

Ruined City CR 6 Monster Stats

Ruined City CR 6		
d%	Encounter	Avg. CR
1-4	1 spider swarm	1
5-8	1 rat swarm	1
9-16	2d6 human skeletons	3
17-24	1d6 stirges	3
25-28	1 assassin vine	3
29-36	1d6 ghouls	4
37-38	1 barghest	4
39-44	1d6 skeletal champions	5
45-48	1d4 yeth hounds	5
49-54	1d6 ogres	6
55-58	1d6 shadows	6
59-62	1d6 wights	6
63-64	1 lamia	6
65-70	1d6 harpies	7
71-72	1 medusa	7
73-74	1 nabasu	8
75-76	1 dark naga	8
77-84	1d8 gargoyles	8
85-88	1d6 cyclops	8
89-92	1d6 wraiths	8
93-94	1 behir	8
95-96	1 sphinx	8
97-98	1 spirit naga	9
99-100	1d4 spectres	9

SPIDER SWARM**CR 1****XP 400**

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4**DEFENSE****AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)**hp** 9 (2d8)**Fort** +3, **Ref** +3, **Will** +0**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** swarm (1d6 plus poison and distraction)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11)**STATISTICS****Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +1; **CMB** —; **CMD** —**Skills** Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks**ECOLOGY****Environment** any**Organization** solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

The sight of a carpet of swarming spiders is unsettling indeed—particularly when the swarm is made up of spiders each the size of a gold coin and possessing blade-like mandibles capable of lacerating flesh with sickening ease. A swarm of spiders is a colonial mass of arachnids that relies on overwhelming much larger prey with sheer numbers rather than catching smaller snacks. While spider swarms spin webs, these webs are incapable of catching larger prey and typically serve the swarm as a lair rather than a method of capturing dinner.

RAT SWARM**CR 2****XP 600**

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Speed** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim**ECOLOGY****Environment** any**Organization** solitary, pack (2–5 swarms), or infestation (6–12 swarms)**Treasure** none**SPECIAL ABILITIES****Disease (Ex)** *Filth fever*: Swarm—injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

A rat swarm typically consists of a biting, roiling mass of hundreds of disease-ridden rats driven to uncharacteristic heights of aggression by fantastic and overwhelming hunger. In such numbers, they become voracious hunters, capable of killing a full-grown human with hundreds of bites. Rat swarms are often found in the sewers of large human settlements.

Rat swarms surround and attack any warm-blooded prey in their path.

HUMAN SKELETON

CR 1/3

XP 135

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 4 (1d8)**Fort** +0, **Ref** +2, **Will** +2**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative^B**Gear** broken chain shirt, broken scimitar**ECOLOGY****Environment** any**Organization** any**Treasure** none

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

STIRGE

CR 1/2

XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1**DEFENSE****AC** 16, touch 16, flat-footed 12 (+4 Dex, +2 size)**hp** 5 (1d10)**Fort** +2, **Ref** +6, **Will** +1**OFFENSE****Speed** 10 ft., fly 40 ft. (average)**Melee** touch +7 (attach)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** blood drain**STATISTICS****Str** 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)**Feats** Weapon Finesse**Skills** Fly +8, Stealth +16**SQ** diseased**ECOLOGY****Environment** temperate and warm swamps**Organization** solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)**Treasure** none**SPECIAL ABILITIES**

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been satiated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

ASSASSIN VINE**CR 3****XP 800**

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +1, **Will** +2**Immune** electricity, plant traits; **Resist** cold 10 and fire 10**OFFENSE****Speed** 5 ft.**Melee** slam +7 (1d8+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+7), entangle**STATISTICS****Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)**SQ** camouflage**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or patch (3–6)**Treasure** incidental**SPECIAL ABILITIES****Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

GHOUL**CR 1****XP 400**

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +2, **Ref** +2, **Will** +5**Defensive Abilities** channel resistance +2**OFFENSE****Speed** 30 ft.**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)**STATISTICS****Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14**Base Atk** +1; **CMB** +2; **CMD** 14**Feats** Weapon Finesse**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3**Languages** Common**ECOLOGY****Environment** any land**Organization** solitary, gang (2–4), or pack (7–12)**Treasure** standard**SPECIAL ABILITIES****Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

BARGHEST**CR 4****XP 1,200**

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft., scent; Perception +11**DEFENSE****AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)**hp** 45 (6d10+12)**Fort** +6, **Ref** +7, **Will** +7**DR** 5/magic**OFFENSE****Speed** 30 ft.**Melee** bite +10 (1d6+4), 2 claws +10 (1d4+4)**Special Attacks** feed**Spell-Like Abilities** (CL 6th)At will—*blink*, *levitate*, *misdirection*1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door***STATISTICS****Str** 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14**Base Atk** +6; **CMB** +10; **CMD** 22 (24 vs. trip)**Feats** Combat Reflexes, Improved Initiative, Great Fortitude**Skills** Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11**Languages** Common, Goblin, Infernal**SQ** change shape (goblin or wolf, *polymorph*)**ECOLOGY****Environment** any**Organization** solitary or cult (1 plus goblin tribe)**Treasure** standard**SPECIAL ABILITIES**

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Said to be fiendish relations of all goblinoid races, the hateful barghests come to the Material Plane to feed. As they consume the bodies of innocents, they grow increasingly powerful. A barghest eventually sheds its skin to transform into a greater barghest, at which point it often seeks out a tribe of goblins or other creatures to rule.

SKELETAL CHAMPION**CR 2****XP 600**

Human skeletal champion warrior 1

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)**hp** 17 (3 HD; 2d8+1d10+3)**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4**DR** 5/bludgeoning; **Immune** cold, undead traits**OFFENSE****Speed** 30 ft.**Melee** mwk longsword +7 (1d8+3/19–20)**STATISTICS****Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)**Skills** Intimidate +7, Perception +6, Stealth –1**ECOLOGY****Environment** any**Organization** solitary, pair, or platoon (3–12)**Treasure** standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Some skeletons retain their intelligence and cunning, making them formidable warriors. These undead are far more powerful than their mindless kin, and many gain class levels.

YETH HOUND**CR 3****XP 800**

NE Medium outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d10+8)
Fort +3, **Ref** +6, **Will** +6
DR 5/silver

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee bite +7 (2d6+4 plus sinister bite and trip)
Special Attacks bay

STATISTICS

Str 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)
Feats Improved Initiative, Skill Focus (Fly)
Skills Fly +16, Perception +9, Stealth +9, Survival +9
Languages Abyssal or Infernal (cannot speak)

ECOLOGY

Environment any
Organization solitary, pair, or pack (6–11)
Treasure incidental

SPECIAL ABILITIES

Bay (Su) When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su) A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su) A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Yeth hounds are evil outsiders that delight in hunting intelligent prey. They lope through the night skies, relentlessly pursuing their chosen quarry for miles, and harrying them with their frightful baying. Yeth hounds hunt only at night. They fear the sun and never venture out in daylight, even if their lives depend on it. A yeth hound stands 4 feet tall at the shoulder and weighs about 400 pounds.

OGRE**CR 3****XP 800**

CE Large humanoid (giant)
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)
hp 30 (4d8+12)
Fort +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)
Melee greatclub +7 (2d8+7)
Ranged javelin +1 (1d8+5)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7
Base Atk +3; **CMB** +9; **CMD** 18
Feats Iron Will, Toughness
Skills Climb +7, Perception +5
Languages Giant

ECOLOGY

Environment temperate or cold hills
Organization solitary, pair, gang (3–4), or family (5–16)
Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

SHADOW**CR 3****XP 800**

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)**hp** 19 (3d8+6)**Fort** +3, **Ref** +3, **Will** +4**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +4 (1d6 Strength damage)**Special Attacks** create spawn**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Dodge, Skill Focus (Perception)**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or swarm (7–12)**Treasure** standard**SPECIAL ABILITIES****Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

The sinister shadow skirts the border between the gloom of darkness and the harsh truth of light. The shadow prefers to haunt ruins where civilization has moved on, where it hunts living creatures foolish enough to stumble into its territory. The shadow is an undead horror, and as such has no goals or outwardly visible motivations other than to sap life and vitality from living beings.

WIGHT**CR 3****XP 800**

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 26 (4d8+8)**Fort** +3, **Ref** +2, **Will** +5**Defensive Abilities** undead traits**Weaknesses** resurrection vulnerability**OFFENSE****Speed** 30 ft.**Melee** slam +4 (1d4+1 plus energy drain)**Special Attacks** create spawn, energy drain (1 level, DC 14)**STATISTICS****Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15**Base Atk** +3; **CMB** +4; **CMD** 15**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth**Languages** Common**SQ** create spawn**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or pack (7–12)**Treasure** standard**SPECIAL ABILITIES****Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the 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 wights. They do not possess any of the abilities they had in life.**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Wights are humanoids who rise as undead due to necromancy, a violent death, or an extremely malevolent personality. In some cases, a wight arises when an evil undead spirit permanently bonds with a corpse, often the corpse of a slain warrior. They are barely recognizable to those who knew them in life; their flesh is twisted by evil and undeath, the eyes burn with hatred, and the teeth become beast-like. In some ways, a wight bridges the gap between a ghoul and a spectre—a warped animated corpse whose touch steals living energy.

LAMIA**CR 6****XP 2,400**

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15**DEFENSE****AC** 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)**hp** 67 (9d10+18)**Fort** +7, **Ref** +9, **Will** +11**OFFENSE****Speed** 60 ft.**Melee** +1 *dagger* +13/+8 (1d4+4/19-20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** Wisdom drain**Spell-Like Abilities** (CL 9th)At will—*disguise self*, *ventriloquism*3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)1/day—*deep slumber* (DC 14)**STATISTICS****Str** 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 13**Base Atk** +9; **CMB** +14; **CMD** 28 (32 vs. trip)**Feats** Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack**Skills** Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth**Languages** Abyssal, Common**SQ** undersized weapons**ECOLOGY****Environment** temperate deserts**Organization** solitary, pair, or cult (3-12)**Treasure** double (+1 *dagger*, other treasure)**SPECIAL ABILITIES****Undersized Weapons (Ex)** Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).**Wisdom Drain (Su)** A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.**HARPY****CR 4****XP 1,200**

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)**hp** 38 (7d10)**Fort** +4, **Ref** +7, **Will** +6**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)**Special Attacks** captivating song**STATISTICS****Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +7; **CMB** +8; **CMD** 21**Feats** Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**ECOLOGY****Environment** temperate marshes**Organization** solitary, pair, or flight (3-12)**Treasure** standard (leather armor, morningstar, and other treasure)**SPECIAL ABILITIES****Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women prefer their meals spiced with complex sentient thoughts. Easy prey makes for a boring meal.

XP 3,200

LE Medium monstrous humanoid

Init +6; Senses all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

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

hp 76 (8d10+32)

Fort +6, Ref +8, Will +7

OFFENSE

Speed 30 ft.

Melee dagger +10/+5 (1d4/19–20), snake bite +5 (1d4 plus poison)

Ranged mwk longbow +11/+6 (1d8/x3)

Special Attacks petrifying gaze

STATISTICS

Str 10, Dex 15, Con 18, Int 12, Wis 13, Cha 15

Base Atk +8; CMB +8; CMD 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +13; Racial Modifiers +4 Perception

Languages Common

ECOLOGY

Environment temperate marshes and underground

Organization solitary

Treasure double (dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.**Poison (Ex)** Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Medusas are human-like creatures with snakes instead of hair. At distances of 30 feet or more, a medusa can easily pass for a beautiful woman if she wears something to cover her serpentine locks—when wearing clothing that conceals her head and face, she can be mistaken for a human at even closer distances. Medusas use lies and disguises that conceal their faces to get close enough to opponents to use their petrifying gaze, though they like playing with their prey and may fire arrows from a distance to lead enemies into traps. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs, but most medusas take care to hide the evidence of their previous conflicts so that new foes won't have advance warning of their presence.

XP 4,800

CE Medium outsider (chaotic, demon, evil, native)

Init +7; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 103 (9d10+54)

Fort +9, Ref +9, Will +9

DR 10/cold iron or good; Immune death effects, electricity, paralysis, poison; Resist acid 10, cold 10, fire 10; SR 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)

Special Attacks consume life, death-stealing gaze, sneak attack +2d6

Spell-Like Abilities (CL 8th)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 19)3/day—*enervation*, *silence* (DC 16), *vampiric touch*1/day—*mass hold person* (DC 21), *regenerate*, *summon* (level 4, 1 nabasu 30% or 1d4 babaus 30%)

STATISTICS

Str 22, Dex 17, Con 22, Int 15, Wis 16, Cha 19

Base Atk +9; CMB +15; CMD 29

Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy conditions), Survival +15; Racial Modifiers +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

DARK NAGA**CR 8****XP 4,800**

LE Large aberration

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +19**DEFENSE****AC** 22, touch 15, flat-footed 16 (+5 Dex, +1 dodge, +7 natural, -1 size)**hp** 85 (10d8+40)**Fort** +7, **Ref** +10, **Will** +9 (+11 vs. charm effects)**Defensive Abilities** guarded thoughts; **Immune** poison**OFFENSE****Speed** 40 ft.**Melee** bite +8 (1d4+2), sting +8 (2d4+2 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Spells Known** (CL 7th)3rd (5/day)—*displacement*, *lightning bolt* (DC 16)2nd (7/day)—*cat's grace*, *invisibility*, *scorching ray*1st (7/day)—*expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*, *silent image*0 (at will)—*daze*, *detect magic*, *light*, *mage hand*, *open/close*, *ray of frost*, *read magic***STATISTICS****Str** 14, **Dex** 21, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17**Base Atk** +7; **CMB** +10; **CMD** 26 (can't be tripped)**Feats** Alertness, Combat Casting, Dodge, Eschew Materials^B, Lightning Reflexes, Stealthy**Skills** Bluff +13, Diplomacy +9, Disguise +9, Escape Artist +13, Intimidate +12, Knowledge (arcana) +13, Perception +19, Sense Motive +10, Spellcraft +12, Stealth +18**Languages** Common, Infernal**ECOLOGY****Environment** any underground**Organization** solitary or nest (2–4)**Treasure** standard**SPECIAL ABILITIES****Detect Thoughts (Su)** A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.**Guarded Thoughts (Ex)** Dark nagas are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.**Poison (Ex)** Sting—Injury; *save* Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.**Spells** Dark nagas cast spells as 7th-level sorcerers.**GARGOYLE****CR 4****XP 1,200**

CE Medium monstrous humanoid (earth)

Init +6; **Senses** darkvision 60 ft.; Perception +5**DEFENSE****AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)**hp** 42 (5d10+15)**Fort** +4, **Ref** +6, **Will** +4**DR** 10/magic**OFFENSE****Speed** 40 ft., fly 60 ft. (average)**Melee** 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)**STATISTICS****Str** 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Hover, Improved Initiative, Skill Focus (Fly)**Skills** Fly +12, Perception +5, Stealth +11 (+17 in stony areas); **Racial Modifiers** +2 Stealth (+6 in stony environs)**Languages** Common, Terran**SQ** freeze**ECOLOGY****Environment** any**Organization** solitary, pair, or wing (3–12)**Treasure** standard**SPECIAL ABILITIES****Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving, allowing them to surprise their foes. Gargoyles tend toward obsessive-compulsive behaviors that are as varied as their kind is plentiful. Books, stolen trinkets, weapons, and grisly trophies harvested from fallen foes are just a few examples of the types of things a gargoyle might collect to decorate its lair and territory. Gargoyles tend toward a solitary lifestyle, though they sometimes form fearsome groups called "wings" for protection and sport. In certain conditions, a tribe of gargoyles might even ally with other creatures, but even the most stable alliances with a gargoyle tribe can collapse for the smallest of reasons—gargoyles are nothing if not treacherous, petty, and vindictive. Gargoyles have been known to dwell in the heart of the largest of cities, crouching amid the decorations of stone cathedrals and buildings where they hide in plain sight by day and swoop down to feed on vagabonds, beggars, and other unfortunates at night.

The longer a tribe of gargoyles abides in a region of ruins or buildings, the more its members come to resemble that region's architectural styles. The changes a gargoyle's appearance undergoes are slow and subtle, but over the course of years, it can shift radically.

CYCLOPS**CR 5****XP 1,600**

NE Large humanoid (giant)

Init -1; **Senses** low-light vision; Perception +11**DEFENSE****AC** 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size)**hp** 65 (10d8+20)**Fort** +9, **Ref** +2, **Will** +4**Defensive Abilities** ferocity**OFFENSE****Speed** 30 ft.**Melee** greataxe +11/+6 (3d6+7/x3)**Ranged** heavy crossbow +5 (2d8/19-20)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 21, **Dex** 8, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +7; **CMB** +13; **CMD** 22**Feats** Alertness, Cleave, Great Cleave, Improved Bull Rush, Power Attack**Skills** Intimidate +9, Perception +11, Profession (soothsayer) +10 Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception**Languages** Common, Cyclops, Giant**SQ** flash of insight**ECOLOGY****Environment** any temperate or tropical**Organization** solitary or conclave (2-6) or tribe (7-18)**Treasure** standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)**SPECIAL ABILITIES****Flash of Insight (Su)** Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

WRAITH**CR 5****XP 1,600**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex)**hp** 47 (5d8+25)**Fort** +6, **Ref** +4, **Will** +6**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits**Weaknesses** sunlight powerlessness**OFFENSE****Speed** fly 60 ft. (good)**Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)**Special Attack** create spawn**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21**Base Atk** +3; **CMB** +6; **CMD** 21**Feats** Blind-Fight, Combat Reflexes, Improved Initiative**Skills** Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11**Languages** Common, Infernal**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3-6), or pack (7-12)**Treasure** none**SPECIAL ABILITIES****Create Spawn (Su)** A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.**Constitution Drain (Su)** Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.**Lifesense (Su)** A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.**Sunlight Powerlessness (Ex)** A wraith caught in sunlight cannot attack and is staggered.**Unnatural Aura (Su)** Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

BEHIR**CR 8****XP 4,800**

N Huge magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +6**DEFENSE****AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)**hp** 105 (10d10+50)**Fort** +12, **Ref** +8, **Will** +5**Immune** electricity**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** bite +15 (2d6+9 plus grab)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp)**STATISTICS****Str** 23, **Dex** 12, **Con** 21, **Int** 7, **Wis** 14, **Cha** 12**Base Atk** +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)**Feats** Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (bite)**Skills** Climb +14, Perception +8, Stealth +5**Languages** Common**ECOLOGY****Environment** warm hills and deserts**Organization** solitary or pair**Treasure** double**SPECIAL ABILITIES****Grab (Ex)** A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Temperamental and avaricious, the behir spends most of its time slithering through the sandy hills and desert cliffs that make up its territory, preying upon all creatures who dare to enter its hunting grounds. The creature's six pairs of powerful, clawed legs remain folded against its sides most of the time, only extending in combat to grapple foes or carry the behir forward in a terrifying, low-slung gallop, or else when climbing the sheer cliff faces common to behir lairs.

The average behir is 40 feet long and weighs 4,000 pounds. In addition to the two prominent horns on its head, many have additional decorative spines at regular intervals along the central ridges of their backs.

SPHINX (GYNOSPHINX)**CR 8****XP 4,800**

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +21**DEFENSE****AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)**hp** 102 (12d10+36)**Fort** +11, **Ref** +9, **Will** +10**OFFENSE****Speed** 40 ft., fly 60 ft. (poor)**Melee** 2 claws +17 (2d6+6/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +17, 2d6+6)**Spell-Like Abilities** (CL 12th)Constant—*comprehend languages*, *detect magic*, *read magic*, *see invisibility*3/day—*clairaudience/clairvoyance*1/day—*dispel magic*, *locate object*, *remove curse*, *legend lore*1/week—any one of the following: *symbol of fear* (DC 20), *symbol of pain* (DC 19), *symbol of persuasion* (DC 20), *symbol of sleep* (DC 19), *symbol of stunning* (DC 21); all symbols last for 1 week maximum**STATISTICS****Str** 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 19**Base Atk** +12; **CMB** +19; **CMD** 30 (34 vs. trip)**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will**Skills** Bluff +14, Diplomacy +14, Fly +7, Intimidate +14, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12**Languages** Common, Draconic, Sphinx**ECOLOGY****Environment** warm deserts and hills**Organization** solitary, pair, or cult (3-6)**Treasure** double

SPIRIT NAGA**CR 9****XP 6,400**

CE Large aberration

Init +5; **Senses** darkvision 60 ft.; Perception +22**DEFENSE****AC** 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)**hp** 95 (10d8+50)**Fort** +8, **Ref** +10, **Will** +10**OFFENSE****Speed** 40 ft., swim 20 ft.**Melee** bite +10 (2d6+6 plus poison)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** charming gaze**Spells Known** (CL 7th)3rd (5/day)—*displacement*, *fireball* (DC 16)2nd (7/day)—*cat's grace*, *invisibility*, *summon swarm*1st (7/day)—*charm person* (DC 14), *cure light wounds*, *divine favor*, *magic missile*, *shield of faith*0 (at will)—*bleed*, *daze* (DC 13), *detect magic*, *mage hand*, *open/close*, *ray of frost*, *read magic***STATISTICS****Str** 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17**Base Atk** +7; **CMB** +12; **CMD** 27 (can't be tripped)**Feats** Ability Focus (charming gaze), Combat Casting, Eschew Materials^B, Lightning Reflexes, Skill Focus (Perception), Stealthy**Skills** Bluff +13, Escape Artist +13, Intimidate +9, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15, Swim +12**Languages** Abyssal, Common**ECOLOGY****Environment** temperate marshes**Organization** solitary or nest (2–4)**Treasure** standard**SPECIAL ABILITIES****Charming Gaze (Su)** As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.**Spells** A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.**SPECTRE****CR 7****XP 3,200**

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +17**Aura** unnatural aura (30 ft.)**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +3 Dex)**hp** 52 (8d8+16)**Fort** +4, **Ref** +5, **Will** +9**Defensive Abilities** incorporeal, channel resistance +2**Weaknesses** resurrection vulnerability, sunlight powerlessness**OFFENSE****Speed** fly 80 ft. (perfect)**Melee** incorporeal touch +10 (1d8 plus energy drain)**Special Attacks** create spawn, energy drain (2 levels, DC 16)**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 14, **Wis** 16, **Cha** 15**Base Atk** +6; **CMB** +6; **CMD** 21**Feats** Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch)**Skills** Fly +11, Intimidate +13, Knowledge (history) +10, Knowledge (religion) +13, Perception +17, Stealth +14, Survival +11**Languages** Common**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or swarm (7–12)**SPECIAL ABILITIES****Create Spawn (Su)** Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.**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.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.