**DIRE APE, Enhanced**

**Huge Beast**

**Hit Dice:** 18d10+90 (189 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft, climb 20 ft

**AC:** 17 (-2 size, +1 Dex, +8 natural)

**Attacks:** 2 slams +21 melee, bite +16 melee

**Damage:** Slam 1d8+10, bite 2d6+5

**Face/Reach:** 10 ft by 10 ft/15 ft

**Special Attacks:** Rend 2d8+15, trample

**Special Qualities:** Fast healing 1, resistances, immunities

**Saves:** Fort +16, Ref +12, Will +7

**Abilities:** Str 30, Dex 13, Con 20, Int 4, Wis 12, Cha 8

**Skills:** Climb +25, Spot +16

**Climate/Terrain:** Warm forest

**Organization:** Solitary or band (2-5)

**Challenge Rating:** 15

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 19-36 HD (Huge)

Enhanced dire apes are dire apes that have been magically altered through experiments. They are found on the Isle of the Ape in the service of Oonga, their leader.

**COMBAT**

Enhanced dire apes begin combat by charging and attempting to overrun their foes. In melee, they attack with fists and bite.

**Rend (Ex):** If an enhanced dire ape hits an opponent with both slam attacks, it latches onto its body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

**Trample (Ex):** Enhanced dire apes can trample Medium-size or smaller creatures for 2d6+15 points of damage. Opponents that do not make attacks of opportunity against an enhanced dire ape can attempt a Reflex save (DC 29) to halve the damage.

**Resistances (Ex):** Enhanced dire apes have a fire, electricity, and cold resistance 5.

**Immunities (Ex):** Enhanced dire apes are immune to all mind-influencing effects.

Enhanced Dire Apes first appeared in module WG6 (Gary Gygax, 1985). They were listed in the entry with Oonga as “Others.”

Oonga first appeared in module WG6 (Gary Gygax, 1985).