

The Mist Creature (3.0) Template 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.

Along the border between the elemental planes of water and air lies a chill realm of rain and mist. Eamonvale legends speak widely of this realm, which the locals believe borders on their own lands. Mainly they speak of the creatures of this plane, wispy, grey-blue versions of worldly beasts that slip in from the fog to prey on the weak and unwary, then fade back into the mists without a trace. The monsters that these myths refer to are the mist creatures, inhabitants of the foggy planar fringe and visitors to any land plagued by mist and rain.

Creating a Mist Creature

“Mist Creature” is a template that can be added to any corporeal creature (hereafter referred to as the “base creature”), provided that the creature does not have the fire subtype. Beasts or animals with this template become magical beasts, but otherwise the creature type is unchanged. A mist creature uses all the base creature’s statistics and special abilities except as noted below.

Special Qualities: A mist creature retains all the special qualities of the base creature and also gains the following ones based on their Hit Dice as described in the table below. If the base creature already has one or more of these special qualities, use the better value.

Blindsight (Ex): 60 ft., useable only while in a body of mist or other precipitation.

Damage Reduction (Su): See table.

Spell Resistance (Ex): Equal to double the creature’s HD (maximum 25).

Cold Resistance (Ex): See table.

Fire Vulnerability (Ex): The mist creature takes normal damage from fire-based attacks. Its damage reduction and spell resistance (from this template or any other source) are not effective against fire attacks. If the creature has some form of fire resistance, it is lost once the mist creature template is applied (note that this weakness is different than the cold subtype).

Gaseous Form (Ex): Once per day, a mist creature may render its body insubstantial

through force of will. This ability functions identically to the spell *gaseous form*, except that the duration is 1 minute per Hit Die of the mist creature. At 8 HD, this ability may be used twice per day.

Fast Healing(Ex): Beginning at 4 HD, the mist creature heals at a rate of 1 hit point per round, as long as it has at least 1 hit point. At 12 HD, this increases to 2 hit points per round. This ability may be used only if the creature is in a body of mist or fog (natural or magical) that is large enough to completely engulf them. If the creature is reduced to 0 hit points, it dissipates and returns to its home realm.

Table I: Mist Creature Qualities

| Hit Dice | Cold Resistance | Damage Reduction | Special |
|----------|-----------------|------------------|----------------|
| 1-3 | 5 | existing/ fire | Gaseous Form 1 |
| 4-7 | 10 | 5/ +1, fire | Fast Healing 1 |
| 8-11 | 15 | 5/ +2, fire | Gaseous Form 2 |
| 12+ | 20 | 10/ +3, fire | Fast Healing 2 |

Saves: Same as base creature.

Abilities: Same as base creature.

Skills: Same as base creature; Hide +10 (while in a body of fog or other precipitation), Intuit Direction +8.

Feats: Same as base creature.

Climate/Terrain: Any non-arid land and underground.

Organization: Same as base creature.

Challenge Rating: Up to 3 HD, same as base creature; 4 HD to 7 HD, as base creature +1; 8+ HD, as base creature +2

Treasure: Same as base creature.

Alignment: Same as base creature or Neutral.

Advancement: Same as base creature.

The Mist Creature Template was designed and written by Nathan Douglas Paul, with additional design by William Boldt and Dorian Wright, as a supplement for *The Grey Citadel*. The template was revised by Scott Greene for inclusion as the *Vapor Creature* in the *Tome of Horrors II* and in *The Eamonvale Incursion* by Nathan Douglas Paul, both available for *Necromancer Games*. Both versions of the template are available at www.darkloch.com.

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