



“Bbbb 12 Great Ape” © deviantArt user [joverine](#). Accessed at their dA page [here](#)

[Hackmaster is weird, you guys. Spun off from the comic *Knights of the Dinner Table* and existing only because of a copyright dispute, Hackmaster was a parody RPG that has reinvented itself recently as a serious RPG with a goofy name. The original as it stands is one of the very earliest D&D retroclones, and is only *slightly* more ridiculous than actual AD&D.

Oh, and relevant to my interests, has an eight volume “*Hacklopedia*” with more than 800 monsters in it.

Obviously I’m not going to convert them all, and I’m going to break them up so we don’t all get crazy-bored, but I’ve got my eye on about 60 (!) Hackmaster monsters that deserve a PFRPG retooling.]

Shadow Ape

This man-sized ape looks something like a small gorilla with grayish fur. Its outline blurs with its surroundings, as if it were fading away.

Shadow apes are curious omnivores native to the cloud forests of tropical regions. Due to influence from the Plane of Shadow, shadow apes have translucent fur that seemingly absorbs light, allowing them unparalleled stealth. Unlike their gorilla kin, they do not avoid humanoids. They instead use their stealth to sneak unseen into humanoid settlements in order to watch them and steal from them. Shadow apes are inherent pack rats, stealing brightly colored and shiny objects to decorate their dens with. In villages and towns, shadow apes are likely to be found in small numbers, but in their own habitat they associate in large bands comprised of multiple family groups.

A shadow ape has a broad diet, consisting of insects, eggs, fruits and leaves. They have a particular taste for cooked foods and will steal them if possible. They occasionally include animals in their diet, with a seemingly perverse preference for other primates—monkeys and lemurs are a favorite. This has led to fatal conflicts, as small humanoids, like halflings or children, seem to spark

predatory instincts in shadow apes.

In combat, a shadow ape is fairly straightforward, striking with its massive fists and trusting to its shadow blend and fast healing to carry it through a fight. They do not fear fire, but bright lights, particularly magical ones, blind them and may cause them to flee. A shadow ape stands a little over five feet tall and weighs about 150 pounds.

Shadow Ape CR 3

XP 800

N Medium magical beast

Init +3; **Senses** low-light vision, Perception +5, see in darkness

Defense

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 22 (3d10+6), fast healing 1

Fort +6, **Ref** +7, **Will** +2

Defensive Qualities shadow blend

Weakness light blindness

Offense

Speed 30 ft., climb 30 ft.

Melee 2 slams +6 (1d10+1)

Statistics

Str 13, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 16

Feats Stealthy, Weapon Finesse

Skills Acrobatics +7, Climb +9, Escape Artist +5, Perception +5, Sleight of Hand +8, Stealth +17;

Racial Modifiers +4 Sleight of Hand, +8 Stealth

Ecology

Environment warm mountains and forests

Organization solitary, pair, troop (3-12) or clan (6-60)

Treasure standard

Special Abilities

Shadow Blend (Su) In any illumination other than bright light, a shadow ape gains concealment (20% miss chance). A shadow ape can suspend or resume this ability as a free action.