

# Baboon, Wild

written by CresthavenRPG Guru | January 23, 2020

*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**   **Hit**  
**Class Points**   **Move**

12   walk  
12   (3 Hit 60  
Dice)   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.

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## Treasure

**Individual:** None

**Lair:** None