



LPJ9686

MONSTERS OF NEOEXODUS: CALIBAN

DESCRIPTION

A mere moment before you see the creature attack you, the putrid smell of rancid humanoid flesh invades your nostrils. The stench on the humanoid's clothes – a mixture of blood, sweat, and decaying flesh – is enough to make anyone retch and vomit. Those who come in contact with these creatures know who they are, even when they cannot see them. These savages call themselves the calibans.

The calibans are sadistically fierce warriors who haunt the wild places of Exodus. They usually wear dark colored clothes, soiled in the blood and entrails of their latest kill. The calibans' have hairless bodies, and their chalk white skin is covered with jagged scars, physical disfigurements, and blood red tattoos. These marks describe their personal history and prowess in combat, but only other calibans can understand them. The massive and powerful build of an adult caliban has been combat tested time and time again, as this creature will challenge anyone opposing him.

**WRITTEN BY RICHARD FARRESE
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MONSTERS OF NEOXODUS: CALIBAN

As with other creatures which gaze conveys their inner nature, a caliban's eyes are as black as the darkest, starless night. Those who know them understand that their soul is equally dark, for the nature of these fiends is as sinister and aggressive as their disquieting stare suggests. The lips of a caliban, often covered in humanoid blood, conceal teeth that have been filed and shaped into fine points, like those of a shark. The word caliban is a perverse corruption of "cannibal", describing these creatures' dietary needs as well as the reason for their sharpened teeth – which make it easier for them to tear through the flesh of their victims.

A caliban fights without honor, and he is willing to use any weapon or dirty trick to kill an opponent. A sword and a throwing axe are the most valuable possessions a caliban can have. Both of these items are always at his side, ready to be used to slay a foe in battle or cut him up for the evening meal. The Caliban language is a combination of animal-like groans, howls, and grunts. No one has ever been able to communicate with these nomadic, primitive savages.

CALIBAN-CRHALF

Male Caliban Warrior 1

CE Medium Humanoid (Caliban)

Init: +0

Languages: Caliban

AC: 13 (+3 *studded leather armor*), touch 10, flat-footed 13

hp: 5 (1 HD)

Save: Fort +3, Ref +0, Will -2

Speed: 30 ft. (6 squares)

Melee: Longsword +4 (1d8+3/19-20) or bite +4 melee (1d4+1)

Ranged: Throwing axe +1 (1d6+3)

Space: 5 ft. Reach 5 ft.

Base Atk: +1; Grp +4

Special Qualities: Darkvision 60 ft.

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

Feats: Power Attack

Skills: Jump +6

Possessions: Studded leather armor, longsword, throwing axe (2), and 7 gp.

COMBAT

Most calibans favor the sword and throwing axe, but some prefer to use their bare hands in a fight. They enjoy attacking from concealed places and often set

ambushes to surprise their prey. The calibans do not obey the typical rules of combat or warfare. For them, killing a foe in order to consume its flesh is all that matters. Calibans normally work in small groups of three. They use simple tactics: One caliban charges the most powerful target, another supports him by striking at anyone who would attack him, and the third provides ranged support for them.

CALIBAN CHARACTERS

Calibans live in loosely organized tribes. In their society, rank is decided by raw physical strength and by a warrior's prowess in battle. Thus, the most brutal and efficient killers among them rule.

A caliban's favored class is barbarian. Those who lead their respective tribe often have levels of fighter or ranger as well. Caliban rogues are not unheard of, but they are extremely rare.

The caliban warrior presented above had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

CALIBAN PARAGON-CR3

Male Caliban Paragon 3

CE Medium Humanoid (Caliban)

Init: +2

Languages: Caliban

AC: 17 (+2 Dex, +5 *breastplate armor*), touch 12, flat-footed 15

hp: 15 (3 HD)

Save: Fort +6, Ref +3, Will +0

Speed: 30 ft. (6 squares)

Melee: Longsword +10 (1d8+6/19-20) or bite +8 melee (1d4+2)

Ranged: Throwing axe +6 (1d6+5)

Space: 5 ft. Reach 5 ft.

Base Atk: +3; Grp +8

Special Qualities: Darkvision 60 ft.

Abilities: Str 21, Dex 14, Con 17, Int 10, Wis 8, Cha 7

Feats: Consume Brain*, Prime Specimen*, Weapon Focus (*longsword*)

Skills: Listen +5, Survival +5

Possessions: breastplate armor, +1 longsword, master-work throwing axe (2), potion of bull's strength, and 7 gp.

**See New Feats, below.*

Caliban paragons embody the primitive, warrior culture of their people. In their respective tribe, caliban paragons are viewed as heroes, and thus they have the respect of their peers. They are often called upon to lead bands of warriors against the enemies of their tribe. Like typical members of their race, caliban paragons have no sense of honor and will use any underhanded tactic at their disposal to defeat an enemy.

NEW FEATS

CONSUME BRAIN

A caliban can steal an enemy's memories and skills by consuming its brain.

Prerequisite: Caliban, a fresh corpse (*dead less than one hour*).

Benefit: By eating the brain of an intelligent creature, a caliban gains access to its most closely guarded thoughts. He cannot, however, discern whether a memory is natural or magically implanted (most commonly by a compulsion or charm effect). These stolen memories fade quickly. After 1 hour, a caliban must succeed on a Concentration check (*DC 15 + 2 per hour after the first*) to access them. These memories are completely lost if the caliban fails this Concentration check.

Additionally, a caliban gains the consumed creature's racial bonuses on skill checks and attack rolls for 1 hour. Only racial bonuses that result from training, memory, or innate talent are transmitted in this manner. In other words, a caliban does not benefit from a racial bonus on Hide checks that depends on the color of the creature's coat, or from a bonus on Jump checks that depends on the strength of its legs. However, a dwarf's stonecunning ability could be acquired, as could a gnome's attack bonus against kobolds and goblinoids.

CONSUME HEART

A caliban is able to gain some of a creature's strength and power by consuming its heart. **Prerequisite:** Caliban, a fresh corpse (*dead less than one hour*).

Benefit: By eating the heart of a creature, a caliban gains a +1 enhancement bonus to Strength and

Constitution for every 4 Hit Dice of the consumed creature, to a maximum of +6. These bonuses remain in effect for 1 hour. A caliban who consumes the heart of more than one creature within the same hour gains only the bonuses granted by the first heart he ate.

GREAT SUNDER - GENERAL

You can smash through your opponents' weapons to hit their bodies.

Prerequisite: Strength 15+, Improved Sunder, Power Attack.

Benefit: Whenever you successfully sunder an opponent's melee or ranged weapon, you may immediately make one extra attack using your best attack bonus. If you hit and threaten a critical, you gain a +2 circumstance bonus to confirm that critical.

Special: A fighter may select Great Sunder as one of his fighter bonus feats.

FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: Caliban.

Benefit: You gain a bonus on all saving throws against poison and disease equal to one-half your character level.

PLAGUE CARRIER - GENERAL

You are infested with a virulent disease that spreads in combat.

Prerequisite: Filthy Beast.

Benefit: You are infected with a chronic, low-grade case of filth fever (*see Disease in the SRD for details*). You suffer none of the normal effects of the disease, but whenever you make a successful attack with a natural weapon (*including an unarmed strike*), the target must succeed at a Fortitude save (*DC 10 + one-half your HD + your Constitution modifier*) or become infected, suffering the disease's full effects.

PRIME SPECIMEN - GENERAL

You are stronger than others of your race.

Benefit: You gain a +1 bonus on all Strength-based skill checks and a +3 bonus on Strength checks.

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