



Spectre – Knowledge(Religion) DC17

A spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A spectre is roughly human-sized and is weightless.

- Type: Medium Undead(Incorporeal)
- Weapons: 1 Incorporeal Melee Touch
- **Energy Drain**: Living creatures hit by a spectre's incorporeal touch attack gain negative levels as their life force is ripped away.
- **Create Spawn**: Any humanoid slain by a spectre becomes a spectre in seconds of its death.
- **Unnatural Aura**: Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at will refuse to get close to one.
- **Sunlight Powerlessness**: Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it.
- **Incorporeal**: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, supernatural effects, and Holy Water.
- **Undead Traits**: Immunity to all mind-affecting effects. Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores, as well as to fatigue and exhaustion effects.