GORILLA BEAR

Large Beast
Hit Dice: 4d10+16 (38 hp)
Initiative: +2 (Dex)
Speed: 30 ft
AC: 16 (-1 size, +2 Dex, +5 natural)
Attacks: 2 claws +10 melee
Damage: Claw 1d8+8
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, hug
Special Qualities: Scent
Saves: Fort +8, Ref +6, Will +2
Abilities: Str 27, Dex 15, Con 19, Int 5, Wis 12, Cha 7
Skills: Climb +11, Listen +7, Spot +7, Swim +11

Climate/Terrain: Warm forest
Organization: Solitary or company (2-7)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-9 HD (Large); 10-12 HD (Huge)

A gorilla bear looks exactly as its name implies; a bear merged with a gorilla. These jungle dwelling beasts have simian heads, body, and legs mixed with a bear’s powerful arms and sharp teeth. They are as aggressive as grizzly bears, and every bit as carnivorous as an ape. The gorilla bear is one of many types of beasts probably created by magical crossbreeding.

COMBAT

The gorilla bear lashes out with its two paw attacks at one opponent at a time, trying to make a hug attack. These large beasts are stunningly fast, and often underestimated as being slow and clumsy.

**Improved Grab (Ex):** To use this ability, the gorilla bear must hit an opponent of up to Medium-size with both of its claw attacks. If it gets a hold, it can hug. If a gorilla bear hits an opponent with both of its claw attacks, it can try to hug its opponent.

**Hug (Ex):** A gorilla bear deals 1d8+8 points of damage with a successful grapple check against Medium-size or smaller opponents.

**Skills:** Gorilla bears have excellent senses, and as such receive a +4 racial bonus to Listen and Spot checks.