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[I have to wonder if these were inspired by Dougal Dixon's *After Man*. That speculative zoology classic features the [raboons](#) and [horranes](#), which were both primates evolved into hypercarnivores.]

Gamboll

This enormous creature resembles a cross between a baboon and a hound. Its purple skin is visible on its hands, feet and face, beneath a shaggy coat of blue fur. It moves towards you at incredible speed.

Gambolls are supernatural carnivores that combine the worst features of primates and canids. Their heads are baboon-like, and their forelegs end in prehensile hands, but their four limbs are long and dog-like, and they almost always move on all fours. Gambolls have supernatural speed and are capable of covering great distances and making mighty leaps in the blink of an eye. When hunting, gambolls rely on their horrific howls to flush prey from hiding, then chase it down, grab it in their mighty jaws, and drag it off for consumption.

Most gambolls are solitary hunters that live in any relatively flat terrain. They like to have rocky outcroppings and cliffs from which to oversee their territory and to act as obstacles to slow their prey. Gambolls occasionally hunt in groups, although such hunting is not terribly cooperative—each gamboll typically chooses a single target from an entire panicked herd. When gambolls do cooperate, however, they can easily down prey as large as mammoths or giants.

A gamboll stands five feet high at the shoulder and is about ten feet long. They weigh about 400 pounds.

Gamboll **CR 7**
XP 3,200

N Large magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, Perception +9, scent

Defense

AC 20, touch 15, flat-footed 14 (-1 size, +4 Dex, +5 natural, +2 dodge)

hp 76 (8d10+32)

Fort +10, **Ref** +11, **Will** +4

Defensive Abilities evasion, masterful dodge

Offense

Speed 60 ft., climb 45 ft.

Melee 2 bites +15 (2d6+9 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks howl, mobile grappler, powerful charge (4d6+12)

Spell-like Abilities CL 8th, concentration +9

Constant—*haste* (self only)

Statistics

Str 23, **Dex** 18, **Con** 19, **Int** 2, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +15 (+19 grapple); **CMD** 30 (34 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +15 (+27 jumping), Climb +14, Perception +9; **Racial Modifiers** +4 Acrobatics

SQ leap

Ecology

Environment any plains

Organization solitary or troop (2-8)

Treasure none

Special Abilities

Howl (Su) As a standard action, a gamboll can howl, causing all creatures in a 100 foot radius to make a DC 15 Will save or be panicked for 1d6 rounds. On a successful save, a creature is shaken for one round. A creature that successfully saves against the howl of a gamboll is immune to the howl of that gamboll for 24 hours. This is a mind-influencing, sonic fear effect.

Leap (Ex) A gamboll does not take any penalties to Acrobatics checks made to jump for making a standing jump. If it takes a running start, it covers double the distance it would ordinarily cover. A gamboll can move farther than its base speed using this ability.

Masterful Dodge (Ex) Once per round as an immediate action in response to a melee or ranged attack made against it, a gamboll can make an Acrobatics check. It can then use the result of the Acrobatics check as its Armor Class against that attack. A gamboll can use this ability against touch attacks, but not when it is flat-footed.

Mobile Grappler (Ex) A gamboll that is grappling a creature one size category or more smaller than it (Medium for a typical gamboll) may move its entire speed when it successfully makes a combat maneuver check to move while grappling.