

## Mist Witch: A Prestige Class 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 mist witch is a spellcaster whose exposure to and obsession with the thick mists of Eamonvale have affected his or her spellcasting abilities, especially in the disciplines of divination and summoning. The uniform presence of precipitation over time and place facilitates remote contact and viewing, and the presence of the mist both in the valley of the River Eamon and on the fringes of the elemental planes of air and water grant access to a menagerie of strange, insubstantial beasts.

Most mist witches are wizards, but sorcerers and druids often discover the primal forces of the mist as well. Only rarely do clerics divert from their holy callings to explore the magic of mist, and bards and paladins tend to be too forward for its subtleties.

**Note:** When the mist witch prestige class was originally designed, it was accompanied by the mist creature template. That template was later revised for inclusion in the *Tome of Horrors II* and *The Eamonvale Incursion*, both from **Necromancer Games**, and renamed the vapor creature template. Both templates are available for free download from [www.darkloch.com](http://www.darkloch.com). For the purposes of this prestige class, they may be used interchangeably, regardless of how they are referred to in this article.

**Hit Die:** d4

### Requirements

To qualify to become a mist witch, a character must fulfill all the following criteria.

**Spellcasting Ability:** The character must have access to both summoning and divination spells, and must be able to cast 3rd level spells.

**Other:** The character must have spent two-thirds of her spellcasting levels in the Eamonvale region, or in another extremely wet, cold and misty environment such as a temperate rainforest or underground cavern.

### Class Skills



The mist witch's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis). See Chapter 4: Skills in the *PHB* for skill descriptions.

**Skill Points at Each Level:** 4+ Int modifier.

### Class Features

**Spell Advancement:** Each level gained in the mist witch prestige class grants spell ability as if the character had also gained a level in her spellcasting class. She does not gain any new feats, hit points or other benefits that a character of that class would have gained. If a character had more than one spellcasting class before becoming a mist witch, she must choose which class benefits from the added level of spell ability.

**Mist Familiar:** The mist witch may apply the mist creature template to her familiar at first

level. The familiar uses the mist witch's level to determine the template's HD-dependent abilities.

**Guiding Mist:** The mist witch combines magical sensitivity and instinct to avoid confusion in the drifting fog of Eamonvale. The mist witch may manifest an effect identical to the *find the path* spell, provided that they and their desired destination lie within the same body of mist. This ability may be used once per day at 1st level, and twice per day at 3rd level.

**Call the Fog:** At 1st level, the mist witch may summon a rising fog as per the spell *obscuring mist* once per day. This increases to twice per day at 3rd level, and the spell may be centered on any target or point within view. This ability only functions if the user is in a moist area such as a temperate climate or underground cavern.

**Summon Mist Creatures:** One of the most potent powers of the mist witch is to summon forth creatures that dwell on the misty borders of the elemental planes. The caster may apply the mist creature template to creatures summoned with the *summon monster* or *summon nature's ally* spells. For *summon monster* spells, replace the fiendish or celestial template with the mist template OR apply the mist template to an unmodified creature chosen from the list one level lower than would normally be used. For *summon nature's ally* spells, apply the mist template to a creature from the list one level lower than would normally be used. Creatures summoned this way use their Hit Dice for determining the template's level dependent benefits. Creatures with the fire or earth subtype may not adopt the mist template.

For example, 5th level wizard/2nd level mist witch casting *summon monster IV* could summon one dire mist wolf, 1d3 mist gorillas or 1d4+1 mist wolves OR chose to summon a celestial mist bear, 1d3 fiendish mist wolves or 1d4+1

celestial mist badgers. A 5th level druid/2nd level mist witch casting *summon nature's ally IV* could summon a dire wolf, a mist wolverine, 1d3 mist wolves or 1d4+1 mist hounds.

**Mist Sight:** The fog of Eamonvale provides the mist witch with a conduit for information gathering. At 2nd level the mist witch gains a +1 caster level bonus to spells with the divination descriptor, provided that both the caster and the subject of the divination are in some form of mist, regardless of distance or continuity. At 4th level, this caster level bonus increases to +2.

**Cloak of Grey:** The mist witch gains limited protection from the mists of Eamonvale. At 3rd level the mist clings so closely that it may even seem to divert some attacks; a +1 deflection bonus is applied to the mist witch's Armor Class when mist or precipitation is present. This AC bonus increases to +2 at 5th level.

**Enhance Mist Creatures:** The mist witch may use her influence over the mist to enhance the performance of mist template creatures that she summons. The mist witch may treat the summoned creature as if it had +1 HD for the purposes of determining the effects of the mist creature template only.

**Mist Form:** At 5th level, the mist witch's connections to the elements enable her to emulate the abilities of the creatures of mist. The mist witch may assume the mist template herself once per day for a number of rounds equal to her total caster level. She benefits from all special abilities as determined by her own Hit Dice and may use other class abilities while in this form, unless prohibited from doing so by insubstantiality.

*The mist witch was written by William Boldt and Nathan Douglas Paul. Artwork by Creek.*

**Table I: The Mist Witch**

Class Level	BAB	Fort Save	Ref Save	Will Save	Caster Level	Special
1	+1	+0	+0	+1	+1	Mist Familiar, Guiding Mist (1/day), Call the Fog (1/day)
2	+1	+0	+0	+2	+1	Summon Mist Creatures, Mist Sight (+1 caster level)
3	+2	+1	+1	+2	+1	Guiding Mist (2/day), Call the Fog (2/day, range), Cloak of Grey (+1)
4	+2	+1	+1	+3	+1	Enhance Mist Creatures, Mist Sight (+2 caster level)
5	+3	+2	+1	+3	+1	Mist Form, Cloak of Grey (+2)

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