

## LEVEL THREE - *augmented summon* stats

### FIENDISH APE

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: Claws +9 melee (1d6+7)

Full Attack: 2 claws +9 melee (1d6+7) and 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

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.

### 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.