**BANDERLOG**

Medium-Size Beast
Hit Dice: 4d10+4 (26 hp)
Initiative: +2 (Dex)
Speed: 40 ft, climb 30 ft
AC: 14 (+2 Dex, +2 natural)
Attacks: Bite +5 melee; or coconut +5 ranged
Damage: Bite 1d6+2; or coconut 1d4+2
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Scent, darkvision 60 ft, low-light vision
Saves: Fort +5, Ref +6, Will +2
Abilities: Str 15, Dex 14, Con 12, Int 8, Wis 12, Cha 6
Skills: Climb +17, Listen +7, Spot +7
Climate/Terrain: Warm forest
Organization: Gang (2-5) or pack (6-24 plus 1-4 6 HD leaders)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 5-7 HD (Medium-size)

A banderlog appears as a baboon-like primate. It makes its home in tropical forests where it uses the terrain for offense and defense. The typical banderlog stands 4 feet tall and resembles a baboon.

**COMBAT**
Banderlogs prefer to attack opponents at range. Their preferred method of attack is to hide in trees and throw coconuts (or some other such item) at their foes. If engaged in melee, a banderlog bites with its long canine teeth.