

Mist Treader: A Prestige Class 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 mist treader is a unique prestige class; its abilities are subtle and diverse, yet potent if applied in the right conditions. Eamonvale's inhabitants are obliged to spend much of their lives under a blanket of drifting mist and rain. Anyone who endures these conditions for several months learns to accept and ignore the inconveniences they bring, but a few are able turn the valley's troublesome weather to their advantage. These individuals learn to move through the mist unhindered, to use it for defense, for cover under missile fire and eventually manage to manipulate it through sheer force of will.

The vast majority of mist treaders are rangers, druids or rogues, as both the Eamonvale wilderness and the misty back alleys of the Grey Citadel offer plenty of precipitation. To survive, much less succeed in their endeavors, these character types must learn to use the fog to their advantage. Other mist treaders may be fighters or other character types who have discovered how to turn the weather to their advantage.

Hit Die: d8

Requirements

To qualify to become a mist treader, a character must fulfill all the following criteria.

Hide: 7 ranks

Move Silently: 7 ranks

Survival: 4 ranks

Other: Must have spent at least one full experience level in the Eamonvale region, or in another extremely wet, cold and misty environment such as a temperate rainforest or underground cavern.

Class Skills

The mist treader's class skills (and the key ability for each skill) are: Balance (Dex), Hide (Dex), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (weather) (Int), Listen (Wis),



Move Silently (Dex), Spot (Wis), Swim (Str), Survival (Wis).

See Chapter 4: Skills in the *PHB* for skill descriptions.

Skill Points at Each Level: 4+ Int modifier.

Class Features

Intuitive Navigation: While most travelers are hopelessly disoriented in the drifting mists of Eamonvale, the mist treader is quite at home in them. He has honed his senses to compensate for periods in which vision is seriously restricted; a whisper of wind on his cheek, a slight change of topography or a minute difference in temperature provides him with everything he needs to navigate. At 2nd level the mist treader gains a +2 bonus on navigational Survival checks prompted by limited visibility, be it due to fog, rain, snow or darkness. This bonus increases to +4 at 4th level.

Out of Nowhere: The mist treader has learned to use obstructed visibility to his advantage in

combat. At 1st level, the mist treader increases his Concealment Miss Chance for attacks made against him by +10% (to 30% total), provided that the Concealment results from fog, precipitation or darkness. At 3rd level, fog or precipitation provides Total Concealment at ranges of 15 feet or more as if it were total darkness.

Cloak of Grey: The mist treader instinctively knows the movements of the mists of Eamonvale, moving with the thickest sections, wrapping himself in it like a cloak and shielding himself from view. When in any situation where visibility is restricted by any type of precipitation, the mist treader gains a +2 circumstance bonus on Hide skill checks. In addition, mist treaders may attempt a Hide check while being observed, provided there is some form of fog or other precipitation present. At 3rd level the mist clings so closely that it may even seem to divert some attacks; a +1 deflection bonus is applied to the mist treader's Armor Class when mist or precipitation is present. This AC bonus increases to +2 at 5th level.

Call the Fog: The familiarity with the mist results in a subconscious bond between man and moisture, and at times it even seems to obey his will. At 2nd level, the mist treader may summon a rising fog as per the spell *obscuring mist* once per day. This increases to twice per day at 4th level, and the spell may be centered on any target or point within view. This ability only functions if the user is in a moist area such as a temperate climate or underground cavern.

Penetrating Sight: The mist treader has spent enough time enveloped in the grey shroud that lies across Eamonvale that he can often see or sense movements invisible to others. A creature's movement through heavy fog or across rain-soaked ground leaves evidence that only his sharp eyes can read... a pocket of swirling mist, a rippling puddle or the patter of droplets falling from disturbed leaves. Reduce the target's Concealment Miss Chance by -10% (to 10%) when the Concealment is due to fog, precipitation, or darkness but not foliage or magical effects such as *blur* or *invisibility*. At 3rd level, Concealment Miss Chance due to fog or precipitation is eliminated altogether.

Waterproof: After many months, many miles and many wet nights under the cloud-laden skies of Eamonvale, the mist treader ceases to be impaired by rain. At 2nd level, the -4 penalties to Spot, Search and Listen checks and ranged attack rolls from rain are reduced to -2 for the keen-eyed treader. At 5th level, these penalties are eliminated altogether... by this time, he rarely notices the rain at all.

Figment: At 4th level, the mist treader may manipulate existing mists (including magical mists or those he summoned himself) to mimic the movement of a person or other object. This ability is identical to the spell *silent image* and may be used once per day. At 5th level the mist treader may create the figment effect twice per day.

The mist treader was conceived and written by Nathan Douglas Paul. Artwork by Creek.

Table I: The Mist Treader

| Class Level | BAB | Fort Save | Ref Save | Will Save | Special |
|-------------|-----|-----------|----------|-----------|--|
| 1 | +1 | +1 | +0 | +1 | Cloak of Grey (Hide), Penetrating Sight (-10%), Out of Nowhere (+10%) |
| 2 | +2 | +2 | +0 | +2 | Intuitive Navigation +2, Call the Fog (1/day), Waterproof (-2) |
| 3 | +3 | +2 | +1 | +2 | Cloak of Grey (+1AC), Penetrating Sight (no penalty), Out of Nowhere (total) |
| 4 | +3 | +3 | +1 | +3 | Intuitive Navigation (+4), Call the Fog (2/day, ranged), Figment (1/day) |
| 5 | +4 | +4 | +1 | +3 | Cloak of Grey (+2 AC), Figment (2/day), Waterproof (no penalty) |

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