points, the cavians will admit they should never have approached Teryth and leave when William suggests it. This reducesavian casualties by 3. Note that if the party has 12 or more Mob Points, there will still be at least oneavian casualty, as the gang will pursue the cavians after they leave.

CONCLUDING THE ADVENTURE

If there have been four or more casualties among the cavians, townsfolk, or PCs throughout this adventure, the party gains no further experience. The people of Teryth grow ever angrier at the cavians, and vice versa.

If there have been two or three casualties, the villagers of Teryth will begin to admit that their xenophobia is leading them down a bad path, though little will change. Grant 400 XP to the PCs for not adding fuel to the fire.

If there has been only one casualty, the people of Teryth will mourn the death as a consequence of their poor behavior and arrest William's gang for provoking it. Award 600 XP to the PCs for improving the diplomatic situation.

If there have been no casualties, even William will begin to see that his anger is unreasonable. He will admit to the PCs that he overreacted. He will thank them for their intervention in the form of a gift: a +1 *cavian-bane longbow* that his grandfather used in the skirmishes following the cavians' original return. Award 1,200 XP to the PCs for helping him bury the hatchet.

The next adventure is up to the GM—the PCs can try one of the other sidequests for this journey: *A Chill Wind*, *What Comes Before the First*, *In His Bad Books*, *To Not Serve Man*, 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 the Omega Adventure: *Dawn of a Thousand Wars*.

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CHRONICLE OF THE GATEKEEPERS

CAMPAIGN SERIAL SIDE TREK: NOT OF THE SAME MIND

Cavians are a rat-like race of humanoids joined in a mysterious hive mind. Though they are misunderstood by many and feared at least as often, that doesn't stop them from being an exceptional resource when someone wishes to learn of events on a global scale.

Unfortunately, the people of Teryth are so afraid of a group of cavians approaching the town that a mob threatens to run them off (or worse!) unless the party can intervene. If the party can't get to the cavians, how else will they discover what the vespans are up to?

This adventure is a side quest in the Chronicle of the Gatekeepers Journey, and includes:

- An introduction to cavians, agents of the mysterious hive mind
- A new racial implant: the cavian mind eye