

Furious Ape

Medium beast, unaligned

Armor Class 12 (dexterity)

Hit Points 26 (4d8+8)

Speed 30 ft. climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	5 (-3)	10 (0)	8 (-1)

Saving Throws Strength +6 Constitution +4

Skills Athletics +6, Intimidation +1, Perception +2

Senses passive Perception 12

Languages can learn one sign language

Challenge 3

Rage. On its turn the furious ape can enter rage as a bonus action. While raging it gains the following benefits: Advantage on Strength checks and strength saving throws; +2 damage on all attacks; resistance to bludgeoning, piercing and slashing damage. Rage lasts 1 minute, or until the ape is rendered unconscious, or does not attack and takes no damage. It can use this ability once per short rest.

Multiattack. The ape makes one bite attack and one melee weapon attack, bites twice, makes one slam attack, makes one grapple attack or it throws a rock (or other improvised projectile).

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d6+4) piercing damage.

Tree branch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (1d8+4) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6+4) bludgeoning damage. If the attack hits the target must make a DC 14 Strength saving throw or be knocked prone.

Grapple. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: Target is grappled (escape DC 14). Until the grapple ends the creature is restrained and the ape cannot grapple another target. It can make a bite attack against a grappled target with advantage as a bonus action.

Throw Rock. *Ranged Weapon Attack:* +6 to hit, range 25/50 ft., one target.
Hit: 9 (1d6+4) bludgeoning damage.