

## Furious Ape

*Medium beast, unaligned*

**Armor Class** 12 (dexterity)

**Hit Points** 26 (4d8+8)

**Speed** 30 ft. climb 30 ft.



<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>
22 (+6)	15 (+2)	15 (+2)	5 (-3)	10 (0)	8 (-1)

**Saving Throws** Strength +8 Constitution +4

**Skills** Athletics +8, Intimidation +1, Perception +2

**Senses** passive Perception 12

**Languages** can learn one sign language

**Challenge** 3

**Rage.** On it's turn the furious ape can enter rage as a bonus action. Whist 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 knocked 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, or it throws a rock or other improvised projectile.

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 9 (1d6+6) piercing damage.

**Tree branch.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 10 (1d8+6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 25/50 ft., one target.

*Hit:* 9 (1d6+6) bludgeoning damage.