

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.

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