



VILE FOG

Vile fogs are malicious elementals that look like dense clouds of mist. The Striped Conjurers of Karmithyash summoned these creatures from Mayhem as a defense against the Pressonians during the Conjuror Wars of the early sixth century. They are specifically tuned to consume the extrinsic energy of Pressonian defense magics. During the Fall of Brassolet, the fields were covered in vile fog.

Like many of the creatures created for the Conjuror Wars, the vile fogs were left behind by the rakshasa, treated as waste. Now the fogs haunt The Summer Land and areas around Presson's Enclave, grim reminders of past conflicts.

Because of this abandonment—and with no easy way to return to Mayhem—the vile fogs feel confused and betrayed by their temporary masters and the creatures of Casar as a whole. In the presence of a danaavrakt, the elementals lash out, hellbent on the destruction of all life—unholy or otherwise.

VILE FOG

Huge elemental, chaotic evil

Armor Class 14

Hit Points 94 (9d12 + 36)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Infernal but doesn't speak

Challenge 5 (1,800 XP)

Dense Air Form. The vile fog can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. The area inside the vile fog is heavily obscured.

False Appearance. While the vile fog remains motionless, it is indistinguishable from a normal cloud of fog.

Actions

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Choke. The vile fog targets one living creature in the same space as it. The target must make a DC 15 Constitution saving throw. On a failed saving throw, the creature takes 9 (2d8) bludgeoning damage and is suffocating until the end of the vile fog's next turn. On each subsequent turn, the vile fog can use its bonus action to continue to choke the creature so long as the creature remains in the same space as the target; the creature takes another 9 (2d8) bludgeoning damage and continues to suffocate. On the creature's turn, it can repeat its saving throw, ending the suffocating effect on itself with a success.

Reactions

Abjuration Absorption. Whenever a creature within 30 feet of the vile fog casts an abjuration spell of 6th level or lower, the vile fog can disrupt the spell. When it does, the spell fails and the vile fog regains a number of hit points equal to 1d8 times the spell's level.