

# MIHSTU

# CREATURE 10

UNCOMMON

NE

MEDIUM

ELEMENTAL

AIR

**Perception** +19; darkvision


**Languages** Auran

**Str** +4, **Dex** +7, **Con** +5, **Int** +0, **Wis** +3, **Cha** +0

**AC** 32; **Fort** +16, **Ref** +21, **Will** +17

**HP** 135; **Immunities** bleed, paralyzed, poison, sleep; **Weaknesses** cold 10

**Wind Defense** (air) Ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of similar size—can't pass through the mihstu's innate barrier of wind. Attacks with bigger ranged weapons, such as javelins, take a –2 circumstance penalty to their attack rolls if their paths pass through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall with no penalty.


**Disperse**  **Trigger** The mihstu takes damage from a hostile action. **Effect** The mihstu disperses. Until the end of the current turn, it can't be attacked or targeted, doesn't take up space, and any auras or emanations it has are suppressed. At the end of the turn, the mihstu reforms in any space in which it can fit within 25 feet of where it dispersed and any auras or emanations it has are restored as long as their duration didn't run out while it was dispersed.

**Speed** 20 feet, fly 20 feet

**Melee**  tentacles +22 (finesse, reach 10 ft), **Damage** 2d10+10 bludgeoning plus Improved Grab

**Arcane Innate Spells** DC 22 ; **4th** *gaseous form* (at will);

**Swiftness** The elemental's movement doesn't trigger reactions.

**Deadly Embrace**  **Requirement** A mihstu has a creature grabbed or restrained. **Effect** The mihstu siphons away blood, tears and other vital bodily fluids from the creature. The creature must attempt a DC 26 Fortitude save.

**Success** The creature is unaffected.

**Failure** The creature becomes drained 1.

**Critical Failure** The creature becomes drained 2.