

Gorilla

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Rare | Large | Neutral | Animal

The carnivorous ape is a larger, stronger, and more aggressive relative of the gorilla. It has broad shoulders, thick bodies covered with black hair, long arms, and short legs. Hooked black claws grow from their fingers and toes. They have light brown faces, flaring nostrils, and mouths full of long sharp teeth for shredding and ripping flesh from prey. Carnivorous apes walk on all fours, using the knuckle of their hands for support. They can also swing through the trees at 75% of their normal movement rate.

Armor Class	Hit Points	Move
14	20 (5 Hit Dice)	walk 40 ft
Appearing	2d4	
Habitat	Forest, Hills, Jungle, Mountains	
Negotiation	no	
Morale DC	8	
Challenge	6 (1,800 XP per monster)	

Ability Scores

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

Combat

Has 3 attacks. Hit Bonus +4. Damage Fists (x2) 1d4 +4 damage

Special Attacks

Throw. Gorillas will throw items up to 25lbs 50ft for 1d6+3 damage

Treasure

Individual: None

Lair: None