ADVANCED BESTIARY

DREAD SPECTRE

Like ghosts, dread spectres are the incorporeal spirits of living beings that continue to act after death. They haunt the places they frequented in life, seeking to grant their loved ones the same tortured existence that they now endure.

A dread spectre appears much as it did in life, except that its face is twisted into a mask of hatred and despair. Spectres are often confused with ghosts.

CREATING A DREAD SPECTRE

"Dread Spectre" is an acquired template that can be added to any living, intelligent creature killed by a spectre or a dread spectre (referred to hereafter as the base creature). A dread spectre uses all the base creature's statistics and special abilities except as noted here.

CHALLENGE RATING: Same as base creature +3.

ALIGNMENT: Any evil.

TYPE: The creature's type changes to undead and gains the incorporeal subtype if the base creature did not already have it. Do not recalculate base attack bonuses, saves, or skill points.

SENSES: A dread spectre gains darkvision +60 ft.

AURA: A dread spectre gains frightful presence (60 ft.) and unnatural aura (30 ft.). The save DCs are Charisma-based.

ARMOR CLASS: Being incorporeal, the base creature's armor, shield, and natural armor bonuses no longer apply, but the dread spectre gains a deflection bonus to Armor Class equal to its Charisma bonus (minimum +1). Dread spectres cannot use or carry equipment of any kind.

HIT DICE: Change all of the base creature's racial HD to d8s.

DEFENSIVE ABILITIES: A dread spectre, in addition to normal undead traits, gains the incorporeal ability, and channel resistance +4.

WEAKNESSES: A dread spectre gains the following weakness:

Daylight Vulnerability (Ex): A dread spectre is not powerless in natural daylight and does not flee from it like a normal spectre, but it does take a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a *daylight* spell).

SPEED: A dread spectre loses all the base creature's speeds and gains a fly speed equal to double the base creature's highest speed, with perfect maneuverability.

ATTACKS: All of the base creature's attacks become incorporeal touch attacks, retaining the same primary or

secondary status they had for the base creature. The dread spectre gains a primary incorporeal touch attack if it has no other natural attacks.

The dread spectre's incorporeal touch attacks deal normal damage as well as energy drain (2 levels). If the dread spectre gains an incorporeal touch attack from the application of this template, its damage is as a slam attack of two size categories larger.

SPECIAL ATTACKS: The dread spectre loses all special attacks that require corporeal contact and gains energy drain (2 levels) on all of its incorporeal touch attack as well as the following.

Command Spectres (Su): As a free action, dread spectre can automatically command all normal spectres within 30 feet (as *command undead*). Normal spectres never attack a dread spectre unless compelled.

Create Spawn (Su) Any creature with a Charisma score of 16 or higher that is killed by a dread spectre rises as a dread spectre in 1d4 rounds. Any other creature slain by a dread spectre instead rises as a normal spectre in 1d4 rounds. A spectre or dread spectre created in this manner is under the command of its creator (as *dominate monster*) and remains so until either it or the creator is destroyed.

SPELLCASTING: A dread spectre cannot cast spells that require material components unless it has the Eschew Materials feat.

ABILITIES: Dex +6, Int +4, Wis +4, Cha +6. As an incorporeal creature, a dread spectre lacks a Strength score, and as an undead creature, it has no Constitution score.

SAMPLE DREAD SPECTRE

A transparent female of incredible beauty that drains all life from the viewer.

DREAD SPECTRE NYMPH

A dread spectre nymph's beauty is both ethereal and deadly. Few survive an encounter with one, and those who do rarely find joy in beauty ever again.

A dread spectre nymph possesses a haunting loveliness far more powerful than the beauty it had in life. Its appearance blinds, stuns, and terrifies living creatures, making their visions of its beauty brief indeed

DREAD SPECTRE NYMPH — CR 10 • XP 9,600

CE Medium undead (incorporeal) (*Pathfinder® Roleplaying Game Bestiary™*)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +16

Aura blinding beauty (DC 24), frightful presence (60 ft., DC 24), unnatural aura (30 ft.)

DEFENSE

AC 29, touch 29, flat-footed 20 (+10 deflection, +8 Dex, +1 dodge)

hp 116 (8d8+80)

Fort +22, **Ref** +24, **Will** +21

Defensive Abilities channel resistance +4, incorporeal; **DR** 10/cold iron; **Immune** undead traits

Weakness daylight vulnerability

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +12 (1d8 plus energy drain)

Special Attacks command spectres, create spawn, energy drain (2 levels, DC 24)

Spell-Like Abilities (CL 8th; concentration +18)

1/day—*dimension door*

Druid Spells Prepared (CL 7th; concentration +12):

4th—*control water, giant vermin*

3rd—*call lightning* (DC 18), *ice spears* (DC 18), *quench*

2nd—*flame blade, fog cloud, hold animal* (DC 17), *unshakable chill* (DC 17)

1st—*detect animals or plants, entangle* (2) (DC 16), *magic fang, obscuring mist, produce flame*

0 (at will)—*detect magic, guidance, know direction, resistance*

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 20, **Wis** 20, **Cha** 30

Base Atk +4; **CMB** +12; **CMD** 33

Feats Combat Casting, Dodge, Eschew Materials, Spell Penetration

Skills Acrobatics +19, Bluff +21, Diplomacy +21, Escape Artist +19, Fly +27, Knowledge (local) +16, Knowledge (nature) +16, Perception +16, Sense Motive +16, Sleight of Hand +19, Stealth +19, Swim +16

Languages Common, Sylvan

SQ inspiration, stunning glance, unearthly grace, wild empathy +24

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 24 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Command Spectres (Su) See the dread spectre template.

Create Spawn (Su) See the dread spectre template.

Daylight Vulnerability (Ex) See dread spectre template.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph

can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Spells (Su) A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

CREATING A NORMAL SPECTRE

You can use this template to create a creature that closely mimics the standard spectre. To do so, simply alter the features of the dread spectre template in the following ways.

- The CR increase is +2 instead of +3.

- The spectre does not gain the command spectre or frightful presence abilities.

- The spectre's create spawn ability creates only normal spectres.

- Reduce the channel resistance to +2.

- Replace the template's daylight vulnerability weakness with sunlight powerlessness.

- A spectre gains the resurrection vulnerability weakness.

- Change the ability score bonuses to Dex +6, Int +4, Wis +4, Cha +4.

SAMPLE SPECTRE

The ghostly shape of a noble woman drifts between gravestones reading a spectral tome and muttering to herself.

THE WHITE LADY

In life a woman of noble birth who spent her time in academic pursuits, the White Lady was murdered in the night by an assassin hired by a relative for the family fortune. The family member in question soon met with more horrible fate, as the noble woman's spirit returned and drained all life from him. Now known as the White Lady, she wanders her city's graveyards at night. Only a few have tried to interact with her to gain snippets of knowledge, for she knows much about the city, its people, and its secrets. Even fewer have returned alive.

THE WHITE LADY	**CR 8 • XP 4,800**

Female half-elf spectre aristocrat 4/expert 4
NE Medium undead (elf, human, incorporeal)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +15
Aura unnatural aura (30 ft.)

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +4 Dex)
hp 80 (8d8+44)
Fort +7, **Ref** +6**, Will** +10
Defensive Abilities channel resistance +2, incorporeal; **Immune** magic sleep, undead traits

Weakness resurrection vulnerability, sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +10 (1d8 plus energy drain)

Special Attacks create spawn (normal spectres), energy drain (2 levels, DC 15)

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 16, **Wis** 14, **Cha** 20

Base Atk +6; **CMB** +10; **CMD** 25

Feats Cosmopolitan (Perception, Sense Motive), Fast Learner, Flyby Attack, Persuasive, Skill Focus (Diplomacy)

Skills Bluff +16, Diplomacy +20, Intimidate +18, Fly +12, Knowledge (dungeoneering, history, local, nobility) +14, Perception +15, Sense Motive +10; **Racial Modifiers** +2 Perception

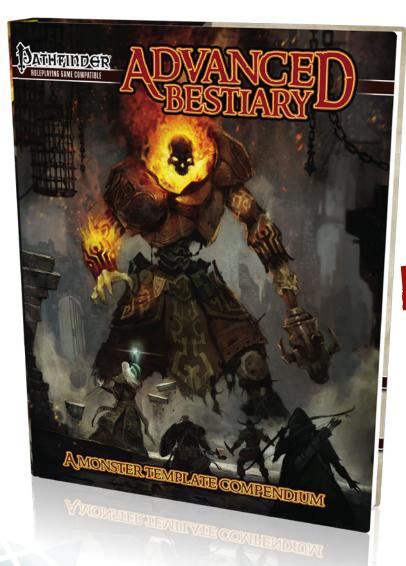**Languages** Abyssal, Aklo, Common, Draconic, Elven, Sylvan, Undercommon

SQ elf blood

SPECIAL ABILITIES

Create Spawn (Su) See the dread spectre template.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.