

The Vapor Creature (3.5) Template for the Eamonvale Campaign Setting

The Eamonvale mini campaign setting is featured in the Necromancer Games adventure modules 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 vapor creatures, inhabitants of the foggy planar fringe and regular visitors to any land plagued by mist and rain.

These creatures have adapted to reap the greatest benefit from the heavy precipitation that always shrouds their forested home. Vapor creatures are indiscernible from their normal counterparts and are often mistaken for such creatures. These creatures are highly intelligent (compared to the normal creatures they resemble) and their cunning and wits often show themselves in battle or interaction with other creatures. Vapor creatures are no more or less aggressive than the creatures they resemble. These creatures are common on the random encounter tables for all areas of Eamonvale.

Creating a Vapor Creature

“Vapor Creature” is an inherited template that can be applied to any corporeal animal, fey, giant, magical beast or vermin (hereafter referred to as the “base creature”). It retains any elemental type modifiers except “Cold” and loses any resistances to cold it may have. A vapor creature uses the base creature’s statistics and special abilities except as noted below.

Size and Type: Animals and vermin become magical beasts, but otherwise the creature’s type is unchanged. Animals and vermin gain the augmented subtype because their type changes.

Hit Dice and Hit Points: Increase to d10.

Speed: Same as base creature.

Armor Class: Same as base creature.

Base Attack/Grapple: Same as base creature.

Attacks: Same as base creature.

Damage: Same as base creature.

Special Attacks: A vapor creature retains all the special attacks of the base creature and also gains the special attack listed below.

Death Throes (Ex): When a vapor creature is slain, its body bursts and releases a nauseating cloud of grayish-green vapor that fills a 10-foot radius. This cloud acts as a *stinking cloud* spell (caster level 5th). Affected creatures must make a successful Fortitude save (DC 10 + 1/2 the vaporous creature’s HD + the vapor creature’s Constitution modifier) or be nauseated as long as they remain within the cloud and for 1d4+1 rounds after they leave. A creature that makes its save but remains in the cloud must continue to save each round.

Special Qualities: A vapor creature retains all the special qualities of the base creature and also gains the following. If the base creature already has one or more of these special qualities, use the better value.

Cold Susceptibility (Ex): Vapor creatures are sensitive to low temperatures that affect the evaporated state of vapor in the air around them. A cold-based effect or attack freezes the vapor creature’s form causing it to function as if affected by a *slow* spell. The effects last for 3 rounds. This only affects a vapor creature in vaporous form.

Fast Healing (Ex): As they are composed in part of water vapor, vapor creatures may use it to knit their wounds and gain fast healing 2. They heal only if in a body of mist or fog large enough to completely engulf their body, or if touching a body of water. If the base creature already has fast healing, they do not stack. They overlap. For example, a base creature with fast healing 5 that takes this template now has fast healing 5 and fast healing 2. It follows the normal rules for its fast healing 5 ability and follows the rules above for fast healing gained from this template (that is, it would still only heal 2 points of damage when touching fog or water, not 7 points of damage).

Fire Resistance (Ex): Due to their watery nature and the thin layer of vapor that shrouds them at all times, vapor creatures have fire resistance 5. If the base creature already has fire resistance, use its original value or this one, whichever is higher.

Vaporous Form (Su): As a standard action, once per day, a vapor creature can assume a grayish, misty form. Its general body shape and size remains the same and it takes on a wispy, translucent appearance. This functions as the *gaseous form* spell (caster level equal to the base creature's HD). The vapor creature can use this ability for one hour per day and the time used does not have to be continuous.

Abilities: Same as base creature. Vapor creatures have a +1 per Hit Die bonus to Intelligence due to their planar origins and superior learning ability, and a +1 bonus to Charisma due to their stoic self-sufficiency.

Skills: Same as the base creature. Vapor creatures have a +8 racial bonus on Hide checks in areas of smoke, fog, mist, or vapor.

Environment: Same as the base creature.

Organization: Same as the base creature. Vapor creatures are frequently encountered singly, due to their frosty personalities and preference for inhospitable lair locations. A vapor creature may also be found leading a group of its base creature.

Challenge Rating: Same as the base creature's +1.

Treasure: Same as base creature.

Alignment: Same as base creature, or Neutral; through their ties to the ebb and flow of weather patterns and the shapelessness of the vapors that comprise them, enigmatic vapor creatures tend towards neutrality, asceticism and abstention from the affairs of their fellows.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature +2.

The Vapor Creature Template is based on the Mist Creature Template that was originally designed and written for Dark Loch Creative Enterprises 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 in the Tome of Horrors II, available from Necromancer Games. It is this version that appears in The Eamonvale Incursion by Nathan Douglas Paul, also available from Necromancer Games. Both versions are available at www.darkloch.com. Thanks to William and Dorian for their ideas and Scott for his revision.

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