

Elemental, Mist

CR 13

N Large Elemental

Initiative: +12; **Senses:** Darkvision 60 ft.

Defense

AC: 25, **Flat-Footed:** 25, **Touch:** 9

(+8 dexterity, +8 natural, -1 size)

HP: 150 (20d8+60)

DR: 10/--

Fort: +9, **Ref:** +20, **Will:** +8

SR: None

Resistances: None

Immunities: Elemental Immunities, Mind-affecting Effects

Defensive Abilities: Insubstantial

Offense

Base Attack Bonus: +15; **Grapple:** +21; **Space/Reach:** 10 ft. / 10 ft.

Speed: Fly 90 ft. (perfect)

Melee: Chilling Touch +22 (2d6+2 plus 2d10 cold; touch attack)

Special Abilities: Infuse With Evil

Tactics

During Combat: During combat, a mist elemental will attempt to employ the element of surprise to swiftly assault the nearest foe. A mist elemental always opens up a battle with its Infuse With Evil ability, hoping to take control of an enemy and force them into attacking those that used to be their allies.

Morale: While a mist elemental may not fear death, it does know when to flee if it must; a mist elemental flees from battle if reduced to 30 or fewer hit points.

Statistics

STR 14 (+2)

DEX 26 (+8)

CON 16 (+3)

INT 8 (-1)

WIS 10 (+0)

CHA 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Infuse With Evil), Combat Reflexes, Dodge, Improved Initiative, Iron Will, Stealthy, Weapon Finesse

Skills: Hide +17 (11 ranks, +8 Dex, +2 Feat, -4 size), Move Silently +22 (12 ranks, +8 Dex, +2 Feat)

Languages: Auran

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any sufficiently foggy or mist-covered area

Organization: Solitary

Treasure: None

Special Abilities

Infuse With Evil (Su): As a full round action, the mist elemental may infuse an adjacent creature with pure evil. The affected creature must succeed on a will save (DC 22) or have its alignment permanently changed to chaotic evil. In addition, a creature affected by this ability is treated as if under the effects of a *dominate monster* spell. A *remove curse* spell cast upon the victim of this ability returns his alignment to normal and breaks the domination effect.

A mist elemental may not employ after its use until it has successfully affected a living creature with its chilling touch attack.

The save DC is Charisma-based. This ability's save DC is increased by +2 due to the mist elemental possessing the Ability Focus (Infuse With Evil) feat.

Insubstantial (Ex): Physical attack made against mist elementals have a 50% chance to miss regardless of whether or not it would hit normally.

The mist before you coalesces into a single, roughly humanoid, mass. It rushes towards you and tendrils snake out of its form to attack.

Mist elementals are born of the elemental plane of air reaching onto the prime material plane into places of great woe or death (graveyards being common). When inert, they are totally unnoticeable if encountered amongst mist or fog; when they become active, however, it doesn't take long for a soon-to-be-victim to realize that something with his surroundings is very, very wrong.

While most air elementals are more than happy residing within the plane of air, mist elementals revel in causing chaos for creatures that reside on the material plane. It is not uncommon for a mist elemental to

take up residence in a graveyard built around a necropolis, where a steady stream of new victims often goes to pay respects to their dead.

Mist elementals are capable of understanding Auran, though they cannot speak any language.

Lore

A successful knowledge (the planes) check will reveal the following information about a mist elemental:

- DC 30 The creature before you is a mist elemental; a creature created by a mixture of the elemental plane of air and a place of great sorrow or death on the material plane. This reveals all elemental traits.
- DC 35 The touch of a mist elemental is deadly to living creatures, causing horrific wounds in addition to deadly freezing.
- DC 40 While they aren't creatures of evil, a mist elemental is capable of infusing creatures with the very essence of pure evil; creatures infused in this way become shadows of their former selves and are slaves of the mist elemental until the horrible curse is removed.