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MONSTROUS FOES FROM THE CITY OF ADVENTURE



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CHINDI

The eerie sight of a mangy canine walking on its hind legs across the moors greets you. Its eyes blaze a sinister blue when it catches sight of you.

Chindi are undead animals, raised by dark witches and priests to punish those that have offended them, as well as all they hold dear.

TACTICS

Chindi have a desire to terrorize their victims, appearing just at the edge of sight, snarling, before vanishing into the dark. They use hit-and-run tactics, ensuring their victims get no rest or healing.

ENCOUNTERS

Chindi attack anyone that interferes with their commands, ignoring those who allow them to simply pass by. If left with no mission, they simply wander, tormenting or killing whatever living things they come across. If confined, they damage what objects they can, making them a liability for their masters.

ECOLOGY

Chindi exist only to serve their masters.

Characters with ranks in Knowledge (religion) can learn more about the chindi with successful skill checks.

CHINDI LORE

DC	Result
CR + 10	Chindi are evil spirits inhabiting the bodies of dead animals. This result reveals all undead traits.
CR + 15	Chindi walk on their hind legs, unless they are attempting to fool a target. Their eyes always retain a baleful glow.
CR + 20	A chindi may be held at bay with protective prayer and enchanted circles.

PHYSICAL CHARACTERISTICS

Regardless of the type of animal it was in life, the foul power that animates a chindi allows it to walk on two limbs, and gives its eyes a terrible glow.

SOCIETY AND CULTURE

Chindi hate their creators as much as any other living thing, and slowly try to subvert their commands, while creating as much collateral damage as they possibly can. Given enough time and freedom, a chindi can even break its master's control, plotting to attack as soon as he is weak and unprepared.

TREASURE

Some chindi may have an enchanted collar or other such device, crafted by their creators. They have no interest in treasures themselves.

ADVANCED VERSIONS

Chindi advance by templates, typically ones that can affect natural animals or the undead.



CREATING A CHINDI

“Chindi” is an acquired template that can be added to any Small to Large animal (referred hereafter as the base creature).

CR: As the base creature’s +2.

Alignment: The base creature’s alignment changes to that of its creator.

COYOTE CHINDI

CR 1 • XP 2,400

CE Small undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 14 (+5 Dex, +3 natural, +1 size)
hp 7 (1d8+3)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities turn resistance +2; **Immune** undead traits

Weakness *protection from evil*

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4+1 plus diseased breath)

Special Abilities diseased breath (DC 14)

STATISTICS

Str 13, **Dex** 13, **Con** -, **Int** 9, **Wis** 15, **Cha** 16

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Perception)

Skills Acrobatics +2, Perception +8, Stealth +9

Languages Common (can’t speak)

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Diseased Breath (Su): All chindis carry a terrible disease that also acts like a potent curse. It can be delivered by the creature’s attacks, or by the creature spending a full round action breathing into the face of a helpless or sleeping victim. To cure the disease, the curse must first be removed. If the victim dies due to chindi fever, the curse then inflicts itself on another of the victim’s family, or those that they see as family (determined randomly from blood relatives and those with mutually helpful attitudes with the victim). The new victim must make a Fortitude save with a +4 bonus against the diseased breath DC, or come down with the disease. This continues until the entire family is destroyed, or the curse is lifted. The DC is Charisma based.

Chindi Fever—Curse and disease—bite or breath; *save* Fort DC 14; *onset* 1 day; *frequency* daily; *effect* 1d6 Con and 1d6 Wisdom; *cure* -

Protection Vulnerability: *Protection from evil* and similar spells treat a chindi like a summoned creature.

Type: The base creature’s type changes to undead. It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Armor Class: As the base creature’s +2 for a Small creature, +3 for a medium creature, or +4 for a Large creature.

Hit Dice: A chindi uses its Charisma modifier to determine bonus hit points.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A chindi gains all the standard immunities and traits possessed by undead creatures. It gains turn resistance equal to half its creator’s caster level.

Weaknesses: A chindi is treated as a summoned creature for the purpose of *protection from evil* and similar spells.

Speed: A quadruped base creature has its speed reduced by 10 feet.

Attacks: A chindi retains all the natural weapons of the base creature.

Special Attacks: A chindi retains all the base creature’s special attacks, and gains the diseased breath supernatural ability.

Abilities: A chindi has no Constitution score, and gains a +7 to Intelligence, a +3 to Wisdom and a +10 to its Charisma scores.

BAB: A chindi’s base attack bonus is equal to 3/4 of its Hit Dice.

Skills: The base creature gains 4+ its Intelligence modifier in skills. It gains all the base creature’s skills as class skills.

Feats: The base creature’s feats do not change.

Special Qualities: A chindi retains any special qualities the base creature possessed.

Environment: Any, usually the same as the base creature.

Organization: Solitary

Treasure: Usually none, although a chindi can use any magic item an animal or an undead creature can use.