

## LEVEL FOUR - *augmented & imbued summon stats*

Use Metamagic School Focus (Complete Mage) to get this back down to 3<sup>rd</sup> level.

### FIENDISH APE *with Girallon's Blessing*

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+19 (37 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +3/+14

Attack: 1 claw +10 melee (1d4+7)

Full Attack: 4 claws +10 melee (1d4+7), bite +4 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smite good, rend

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., energy resistance 5 (cold, fire), low-light vision, scent, spell resistance 9

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 7

Skills: Climb +16, Listen +6, Spot +6

Feats: Alertness, Toughness

Alignment: Always evil (any)

Languages: Common

Challenge Rating: 3

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5½ to 6 feet tall and weighs 300 to 400 pounds.

### Combat

A fiendish ape's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Good (Su):** Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

**Rend:** If an opponent is struck by two or more claws in 1 round, the subject can rend it for an additional 2d4 points of damage + 1-1/2 times its Str modifier.

### Skills

Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

### Notes

With 10' reach, the ape should get attacks of opportunity (limit 1 per round) on any normal melee combatant that closes to attack.

This listing uses the literal, RAW (rules as written) interpretation of Girallon's Blessing. It uses the attack bonus and damage exactly as outlined in the spell. This causes the to-hit bonus to increase, because the spell doesn't calculate penalties for size or secondary attacks. However, it also reduces the damage dealt by each claw, as the spell sets them *all* to a d4, with no exceptions listed. However, if you wish to use RAI (rules as intended), it should be clear that the spell author simply listed the to-hit and damage for a medium creature's claw attack (page 296, Monster Manual). In such a case, use these alternative attack listings for a large ape:

Attack: 1 claw +9 melee (1d6+7)

Full Attack: 2 claws +9 melee (1d6+7), 2 claws +4 melee (1d6+3), bite +4 melee (1d6+3)

## FIENDISH APE *with Heroics (Combat Reflexes)*

Large Magical Beast (Extraplanar)

Hit Dice: 4d8+19 (37 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 30 ft.

Armor Class: 14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12

Base Attack/Grapple: +3/+14

Attack: 1 claw +9 melee (1d6+7)

Full Attack: 2 claws +9 melee (1d6+7), bite +4 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Smite good

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., energy resistance 5 (cold, fire), low-light vision, scent, spell resistance 9

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 7

Skills: Climb +16, Listen +6, Spot +6

Feats: Alertness, Toughness, Combat Reflexes

Alignment: Always evil (any)

Languages: Common

Challenge Rating: 3

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5½ to 6 feet tall and weighs 300 to 400 pounds.

### Combat

A fiendish ape's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Smite Good (Su):** Once per day a fiendish creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

**Combat reflexes:** The ape may make a number of additional attacks of opportunity equal to its Dexterity bonus. It may also make attacks of opportunity while flat-footed.

### Skills

Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

### Notes

With 10' reach, the ape should get attacks of opportunity (limit **3 per round** unless Dexterity score changes) on any normal melee combatant that closes to attack.