

## Furious Ape

*Medium beast, unaligned*

**Armor Class** 12 (dexterity)

**Hit Points** 32 (5d8+10)

**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. If the ape is raging it gets advantage on this attack.

*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.