

Sample NPCs for the Eamonvale Campaign Setting, Volume One

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 the River Eamon is home to thousands of souls, the vast majority of who are simple crofters, trappers and herders. A few remarkable individuals demonstrate extreme competence in their chosen course, and their abilities set them apart from their neighbors. These individuals have mastered the misty slopes of the Stoneheart Mountains and the rain-slicked streets of Dun Eamon, exploring and bending to their will the terrain and conditions that drive most travelers to seek sunnier climes.

These NPCs are intended for use in the Eamonvale campaign setting, but are suitable for use in any cool, moist climate. They make use of the mist treader and mist witch prestige classes, both of which are available for download at the Dark Loch Creative Enterprises website (www.darkloch.com). They could be integrated into a campaign individually, or as an extremely potent group of allies or antagonists.

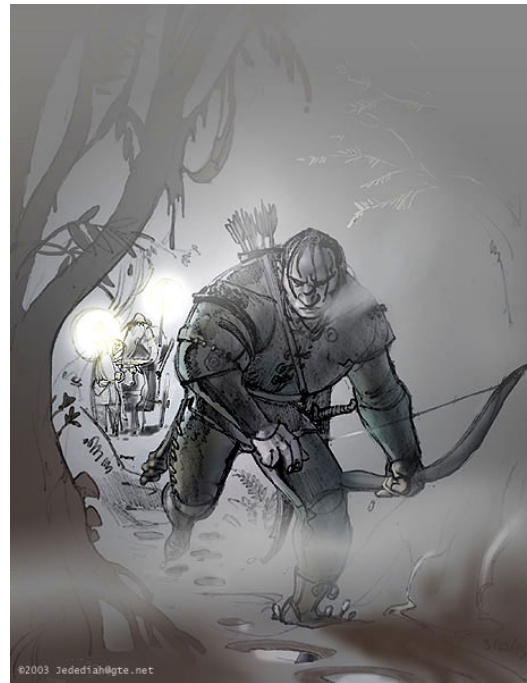
Lang

If dark woods and back roads are at their most inhospitable on a wet night, then the man known as Lang is all the more content to have them to himself. He is recognized as a competent tracker and woodsman, but it is his confidence and intuition in even the most deplorable visibility that have brought him true renown. During the rainiest seasons, he can command any price from caravan masters for his guiding services.

Lang moves freely from region to region, but the valley of the River Eamon is a regular haunt for him. There he can turn a good coin in the early and late trade seasons, braving the weather to escort a merchant caravan through the mountains passes when a trade house decides to gamble on a high return on their investment. With merchant gold weighting his purse, he can afford to undertake his own agendas the rest of the time; these often involve running supplies to remote homesteads in the event of illness or death. He also volunteers his services to the common folk of the region when someone goes

missing, and has recovered numerous children and farmers who have become disoriented while searching for lost livestock or returning from a market day.

Despite his altruistic streak, Lang is regarded with suspicion in some areas. Some say that he moves far too quickly for a normal man, covering great distances in a short time regardless of terrain or weather. Others suspect him of having powers of invisibility, due to his tendency to disappear from plain sight while being watched. His time in the wilderness has impaired his social grace, and many believe him to be mute for his lack of verbal interaction.



Lang is a middle-aged man of average height and stocky build. His hair is thinning, greasy and usually dangling in his face in wet strands. His teeth are in poor shape, and his eyes never settle on one subject for long, but are always scanning a room or area for threats. He wears leather armor spotted with patches of green moss and lichen, which adds to his camouflaged appearance. His weapons usually consist of a longbow and a dagger; he supplements these with a club scavenged from the forest when he expects trouble. He is also a notoriously good shot with thrown stones, which can come

whistling straight out of a pea-soup fog with no evidence of the thrower.

If encountered in the Eamonvale region, Lang is most likely seen in a small hamlet buying supplies and gathering news. He has been known to aid parties in distress, but rarely hangs about for commendations. Periodically he appears in the Grey Citadel, seeking merchant contracts or touching base with the trappers and hunters who travel the mountain slopes with him.

Lang (male human Rgr3/Bbn1/Tdr3); CR 7; SZ M; HD 3d8+1d12+3d8+7; hp 50; Init +3 (Dex); Spd 40 ft.; AC 18 (Dex, studded leather, buckler, *amulet of natural armor*); Atk +11/+6 or +9/+9/+4 ranged (1d8+2 [x2 or 3], +1 *mighty composite longbow* (Str 12), range 165 ft.), +10/+5 or +8/+8/+3 ranged (1d4+1 [x2 or 3], thrown rocks, range 40 ft), +6/+1 melee (1d6+1 [x2], club) and +6 melee (1d4+1, masterwork dagger); SQ wild empathy, favored enemy (animals), rage (1/day), fast movement, cloak of grey (hide, +1 AC), penetrating sight (no penalty), out of nowhere (total concealment), call the fog (1/day), waterproof (-2); AL N; SV Fort +10, Ref +6, Will +5; Attributes Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Skills: Craft (bowyer/fletcher) +2, Hide +12*, Knowledge (nature) +3, Listen +11, Move Silently +14, Spot +11, Survival +11. **Feats:** Endurance, Far Shot, Point Blank Shot, Rapid Shot, Run, Track, Two-Weapon Fighting.

SQ- Cloak of Grey (Ex): When in any situation where visibility is restricted by any type of precipitation, Lang gains the following benefits: +2 circumstance bonus on Hide skill checks; may attempt a Hide check while being observed; +1 deflection bonus to Armor Class.

SQ- Penetrating Sight (Ex): Lang may ignore the Concealment Miss Chance when making attacks when the Concealment is due to fog, precipitation or darkness, but not foliage or magical effects such as *blur* or *invisibility*.

SQ- Out of Nowhere (Ex): Lang may treat his own Concealment as Total when being targeted by attacks at ranges of 15 feet or greater when the Concealment is due to fog, precipitation or darkness, but not foliage or magical effects such as *blur* or *invisibility*. Note that this is a bonus to existing Concealment only, not a form of Concealment itself.

SQ- Call the Fog (Sp): Once per day Lang may summon a rising fog as per the spell *obscuring mist*.

SQ- Waterproof (Ex): Lang may reduce the normal penalties imposed by rain on Search, Spot and Listen checks from -4 to -2.

Possessions: cold weather outfit, masterwork studded leather armor, club, masterwork dagger, +1 *mighty composite longbow* (Str 12), quiver of 20 arrows, *cloak of resistance* +1, *amulet of natural armor* +1, *potion of delay poison*, *potion of cure moderate wounds*, *potion of cure light wounds* (x2), winter blanket, whetstone, flint and steel, torches (2), trail rations (1 day), waterskin, pouch with 56 gp, 22 sp.

Tactics: Lang uses tactics that are simple, yet brutally efficient. Based on the level of visibility impairment due to fog, he uses Hide and Move Silently to position himself at a favored range at which he can see his target (by eliminating their Concealment), while they cannot see him. He attacks with arrows or thrown stones, depending his desire to injure, enrage or insult the target. He uses his Call the Fog ability to enhance existing mists or to cover his escape. If overwhelmed in melee he uses a five-foot movement and his Cloak of Grey ability to Hide while being observed.

Wisp Greycap

When the night fog is thick and the moon obscured, there are none so comfortable afoot among damp alleys and slate rooftops as the halfling rogue known as "Wisp Greycap." This is an assumed name, taken from a wanted poster issued for the capture of "a wisp of a halfling, clad in a grey cape." Wisp is proud of his somewhat outdated infamy, and in halfling circles he is marginally well known.

His criminal career is firmly rooted in snatch-and-grab. He has been known to work the crowded marketplaces and festivals like so many other cutpurses, but he prefers a more distinctive and reckless approach. Wisp's great advantages are his uncanny skill at moving unseen and unheard and his nimbleness at evading capture. He waits for a foggy night before identifying his target. When the weather is right, he moves in on the mark at high speed, snatches the purse or item in plain sight and makes off into the fog. His sure-footedness helps him outdistance pursuit on the slick ground that accompanies inclement weather, and his speedy climbing and flying leaps from rooftop to rooftop keep him well away from the law.

His skill at climbing led him naturally into housebreaking, which he dabbles in when swiping purses loses its charm. If a tough lock turns him away, he has been known to follow a legitimate visitor into the establishment in a swirl of mist. For Wisp's part, the thrill of the heist is more satisfying than the plunder, and he has been known to make off with worthless baubles and leave valuable works of art behind.

Wisp enjoys his reputation in the halfling community, although most of his fellows look on him with suspicion. He is forthright and cavalier with tales of his escapades, and relies on his quick feet to get him out a window if the guards catch wind of his storytelling. His weakness for the fairer sex is well known, and his nocturnal conquests are just as likely to take place under cover of quilt as they are under cover of fog.



Wisp is even leaner than most halflings. He prefers a charcoal-colored leather suit when working, and soft dark silks when at liberty. At all times, he accentuates them with his trademark cape of grey fabric with a wolfskin collar. His blue eyes have some twinkle left in them, but they betray the hazardous nature of his lifestyle that is also responsible for the streaks of grey in his dark hair.

When encountered in Eamonvale, Wisp may be lying low to escape notice after an especially

high-profile job. He might also be checking on his investments and contacts in the sizable halfling population of the Grey Citadel, or picking out a wealthy lowland trader for his next mark.

Wisp Greycap (male halfling Rog4/Ftr1/Tdr3): CR 8; SZ S; HD 4d6+1d10+3d8; hp 39; Init +4; Spd 40 ft.; AC 19 (Dex, *mithral shirt of silent moves*, size); Atk +12/+7 melee (1d2 [x2], unarmed or +9/+4 melee (1d4, masterwork dagger) or +13/+8 ranged (1d4 [x2], thrown dagger, range 10 ft.; SA sneak attack (+2d6); SQ evasion, uncanny dodge (Dex), cloak of grey (hide, +1 AC), penetrating sight (no penalty), out of nowhere (total), call the fog (1/day), waterproof (-2); AL CN; SV Fort +4, Ref +10, Will +3; Attributes Str 10, Dex 18, Con 10, Int 14, Wis 8, Cha 14.

Skills: Balance +8, Climb +11, Disable Device +6, Escape Artist +8, Hide +14*, Jump +11, Listen +8, Move Silently +19, Open Lock +10, Search +6, Sleight of Hand +10, Spot +5, Tumble +10, Use Rope +6. **Feats:** Dodge, Mobility, Spring Attack, Weapon Finesse (unarmed).

SQ- Cloak of Grey (Ex): When in any situation where visibility is restricted by any type of precipitation, Wisp gains the following benefits: +2 circumstance bonus on Hide skill checks; may attempt a Hide check while being observed; +1 deflection bonus to Armor Class.

SQ- Penetrating Sight (Ex): Wisp may ignore the Concealment Miss Chance when making attacks when the Concealment is due to fog, precipitation or darkness, but not foliage or magical effects such as *blur* or *invisibility*.

SQ- Out of Nowhere (Ex): Wisp may treat his own Concealment as Total when being targeted by attacks at ranges of 15 feet or greater when the Concealment is due to fog, precipitation or darkness, but not foliage or magical effects such as *blur* or *invisibility*. Note that this is a bonus to existing Concealment only, not a form of Concealment itself.

SQ- Call the Fog (Sp): Once per day Wisp may summon a rising fog as per the spell *obscuring mist*.

SQ- Waterproof (Ex): Wisp may reduce the normal penalties imposed by rain on Search, Spot and Listen checks from -4 to -2.

Possessions: masterwork dagger, throwing daggers (x4), *mithral shirt of silent moves*, boots of striding and springing, ring of climbing, *potion of spider climb*, *potion of hiding*, *potion of sneaking*, *potion of cure moderate wounds*,

potion of cure light wounds, masterwork thieves' tools, pouch of caltrops, pouch with 11 pp, 3 gold trade bars (20 gp ea.), 15 gp, 11 sp.

Tactics: Wisp's preferred tactic is to snatch an item from the belongings (or even the hand) of his victim on the move. He always tries to catch his victim flat-footed (to avoid Attacks of Opportunity) by using Hide and Move Silently. His ability to increase his own Concealment to Total in certain conditions allows him to start and end his movement in visually impenetrable fog. Allow him to use his Spring Attack feat, substituting a Sleight of Hand skill check or an opposed Disarm roll for the attack action. When picking pockets, he makes a slow movement and remains silent, but when snatching an item with Disarm, he comes in at a run and laughs from the moment of contact until he disappears into the fog. To eliminate size-difference bonuses to the defender when attempting a Disarm, he focuses on small, hand-held items such as coin pouches, small weapons, magic items and scrolls. Once he has attempted the skill check or opposed roll and received any allowed AoOs, he completes his movement and attempts a Hide roll (even while being observed, but at -5 for moving). He immediately looks for a building or wall to climb and makes his escape by leaping from rooftop to rooftop. He uses his Call the Fog ability to enhance existing fog or to cover his escape.

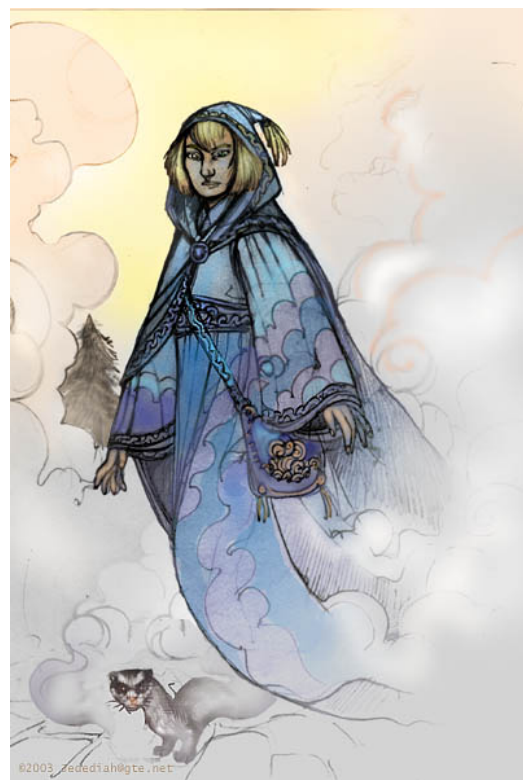
Halla & Vapor

In some rare cases, arcane power is neither innate nor academic, but is bestowed by some extra-planar being of great power. When a mortal enters into such a bargain, it invariably comes at enormous cost. Such was the case in not so distant memory when a human woman, in a bid for supernatural power, offered her infant child to a powerful elemental force residing on the fringe between the planes of water and air. The woman proved to be indiscreet with her powers and was eventually hunted down and destroyed by the minions of her patron. The child, who remained on the plane of mist, was a girl named Halla.

Halla's youth was incredibly bland. Her surroundings were grey curtains of rain and fog, and no ray of sunshine ever broke through. She lived alone on a stony pinnacle rising from a sea of fog, but although her insubstantial elemental master visited only rarely, she had regular company from fey creatures and elementals in transit across the planes. One of these, a mist

ferret that she named Vapor, elected to stay by the child's side and become her lifelong companion.

Soon thereafter, Halla began to exhibit magical capabilities derived from the energies of the mists that surrounded her home and emanated from the deific elemental figure. Her powers grew steadily and were eventually noticed by her captor, who ostensibly evolved into a father figure for the child. He appeared to Halla in an enormous storm front, enveloping her rocky home and thundering his message in her mind. He would release her from the contract her mother had bartered and allow her to return to her home plane, but only on the condition that she enhance her powers and remain loyal to him, so that he might call on her in the future.



With the bargain sealed, Halla ventured onto the Material Plane. There she not only discovered that her powers developed at an amazing rate, but that the temporal inconsistencies of the two planes rendered her planar master a slumbering fog in the back of her mind. She honed her magical abilities, focusing on divination and summoning. Her travels led her far and wide, but she always lingered in regions with heavy precipitation, reveling in the comforting clouds that granted her a fleeting connection to her childhood home.

Halla is a woman of medium height and slender build. Her skin is pale to the point of near-translucence, having rarely been subjected to the sun's rays. Her hair is extraordinarily fine and blonde, and her eyes are a light hazel color. She favors loose, flowing robes that combine a multitude of blue and grey hues.

When encountered in Eamonvale, Halla is most likely pausing in her travels and enjoying the weather. She is equally comfortable in a rough wilderness camp and in rented chambers in the Grey Citadel. When engaged she is aloof and unemotional, and her speech takes a disconcertingly even tone and meter. Her preferred topics of conversation include local lore, the arcane (especially divination and summoning) and meteorology. For the most part, she is content to listen to the conversations of others, fading into the background as if no more than a patch of fog.

Halla (female human Sor5/Wch5): CR 10; SZ M; HD 10d4+10; hp 40; Init +0; Spd 30 ft.; AC 14 (*ring of protection, amulet of natural armor, cloak of grey*); Atk +5 melee (1d4, masterwork dagger); SQ mist familiar, guiding mist (2/day), call the fog (2/day, range), summon mist creatures, mist sight (+2 caster level), cloak of grey (+2 AC), enhance mist creatures, mist form; AL N; SV Fort +4, Ref +4, Will +8; Attributes Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 17 (19).

Skills: Concentration +12, Hide +4, Knowledge (arcana) +11, Knowledge (meteorology) +9, Listen + 3, Move Silently +9, Spellcraft +11, Spot +2. **Feats:** Craft Wand, Craft Wondrous Item, Extend Spell, Maximize Spell, Silent Spell.

Arcane Spells Known (spells per day 6/7/7/7/6/3): 0— dancing lights, daze, detect magic, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic; 1st— mage armor, magic missile, ray of enfeeblement, summon monster I, ventriloquism; 2nd— detect thoughts, fog cloud, misdirection, summon monster II; 3rd— dispel magic, stinking cloud, summon monster III; 4th— scrying, solid fog; 5th— summon monster V.

SQ- Guiding Mist (Sp): Halla may manifest an effect identical to the *find the path* spell, provided that she and her desired destination lie within the same body of mist. This ability may be used twice per day.

SQ- Call the Fog (Sp): Halla may summon a rising fog as per the spell *obscuring mist* twice per day, 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.

SQ- Summon Mist Creatures (Su): Halla may apply the mist creature template (available from www.darkloch.com) to creatures summoned with the *summon monster* spell. 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. 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.

SQ- Cloak of Grey (Ex): When in any situation where visibility is restricted by any type of precipitation, Halla gains a +2 deflection bonus to Armor Class.

SQ- Mist Sight (Ex): Halla gains a +2 caster level bonus to divination spells, provided that both she and the spells subject are in a body of mist or precipitation, regardless of distance or continuity.

SQ- Enhance Mist Creatures (Su): Halla may use her influence over the mist to enhance the performance of mist template creatures that she summons. Treat the summoned creature as if it had +1 HD for the purposes of determining the effects of the mist creature template only.

SQ- Mist Form (Su): Halla may assume the mist template herself once per day for 10 rounds. 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.

Possessions: cold weather outfit, masterwork dagger, *delusion charm*, wand of extended *summon monster III*, *ring of protection +1*, *amulet of natural armor +1*, *cloak of charisma*, *boots of elvenkind*, *potion of hiding*, *potion of blur*, *potion of charisma*, *potion of levitate*, *potion of cure light wounds* (x3), *potion of cure moderate wounds* (x2), pouch with 12 pp, 35 gp.

Familiar: Vapor, mist ferret: SZ Tiny Animal; HD 1/2 d8; hp 1/2; Init +2; Spd 20 ft., climb 20 ft.; AC 19; Atk +7 melee (1d3-4, bite); Face/Reach 2½x2½ ft./0 ft.; SA attach; SQ scent, familiar abilities (alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals), blindsight (60 ft.), DR (5/+2, fire), SR 20, cold resistance 15, fire vulnerability, gaseous form (2/day), fast healing 1; AL N; SV Fort +3, Ref +4, Will +7; Attributes Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Vapor's Skills: Balance +10, Climb +11, Hide +13*, Intuit Direction +8, Move Silently +9, Spot +4.

Vapor's Feats: Weapon Finesse (bite).

SQ: Blindsight. Vapor's blindsight is an enhanced sensitivity to shifting water vapor that helps it stalk its prey in foggy conditions. This quality may only be used in mist, rain or other precipitation.

SQ: Gaseous Form. Twice per day Vapor may assume an insubstantial state identical to the effects of the spell *gaseous form*, lasting for one minute per HD.

SQ: Fast Healing. Vapor may heal 1 hit point per round, provided it has at least 1 hit point remaining and is in a body of mist or other precipitation.

SQ: Fire Vulnerability. Vapor takes normal damage from fire-based attacks and does not benefit from damage reduction or spell resistance.

* Vapor receives a +10 racial bonus to Hide checks in foggy or rainy conditions due to his blue-grey coloration.

Tactics: Halla's approach to combat focuses on misinformation and the principle of 'divide and conquer.' She first ensures that the blanket of fog is thick and complete using her Call the Fog ability or a *fog cloud* spell. Once visibility is impaired, she uses spells like *dancing lights*, *ghost sound*, *mage hand*, and *ventriloquism* to disorient and eventually separate companions. Once this is done, she uses *ventriloquism* and *misdirection* to project her own sounds and detections onto some other object, possibly an opponent who is invisible to his comrades. Once a group is widely separated, she uses *solid fog* to stall their reunification while she summons a variety of mist creatures using her *summon monster* spells. If necessary, she directs them to use their *gaseous form* ability to position themselves before she discontinues the *solid fog* for their attack. By relying on her wand for some of her summoning, she can focus her spell slots on *dispelling* opponents' casting attempts and casting *maximized* versions of her low-level spells such as magic missile and ray of enfeeblement. She reserves her own Mist Form ability to escape in *gaseous form* if overwhelmed.

Halla's common uses of *summon monster* include: *summon monster I*— 1 mist hound (dog); *summon monster II*— 1 celestial mist hound, 1 mist wolf, 1d3 mist hounds; *summon monster III*—mist gorilla, mist leopard, 1d3 mist

wolves; *summon monster V*— 1 cloud (mist) griffon, 1 celestial mist lion, 1d4+1 mist gorillas. (Note: Some examples of these creatures are provided at www.darkloch.com. Remember that Halla's Enhance Mist Creature ability may result in some of them having more advanced template abilities than those listed in the sample.)

Halla favors the following spells (6/7/7/7/6/3, DC 14 + level): 1st— *mage armor*, *magic missile*, *summon monster I*, *ventriloquism*; 2nd— *detect thoughts*, *fog cloud*, *misdirection*, *summon monster II*, *silent ventriloquism*; 3rd— *dispel magic*, *stinking cloud*, *summon monster III*; 4th—*maximized magic missile*, *maximized ray of enfeeblement*, *scrying*, *solid fog*, *extended summon monster III*; 5th— *summon monster V*, *maximized summon monster II*.

Halla's Unique Items

Delusion Charm

The *delusion charm* is a solid glass bauble at the end of a silver chain; when swung in the direction of desired effect, the surface glimmers and swirls hypnotically. Halla created it to aid her in misleading, confusing and separating multiple opponents, enabling her to focus her attentions on specific foes. With it she may cast the spells *dancing lights*, *ghost sound*, *mage hand* and *ventriloquism*. Each of these spells may be cast twice per day at 5th level. In addition, each of these spells are *silent* as per the Silent Spell feat.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *dancing lights*, *ghost sound*, *mage hand*, *ventriloquism*, Silent Spell feat; *Market Price:* 20,000 gp; *Weight:* -.

Wand of Extended Summon Monster III

Halla's wand is made of white marble with veins of pearly grey. The wand's 8th level *extended* summonings last for 16 rounds.

Caster Level: 8th; *Prerequisites:* Craft Wand, *summon monster III*, Extend Spell feat; *Market Price:* 24,000 gp; *Weight:* -.

These sample NPCs were created by Nathan Douglas Paul and incorporate design suggestions from skeetyrbug, serleran and the Necromancer Games messageboard undead minions. The Mist Witch PrC was created by William Boldt and Nathan Douglas Paul. The Mist Treader PrC was created by Nathan Douglas Paul. All artwork by Jed Dougherty.

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