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| <b>APE</b> | <b>Level 2 Soldier</b> |
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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.

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**Skills** Athletics +10

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

**Con** 16    **Int** 4    **Cha** 9

**Alignment** unaligned **Languages** Ape

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| <b>CARNIVOROUS APE</b> | <b>Level 5 Brute</b> |
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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.

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**Skills** Athletics +12

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

**Con** 16    **Int** 4    **Cha** 12

**Alignment** unaligned **Languages** Ape

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| <b>CAVE APE</b> | <b>Level 8 Lurker</b> |
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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.

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**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.

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**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.)

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**Skills** Acrobatics +20, Athletics + 24

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

**Con** 20    **Int** 9    **Cha** 10

**Alignment** chaotic evil

**Languages** Ape