

# Monster Mash Rehash: A Host of Horrors & Creatures

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## Arachni-Ape

The product of an insane experiment conducted by an equally insane wizard. Arachni-Apes have the body of a great mountain ape and the head of venomous spider.

**Hit Dice:** 4

**Armor Class:** 6[13]

**Attacks:** 2 fists (1d3), 1 bite (1d6+poison)

**Move:** 12

**Alignment:** Neutral

**Saving Throw:** 13

**Special:** Sticky Poo

**CL/XP:** 6/400

**Sticky Poo:** Arachni-Apes may hurl their sticky poo at a range of 40 ft. If a target is struck and fails a saving throw then he is held in place for 1d6 rounds.

**Poison:** The poison of an Arachni-Ape does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

## Bone Termite Swarm

Long ago, a well-meaning wizard attempted to end an infestation of skeletons created by an evil necromancer. He used his arcane knowledge to create a breed of termite that fed off bone rather than wood. It worked perfectly until the Bone Termites escaped into the wild. Their appetite for bone quickly cleared undead plagues and disposed of carrion from battlefields. Unfortunately, their craving for bone included the living.

They are usually found in crypts and other charnel locations.

**Hit Dice:** 3

**Armor Class:** 5 [14]

**Attacks:** 4 bites (1 HP)

**Move:** 10 (flying)

**Alignment:** Neutral

**Saving Throw:** 14

**Special:** Eats bone, Swarm

**CL/XP:** 7/600

**Swarm:** Individually, Bone Termites are virtually harmless. But when in a swarm they can easily bring down humanoids and livestock. The swarm is immune to targeted melee and ranged attacks. Only area effect attacks affect the swarm.

**Eats Bone:** When the swarm successfully attacks a victim, there is chance that the Bone Termites will dig into the victim's flesh and begin consuming bone. When a character is successfully struck by the swarm's bite attack, he must make a Saving Throw. If the character fails the Save then the Bone

Termites begin eating away at his skeleton. The character takes 1 HP/Round damage. Note: This is cumulative for each failed Save.

There are two known cures for a victim infested with Bone Termites. The first is casting Cure Disease. The other is administering a lethal dose of poison to the victim. If the victim makes his Saving Throw then he survives and the Bone Termites are killed.

## Ghoul Cat

The Ghoul Cat is an aggressive and cunning predator. They have been known to kill livestock and even stalk humans but this mainly for sport. Their preferred diet is to scavenge the flesh from freshly buried corpses. There are legends that a scratch from a Ghoul Cat can turn a human into a ghoul.

Ghoul Cats look like a light gray panther with mangy fur. They reek of musk and carrion.

**Hit Dice:** 3+2

**Armor Class:** 6 [13]

**Attacks:** 2 claws (1d4), 1 bite (1d8)

**Saving Throw:** 14

**Special:** Paralysis, Ghoul Fever, Stalker

**Move:** 14

**CL/XP:** 6/400

**Paralysis:** Any hit from a Ghoul Cat requires a saving throw or the victim becomes paralyzed for 1d6 rounds. Elves are not immune to this.

**Ghoul Fever:** Any character who has been paralyzed by a Ghoul Cat and survived must also make a saving throw or be turned into a ghoul in 2d6 days. A Cure Disease spell will cure this condition.

**Stalker:** Ghoul Cats have a 1 in 6 chance of surprising their prey.

## Giant Silverfish

Fighters fear the Rust Monsters but spellcasters of every type fear the Giant Silverfish. These insects crave and can quickly consume scrolls and spell books.

**Armor Class:** 9 [10]

**Hit Dice:** 1 HD

**Attacks:** None

**Saving Throw:** 18

**Special:** Eats Paper, Spells

**Move:** 13

**CL/XP:** 3/60

**Eats Paper:** A giant silverfish can consume one scroll or one page of a spell book per round. This includes things like treasure maps or other valuable documents but the creature will prefer magical texts.

**Spells:** When a Giant Silverfish consumes a magic scroll, it makes a Saving Throw. If successful the beast can instinctively cast that spell once as if it were able to read the scroll. It can do this for either magic-user or cleric scrolls. Any Giant Silverfish encountered will already have consumed 1d6 spells from levels 1 to 4 determined randomly.

## Spite Sprites

These mischievous and deadly beings thrive on conflict and blood shed. They routinely seek out small groups and turn them against each other. A pair of Spite Sprites will each choose a champion for fight for them. Each Spite Sprite's champion will fight the other sprite's champion to the death without regard to any other targets. If one of the sprites or the champions is killed then other sprite will leave the area.

Spite Sprites are small (4 inches in diameter) glowing orbs. They are often mistaken for Will-O-the-Wisps.

**Armor Class:** 3 [16]

**Hit Dice:** 2

**Attacks:** None (Battle Charm)

**Saving Throw:** 16

**Special:** Immune to non-magical attacks, Battle Charm, Evasive

**Move:** 12

**CL/XP:** 6/400

**Battle Charm:** Spite Sprites have a unique form of domination. The Sprite's chosen champion gets a saving throw against Battle Charm. If the target fails his save then he is under the control of the sprite until he either wins or dies while fighting another Spite Sprite's champion. The sprite has full knowledge and access to his champion's skills and abilities.

If the target makes his save then he is immune to that Sprite's Battle Charm for 24 hours.

**Evasive:** Spite Sprites zip around the head of their champions. Any attacks directed at the Sprite have a 20% chance of hitting the champion. Spite Sprites will not direct their champions to attack the other Spite Sprite.

## Wasp Viper

Wizards get bored. And when they get bored they start messing around with the natural order things. When they do that creatures like the Wasp Viper are created.

At first glance, this creature appears to be a large viper. On closer inspection, its eyes are those of an insect and a set of wings are folded back along its body. Its bite and its sting are highly poisonous.

The creatures normally hunt alone but they create hives where it is possible for there to be hundreds of them. Wasp viper infestations have been known to wipe out entire villages.

**Hit Dice:** 2

**Armor Class:** 5[14]

**Attacks:** Bite (1d4), Sting (1d3)

**Move:** 10 (flying)

**Saving Throw:** 16

**Special:** Lethal Poison

**CL/XP:** 5/240

**Lethal Poison:** If a wasp viper hits with either its bite or sting then the poison save is made at +4. If both attacks hit then it is at -2.

## Zombie Grubs

Through ancient and profane rituals, powerful necromancers are able to transform disgusting rot grubs into an even more vile creature with a variety of evil uses.

**Hit Dice:** 1d4

**Armor Class:** 9[10]

**Attack:** 1 burrow

**Move:** 1

**Saving Throw:** 17

**Special:** Burrows to brain.

**CL/XP:** 1/15

At first glance zombie grubs appear to just normal rot grubs until it is too late. Once a zombie grub hits with an attack it begins burrowing towards the victims brain and will reach it in 1d4 rounds. The grub then begins devouring the victim's brain doing 1d4 Intelligence and Wisdom damage each round. Characters may attempt to kill the grubs before they reach the brain using fire which will damage the victim as well or amputation. Casting Cure Disease will kill rot grubs but not zombie grubs. A simple Bless spell will kill the zombie grubs. If a cleric successfully turns undead, the zombie grubs will forcibly leave the victim's body doing 1d6 damage. And if this should happen in the middle of combat, oh well.

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