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| Gorilla  ***large beast*** | | | | | | | |
| **Armor Class** 12  **Hit Points**  45 (10d8+0)  Speed 30 ft, Climspeed 20 ft | | | | | | | |
| **STR**  19 (+4) | **DEX**  14 (+2) | **CON**  18 (+4) | **INT**  7 (-2) | **WIS**  16 (+3) | **CHA**  10 (0) |
| **Skills** Athletics + 7 Perception +5, Intimidation + 2  **Senses**. passive Perception 15  **Challenge 2**  **Brawler:** When Gorilla attacks a creature with it's slam weapon, hit or miss, it can use it's bonus action to attempt to grapple the target. | | | | | | |
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| ACTIONS | | | | | | |
| **Multiattack.** Three attacks The ape makes two attacks: one it's bite and one Slam attacks. it may repalce it's Slam attack for a throw.  **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.    **Slam.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.  **Throw.** Ranged Weapon Attack with an Mediom or smaller Object in it's hand: +4 to hit, reach 10/20 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage. If a creature the Gorill is grappling is thrown this way, it lands prone 5 feet away from the target and takes 8 (1d6 + 5)  damage, regardless of whether the attack hits. | | | | | | |
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