

APE

Level 2 Soldier

Medium natural beast

XP 125

HP 34; **Bloodied** 17

Initiative +5

AC 16; **Fortitude** 16; **Reflex** 14; **Will** 12

Perception +2

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +9 vs. AC.

Hit: 1d10+4 damage, and the target is slowed until the end of the ape's next turn.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +10

Str 18 **Dex** 15 **Wis** 12

Con 16 **Int** 4 **Cha** 9

Alignment unaligned

Languages Ape

CARNIVOROUS APE

Level 5 Brute

Medium natural beast

XP 200

HP 68; **Bloodied** 34

Initiative +5

AC 15; **Fortitude** 19; **Reflex** 17; **Will** 17

Perception +3

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 1d10+10 damage.

(m) Wild Rend * At Will

Attack: +10 vs. AC (one creature). The carnivorous ape unleashes a flurry of claws and bites.

Hit: 2d8+8 damage and the carnivorous ape slides the target one square to a square adjacent to the carnivorous ape.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The carnivorous ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +12

Str 20 **Dex** 16 **Wis** 12

Con 16 **Int** 4 **Cha** 12

Alignment unaligned

Languages Ape

CAVE APE

Level 8 Lurker

Medium natural beast

XP 350

HP 72; **Bloodied** 36

Initiative +13

AC 20; **Fortitude** 24; **Reflex** 24; **Will** 20

Perception +11

Speed 6, climb 4

Darkvision

TRAITS

Cave Sneak

A cave ape takes no penalty to Stealth checks for moving up to its speed.

Hidden Strike

When a cave ape hits an enemy that it is hidden from, it deals an extra 1d10 points of damage.

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 2d8+7 damage.

MOVE ACTIONS

Sneaky Advance * At Will

Requirement: The cave ape must be hidden from the creature that it shifts adjacent to.

Effect: The cave ape shifts 4 squares to a square adjacent to an enemy. It remains hidden from that enemy until the end of its turn.

Sneaky Retreat * At Will

Effect: The cave ape shifts 4 squares. If it has any cover or concealment at the end of this shift, it may make a Stealth check with a +4 bonus to become hidden.

Skills Stealth +14

Str 20 **Dex** 21 **Wis** 15

Con 18 **Int** 6 **Cha** 12

Alignment unaligned

Languages Ape

WHITE APE

Level 10 Soldier

Large natural beast

XP 500

HP 87; **Bloodied** 44

Initiative +12

AC 24; **Fortitude** 24; **Reflex** 24; **Will** 21

Perception +9

Speed 7, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +15 vs. AC.

Hit: 1d8+5 damage and the target is marked (save ends).

(m) Savage Claws * At Will

Effect: The white ape makes two claw attacks. If both hit the same target, it is dazed until the end of its next turn and the white ape slides it 1 square to a square adjacent to the white ape.

MINOR ACTIONS

Invigorating Roar (healing) * Encounter

Effect: The white ape beats its chest, spends a healing surge and regains an extra 1d6 hit points.

Skills Athletics +16

Str 23 **Dex** 20 **Wis** 18

Con 18 **Int** 6 **Cha** 15

Alignment unaligned

Languages Ape

GIRALLON SMASHER

Level 19 Elite Soldier

Large natural beast

XP 2,400

HP 360; **Bloodied** 180

Initiative +17

AC 35; **Fortitude** 34; **Reflex** 31; **Will** 31

Perception +15

Speed 8, climb 6

Saving Throws +2; **Action Points** 1

TRAITS

Threatening Fists * Aura 1

Each enemy that starts its turn in the aura is marked until the start of its next turn.

Combat Climber

The girallon does not provoke opportunity attacks by climbing.

STANDARD/MOVE/MINOR/FREE ACTIONS**(mbasic) Smash * At Will**

Requirement: The girallon masher cannot have more than three creatures grabbed.

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 3d8+14 damage.

(m) Girallon Grab * At Will

Requirement: The girallon masher cannot have more than three creatures grabbed.

Attack: Melee 2 (one creature); +24 vs. AC.

Hit: 5d6+10 damage, and the target is grabbed (escape ends).

Effect: If the girallon smasher has less than four creatures grabbed, repeat the attack once against a different target.

(m) Smash Together * At Will

Requirement: The girallon smasher must have at least two creatures grabbed.

Attack: Melee 2 (each grabbed creature); +26 vs. AC.

Hit: 3d12+16 damage, and the target falls prone in a square adjacent to the girallon smasher and is no longer grabbed.

TRIGGERED ACTIONS**Defiant Roar * Recharge 4 5 6**

Trigger: The girallon smasher is dazed, dominated or stunned.

Effect (No Action): The dazed, dominated or stunned condition ends. (If the power or effect creating the condition has other effects, they remain.)

Skills Acrobatics +20, Athletics + 24

Str 30 **Dex** 22 **Wis** 22

Con 20 **Int** 9 **Cha** 10

Alignment chaotic evil

Languages Ape