

Mist Horror

CR 7

NE Medium Undead (Incorporeal)

Initiative: +10; **Senses:** Darkvision 60 ft.

Defense

AC: 18*; **Flat-Footed:** 12*; **Touch:** 18*

(+2 deflection, +6 dexterity)

*+4 AC versus attacks of opportunity drawn from movement

HP: 91 (14d12)

DR: 10 / Magic and Good

Fort: +4, **Ref:** +10, **Will:** +9

SR: 24

Resistances: Turn Resistance +2

Immunities: Undead Immunities

Defensive Abilities: Swirling Vapors

Offense

Base Attack Bonus: +7; **Grapple:** +7; **Space/Reach:** 5 ft. / 5 ft.

Speed: 40 ft., fly 10 ft. (average)

Melee: 2 Slams +14 (2d6 negative energy)

Special Abilities: Aura of Disruption, Terrifying Visage

Tactics

During Combat: Mist horrors attempt to approach solitary members of a group so that they might quietly kill them when their companions aren't paying attention; night watchmen are a particular favorite victim of mist horrors.

Once combat has begun, a mist hunter will attempt to keep on the move as much as possible to confound and confuse its opponents.

Morale: Mist horrors do not fear death and take such pleasure in combat that they never flee when presented with living targets.

Statistics

STR --- (+---)

DEX 22 (+6)

CON --- (+---)

INT 9 (-1)

WIS 11 (+0)

CHA 14 (+2)

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

Feats: Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Focus (Slam)

Skills: Hide +23 (17 ranks, +6 Dex), Move Silently +23 (17 ranks, +6 Dex), Spot +17 (17 ranks)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

Ecology

Environment: Any area that is constantly home to heavy mist or fog

Organization: Solitary

Treasure: None

Special Abilities

Aura of Disruption (Su): Spellcasters attempting to cast spells within 20 feet of a mist horror must succeed on caster level checks (DC 17) or have their spell fizzle. Spells that fizzle are treated as having been cast, but have no effect.

Swirling Vapors (Su): A mist horror is surrounded by wisps of mist that conceal its location. Unless a creature is adjacent to a mist horror, the mist horror is treated as if it were under the effects of a *greater invisibility* spell.

Terrifying Visage (Ex): Any creature who views a mist horror for the first time must succeed on a DC 19 will save or become shaken for 1 minute. A creature who successfully makes the will save is immune to the effects of this ability for 24-hours.

The save DC is Charisma-based.

The mist before you swirls and coalesces into a form that resembles that which you fear most.

Mist horrors lurk in swirling banks of fog waiting for living creatures to pass nearby. Any creature who lingers too long in the mist is sure to draw the attentions, and earn the wrath of these horrid creatures.

While their presence is often sensed as they move by a party just outside of visual range – an unusual ripple in the vapors to one side, a strange sensation of some lurking presence – they do not allow themselves to be seen until they attack. When they do make their presence known, their form can be greatly varied, though they always appear to be made of mist. While a horror is generally man-sized, it can take any shape it desires, usually taking on a form that it knows (from an

empathic probe of the victim's mind) will cause terror. Thus, a person afraid of wolves would find themselves facing down a six-foot long wolf composed of billowing fog.

Mist horrors appear to be able to communicate telepathically with anyone moving through the mists. Thus, when they are about to attack or are stalking someone, they will send feelings of dread and fear into their minds. In addition, they often use this power to entice persons outside of the mists to enter them. Communication in this manner consists of feelings and impressions rather than solid understanding. Someone being called into the mists by these foul spirits might begin to feel a mild fascination with the billowing clouds of vapor. Eventually, this interest grows into a consuming need to enter the mists.

Lore

A successful knowledge (religion) check will reveal the following information about a mist horror:

DC 24 The creature before you is known as a mist horror, a powerful undead creature that feeds upon the life force of the living.

This reveals all undead traits

DC 29 Those who view a mist horror are often utterly terrified by what they see; mist horrors take the form of their victim's greatest fear.

DC 34 Mist horrors possess a powerful aura that disrupts the spellcasting ability of any creatures nearby.