

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.