Baboon, Wild

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Uncommon | *Medium* | *Neutral* | *Animal*

Wild baboons are large, herbivorous primates that are characterized by long arms and legs, large dog-like muzzles, and sharp canine teeth.

Armor Class	Hit Points	Move
12	12 *(3 Hit Dice)*	walk 60 ft
Appearing	10d4	
Habitat	Forest,Jungle	
Negotiation	no	
Morale DC	14	
Challenge	1.8 (220 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
4	2	-1	0	-2	-3

Combat

Has 3 attacks. Hit Bonus +4. Damage: Claws (2) 1d4 +4, Bite 2d6 +4

Special Defense

Treewalk. Baboons can move through branches as fast as they can walk.

Treasure

Individual: None

Lair: None