

Urban (Dangerous City) CR 6 Monster Stats

Urban (Dangerous City) CR 6		
d%	Encounter	Avg. CR
1-12	1d6 dogs	1
13-20	1 rat swarm	2
21-30	1d6 riding dogs	2
31-32	1 werewolf	2
33-40	3d6 dire rats	4
41-48	2d6 tengus	4
49-56	2d6 tieflings	4
57-62	1d6 ghouls	4
63-68	1d6 doppelgangers	5
69-78	2d6 wererats	7
79-82	1 succubus	7
83-86	1d6 jann	7
87-90	1d8 gargoyles	8
91-92	1 mohrg	8
93-94	1 intellect devourer (body theft)	8
95-96	1 vampire	9
97-98	1 night hag	9
99-100	1 rakshasa	10

DOG

CR 1/3

XP 135

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +3, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +2 (1d4+1)**STATISTICS****Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**ECOLOGY****Environment** any**Organization** solitary, pair, or pack (3–12)**Treasure** none

The normal dog statistics presented here describe any small dog of about 20–50 pounds in weight. They can also be used for small wild canines such as coyotes, jackals, and feral dogs.

In the wild, dogs are vicious and territorial creatures. Yet even more harrowing than a pack of wild dogs is the rabid dog. Rabies often affects animals like bats, wolverines, and rats, but the transformation of a normally friendly family pet goes through when it becomes rabid makes the dog perhaps the most notorious of the disease's classic carriers.

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.

XP 400

N Medium Animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.**Melee** bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

ECOLOGY

Environment any**Organization** solitary, pair, or pack (3–12)**Treasure** none

Larger dogs (known to Small races like halflings and gnomes as riding dogs) include hardier breeds such as huskies, mastiffs, and wolfhounds. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a DC 10 Ride check.

WEREWOLF

XP 600

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 19 (2d10+4)**Fort** +5, **Ref** +1, **Will** +2 (+3 vs. fear)**Defensive Abilities** bravery +1

OFFENSE

Speed 30 ft. (20 ft. in armor)**Melee** longsword +5 (1d8+4/19–20)**Ranged** light crossbow +3 (1d8/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Combat Reflexes, Improved Initiative, Power Attack**Skills** Climb +3, Intimidate +4, Perception +4**Languages** Common**SQ** change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)

ECOLOGY

Environment any land**Organization** solitary, pair, or pack (3–6)**Treasure** NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

DIRE RAT

XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 5 (1d8+1)**Fort** +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +1 (1d4 plus disease)**Special Attacks** disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4**Base Atk** +0; **CMB** –1; **CMD** 12 (16 vs. trip)**Feats** Skill Focus (Perception)**Skills** Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban**Organization** solitary or pack (2–20)**Treasure** none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Dire rats grow up to 2 feet long and weigh up to 25 pounds. They are common menaces in dungeons and city sewers alike.

TENGU**CR 1/2****XP 200**

Male tengu rogue 1
 N Medium humanoid (tengu)
Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 9 (1d8+1)
Fort +1, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.
Melee dagger +3 (1d4+1/19–20), bite –2 (1d3)
Ranged short bow +3 (1d6/x3)
Special Attacks sneak attack +1d6

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8
Base Atk +0; **CMB** +1; **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +7, Appraise +4, Bluff +3, Climb +5, Knowledge (local) +4, Linguistics +8, Perception +8, Stealth +9; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics
Languages Common, Goblin, Halfling, Tengu
SQ gifted linguist, swordtrained, trapfinding

ECOLOGY

Environment temperate mountains or urban
Organization solitary, pair, or conspiracy (3–12)
Treasure NPC gear (leather armor, dagger, short bow and 20 arrows, other treasure)

SPECIAL ABILITIES

Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.
Swordtrained (Ex) Tengus are trained from birth in swordplay, and as a result are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).
 Tengus are a race of avian humanoids that resemble crows or ravens, and often bear much of the same stigma. Though they frequently choose to live among other races in densely populated cities, their society is tight and closed, and they rarely allow others to see its inner workings. Tengus often band together in small groups to create roosts in vacant warehouses or condemned buildings, and these raucous gathering places are generally assumed to be thieves' guilds by outsiders—an assumption that's correct roughly half the time.

TIEFLING**CR 1/2****XP 200**

Tiefling rogue 1
 NE Medium outsider (native)
Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 10 (1d8+2)
Fort +2, **Ref** +5, **Will** +1
Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.
Melee short sword +3 (1d6+1/19–20)
Ranged light crossbow +3 (1d8/19–20)
Special Attacks sneak attack +1d6
Spell-Like Abilities (CL 1st); 1/day—*darkness*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** +1; **CMD** 14
Feats Weapon Finesse
Skills Acrobatics +6, Bluff +4, Disable Device +6, Escape Artist +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8; **Racial Modifiers** +2 Bluff, +2 Stealth
Languages Abyssal, Common, Infernal
SQ fiendish sorcery, trapfinding

ECOLOGY

Environment any land
Organization solitary, pair, or gang (3–5)
Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

SPECIAL ABILITIES

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities.

Tieflings are humans with demonic, devilish, or other evil outsider blood in their ancestry. Often persecuted for their strange appearance and unnatural mannerisms, most tieflings disguise their nature or are forced to live on the fringes or underbelly of civilized society. Though they are not born evil, it is an easy path for them to find, especially as most suffer at the hands of "normal" folks while growing up. Tieflings look mostly human except for some physical traits that reveal their strange heritage.

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.

DOPPELGANGER**CR 3****XP 800**

N Medium monstrous humanoid (shapechanger)

Init +1; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)**hp** 26 (4d10+4)**Fort** +4, **Ref** +5, **Will** +6**Immune** charm, sleep**OFFENSE****Speed** 30 ft.**Melee** 2 claws +8 (1d8+4)**Spell-Like Abilities** (CL 18th)At will—*detect thoughts* (DC 13)**STATISTICS****Str** 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13**Base Atk** +4; **CMB** +8; **CMD** 20**Feats** Dodge, Great Fortitude**Skills** Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; **Racial Modifiers** +4 Bluff, +4 Disguise**Languages** Common**SQ** change shape (*alter self*), mimicry, perfect copy**ECOLOGY****Environment** any**Organization** solitary, pair, or gang (3–6)**Treasure** NPC Gear**SPECIAL ABILITIES**

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

WERERAT (HUMAN FORM)**CR 2****XP 600**

Human natural wererat rogue 2 (augmented humanoid)
 LE Medium humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 18 (2d8+6)
Fort +2, **Ref** +5, **Will** +3
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee short sword +3 (1d6+1/19–20)
Ranged light crossbow +3 (1d8/19–20)
Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6
Base Atk +1; **CMB** +2; **CMD** 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +7, Bluff +3, Climb +6, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +7, Swim +6
Languages Common
SQ change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

ECOLOGY

Environment any urban
Organization solitary, pair, pack (5–10), or guild (11–30 plus 5–12 dire rats)
Treasure NPC gear (masterwork studded leather, short sword, light crossbow with 20 bolts, other treasure)

SUCCUBUS**CR 7****XP 3,200**

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)
hp 84 (8d10+40)
Fort +7, **Ref** +9, **Will** +10
DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)
Melee 2 claws +11 (1d6+1)
Special Attacks energy drain, profane gift
Spell-Like Abilities (CL 12th)
 Constant—*detect good*, *tongues*
 At will—*charm monster* (DC 22), *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*
 1/day—*dominate person* (DC 23), summon (level 3, 1 babau 50%)

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27
Base Atk +8; **CMB** +11; **CMD** 22
Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse
Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; **Racial Modifiers** +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.
SQ change shape (*alter self*, Small or Medium humanoid)

ECOLOGY

Environment any (Abyss)
Organization solitary, pair, or harem (3–12)
Treasure double

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.
Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Among the demon hordes, a succubus can often rise to incredible heights of power through her manipulations and sensual charms, and many a demonic war has raged due to the subtle machinations of such creatures. A succubus is formed from the souls of particularly lustful and rapacious evil mortals.

JANNI

CR 4

XP 1,200

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft.; Perception +11**DEFENSE****AC** 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)**hp** 39 (6d10+6)**Fort** +6, **Ref** +7, **Will** +4**Resist** fire 10**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail**Melee** scimitar +9/+4 (1d6+4/18–20)**Ranged** composite longbow +8/+3 (1d8+3/×3)**Special Attacks** change size**Spell-Like Abilities** (CL 8th)3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*1/day—*create food and water*, *ethereal jaunt* (for 1 hour)**STATISTICS****Str** 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13**Base Atk** +6; **CMB** +9; **CMD** 22**Feats** Combat Reflexes, Dodge, Improved Initiative^B, Mobility**Skills** Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6**Languages** Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.**SQ** elemental endurance**ECOLOGY****Environment** warm deserts**Organization** solitary, pair, company (3–6), or band (7–12)**Treasure** standard (chainmail, composite longbow [+3 Str], scimitar, other gear)**SPECIAL ABILITIES****Change Size (Sp)** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.**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.

XP 4,800

CE Medium undead

Init +8; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)**hp** 91 (14d8+28)**Fort** +6, **Ref** +10, **Will** +9**Immune** undead traits**OFFENSE****Speed** 30 ft.**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)**STATISTICS****Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack**Skills** Climb +22, Perception +23, Stealth +21, Swim +19**ECOLOGY****Environment** any**Organization** solitary, gang (2–4), or mob (2–4 plus 4–12 zombies)**Treasure** standard**SPECIAL ABILITIES**

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Those who slay many over the course of their lifetimes, be they serial killers, mass-murderers, warmongering soldiers, or battle-driven berserkers, become marked and tainted by the sheer weight of their murderous deeds. When such killers are brought to justice and publicly executed for their heinous crimes before they have a chance to atone, the remains sometimes return to unlife to continue their dark work as a mohrg.

Undead things caring less for life than they did before their own deaths, mohrgs exist solely to wreak havoc on the living. Sometimes mistaken for skeletons or zombies, they are far more dangerous than those mindless abominations, retaining some semblance of their own memories—and the delight they once took in hearing the screams of the dying.

INTELLECT DEVOURER**XP 4,800**

CE Small aberration

Init +10; **Senses** blindsight 60 ft., *detect magic*; Perception +19**DEFENSE****AC** 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size)**hp** 84 (8d8+48)**Fort** +7, **Ref** +8, **Will** +8**DR** 10/adamantine and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 23**Weaknesses** vulnerability to *protection from evil***OFFENSE****Speed** 40 ft.**Melee** 4 claws +13 (1d4+1)**Special Attacks** body thief, sneak attack +3d6**Spell-Like Abilities** (CL 8th)Constant—*detect magic*At will—*confusion* (DC 17, single target only), *daze monster* (DC 15, no HD limit), *inflict serious wounds* (DC 16), *invisibility*, *reduce size* (as *reduce person* but self only)3/day—*cure moderate wounds*, *globe of invulnerability***STATISTICS****Str** 12, **Dex** 23, **Con** 21, **Int** 16, **Wis** 10, **Cha** 17**Base Atk** +6; **CMB** +6; **CMD** 22 (26 vs. trip)**Feats** Improved Initiative, Iron Will, Toughness, Weapon Finesse**Skills** Bluff +19, Disguise +11, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth**Languages** Undercommon (cannot speak); telepathy 100 ft.**ECOLOGY****Environment** any underground**Organization** solitary, brood (2–6), or tribe (7–16)**Treasure** double**SPECIAL ABILITIES**

Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Vulnerable to Protection from Evil (Ex) An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Thought by some to be invaders from another dimension or planet, the sinister intellect devourers are certainly one of the world's cruelest races. Incapable of experiencing emotions or wallowing in the sins of physical pleasure on their own, intellect devourers are forced to steal bodies in order to indulge their gluttony, lust, and cruelty. Stories tell of entire cities of these creatures deep underground, where host bodies are worn like clothes to hideous orgies and vile feasts. Lone intellect devourers often dwell in ruins or caves on the edge of a civilized region so they can make periodic forays into town to "shop" for an attractive new body.

An intellect devourer is 3 feet long and weighs about 60 pounds.

XP 6,400

Female human vampire sorcerer 8

CE Medium undead (augmented humanoid)

Init +8; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 102 (8d6+72); fast healing 5

Fort +13, Ref +11, Will +12

Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 22), energy drain (2 levels, DC 22)

Bloodline Spell-Like Ability (CL 8th, +7 touch); 11/day—grave touch

Sorcerer Spells Known (CL 8th, +8 ranged touch)

4th (5/day)—*greater invisibility*3rd (5/day)—*dispel magic, fireball* (DC 21), *vampiric touch*2nd (8/day)—*false life, invisibility, scorching ray, web* (DC 20)1st (8/day)—*burning hands* (DC 19), *chill touch* (DC 19), *disguise self, expeditious retreat, mage armor, magic missile*0—*acid splash, detect magic, light, mage hand, mending, message, open/close, read magic*

Bloodline undead

STATISTICS

Str 16, Dex 18, Con —, Int 14, Wis 16, Cha 26

Base Atk +4; CMB +7; CMD 24

Feats Alertness^B, Blind-Fight, Combat Casting, Combat Reflexes^B, Dodge^B, Eschew Materials, Extend Spell, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Still Spell, Toughness^B, Weapon Finesse

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +10, Perception +21, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; Racial Modifiers +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

ECOLOGY

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*cloak of resistance +3, headband of alluring charisma +4, ring of protection +2*)

Vampires are undead humanoid creatures that feed on the blood of the living. They look much as they did in life, often becoming more attractive, though some have a hardened, feral look instead.

NIGHT HAG

XP 6,400

NE Medium outsider (evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, Ref +8, Will +11

DR 10/cold iron and magic; Immune charm, cold, fear, fire, sleep; SR 24

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic*At will—*deep slumber* (DC 16), *invisibility, magic missile, ray of enfeeblement* (DC 14)At will (with heartstone)—*etherealness, soul bind*

STATISTICS

Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17

Base Atk +8; CMB +13; CMD 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite—injury; *save* Fort DC 20; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); *cure* 2 consecutive saves. The save DC is Constitution-based.**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.**Heartstone (Su)** All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

XP 9,600

LE Medium outsider (native, shapechanger)

Init +9; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 115 (10d10+60)

Fort +9, **Ref** +12, **Will** +8

DR 15/good and piercing; **SR** 25

OFFENSE

Speed 40 ft.

Melee +1 *kukri* +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)

Special Attacks detect thoughts

Spells Known (CL 7th)

3rd (5/day)—*lightning bolt* (DC 16), *suggestion* (DC 16)

2nd (7/day)—*acid arrow*, *invisibility*, *minor image*

1st (7/day)—*charm person* (DC 14), *mage armor*, *magic missile*, *shield*, *silent image*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *message*, *prestidigitation*

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17

Base Atk +10; **CMB** +13; **CMD** 29

Feats Combat Expertise, Dodge, Improved Critical (*kukri*), Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +16, Disguise +24, Perception +14, Perform +16, Sense Motive +14, Stealth +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid, *alter self*)

ECOLOGY

Environment any

Organization solitary, pair, or cult (3–12)

Treasure double (+1 *kukri*, other treasure)

SPECIAL ABILITIES

Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.