

Sample Mist Creatures (3.0) for the Eamonvale Campaign Setting

The Eamonvale mini campaign setting is featured in the Necromancer Games adventure module The Grey Citadel and The Eamonvale Incursion by Nathan Douglas Paul. Eamonvale is located in a mist-shrouded mountain range with incessant precipitation.

The valley of Eamonvale is constantly obscured by mist and rain, and hosts a variety of fearsome and unique creatures. Like many locals, these creatures have adapted to reap the greatest benefit from the heavy precipitation that always shrouds their forested home. Some locals theorize that parts of the valley of the River Eamon share connections with distant planes composed entirely of mist... and around the tavern fires of the Grey Citadel there are few that doubt this.

This document presents sample creatures created using the mist creature template. This template is a d20 3.0 creature template, which was designed as a web enhancement for *The Grey Citadel* from Necromancer Games. The template was revised for version 3.5 and renamed the vapor creature; it appears in the *Tome of Horrors II* and *The Eamonvale Incursion*, both from Necromancer Games. Both versions are available from www.darkloch.com. Samples of both templates are provided to give examples and to save a DM some time in a pinch! They have been designed to cover a range of CRs and could be integrated as the minions of a stronger individual or as random encounters on their own.

Mist Hound

Mist hounds are notorious pack hunters. They move in a group, staying within the thickest part of a body of mist, following it as it drifts slowly down a mountain gully or rises up from a swampy hollow. If stalking especially sensitive prey, they may use their gaseous form ability to blend with the mist and further conceal their approach. Once in position, they burst forth from the fog with a horrible baying and attempt to bring down their prey with trip attacks. They prefer to focus their number on a single victim if possible. Mist hounds are commonly kenneled by cloud and storm giants and by fey creatures residing in marshes, moorlands or mountainous regions.

Mist Hound (Mist Riding Dog): CR 1; SZ M Magical Beast; HD 2d8+4; hp 14; Init +2; Spd 40 ft.; AC 16 (+2 Dex, +4 natural); Atk +3 melee (1d6+3, bite); SA trip; SQ scent, blindsight 60 ft., cold resistance 5, SR 4, gaseous form (1/day), fire vulnerability; AL N; SV Fort +5, Ref +5, Will +1; Attributes Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Hide +2*, Intuit Direction +8, Listen +5, Spot +5, Swim +5, Wilderness Lore +1**

SA: Trip. Like wolves, mist hounds are communal pack hunters and may attempt the Trip attack action.

SQ: Blindsight. The mist hound's blindsight is an enhanced sensitivity to shifting water vapor that helps it stalk its prey in foggy conditions. This quality may only be used in mist, rain or other precipitation.

SQ: Gaseous Form. Once per day the mist hound may assume an insubstantial state identical to the effects of the spell *gaseous form* lasting for one minute per HD.

SQ: Fire Vulnerability. The mist hound takes normal damage from fire-based attacks and does not benefit from spell resistance.

*Mist hounds receive a +10 racial bonus to Hide checks in foggy or rainy conditions due to their blue-grey coloration.

**Mist hounds receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Mist Gorilla

Mist gorillas commonly appear in groups led by an especially large male. They are most often encountered in mountainous areas, especially temperate rain forests. They are shy creatures, but are also very territorial. When encountered, the dominant male usually puts on a display of woofing, bluff charging and chest beating to discourage interlopers. This allows the lower ranked males to move into flanking positions, using their coloration to advantage in foggy conditions. If the challenger does not retreat, the flanking creatures charge first, followed by the dominant male. They tend to reserve their gaseous form ability to retreat from an uneven battle.

Mist Gorilla: CR 3; SZ L Magical Beast; HD 4d8+8; hp 29; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +7 melee (claw [x2], 1d6+5), +2 melee (bite,

1d6+2); SQ scent, blindsight 60 ft., cold resistance 10, DR 5/+1or fire, SR 8, fast healing 1, gaseous form (1/day), fire vulnerability; AL N; SV Fort +6, Ref +6, Will +2; Attributes Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

This quality may only be used in mist, rain or other precipitation.

SQ: Gaseous Form. Once per day the mist gorilla may assume an insubstantial state identical to the effects of the spell *gaseous form* lasting for one minute per HD.

SQ: Fast Healing. The mist gorilla may heal 1 hit point per round, provided it has at least 1 hit point remaining and is in a body of mist or other precipitation.

SQ: Fire Vulnerability. The mist gorilla takes normal damage from fire-based attacks and does not benefit from damage reduction or spell resistance.

*Mist gorillas receive a +10 racial bonus to Hide checks in foggy or rainy conditions due to their silver-grey hides.

Cloud Griffon

Cloud griffons take to the skies to hunt their prey, not unlike the mundane members of the species. Their preferred tactic is to fly along the top of a heavy cloudbank, using a combination of keen eyesight and their sensitivity to the movements of the vapors to identify potential food sources. Once the target is chosen, they dive through the cloudbank, maximizing surprise as they drop silently from shrouded skies to pounce and make rake attacks as normal. If badly wounded, they use their gaseous form ability to disengage before lifting off in a fantastic whirlwind of mists.

Cloud Griffon: CR 5; SZ L Magical Beast (10 ft. long); HD 7d10 +21; hp 62; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17; Atk +8 melee (2d6+4, bite), +3 melee (1d4+2 [x2], claws); Face/Reach 5 x 10/5; SA pounce, rake 1d6+2; SQ scent, blindsight 60 ft., cold resistance 10, DR 5/+1or fire, SR 14, fast healing 1, gaseous form (1/day), fire vulnerability; AL N; SV Fort +8, Ref +7, Will +3; Attributes Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills: Hide -2*, Jump +8, Listen +6, Spot +11**.

SQ: Blindsight. The cloud griffon's blindsight is an enhanced sensitivity to shifting water vapor that helps it stalk its prey in foggy conditions. This quality may only be used in mist, rain or other precipitation.

Skills: Climb +18, Hide -2*, Listen +6, Spot +6.

SQ: Blindsight. The mist gorilla's blindsight is an enhanced sensitivity to shifting water vapor that helps it stalk its prey in foggy conditions.

SQ: Gaseous Form. Once per day the cloud griffon may assume an insubstantial state identical to the effects of the spell *gaseous form* lasting for one minute per HD.

SQ: Fast Healing. The cloud griffon may heal 1 hit point per round, provided it has at least 1 hit point remaining and is in a body of mist or other precipitation.

SQ: Fire Vulnerability. The cloud griffon takes normal damage from fire-based attacks and does not benefit from damage reduction or spell resistance.

*Cloud griffons receive a +10 racial bonus to Hide checks in foggy or rainy conditions due to their blue-grey coloration.

**Cloud griffons receive a +4 racial bonus to Spot checks in daylight.

Moor Troll

The moor troll is a fearsome marauder of wind-swept moors and boggy highlands. Their instinctive navigational ability allows them free reign of their territory, which is often uncontested by other creatures due to the limited visibility. Moor trolls are often sighted loping along through the fog with a long, uneven gait. They raid for food along the edges of the moors, striking out at humanoid settlements and disappearing back into the drifting mist and rain. In combat, moor trolls focus on anyone separated from a group or flock in the fog and attempt to grapple and silence their victim before retreating. Their combination of fast healing and regeneration make them potent combatants, but their fear of fire is legendary, as they are even more susceptible to it than other trolls.

Moor Troll: CR 6; SZ Large Giant; HD 6d8+36; hp 65; Init +2; Spd 30 ft.; AC 18; Atk +9/+9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Face/Reach 5 x 5/10; SA rend; SQ cold resistance 10, SR 14, DR 5/+1, fire, regeneration 5, darkvision (90 ft.), scent, fast healing 1, gaseous form (1/day), fire vulnerability; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Hide +2*, Intuit Direction +8, Listen +5, Spot +5.

Feats: Alertness, Iron Will

SQ: Blindsight. The moor troll's blindsight is an enhanced sensitivity to shifting water vapor

that helps it stalk its prey in foggy conditions. This quality may only be used in mist, rain or other precipitation.

SQ: Gaseous Form. Once per day the moor troll may assume an insubstantial state identical to the effects of the spell *gaseous form* lasting for one minute per HD.

SQ: Fast Healing. The moor troll may heal 1 hit point per round, provided it has at least 1 hit point remaining and is in a body of mist or other precipitation.

SQ: Fire Vulnerability. The moor troll takes normal damage from fire-based attacks and does not benefit from damage reduction or spell resistance.

*Moor trolls receive a +10 racial bonus to Hide checks in foggy or rainy conditions due to their mottled grey hide.

Other Mist Creatures

The mist creature template is well suited to forest-dwellers, aquatic creatures and subterranean terrors, although nearly any creature may adopt the template. Other possibilities include giants, serpents, felines and rodents of all sizes.

These mist creatures were created by Nathan Douglas Paul. Thanks to the Sunday Gang for playtesting aid and editorial feedback. Sorry about the Gorillas in the Mist—that's pretty bad.

Legal Appendix

This printing of *Sample Mist Creatures* is done under version 1.0a of the Open Game License, below, the d20 System Trademark License, d20 System Trademark Logo Guide and the d20 System Reference Document. This product requires the use of the Dungeons and Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with Permission. Subsequent printings of this work will incorporate and comply with final versions of the System Reference Document.

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, below. Open Game Content may only be used under and in terms of the Open Game License.

Designation of Open Game Content:

With the exception of Product Identity as defined and described below, the text of this document is all considered Open Game Content. All content from or derived from Open Game Content and the System Reference Document is to be considered Open Game Content.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License:

1. The name "Dark Loch Creative Enterprises", as well as all logos, identifying marks, and graphic design pertaining thereto, including but not limited to the Tower logo;
2. The product name "The Grey Citadel," which is owned by Necromancer Games and used by Permission via special license;
3. The proper names of all characters, places, locations and things contained herein, including but not limited to: "Eamonvale" and "the Grey Citadel" which are owned by Necromancer Games and used by Permission via special license.
4. All artwork, illustrations, or graphic design contained herein, including any text contained with such artwork, illustrations, or graphic design

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc.;
Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
The Grey Citadel Copyright 2002, Necromancer Games, Inc.; Author Nathan Douglas Paul.
Sample Mist Creatures Copyright 2002, Dark Loch Creative Enterprises and Necromancer Games; Author Nathan Douglas Paul.