Dark-eyed strangers lurking in twilight shadows are to be avoided by young mortals, who must have the wisdom to bar their windows to handsome vagabonds calling from the street below. An incubus stalks the mortal target of its fiendish desire, shifting between forms of mortal, beast, and dream until it catches and savages its quarry.

**Lore**

Arcana DC 19: When he was an archdevil, Graz’zt invaded the Abyss with his infernal armies, bringing along his palace servants, retainers, and harem of succubi. By the time the Dark Prince had laid claim to his first abyssal layer, the plane’s corrupting power had already begun to influence his followers. The devilish succubi were transformed into the first incubi, extending change shape to take the forms of beasts as a reflection of their newly chaotic nature.

Serving as scouts and assassins for the Dark Prince, the incubi soon became Graz’zt’s primary forces in the mortal realm. In the world, their skills are uniquely shaped to the corruption and trickery that is the demon lord’s forte. Although an incubus can control a mortal host at a distance, its power can be partly blocked at a site consecrated against evil. The demon thus attempts to obtain a creature’s trust by inhabiting its dreams, convincing it to willingly accept the incubus’s dark embrace.

**Encounters**

With their minds fractured, an incubus’s cast-off victims serve the demon in the hope of regaining its attention and favor. Rakes, thugs, and other dissolute humanoids are often found following an incubus.

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**Incubus**

Medium elemental humanoid (demon, shapechanger) XP 400

- **HP**: 83; Bloodied 41
- **AC**: 23, Fortitude 22, Reflex 21, Will 22
- **Speed**: 8, fly 4 (clumsy)

**Traits**

Bloodied Invigoration

When the incubus is bloodied, it gains a +5 bonus to attack rolls and deals 5 extra damage against a creature it has dominated during the encounter.

**Standard Actions**

1. **Clutching Claw**  
   Requirement: The incubus must not have a creature grabbed.  
   **Attack**: Melee 1 (one creature); +14 vs. AC  
   **Hit**: 3d8 + 4 damage, and the incubus grabs the target.

2. **Lover’s Bite**  
   **Attack**: Melee 1 (one creature grabbed by the incubus); +14 vs. AC  
   **Hit**: 3d6 + 8 damage, and the target is dazed until the end of the incubus’s next turn.

3. **Dream Control** (charm)  
   **Attack**: Ranged 10 (one creature); +12 vs. Will  
   **Hit**: The incubus enters the target’s body and mind. The incubus is removed from play, and the target is dominated (save ends). On each of its turns, the incubus can use its move action to use one of the target’s normal movement modes and its standard action to use one of the target’s at-will powers. When the target saves against this effect, the incubus reappears in a square adjacent to the target or in the nearest unoccupied square.

**Minor Actions**

1. **Change Shape** (polymorph)  
   **Effect**: The incubus can alter its physical form to appear as a Medium humanoid or any Medium or Large beast until it attacks, until it uses change shape again, until it drops to 0 hit points. The incubus retains its statistics in its new form. Its clothing, armor, and other possessions do not change. To assume a specific individual’s form, the incubus must have seen that individual. Other creatures can make a DC 31 Insight check to discern that the form is a disguise.

**Triggered Actions**

1. **Variable Resistance**  
   **Trigger**: The incubus takes acid, cold, fire, lightning, or thunder damage.  
   **Effect** (Free Action): The incubus gains resist 5 to the triggering damage type until the end of the encounter or until it uses variable resistance again.

**Skills**

- **Bluff**: +15
- **Intimidate**: +15
- **Stealth**: +14

**Str** 21 (+9)  **Dex** 20 (+9)  **Wis** 11 (+4)

**Con** 23 (+10)  **Int** 18 (+8)  **Cha** 22 (+10)

**Alignment**: chaotic evil  **Languages**: Abyssal, Common

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**Incubi in Combat**

An incubus hunts the wilds in beast form, in which it might be taken for a lycanthrope or other worldly shapechanger. In humanoid form, it stalks city streets and rural crossroads, preying on the naïve and innocent. An incubus targets a creature it desires, then follows that creature to its home. In dark dreams, the demon corrupts its quarry before consuming its body and soul.