

YADER'WALD



Yader'Wald

AKA: Shadow Croucher

HACKFACTOR: 35

EP VALUE: 2,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary or Pack

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: M (6')

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 1

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1d6/1d6/1d8

SPECIAL ATTACKS: Claw Rake

SPECIAL DEFENSES: See Text

MAGIC RESISTANCE: Standard

HIT DICE: 7 to 8

DESCRIPTION: The Yader'Wald is a terrifying creature whose sole purpose is to hunt down and slay adventurers. They were created by the Mad Mage of the Marrow (Synor Kapesh'Bent) to protect the fabulous riches of his Mountain Maze. However, in his desire to create the ultimate guardian monster, Synor erred by instilling a bit too much evil and cunning into the beast. Synor created six Yader'Walds before they turned on him and killed him. It is believed that ALL the Yader'Walds in the world today are descended from these original six.

COMBAT/TACTICS: Yader'Walds are hunters in the truest sense of the word. They hunt not for food but for sport. When they have detected a group of adventurers, they will patiently and diligently stalk the party, attempting to snatch one victim at a time without revealing their presence.

Yader'Walds can hide in shadows (86% chance of success). They are imbued with a magical aura (10 feet) which suppresses both sound and heat (making them undetectable to infravision). Once a victim is within a Yader'Wald's aura his cries for help or shrieks of alarm cannot be heard (nor can the sounds of his death struggle/combat with the creature).

Yader'Walds are swift. They can climb walls, scurry across ceilings and leap up to 25 feet. They are equipped with infravision up to 120 feet. They can detect/track prey via smell up to 1000 feet away.

Although Yader'Walds are formidable toe-to-toe fighters they prefer to fight by means of stealth and ambush. If detected and/or cornered, however, they will engage more than one opponent.

Yader'Walds have a special Claw Rake attack. By leaping on an opponent and rolling a successful 'to-hit,' a Yader'Wald can rake with all four claws for 1d6 points of damage and maul (bite) for 1d8 points of damage in the same attack. (A claw rake can only be attempted if the Yader'Wald is making a surprise attack or if it has NOT been attacked the previous two rounds).

HABITAT/SOCIETY: Yader'Walds are typically solitary hunters and are not very tolerant of others of their kind. The exception is during mating season, when males and females hunt in small packs of two to eight. (Incidentally -- the call of a female Yader'Wald is irresistible to the male. When a female calls, the male immediately responds with his own melancholy drone. Drow hunters have learned to exploit this behavior. Fashioning a flute from the primary claw of the Cave Gouger faithfully mimics the call.)

ECOLOGY: Yader'Walds subsist on a diet of fresh meat. If the underground network they dwell in is diminished of game, they will attempt to find a new lair by roaming the area by night. Yader'Walds encountered outdoors at night are always reluctant to fight (not being in their element) and will attempt to flee or evade.

Yader'Wald's are not the ideal parents. They give birth to litters of 2-12 cubs that are immediately abandoned to fend for themselves. (which usually means the cubs attack and feed on their weaker siblings.) Litters hunt as packs. Even at two to three months of age they are skilled hunters and able to take down man-sized prey or smaller. They mature at a fast rate, however. By six months of age, the cubs separate and attempt to establish their own territories or lairs. □

Field Researched by Jolly Blackburn

YIELD:

Medicinal: The liver of a Yader'Wald can drain poison.

Spell Components: Yader'wald Fangs mixed with Owlbear blood and sulfur to make healing salve (2d4+1).

Hide/Trophy Items: A Yader'Wald skin hat/cap is considered quite the fashion statement among Grevan Warriors.

Treasure: Nil

Other: 5% of all capes made from Yader'Wald behave exactly as Cape of Shadow Weaving.

ZAP'TITE



Zap'tite

AKA: Zappers

HACKFACTOR: 1

EP VALUE: 125

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Clusters (2-8 Zap'tites)

DIET: Nil

INTELLIGENCE: Non (0)

ALIGNMENT: Neutral

NO. APPEARING: 3-30

SIZE: S-L (2'-8' long)

MOVEMENT: Special

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: N/A

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Surprise, Impaling, Explosion

SPECIAL DEFENSES: Surprise, Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 3

DESCRIPTION: Zap'tites appear to be stalactites with a reddish coloration. Their bodies are made of stone and they do not possess any noticeable features, making them deadly to unsuspecting adventurers. They are found most often in caverns near or in active volcanoes.

COMBAT/TACTICS: Zap'tites are not sentient beings, but they still pose a significant threat to adventurers. They hang innocently from the ceilings of caves for centuries, but are always in danger of falling from their roost. Any group of three creatures traveling along the ground or walls of the cavern (not flying, for example) has a 50% chance of dislodging a Zap'tite.. The chance is only 25% if

the group is made up of less than three people or none of the party members weigh more than 75 pounds. Note that you must check individually for each Zap'tite in the cluster. More disruptive activities under Zap'tite clusters, such as combat, dancing, or loud arguing, will immediately cause the entire cluster to dislodge and hurtle down upon those beneath.

Zap'tites inflict damage in two ways. When they are dislodged, they make one attack on a target beneath them (chosen at random if multiple are available). Their piercing attack does 1-6 points of damage and is absorbed by armor normally. In addition, the Zap'tite explodes into flames on contact (with the target or the ground) for 1-8 points of damage to the target, and 1-4 to anyone within a 10-foot radius. If the Zap'tite hit its target and damage got through the armor, the target is impaled. Impaled targets take full damage from the explosion attack (armor does not absorb anything). The armor of targets in the blast radius and targets that are not impaled does absorb damage from the explosion.

Anyone impaled by a Zap'tite will continue to take 1d4 points of burning damage per round for 3 rounds, at which point the Zap'tite will fizzle out. Zap'tites can be extinguished earlier by dousing them with water, preventing any further burning damage. It takes a Strength of at least 15 to remove a Zapper from a pierced victim, an action that inflicts an additional 1-6 points of damage. Targets that remain impaled lose take 1 point of bleeding damage each round.

All cloth and paper items on the body of a victim must also save vs. fire at -1 or be destroyed. Oil or any other flammable liquid saves at -5 on the die, and will explode if ignited, causing additional 1d6 points of damage per round to the victim until extinguished. Once a Zap'tite is removed and extinguished, it is completely harmless.

To remove a Zap'tite from a ceiling without detonating it, a character must bring it to 0 hit points by striking the base of the formation with a crushing weapon or blunt instrument. There is a 40% chance that anyone attempting to remove a Zap'tite will accidentally set it off, causing it to dislodge and detonate. Additionally, anyone attempting to carry a Zap'tite for any distance must make a Dexterity check every 50 feet. A failed save means the Zap'tite detonates. A Zap'tite can be intentionally hurled at an enemy, but there is a 10% chance it will go off in the face of the thrower.

HABITAT/SOCIETY: Zap'tites are formed in caves where intense heat is present, usually near currently active or historically active volcanic formations.

ECOLOGY: Zap'tites are naturally unstable formations, but are similar in every other way to stalactites. Once a Zap'tite has exploded, it takes on a beautiful glassy red sheen that makes it highly sought after for the creation of jewelry and other decorative work.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Inert Zap'tite, known as Zap Stone, is very valuable, and can be sold for 500-1000 gps per pound.

TREASURE: Nil.

Field Researched by Barbara Blackburn