

## CATTARUSK

No. Enc: 2d4  
Alignment: Chaotic Evil  
Movement: 120' (40')  
Armor Class: 5  
Hit Dice: 8+2  
Attacks: 1 punch or bite  
Damage: 1d8 or special  
Save: F8  
Morale: 10  
Hoard Class: XV  
XP: 1820



Slorching and slothering from some slimy hole, the grotesque cattarusk bares its teeth and snorts, rather apelike, before biting the head off its prey and sucking out all the juice. These 20' long monsters often live in pairs but can occasionally form nasty dens of up to eight members. They sleep 80% of the time and wake up on a roll

of 3 in 6 if intruders are not using stealth. They are always cranky and hungry upon waking. The smell of a cattarusk den can be detected up to 120' feet away. The dens are always infested with slugs and there is a 1 in 6 chance that a green slime will be hanging out on the ceiling. Slimes cannot eat cattarusks due to their protective secretions.

Cattarusk's secrete slime that will put out any fire it touches, making these creatures immune to fire damage. In combat, a cattarusk will punch with its huge fists until it has scored a couple of hits, then it will deliver its powerful bite. If the bite attack hits with a natural roll of 19 or 20 the target must pass a saving throw vs. death or be killed. Otherwise, the bite attack deals 2d10 points of damage.

Armor magically coated with cattarusk slime renders the wearer immune to fire damage and the attacks of green slimes.