

Sample Vapor Creatures (3.5) 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 vapor creature template. This template is a revised version of the d20 3.0 mist creature template, which was designed as a web enhancement for *The Grey Citadel* from Necromancer Games. Both versions are available from www.darkloch.com; this version also appears in the *Tome of Horrors II* and *The Eamonvale Incursion*, both from Necromancer Games. 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 Hounds

Mist Hounds are sometimes kenneled by cloud and storm giants and by other powerful creatures residing in marshes, moorlands or mountainous regions. They also form independent, wide-ranging packs that may include a combination of mist hounds and regular wild dogs. Appearances of these packs are often seasonal, during the time of year when the mists are the thickest in a particular area. Homesteaders of Eamonvale know that on days when the mist is thick it is better to travel in groups, and on foggy nights a lost sheep can be written off as prey to the mist hounds.

Mist Hound (Vapor Riding Dog): CR 2; SZ M Magical Beast (Augmented Animal); HD 2d10 +4; hp 15; Init +2; Spd 40 ft., swim 20 ft.;

AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grap +1/+3; Atk +3 melee (bite, 1d6+3); Full Atk +3 melee (bite, 1d6+3); SA Death throes, trip; SQ cold susceptibility, fast healing 2, fire resistance 5, low-light vision, scent, vaporous form; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 4, Wis 12, Cha 7.

Skills: Hide +2*, Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*. **Feats:** Alertness, Track.

*Mist hounds have a +4 racial bonus to Jump checks. Mist hounds gain a +4 racial bonus on Survival checks when tracking by scent. Mist hounds gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the mist hound's death throes has a DC of 13.

Tactics: 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.

Fomor-kin

The fomor-kin are oversized humanoid marauders of wind-swept moors and boggy highlands. Their reign over extensive and inhospitable terrain is often uncontested by other creatures due to the limited visibility. They raid for food along the edges of the moors, striking out at humanoid settlements and disappearing back into the drifting mist and rain. Fomor-kin can be sighted loping along through the fog with a long, uneven gait, providing ample bed-time story material for willful children.

Fomor-kin (Vapor Ogre): CR 4; SZ L Giant; HD 4d10+11; hp 33; Init -1; Spd 40 ft.; AC 15 (-1 size, -1 Dex, +5 natural, +2 leather armor), touch 8, flat-footed 15; BAB/Grap +3/+12; Atk +8 melee (greatclub, 2d8+7); Full Atk +8 melee (greatclub, 2d8+7), Atk +1 ranged (javelin, 1d8+5); SA Death throes; Space/Reach 10 ft./10

ft.; SQ cold susceptibility, darkvision 60 ft., fast healing 2, fire resistance 5, low-light vision, vaporous form; AL NE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 10, Wis 10, Cha 8.

Skills: Climb +5, Hide –1*, Listen +2, Spot +2, Swim +5. **Feats:** Toughness, Weapon Focus (greatclub).

*Fomor-kin gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the fomor-kin's death throes has a DC of 14.

Tactics: In combat, fomor-kin 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 plentiful hit points make them potent combatants, and their resistance to fire allows them to ignore a weapon that is commonly brought to bear against them by fearful villagers and homesteaders.

Vapor Dire Rat

Vapor dire rats resemble normal dire rats in all respects. Though more intelligent than dire rats, they seem to possess the same traits and conduct themselves in much the same way as normal dire rats. They seldom keep company with their normal counterparts and often quarrel and fight with dire rats. Vapor dire rats are found just about anywhere save the coldest of climates. Common encounters occur in swamps and bogs, underground or in ruined structures. Regardless of where these creatures construct their nest, a source of water is always found nearby.

Vapor dire rats understand Common but cannot speak.

Vapor Dire Rat: CR 1; SZ S Magical Beast (Augmented Animal); HD 1d10+1; hp 6; Init +3; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB/Grp +1/-3; Atk +5 melee (bite, 1d4 + disease); Full Atk +5 melee (bite, 1d4 + disease); SA Death throes, disease; SQ cold susceptibility, fast healing 2, fire resistance 5, low-light vision, scent, vaporous form; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 6, Wis 12, Cha 10.

Skills: Climb +11, Hide +3*, Listen +4, Move Silently +4, Spot +4. **Feats:** Weapon Finesse.

*A vapor dire rat has a +8 racial bonus to Climb checks and can always choose to take 10 Climb checks, even if rushed or threatened. A

vapor dire rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. Vapor dire rats gain a +8 racial bonus to hide checks in areas of smoke, fog, mist, or vapor due to their coloration.

Death Throes (Ex): The Fortitude save to resist the vapor dire rat's death throes has a DC of 11.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Tactics: Vapor dire rats attack with their bite. A pack uses ambush tactics against potential prey, and when attacking, they often attempt to flank their foe, sending several rats against the creature's flank while the rest hit from the front or sides. Injured vapor dire rats drop back where they can use their fast healing ability (if they are near a source of water, fog, steam, or mist) while the holes in their ranks are filled by other vapor dire rats. Vapor dire rats usually assume vapor form and attempt to escape if they lose more than half their numbers.

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