

Monsters Unleashed



v.1



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

BARROW WIGHT

This creature appears as a rotting man with leathery, gray skin drawn tight over its frame. Its eyes glow crimson. The creature's rich clothing appears as rotting and tattered rags.

BARROW WIGHT CR 4 (XP 1,200)

CE Medium undead

Init +1; **Senses** darkvision 60 ft., treasure sense; Perception +12

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 37 (5d8+15)

Fort +4, **Ref** +2, **Will** +5

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

Weakness resurrection vulnerability

Offense

Speed 30 ft.

Melee slam +5 (1d4+3 plus energy drain)

Special Attacks energy drain (1 level, DC 15), insanity gaze

Statistics

Str 14, **Dex** 12, **Con** –, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 16

Feats Blind-fight, Power Attack, Skill Focus (Perception)

Skills Climb +10, Intimidate +11, Perception +12, Stealth +17; **Racial Modifiers** +8 Stealth

Languages Common

SQ create spawn

Ecology

Environment any

Organization solitary, pair, family (3-6) or leadership (7-12)

Treasure double standard

Special Abilities

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a –2 penalty on all attack rolls, saving throws and skill checks, as well as –2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed barrow wights. They do not possess any of the abilities they had in life.

Insanity Gaze (Su) insanity, 30 feet, Will DC 15 negates. The save DC is Charisma-based.

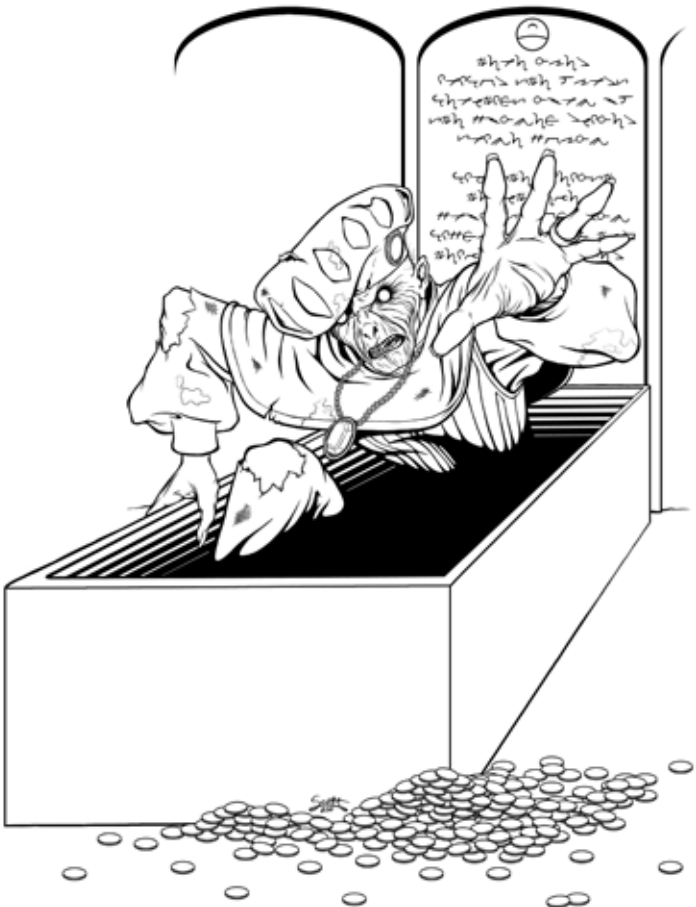
Treasure Sense (Su) A barrow wight has an eternal link to the treasure it possessed in life. They are keenly aware of the location of their treasure within a one mile radius per hit dice and can make Perception checks (in place of Survival) to track down missing treasure at any distance.

While a wight is often an undead creature created through foul necromancy, violent death or a malevolence of

personality, the barrow wight is a product of material greed. When a being so corrupted by their own greed dies through a covetous action or simple neglect for their own well-being, they possess the potential to rise as a barrow wight. This potential becomes a certainty, if they are buried alongside their wealth. Rising as an undead creature they jealously protect their wealth from any who would seek to steal from them.

If the resting place of a barrow wight is disturbed or worse some of their treasure is stolen they relentlessly hunt down those that violated their privacy or property. Barrow wight attack thieves with their energy draining fists while saving their insanity gaze for those opponents who interfere.

Knowledge (Religion) DC	Lore
14	Barrow wights are incredibly covetous creatures.
19	The vengeance of the barrow wight can be staved off with an offer of valuable treasure.
24	Barrow wight possess some resistance to the positive channel of clerics.
29	A <i>resurrection</i> with destroy the threat of the barrow wight forever.



CRYSTALLINE HORROR

This humanoid creature seems to be entirely made of crystal and glass. It is man-sized and its head sports no eyes, nose, ears or mouth. Its body appears razor-sharp and jagged. Its hands end in wicked claws.

CRYSTALLINE HORROR CR 5 (XP 1,600)

NE Medium aberration

Init +6; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 52 (7d8+21)

Fort +5, **Ref** +6, **Will** +8

DR 10/magic; **Resist** cold 10

Offense

Speed 30 ft.

Melee 2 claws +9 (1d6+4)

Special Attacks bend light, shard spray, wounding

Statistics

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 21

Feats Blind-fight, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +12, Climb +14, Perception +11, Stealth +12

Languages Undercommon

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Bend Light (Ex) By shifting the make-up of its body as a standard action, a crystalline horror can refract natural light into a bright light that radiates out in a 10-foot spread. Affected creatures must succeed on a DC 16 Reflex save or be blinded for 3 rounds. The save DC is Constitution based.

Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from the light. Undead creatures caught within the area take 3d6 points of damage, and undead particularly vulnerable to sunlight – such as vampires – take 3d8 points of damage. Creatures that can not see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight.

Shard Spray (Ex) Five times per day crystalline horror can fire a spray of razor-sharp shards of glass from its body in a 40-foot cone. A creature in the area takes 4d6 points of damage (Reflex save DC 16 for half). The save DC is Constitution-based.

Wounding (Ex) A crystalline horror that rolls a critical with a claw attack deals an amount of bleed damage equal to its Strength modifier.

A crystalline horror is a weird, unnatural humanoid composed of crystal and glass. Sages believe it to be from one of the elemental planes, but in fact, the crystalline horror is a creature whose origins lie on the Material Plane. How it came to be remains speculation among many sages and scholars, though all agree it is in fact a living creature and not an automaton.

A crystalline horror begins combat using its shard spray before closing for melee. In close-quarters, it uses its razor sharp claws to slash an opponent. If given the opportunity, it uses its ability to bend natural light to blind its opponents. Though it has no visible sensory organs, it is known (by those who have fought them) that a crystalline horror can see and hear normally.

Knowledge (dungeoneering) DC	Lore
15	Crystalline horrors are creatures of living crystal born deep within the earth.
20	Dwarves are known to harvest the immature crystalline young of these horrors. Dwarves are always attacked first by crystalline horrors.
25	Sound-based attacks have no greater impact on their crystalline forms.
30	Some scholars now believe that the strange magics of the Underdeep are the cause the crystalline horrors' creation.



DEVIL DOG

This creature resembles a large wolf with frost white fur and glowing blue eyes.

DEVIL DOG CR 3 (XP 800)

CE Medium magical beast (cold, evil)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Aura frightful presence (30 ft., DC 12)

Defense

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 30 (4d10+8)

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

Immune cold

Weaknesses vulnerability to fire

Offense

Speed 50 ft.

Melee bite +7 (1d6+3 plus 1d6 cold plus trip)

Special Attacks throat rip

Statistics

Str 15, **Dex** 15, **Con** 15, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Survival), Weapon Focus (bite)

Skills Perception +8, Stealth +9 (+13 in areas of ice or snow), Survival +4 (+8 when tracking with scent); **Racial**

Modifiers +2 Perception, +2 Stealth (+6 Stealth in areas of ice or snow), +4 Survival when tracking with scent

Languages Common (understands, cannot speak)

Ecology

Environment any cold land

Organization solitary, pair or pack (7-16)

Treasure none

Special Abilities

Frightful Presence (Ex) As a standard action the devil dog may unleash a frightening howl that affects all living creatures within the listed aura. Creatures are frightened for 2d6 rounds if they fail a DC 12 Will save. A creature that saves is immune to this devil dog's frightful presence for 24 hours. The save DC is Charisma-based.

Throat Rip (Ex) If a devil dog slays another creature with a coup de grace attack, that creature cannot be raised, but resurrection, true resurrection, or the like can restore the slain creature to life.

The wolf-like devil dog may be an interbred species of wild dog and winter wolf. A devil dog is smaller than a winter wolf but much larger than nearly any normal dog of any breed — about 5 feet long and 3 feet high at the shoulder. A devil dog is white in color, blending in almost perfectly with its snowbound environment. Thanks to their appearance, devil dogs are often mistaken for winter wolves by inexperienced travelers in icy regions. Devil dog packs have been known to stalk and attack humanoids and other creatures much larger than the pack members. They are smart

enough to use their coloration to their best advantage in the hunt.

Devil dogs hunt in packs, using tactics similar to normal wild dogs and wolves: the pack circles the prey, with each dog taking its turn attacking. Devil dogs attempt to rip out the throat of any helpless opponent. Devil dogs have been known to rip apart opponents and leave their twisted remains in gruesome patterns. Some suspect that the devil dogs might be practicing a form of ritualistic magic, while other suggest that these creatures are simply marking their territory to other northern predators.

Some northern tribes of orcs and hobgoblins are known to have domesticated or at least formed an alliance with large packs of devil dogs.

Knowledge (arcana) DC	Lore
DC 13	Devil dogs rarely hunt alone; they are crafty hunters who often lead others into traps.
DC 18	Any opponent downed by a devil dog will quickly have its throat torn out.
DC 23	Devil dogs are favored by the god of nature's winter aspect.
DC 28	Devil dogs are immune to the cold of the arctic regions but suffer terribly from fire-based attacks.



DRAGONNEL

This creature looks like a great dragon, at least 20 feet long with a serpentine body, long slender wings and a pointed snout or beak that resembles that of a pteranodon. Its body is colored reddish-violet with lighter shades on its underbelly. A ridge of maroon-colored spines runs the length of its body down the center of its back. A mane of frills, white in color, rings its head.

DRAGONNEL CR 6 (XP 2,400)

NE Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +4

Offense

Speed 40 ft., fly 100 ft. (poor)

Melee bite +14 (2d6+8), 2 claws +14 (1d8+8)

Space 15 ft.; **Reach** 10 ft.

Statistics

Str 26, **Dex** 11, **Con** 18, **Int** 4, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +18; **CMD** 28 (32 vs. trip)

Feats Alertness, Blind-fight, Iron Will, Power Attack

Skills Fly +0, Perception +9

Languages Common

Ecology

Environment temperate hills

Organization solitary or pack (2-4)

Treasure none

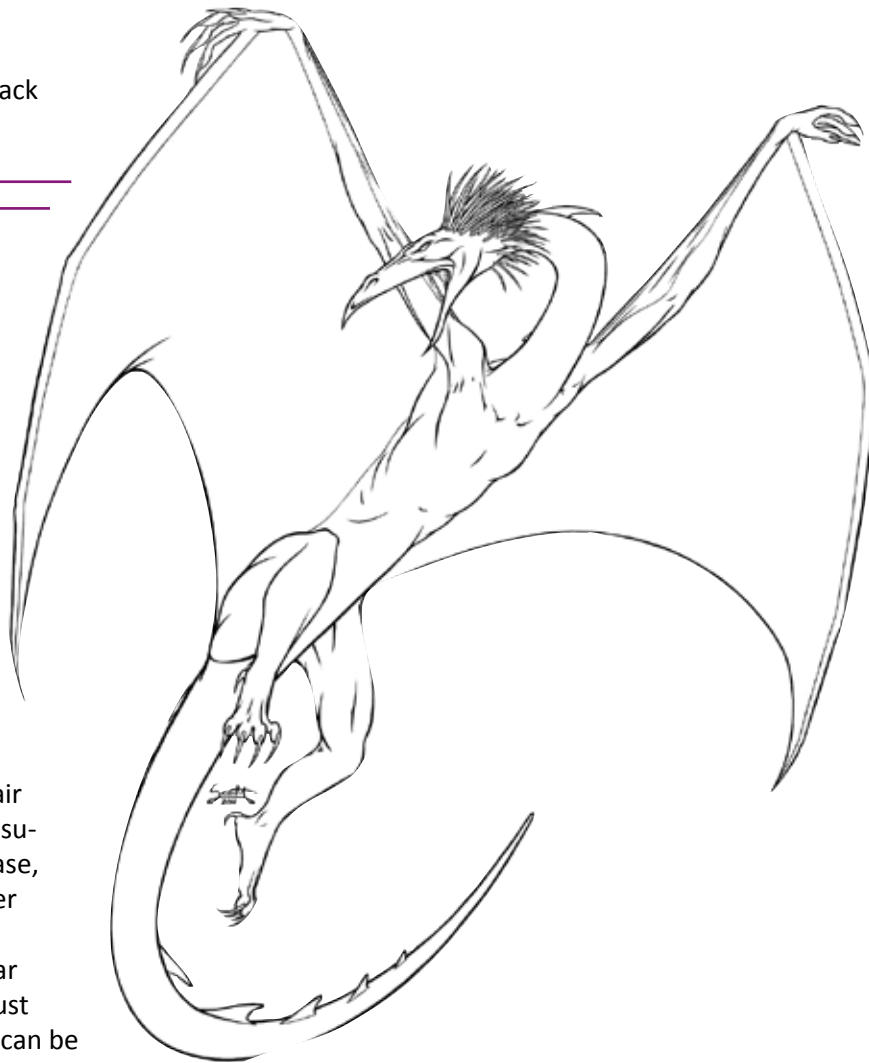
Dragonnel is believed to be either related to dragons or an abomination of dragon and pteranodon, as they share the physical characteristics of both those monsters. Dragonnel are semi-intelligent and use this ability to their advantage when hunting or stalking prey. Dragonnel are fierce hunters, though some have been trained by evil humanoids as mounts and guardians.

A dragonnel prefers to attack from the air, flying above its prey and then plunging to strike with its claws and bite. A solitary dragonnel is usually either hunting or returning to its lair from hunting, while more than one dragonnel usually indicates a mated pair or family. In such a case, all dragonnel attack in concert with one another and usually fight to the death.

A dragonnel requires training before it can bear a rider in combat. To be trained, a dragonnel must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy check). Training a friendly dragonnel requires six weeks of work and a

DC 25 Handle Animal check. Riding a dragonnel requires an exotic saddle. A dragonnel can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Knowledge (arcana) DC	Lore
16	Dragonnel are poor flyers and often crash when diving at their prey.
21	Dragonnel lack the cunning and treasure hoarding common to half-dragon creature.
26	The lair of a dragonnel is littered with the bones of their prey. Incidental treasure may exist within the remains of their meals.
31	Trained dragonnel rarely eat their riders.



An alternate interpretation places the dragonnel in the dinosaur section of the animal family.

DINOSAUR, DRAGONNEL CR 6 (XP 2,400)

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +8

Defense

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +6, **Will** +6

Offense

Speed 40 ft., fly 100 (poor)

Melee bite +12 (2d6+8), 2 claws +12 (1d8+6)

Space 15 ft.; **Reach** 10 ft.

Statistics

Str 26, **Dex** 11, **Con** 18, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +16; **CMD** 26 (30 vs. trip)

Feats Alertness, Blind-fight, Iron Will, Power Attack, Skill

Focus (Fly)

Skills Fly +5, Perception +8

Ecology

Environment warm coastlines

Organization solitary, pair, or flock (3-12)

Treasure none

Dragonnel were first discovered on the tropical islands to the south of the mainland. Originally thought to be a cross-breed of pteranodon and dragon, most sages now believe that creatures are an offshoot of the pteranodon family. These creatures lack the intelligence and treasure hoarding tendencies that would grant credence to the notion that they are in any way related to dragons.

DRAGONNEL COMPANIONS

Starting Statistics: **Size** Medium; **Speed** 40 ft., fly 100 ft. (clumsy); **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 10, Dex 15, Con 10, Int 4, Wis 11, Cha 8; **Special Qualities** low-light vision, scent

7th Level Advancement: **Size** Large; **Speed** fly 100 ft. (poor); **AC** +2 natural armor bonus; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4

KECH

This creature is a monkey-like man-sized humanoid with sapphire blue eyes and greenish-brown leaves covering its body.

Kech CR 3 (XP 800)

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

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

hp 30 (4d10+8)

Fort +3, **Ref** +6, **Will** +5

Offense

Speed 30 ft., climb 20 ft.

Melee bite +5 (1d6+1), 2 claws +5 (1d4+1)

Special Attacks rend (2 claws, 1d4+1)

Spell-Like Abilities (CL 4th)

Constant – *pass without trace*

Statistics

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Mobility

Skills Acrobatics +6 (7), Climb +9 (7), Perception +10 (7), Stealth +13 (7) (+21 in forests), Survival +8; **Racial Modifiers** +2 Perception, +4 Stealth (+8 Stealth in forests)

Languages Common, Kech

Ecology

Environment temperate forests

Organization pack (2-5), or band (1-8 plus 50% non-combatants)

Treasure standard

Kechs are monkey-like humanoids standing about 6 feet tall and weighing about 150 pounds. They make their homes in trees and prefer to move through the trees rather than on the ground. They have an almost human organization and society among the various tribes and clans. Family units dwell in a single lair (usually a hollowed tree or small hut built among the branches of a leafy tree). The kech has leathery skin that on first glance resembles a covering of leaves and foliage. Kechs speak their own language and many speak Common.

Kechs attack from ambush, preferring to ensnare their prey in pits, traps, or the like. If faced with a weak adversary, they attack with a frontal assault, seeking to kill as quickly as possible. Slain prey is dragged into the kech's lair and devoured at the creatures' leisure.

KECH CHARACTERS

Kech are defined by their class levels, as a playable race they do not possess racial Hit Dice. All kech have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Intelligence: Kech are agile

creatures with a keen sense of their surroundings but are more savage and uneducated than standard races.

Medium: Kech are Medium creatures and have no bonuses or penalties due to their size.

Quick and Agile: Kech have a base speed of 40 ft. and possess a climb speed of 20 ft.

Darkvision: Kech can see in the dark up to 60 feet.

Leaf-Like Skin: Kech possess a +4 racial bonus to Stealth in forested areas and possess a +2 natural armor bonus.

Natural Weapons: Kech possess 2 claws (1d4) and a bite (1d6) attack as natural weapons.

Untraceable: Kech of 4th level possess *pass without trace* as a constant magical effect.

Weapon Unfamiliarity: Kech are slow to learn how to use manufactured weapons. They do not gain any weapon proficiencies for taking a heroic class. You must take feats to acquire proficiency in new weapons.

Knowledge (nature) DC	Lore
13	Some kech bands live in elaborate cities within the canopy of the forest.
18	To mark their territory, kech will often hang the corpses of trespassers at the edge of their territory.
23	Kech like to tear apart their foes with rending claws.
28	Tribal kech seem to have an unnatural fear of the ground and will quickly flee from earth magic and earthen creatures.



CREDITS

Authors: Mark Gedak and Stefen Styrsky

Artist: Michael Scotta

Cover: Rick Hershey, Standard Stock Art:Quick Covers - Buckled Cover by Empty Room Studios Publishing

Published by: Purple Duck Games

INTRODUCTION

Welcome to the first release in the Monster Update Line. Stefen and I worked extensively on *Forgotten Foes* published by Tricky Owlbear Publishing for many months. The relationship that we formed on that project lead us to establish Purple Duck Games as its own publishing entity. Possessing a deep love of monster books, one of the first things that we put up for sale was the Monster Update Project. Twenty-six people signed up to the project, whereby they could direct Stefen and I to update the statistics of some of their favourite 3.X monsters to the Pathfinder Roleplaying Game.

It has been many months since this project launched and even though we initially said we wouldn't start releasing the converted monsters until August it seemed strange to have all these conversions languishing in limbo. Thus starting this month we will endeavor to release five of the selected creatures each month from this point forward. The original Monster Update Project link is now gone but if anyone would like to subscribe to the full project please drop me an email. In total there should be over 26 releases in this series.

- Purple Duck Mark

Open Game Content: All text on pages 1-7.

