MIHSTU

Medium-Sized Elemental (Air)

Hit Dice: 8d8+16 (52 hp)

Initiative: +10 (Dex, Improved Initiative)

Speed: 20 ft, fly 20 ft (good)

AC: 22 (+6 Dex, +6 natural)

Attacks: 4 tentacles +12 melee

Damage: Tentacle 1d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Envelop

Special Qualities: Damage reduction 20/+2, immunities, elemental qualities, SR 13

Saves: Fort +4, Ref +12, Will +4

Abilities: Str 12, Dex 22, Con 14, Int 14, Wis 14, Cha 13

Skills: Hide +10, Listen +12, Move Silently +15, Search +11, Spot +12

Feats: Dodge, Improved Initiative, Mobility, Weapon Finesse (tentacles)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral evil

Advancement: 9-16 HD (Medium-size); 17-24 HD (Large)

Mihstu are free-willed mist creatures of a malign nature from the Elemental Plane of Air. They like cool, damp places that are well hidden from sunlight. Mihtsu are not entirely solid and can shape their bodies at will, but they usually appear as clouds of swirling mists and vapors. They can seep through small cracks and openings, and can spread themselves out over larger areas.

Mihstu are strictly solitary and only abide the company of those who can give them things, such as wizards who can reward them with powerful magic items for performing a task. If intruders don’t appear to be beneficial to the mihstu, it will assume a ghostly shape in an attempt to scare them away.

COMBAT

Mihstu form four razor-tipped tentacles from their bodies when they enter combat. It engages another creature in melee in an attempt to get closer, so that it may employ its enveloping attack.

Envelop (Su): A mihstu can try to wrap a Small or smaller creature in its body as a standard action. The mihstu attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, the enveloped victim takes 1 point of temporary Constitution damage each round the hold is maintained.

Attacks that hit an enveloping mihstu deal half their damage to the monster and half to the trapped victim. Note that a mihstu can still use its tentacles to strike at other targets while it is enveloping a creature.

Immunities (Ex): Mihstu are immune to all electrical attacks, as well as any sort of direct missile attack (including magic missile spells).

Cold Susceptibility (Ex): Any cold-based effects deal normal damage to the mihstu and stun it for 2d6 rounds.

The Mihstu first appeared in the MM II (Gary Gygax, 1983).