



APES

OF NATURE, MYTH, & THE IMAGINATION

DEMO



Requires the use of the Dungeons & Dragons, Third Edition Core Books, or d20 Modern Roleplaying Game, both published by Wizards of the Coast, Inc.

Apes Of Nature, Myth, & The Imagination Demo

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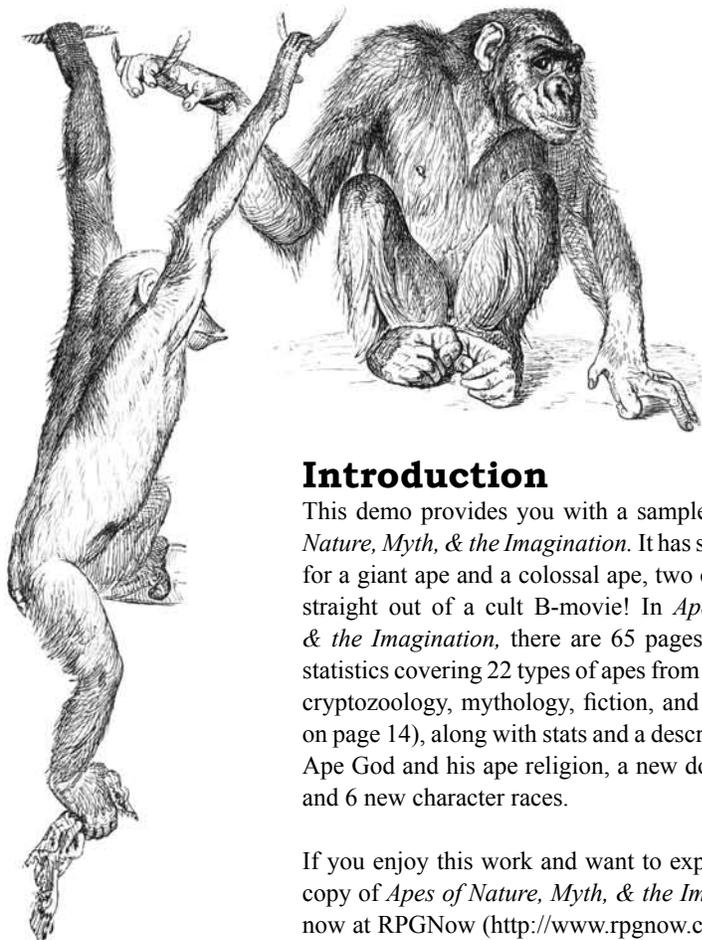
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Introduction

This demo provides you with a sample chapter of *Apes of Nature, Myth, & the Imagination*. It has stats and descriptions for a giant ape and a colossal ape, two city stomping beasts straight out of a cult B-movie! In *Apes of Nature, Myth, & the Imagination*, there are 65 pages of information and statistics covering 22 types of apes from the realms of nature, cryptozoology, mythology, fiction, and fantasy (see the list on page 14), along with stats and a description for Nzumi the Ape God and his ape religion, a new domain, 2 new spells, and 6 new character races.

If you enjoy this work and want to expand on it, pick up a copy of *Apes of Nature, Myth, & the Imagination*, available now at RPGNow (<http://www.rpgnow.com>). Also check out our website at <http://www.betabunny.com>, where we provide additional materials including bonus animals, supplementary rules, tables, and clarifications.

Happy Gaming,

Sean Butcher



Title

IV. King Kong

Introduction

In 1899, when Merian C. Cooper was 6 years old, he was given a copy of *Explorations and Adventures in Equatorial Africa*, a book written by the legendary 19th-century French-American explorer Paul Du Chaillu. The book recounted tales of Chaillu's adventures in the Congo region of Africa, and included accounts of spirit-possessed gorillas that carried off native women with licentious intent. These tales must have made quite an impression on the young Cooper's imagination, for 34 years later they became the genesis of his most famous achievement when he created King Kong, the legendary giant ape.

In the 1930's, when Cooper created Kong, the public in general knew little of the gorillas of Africa. Few live gorilla specimens survived outside of their African habitat, and much of the public's perception of the gorilla came from wild stories, such as those by Chaillu. These stories were prone to exaggerations and error, both in terms of the size and ferocity of the gorilla, and of its desire for human females. Cooper himself had travelled extensively through Africa, and he must have known that these tales were exaggerations and fabrications, but he found the idea of a giant gorilla who abducted women so captivating that he was determined to make a movie around the topic.

Cooper's determination would pay off, and the theatrical release of *King Kong* was a huge hit and the legend of Kong was born. The movie *King Kong* was released in 1933, and a book of the same name was released in the same year. In the story, a giant ape is discovered on Skull Island, a remote, dinosaur-inhabited island in the Indian ocean, where he is worshipped as a god. Kong demonstrates not only a beast-like fury, but also a strong attraction to human women, especially blond Western women, which he is in the habit of abducting. Kong is eventually captured and taken back to New York where he is put on display as *The Eighth Wonder of the World*. He then escapes, goes on a rampage, and is killed.

Other Inspirations for King Kong

Another inspiration for the tale of King Kong included W. Douglas Burden, who traveled in 1926 to the remote island of Komodo in Indonesia. Here he discovered a giant breed of lizard, the Komodo dragon, a creature believed to be mythical until his discovery. Burden managed to bring two of the lizards back to New York alive, to much acclaim. It was probably Burden's tale that influenced Cooper to locate his character Kong on an uncharted island some distance from Indonesia, rather than in the gorilla's native Africa, and to have the finale based around Kong's being brought back to New York.

The other major influence for the Kong story was Arthur Conan Doyle's book *The Lost World* which had been made into a highly successful movie in 1925. In *The Lost World*, explorers discover an isolated plateau surrounded by cliffs in South America, and inhabited by prehistoric creatures. Likewise, we find that Kong's isolated island is surrounded by cliffs and is inhabited by a wide array of prehistoric dinosaurs.

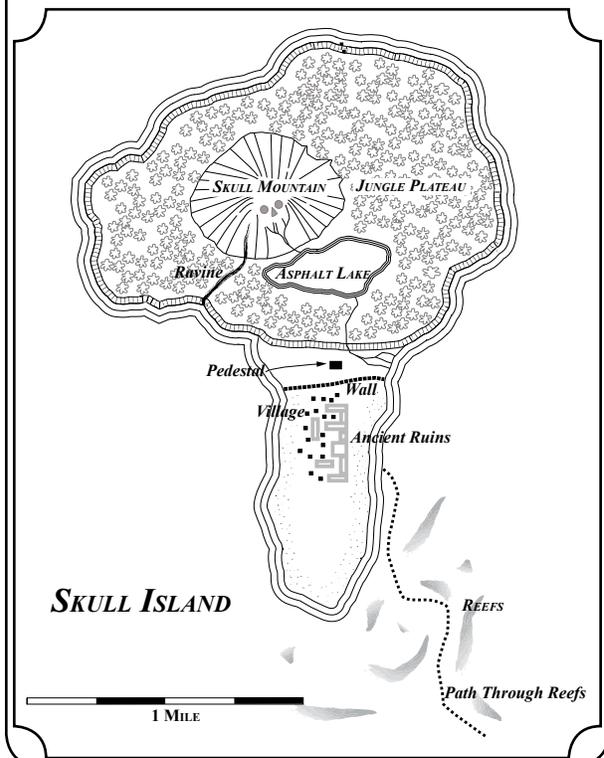
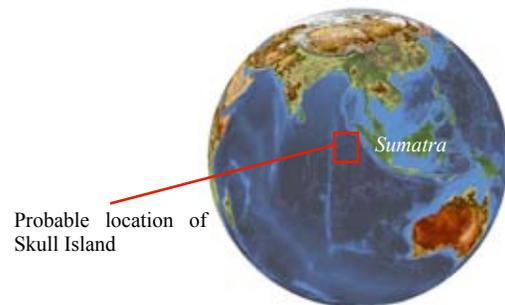
Skull Island

Kong lives on Skull Island, an uncharted island in the Indian Ocean, a significant distance west of Sumatra. Here, Kong is worshipped as a god by the native islanders, who live among the ruins of an ancient Atlantean city, protected by a gigantic wall that separates the peninsula on which they live from the rest of the island and its inhabitants. Those inhabitants, in addition to Kong, include a wide variety of prehistoric monsters, such as the Tyrannosaurus Rex, pterodactyls, plesiosaurs, and even carnivorous Triceratops (note Triceratops was a herbivore).

Cooper describes Skull Island thus:

"It began, at the left, with a long, sandy peninsula, a mile or more in extent. In front of the peninsula a reef was indicated, with a tortuous passageway sketchily outlined. In the other direction the peninsula's sparsely wooded extent ended abruptly against a steep precipice. This precipice, according to the Norwegian skipper's rough notes, was hundreds of feet high and marked the edge of the dense growth which covered the many square miles comprising the rest of the island. Above the dense upland growth, and seemingly from the center of it, rose a mountain whose crudely drawn outline suggested a skull. The last detail was most curious, and startling. It was a wall, higher than a dozen tall men, and impregnable. And this wall, at the base of the peninsula, stretched from the sea on one side to the sea on the other, serving as a mighty barrier against who or what might attempt to come down the precipice from the back country."

~ Merriam C. Cooper, *King Kong*, 1933.



Over the years, the legend would continue to grow, with the theatrical re-release of *King Kong* in 1938, and Kong went on to star in sequels, re-makes, animations, comics, novels, and a number of Japanese monster movies.

The following stats would be suitable for a Kong-like ape.

Giant Ape

Huge Animal

Latin Name: *Gorilla giganteus*.

Other Names: Giant prehistoric ape, King Kong.

Subspecies: None.

Climates: Tropical.

Habitats: Forest, Mountain, Ruins.

Location: Lives on small, uncharted, tropical islands, or deep within the jungles of central Africa, usually close to the ruins of some ancient civilization.

Frequency: Unique (M), Unique (F).

Organization: Solitary.

Description: In appearance, the giant ape is much like a western lowland gorilla, except significantly larger. Its fur is also comparatively short for a gorilla, and is brownish black in color. The giant ape has long powerful arms and relatively short legs. Its chest is broad and its head is large. Fur covers the giant ape's entire body except for its face, ears, toes, fingers, and the palms of its hands and feet. Its exposed skin is jet black.

Height: 20 feet

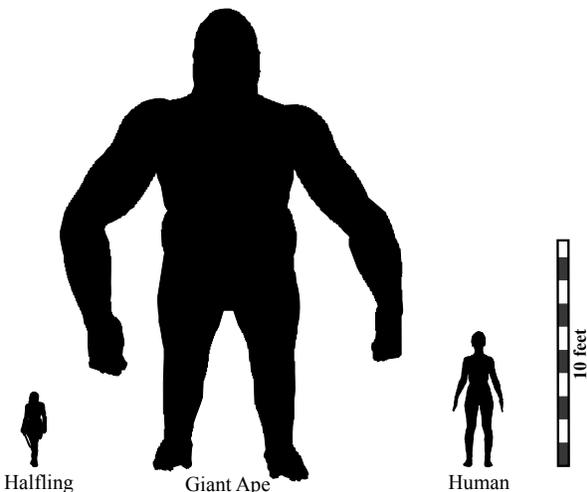
Weight: 14 tons.

Lifespan: Unknown. Gorillas can live for 50+ years.

Behavior: The giant ape is highly aggressive and territorial. It typically makes its home in a cave near the peak of a mountain.

Reproduction: Unknown.

Diet: The giant ape's diet consists of fruit, leaves, shoots, stems, bark, fungi, and termites. It also chews on the occasional human, but it is unclear whether meat is part of its diet.



Halfling

Giant Ape

Human

GIANT APE SIZE COMPARISON

GIANT APE

Hit Dice: 18d8+126 (207 hp)

Initiative: +1

Speed: 50 ft. (10 squares)

Armor Class: 14 (+1 Dex, +5 natural, -2 Siz), touch 9, flat-footed 13

Base Attack/Grapple: +13/+33

Attack: Slam +23 melee (1d6 +12) or rock +8 ranged (1d8 +12)¹

Full Attack: 2 slam +23 melee (1d6 +12) and bite +18 melee (1d8 +6) and 2 stamp +18 melee (2d6 +6); or rock +8 ranged (1d8 +12)¹

Space/Reach: 15 feet/15 feet

Special Attacks: Improved Grab, Rend (1d6 +18), Trample (1d6 +18)

Special Qualities: Scent

Saves: Fort +18, Ref +14, Will +9

Abilities: Str 35, Dex 13, Con 24, Int 2, Wis 12, Cha 6

Skills: Balance +5, Climb +14, Hide +4, Jump +20, Listen +6, Spot +7, Survival +15²

Feats: Alertness, Awesome Blow, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Track Scent

Challenge Rating: 15

Advancement: –

¹ Giant apes are not proficient with simple weapons and receive a -4 penalty to their rock attack.

² The giant ape gains a +2 bonus to Survival from both its Track Scent and Alertness feats and a +2 bonus from its Scent special quality. It may only use its Survival skill in its native habitats.

Combat: Giant apes are highly aggressive and will immediately attack anything they perceive as a threat. They will typically hurl large rocks at their opponent, and then quickly move in and grapple.

Improved Grab (Ex): To use this ability, the giant ape must hit an opponent with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can Rend (see below). The giant ape can use Improved Grab against opponents of Huge size or smaller.

Rend (Ex): If the giant ape manages to grapple its opponent (see Improved Grab above) it can use its Rend special attack. This attack automatically deals damage each round equivalent to its slam attack plus 1½ times its Strength modifier (1d6 +18).

Trample (Ex): As a full-round action, the giant ape can move up to twice its speed and Trample an opponent by moving into that opponents space. The opponent must be of Large size or smaller. The opponent may make an attack of opportunity at a -4 penalty, or alternatively attempt a Reflex save (DC 31) to take only half damage. The trample attack

How Tall is Kong?

In the novel, King Kong is described as being around 20 feet tall. In the 1933 movie of King Kong, the ape's height varies between about 18 feet when he is on the island, to 24 in New York. In later movies, where Kong battles monsters such as Godzilla, his height is increased to 50 feet or more (which would be physiologically impossible).

deals 1d6 +18 damage.

Skills & Abilities: Giant apes have a +4 racial bonus on Balance checks. They have a +8 bonus on Survival checks. Apes do not have Low-light Vision like many other animal species.

Scent (Ex): This ability allows an ape to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Treasure: Pelt: 1,000 gold pieces, Trophy: 500 gold pieces, Teeth: 50 gold pieces (set), Feet and Paws: 50 gold pieces (each). All attempts to capture and place giant apes on display have all ended in disaster.

Food Value: Giant ape meat is excellent in quality. The average carcass weighs 14,000 pounds. If a buyer for such a large quantity of meat could be found, it would be worth about 1,400 gold pieces. Many cultures consider the consumption of meat from a primate as being taboo.

Hunting Tips: Stake out a blond woman!

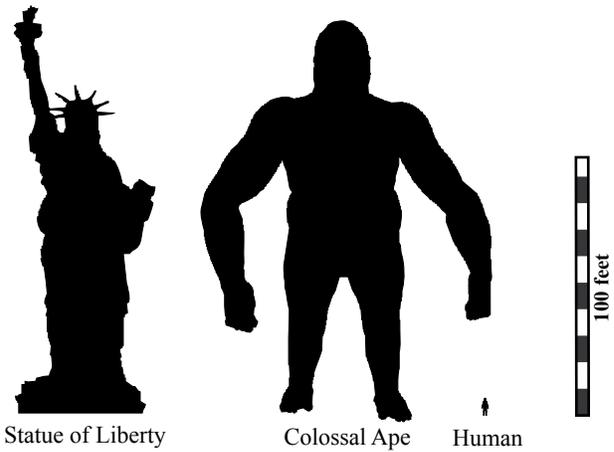
Comments: “Kong” is the Malaysian word for “gorilla.” Giant apes typically live alone. They may be the last of some giant species of ape. Alternatively, they may be normal apes who have grown to enormous size through magic or some other means (miracle berries for instance, see page 50)

Colossal Ape

While Kong of the novel *King Kong* stands around 20 feet tall, in later movies he appears to have grown much larger. In *King Kong vs. Godzilla*, for instance, he stands around 150 feet tall. For an ape to achieve such dimensions is of course physically impossible. Since body weight increases exponentially with height, no animal could achieve the bone and muscle strength required to support such a large frame. Additionally, the pressures of pumping blood around such a large body would place impossible strains on an animal’s vascular system.



GIANT PREHISTORIC APE



COLOSSAL APE SIZE COMPARISON

While such a creature would be impossible in nature, having such a monster in an adventure would definitely be fun. Also, with a little touch of magic, anything is possible, even the ability to shoot lightning from his hands (an attribute that Kong gains in the various Japanese monster movies). So, without further ado, here are the stats for a colossal ape.

Colossal Ape

Colossal Magical Beast

Subspecies: None.

Climates: Tropical.

Habitats: Forest, Mountain.

Location: Isolated tropical islands, or deep jungles.

Frequency: Unique (M), Unique (F).

Organization: Solitary.

Description: The colossal ape is much like a gorilla in appearance, except that it is much larger. Colossal apes are thought to be normal apes that have gained their massive size through eating the miracle berries (see sidebar on page 50).

Height: 150 feet.

Weight: 300 tons.

Lifespan: Unknown.

Behavior: Little has been revealed of the colossal ape’s typical behavior except that he is aggressive and appears to enjoy destroying cities. The colossal ape will attack anything he views as a threat, whether it be a giant lizard or a skyscraper. They are particularly attracted to sources of electrical power, since they gain Strength from electricity.

Reproduction: NA.

Diet: Mainly plant matter and miracle berries, though they are not averse to chomping on the occasional human or vehicle that gets in their way.

Combat: In combat, colossal apes like to pick up and hurl objects around. If faced with an opponent of similar size, they will typically attempt to close and grapple. They also have the ability to shoot electric bolts from their hands. **Improved Grab (Ex):** To use this ability, the colossal ape must hit an opponent with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes

a hold and can Rend (see below). The colossal ape can use Improved Grab against opponents of Colossal size or smaller.

Lightning Bolt (Su): Once per round, as a Full Action, the colossal ape can launch a bolt of lightning. The bolt begins at the colossal ape's fingertips, and has a range of 120 feet. This is not a magical attack and may not be resisted. The bolt can hit a single target. The bolt deals 10d6 damage. A successful Reflex saving throw (DC30) halves the damage. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if range permits; otherwise, it stops at the barrier.

Rend (Ex): If the colossal ape manages to grapple its opponent (see Improved Grab above), it can use its Rend special attack. This attack automatically deals damage each round equivalent to its slam attack plus 1½ times its Strength

Miracle Berries

Description: *Miracle berries are much like a blueberry in shape, but much larger, growing to about the size of a plum. They are green when unripe, and red when ripe. The bush on which they grow is a large, thorny vine. Its thorns, like its berries, are very large and sharp. Miracle berries are non-seasonal. Different vines produce berries at various times during the year. A miracle berry bush will grow one year, produce berries the next, and then die back. Miracle berries can be eaten as fruit, or can be squeezed for their red juices. The juice can also be fermented to produce wine, although the fermentation reduces the berries' potency. 1 pound of berries will produce one cup of juice or wine.*

Materials & Costs: *1 pound of miracle berries costs 10 gold pieces. A cup of miracle berry juice or wine will also cost 10 gold pieces. 1 pound of berries, 1 cup of juice, or 2 cups of miracle berry wine are required per dose.*

Availability: *Miracle berry bushes will only grow in tropical climates. Miracle berries and juice spoil quickly, so they will typically only be available in local markets. Miracle berry wine can be kept indefinitely and is more widely available.*

Taste & Smell: *Miracle berries and juice have a sweet, grape like taste. The wine is sweet, fruity, and highly intoxicating.*

Identification: *It takes a Knowledge (nature) check DC12 to identify miracle berries in raw form, and an Alchemy check DC 15 to identify miracle berries in juice or wine form.*

Preparation: *Miracle berries and juice require little or no time or skill to prepare. Preparation of miracle berry wine requires a Profession (Vintner) check DC5, or an Alchemy check DC10. It takes 1 hour of preparation per 1-10 doses of miracle berry wine, and the wine requires 8-10 days of fermentation.*

Primary Effects: *1 dose of miracle berries, juice, or wine provides a +5 bonus to saving throws against disease. Increasing the dosage has no cumulative effect.*

Secondary Effect: *1 dose taken daily may cause an increase in size. It will only have an effect if taken while the target is still growing (ages 0-18 for humans). For each 4 years the berries are consumed on a daily (or almost daily) basis, the target will grow by one size. So for instance a human who consumes the berries from age 10 to 13 would grow from Medium size to Large. This change in size will have an effect on the targets other stats including Strength, Dexterity, Constitution, natural armor, AC/attack, and damage (see MM v. 3.5, Introduction: Reading the Entries: Secondary Statistics Block: Advancement: Size Increases). Miracle berry wine is also intoxicating, and as addictive as other forms of alcohol.*

COLOSSAL APE

Hit Dice: 40d8+340 (560 hp)

Initiative: +4

Speed: 80 feet (16 squares)

Armor Class: 10 (+0 Dex, +8 Nat, -8 Siz), touch 2, flat-footed 10

Base Attack/Grapple: +40/+72

Attack: Slam +50 melee (2d6 +16) or rock +30 ranged (2d8 +16)¹

Full Attack: 2 slam +50 melee (2d6 +16) and bite +45 melee (4d6 +8) and 2 stamp +45 melee (4d6 +8); or rock +30 ranged (2d8 +16)¹

Space/Reach: 20 feet/15 feet

Special Attacks: Improved Grab, Lethal Shock (10d6, Reflex DC30), Rend (2d6 +24), Trample (2d6 +24).

Special Qualities: Absorb Electricity, Electricity Sense, Scent

Saves: Fort +34, Ref +26, Will +15

Abilities: Str 42, Dex 11, Con 26, Int 2, Wis 11, Cha 6

Skills: Balance +12, Climb +16, Jump +36, Listen +13, Move Silently +10, Spot +12, Survival +14²

Feats: Alertness, Awesome Blow, Damage Reduction, Energy Resistance: Electricity, Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Toughness, Fast Healing, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Track Scent

Challenge Rating: 20

Advancement: 41–50 HD (Colossal)

¹ Colossal apes are not proficient with simple weapons and receive a -4 penalty to their rock attack.

² The colossal ape gains a +2 bonus to Survival from both its Track Scent and Alertness feats and a +2 bonus from its Scent special quality. It may only use its Survival skill in its native habitats.

modifier (2d6 +24).

Trample (Ex): As a full-round action, the colossal ape can move up to twice its speed and Trample an opponent by moving into that opponents space. The opponent must be of Gargantuan size or smaller. The opponent may make an attack of opportunity at a -4 penalty, or alternatively attempt a Reflex save (DC 46) to take only half damage. The trample attack deals 2d6 +24 damage.

Skills & Abilities: Apes do not have Low-light Vision like many other animal species.

For some strange reason, yet unknown to science, the colossal ape gains Strength from electricity.

Absorb Electricity (Su): The colossal ape can store electrical charges in its body. It can use these charges to fuel its Lightning Bolt attack, to heal itself, or to increase its Strength. The colossal ape also acts as a lightning rod in a storm, and will be hit by 1d6–6d6 bolts of lightning per hour (depending on the intensity of the storm). If hit by a lightning bolt, the colossal ape can store one charge of electricity in its body. It can also store 1 charge for each round that it is in contact with any other source of electricity carrying at least 100kV (note that typical transmission lines on a transmission tower carry 110kV). The colossal ape can store up to 10 charges. It can store 2 charges indefinitely, but additional stored charges dissipate at the rate of 1 per hour if not replenished.

For each stored charge, the colossal ape can as a Full Action either a) launch 1 lightning bolt, b) heal 1d20 hp, or c) boost

its Strength by 1d10 points for the next round.

Electricity Sense (Su): Colossal apes can sense a source of electrical power within 1 mile of their location.

Treasure: Pelt: 2,000 gold pieces, Trophy: 1,000 gold pieces, Teeth: 100 gold pieces (set), Feet and Paws: 100 gold pieces (each). The colossal ape's skull and other bones would have value to collectors, museums, and other organizations that might want to place them on show. His hide is too thick and large to have value for its leather, but would also be of value as a trophy item or for public display. Attempts have been made to capture colossal apes alive and place them on public display, but all such attempts have ended with the ape's escaping and destroying large parts of nearby cities!

Food Value: The colossal ape's flesh is of excellent quality. Its carcass would yield 300,000 pounds of meat. Assuming that a buyer could be found for such a large quantity of meat, it would be worth around 30,000 gold pieces.

Hunting Tips: Successful attempts in capturing colossal apes have involved the use of gas grenades or drugged foods to render them unconscious.

Comments: In *King Kong vs. Godzilla*, Kong is a native of Farou Island, probably located in the Indian Ocean or the tropical Pacific, rather than of Skull Island as he is in the earlier stories.

The colossal ape seems to be attracted to urban areas and loves to destroy buildings and chomp down on buses.

Appendix D: Reading the Entries

Each creature description is organized in the same general format, as outlined below:

Name

This is the common name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This entry describes the creature's size. A creature falls into one of nine size categories. A size modifier applies to the creature's Armor Class (AC) and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below). These modifiers have been figured into the statistics for the creatures described here.

The size and type line continues with the creature's type. An creature's type determines many of its characteristics and abilities: Physical ability scores, Hit Dice, base attack bonus, saving throw bonuses, skill points, feats, how magic affects the creature, and other special qualities.

Latin Name

Every recognized species on earth is given a unique two-part scientific name. This is often referred to as its Latin name. These names are used by zoologists around the world to communicate unambiguously about species. Each Latin name is made up of a generic name and a specific name. The generic name is the name of the genus (singular of genera) to which the species belongs. Latin names are often

descriptive, giving some physical aspect(s) of the species. For instance, *Lycaon pictus*, the Latin name for the African wild dog, means "painted wolf" and refers to the animal's wolf-like appearance and paint-like splotches of color on its fur. A Latin name may also include the name of the discoverer of the species, the region in which the species is found, or a common name given to the species by natives in the region where it exists. The meaning of the Latin name is often provided in the comments section of the creature description.

Other Names

If the species is referred to by other names, these are listed here.

Subspecies

This section lists the number of subspecies existing for a particular species. A species is a biological grouping of animals whose members can interbreed. A species may, however, contain several subspecies genetically distinct from the rest of the species, and these subspecies may have distinct physical characteristics. Subspecies normally arise due to geographical separation from other members of the same species. If a subspecies diverges to the point that it loses the ability to interbreed with the rest of the species, it becomes a new species. Each subspecies shares the same two-part scientific name as the rest of the species, but also receives a third subspecies name.

Climates and Habitats

Climate and *habitat* describe the environment in which the creature is normally encountered. For each species, a

list of one or more climates and habitats is provided. Creatures will typically only be encountered in the wild within an environment matching their natural climates and habitats. The Climates and Habitats Table below lists world climates, and the habitats that exist within those climates.

Location

Location provides details of the countries or geographical regions in which (or through which) the creatures range. In some cases where the creature's range has changed, information on the creature's historical ranges will be given.

Table: Climates and Habitats		CLIMATES				
		Tropical	Subtropical	Temperate	Subpolar	Polar
H A B I T A T S	Desert					
	Semi-desert				X	X
	Grassland				X	X
	Forest					X
	Scrub				X	X
	Wetlands					
	Lakes & Rivers					
	Mangrove			X	X	X
	Coral Reef			X	X	X
	Ice Floes	X	X	X		
	Permanent Ice	X	X	X	X	
	Tundra	X	X	X	X	
	Mountain					
	Caverns					
	Coastal					
	Inshore Ocean					
	Pelagic Ocean					
	Farmland					X
	Ruins					
	Crypts					
Urban						

"X" indicates that a habitat does not exist in a particular climate.

Frequency

Frequency indicates how common a particular creature is in the wild and provides an indication of how often a particular creature should be encountered in the wild. Since the frequency of an creature in a modern setting may differ from its frequency in a historical or fantasy setting, frequency information is provided for both Fantasy and Modern settings. Modern frequencies are indicated by an “(M),” fantasy frequencies with an “(F).” Two sets of terminology are used to indicate frequency. One set indicates the creature’s natural frequency in the wild if left undisturbed. The second indicates levels of endangerment and is used to indicate that the creature’s frequency has been reduced because of man’s destruction of its habitat and/or excessive hunting of the species. For instance, if a creature is naturally very rare in the wild, its frequency is listed as “Very Rare.” If the creature is very rare because its habitat has been eroded by civilization’s encroachment on the wild or because of excessive hunting of the creature, it is listed instead as “Endangered.” The scheme used to indicate endangerment is an adaptation of the system used by the International Union for the Conservation of Nature and Natural Resources (IUCN) to track creatures at risk of extinction. These categories are listed in Table: Creature Frequencies.

Organization

This line describes how the creature typically organizes itself in the wild. For group organizations, a range of numbers is given to indicate how many creatures will be in the group. This number includes adults and young. A number may also be provided in brackets to indicate what number of creatures will typically be encountered.

The types of organization are as follows:

Solitary: The creature is encountered alone.

Pair: The creature is found in a pair, typically consisting of an adult male and female.

Family: The creature may be encountered in a family grouping consisting of one or two adults and their young. More details on the nature of the family grouping are provided in the Behavior and Reproduction section of the creature’s description.

Group: The creatures form groups consisting of several adults and their young. More details on the nature of the group are provided in the Behavior and Reproduction section of the creature’s description.

Description

This section provides a physical description of the creature’s appearance. In some cases, a description of the sound the creature makes is also provided.

Length

This section gives the typical range of lengths (in feet and inches) of an adult member of the species from front to rear, *excluding* its tail if it has one.

Tail

This section gives the typical range of lengths for the creature’s tail in feet and inches. If no measurement is provided, the creature has no tail.

Height

This section gives the height (in feet and inches) for an adult member of the species.

Frequency	Endangerment	Description
–	Extinct	Species where it is reasonably certain that the last individual of the species has died. Examples of extinct species include the dodo and the Bali tiger.
–	Extinct in the Wild	Species where it is reasonably certain that no members of the species still occur naturally in the wild, but where there are still individuals of the species alive in captivity. Examples include Przewalski’s horse, a wild horse species that now only survives in a few captive populations.
Unique	–	This frequency is used solely for cryptids and indicates that there is only one, or one isolated group, of the species in existence.
Extremely Rare	Critically Endangered	Extremely Rare and Critically Endangered species are unlikely to ever be encountered in the wild. Critically endangered species are ones facing an extreme risk of extinction in the immediate future. Examples include the black rhino.
Very Rare	Endangered	Very Rare and Endangered species will be encountered very rarely in the wild. Endangered species are those facing a high risk of extinction in the near future. Examples include the Bengal tiger and the African elephant.
Rare	Vulnerable	Rare and Vulnerable creatures will only rarely be encountered in the wild. Vulnerable species are those facing a medium risk of extinction in the medium future. Examples include the cheetah.
Uncommon	Lower Risk	Uncommon and Lower Risk creatures are those that are fairly infrequent in the wild but that are still widespread. Lower Risk creatures are those that are in decline but are still not threatened. Examples include the giraffe and cougar.
Common	–	Common creatures occur frequently throughout their natural range. Examples include the red fox and white-tailed deer.
Very Common	–	Very common creatures are ones that occur very frequently throughout their range. They are so common that in some environments they may be considered pests. Examples include black rats and gray squirrels.

Weight

This section provides the typical range of weights in pounds and ounces for an adult member of the species. If there is a significant difference between the weight of the male and female, weights for both sexes may be provided.

Lifespan

The typical lifespan of the creature in years and months.

Behavior

A description of the creature's behavior in the wild, including social organization, nesting habits, typical times of activity, territorial behavior, and hunting techniques.

Society

A description of the societal structure the creature lives in. The society section may replace the behavior section for intelligent creatures.

Reproduction

A description of the creature's reproductive habits, including methods of reproduction, typical mating seasons, the length of gestation, when the young are typically born, how long they stay with the mother, and how long it takes the young to reach maturity.

Diet

A description of the creature's typical diet.

Main Stat Block

This section includes the main d20 stats for the creature, including Hit Dice, initiative, speed, Armor Class, base attack/grapple, attack, space/reach, special attacks, and special qualities, saves, abilities, skills, feats, Challenge Rating, and Advancement.

Combat

This section provides information on how creatures of a particular species usually behave in combat. Additional information about the creature's capabilities in combat is also provided.

Skills and Abilities

This section gives more information about the creature's skills and abilities.

Treasure

Intelligent creatures may be carrying treasure such as items and coins. Animals and other unintelligent creatures typically carry no treasure. Even so, the creature may still be valuable. Live adults of some species may be valuable to collectors, and trained adult creatures or the young of a species may be valuable as pets, for performance, or for other tasks. The fur of many species is valued for use in garments or other textiles. The heads of some creatures are sometimes stuffed and displayed as trophies. Claws, teeth, or other parts of the

Treasure in a Modern Setting

The Treasure section lists those creature items having value in a Fantasy setting. Not all of these items will have value in a Modern or Futuristic setting. For instance, animal products from endangered species may be illegal in a Modern or Futuristic setting as they are today on Earth. Also, transporting live creatures across political borders is usually heavily restricted and will likely require special licenses. The Games Master will ultimately need to determine whether an item has any value in a particular Modern or Futuristic setting and what restrictions may apply to selling such items.

If an item is determined to have value, the Games Master may determine a proper value or may alternatively calculate a Modern equivalent from the values provided in this *Bestiary*. The values given in the Treasure section are for a Fantasy setting and are given in Gold, Silver, and Copper pieces. To calculate the equivalent value for a Modern setting, it is necessary to convert the values to dollars and then refer to Table 7-1: Purchased DCs in the d20 Modern Core Rulebook. As a general rule of thumb, 1 gold piece is equivalent to \$10, 1 silver piece to \$1, and 1 copper piece to a dime (\$0.10).

Example: A treasure item is worth 100 gold pieces. As 1 gold piece is equivalent to \$10, 100 gold pieces are equivalent to \$1,000. Referring to Table 7-1 produces a DC of 17.

Once the DC has been calculated, the player needs to determine the increase to their Wealth bonus from selling the item. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value.

Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase DC of the item.

creature may also have a value. In some markets, some parts of the creature's anatomy may be valued for their supposed medicinal qualities.

The treasure section provides details of the type of treasure a creature is carrying (if any). It also provides information on the value of live members of the species or the value that can be extracted from the body of such a creature. The values given are those that may be obtained in the markets that are local or close to where the creature resides in the wild.

The categories used for Treasures are as follows:

- Adult Untrained: This is the value of a wild, healthy, adult specimen.
- Trained: This is the value of a trained, healthy, adult specimen.
- Young: This is the value for a healthy cub, kitten, etc.
- Pelt or Feathers: This is the value of the creature's skin, fur, or feathers.
- Trophy: For some creatures there is a market for trophies made from some part of their body. For instance, the creature's head can be stuffed and mounted on a display.
- Teeth: Some creature's teeth are valued for use as jewelry or as collectibles. The value given is for the entire set of the creature's teeth.

- Paws, Claws, or Talons: A creature paws or talons may be valued as clothing accessories, pendants, talisman, etc. Also, the claws may be valued for similar purposes. The value given is for each paw or all of the claws on that paw or talon.
- Traditional Medicines: Some parts of the creature may be valued for use in traditional medicines. Further explanation of this will usually be provided.
- Other Treasures: Other additional treasures may be listed, and explained in the Treasures section.

Certain creature products may gain in value if transported to other regions, as they may be perceived as exotic. As a general rule, the value of a live member of a species should increase by 100% or 10 gold pieces (whichever is greater) for each sizable ocean, landmass, or other challenging geographical or political boundary over which it is transported. The skins and other trophies from the creature should increase in value by 50% or 5 gold pieces (whichever is greater) for every such boundary over which it is transported.

Certain creature items have no value in some regions for legal or cultural reasons. For example, trade in products from endangered species is today considered illegal in most regions of the world.

The Games Master will ultimately need to decide whether a particular item has a value (and what value it has) in a particular market. Extremely rare or exotic items may effectively be considered “priceless,” and the player’s greatest challenge may be in locating a suitable buyer. In some cases, the value of the item may not be effectively extracted by selling it, and the best course for the player will be to use it as a gift to some person of influence in exchange for their favor or assistance. This is particularly the case in some early societies where the practice of gift-giving is an expected and integral cultural practice. The Icelandic saga on page 21 gives good examples of a gift-giving culture centered on the comitatus, a company of warriors or nobles attached to the person of a king or chieftain who rewards their loyalty in protecting him, giving them food, drink, shelter, and treasure.

Food Value

This section gives information about the taste and quality of meat that can be taken from the carcass of the creature. Meat quality is categorized as follows:

i) Excellent: Meat is of highest quality and is generally highly valued. Examples of excellent meats include beef, pork, and chicken. Some excellent meats may still not be valued by some populations for reasons extraneous to the actual quality of the meat. For example, eating snake meat or insects is considered distasteful by many, and eating pork, beef, and the meat of primates is considered taboo by many

Food Values in Fantasy and Modern Settings

The Food Values Table provides a potential value for meat of various qualities. These values assume that a willing buyer can be found. If no willing buyer can be found, the meat has no value. As a general guideline, meat that is excellent in quality will typically be marketable in any setting. Meat of good quality will likely have no value in settings where food is relatively plentiful and the population can typically afford meat that is excellent in quality. Meat of fair value will be difficult to sell except in poor regions where food is scarce. Meat of poor value typically has no value, but may occasionally be sold as fertilizer or for animal feed.

cultures.

ii) Good: Meat is generally valued but may have some factors that detract from its overall quality such as a strong flavor or distinctive texture, e.g. dry or greasy.

iii) Fair: Meat is edible and may be prized in some areas, but in general it is not consumed. Fair quality meat will have highly distinctive taste or texture that may be considered unpleasant by many. A character that comes from a society that considers the food unpleasant must make a DC 5 Constitution check to eat Fair meat. Failure means that the character gags on the food and is unable to eat it. A starving character (one who hasn’t eaten in 3 days) can eat Fair meat without rolling since, as they say, hunger is the best cook.

iv) Poor: Poor meat is not typically eaten by any group and is generally considered inedible. The meat may have nutritional value, but consuming it may be detrimental to the health of the adventurer unless they have an extremely robust constitution. A starving character may attempt to eat poor meat but must make a DC 10 Constitution check to avoid food poisoning. If the character fails the check, they take 1d6 points of damage.

The meat’s quality also determines the average potential value of the meat. Average values for various meats based on their quality are as follows:

Quality	Price per pound ¹
Excellent	1 silver piece
Good	5 copper pieces ²
Fair	1 copper piece ²
Poor	No value

¹ In a Modern setting, 1 silver piece is equivalent to \$1, and 1 copper to a dime (\$0.10).

² These values assume that the players can find a willing buyer (see sidebar: Food Values in Fantasy and Modern Settings).

The price given in the table above is an average value if the carcass is sold as a whole. Some cuts of meat from the carcass may be more valuable than the average cost, others less valuable. For instance, prime cuts of excellent meat are typically valued at around 3 silver pieces per pound.

The food value section provides an average carcass value

for that species. This value is based on the quality of the meat and the average weight of the carcass of a creature of that species. The weight of the carcass is typically 50% of the creature's live body weight. The rest of the creature's weight is taken up by bones and other inedibles. If the exact weight of a creature is known, a more exact value for the creature's carcass can be calculated. To do this, divide the creature's live body weight in half and multiply this value by the value per pound based on the meat quality.

Hunting Tips

The hunting tips section provides information on best practices and techniques to track and kill or capture the creature. A few common techniques are as follows:

Stand hunting: Involves building a structure that provides the hunter with concealment and often greater elevation along a recently used trail between the creature's bedding and feeding area.

Still-hunting: Involves moving short distances and then stopping with your back to a tree and watching for 15 minutes to one hour.

Driving: This technique involves driving or rousing wild creatures from thick patches of cover towards the hunter. The creatures are normally driven out by making a lot of noise, and the people doing the driving are referred to as beaters since they frequently beat on some object to make noise. This technique was used, for example, to drive tigers or wild boar from forest cover or game birds from reed beds. To drive creatures from large patches of cover, many beaters need to be employed.

Glass-and-stalk method: Climb to high elevation in the early morning, spot the creature, and then stalk to within shooting range. Use ravines, boulders, or brush to conceal your approach. Ideally approach from above because many creatures typically look for danger from below.

Trapping and snaring: Snares consist of loops of wire or string designed to tighten and entrap a creature that steps in the loop. Traps consist of various structures such as holes, cages, and other devices used to contain or catch creatures. The trap or snare is placed at bedding or feeding areas or along recently used trails.

Baiting: Baiting consists of placing or using some material to attract a creature to a particular location. Bait materials include meat, grain, salt, minerals, and scents.

Hunting dogs: This technique involves the use of dogs to track and bring the creature to bay.

Tracks

A hunter must learn to recognize and interpret many types of creature signs, in particular the tracks creatures leave behind. A skilled hunter will be able to learn a great deal from a creature's tracks, including:

- The type of creature that left the track,
- The age of the track,
- The creature's daily patterns of behavior, and
- Whether the creature was running, walking, or ambling.

The easiest surfaces on which to find and identify tracks are snow, wet sand, or damp soil. Damp soil provides the best surface for capturing imprints of the creature's feet, and frequently fine details such as toes, heels, and claws will be clearly visible, allowing easy identification of the creature that left them. This detail will often be lost in snow or sand. Snow, however, provides the best surface for tracking a creature, since the tracks are more likely to be uninterrupted, and it is often possible to track the creature over long distances. In snow, it may sometimes be possible to catch up with the creature by following its tracks, and take it.

If catching up with the creature is not possible, a skilled hunter will still be able to use a creature's tracks to plan the next day's hunt. Creatures frequently follow regular daily patterns of movement, and by following the creature's tracks, it is possible to learn where a creature typically rests, or feeds. For instance, in snow, hunters will frequently go out in the early morning and follow a creature's fresh tracks backwards to find where the creature slept. The hunter can then set up an ambush at a suitable location.

Individual tracks can also provide information on not just the creature's identity, but on its behavior, too. For instance, the shape of a print will vary depending on the speed the creature was moving at, with deeper, larger prints being left by a creature that is running. Also, a running creature will often slide on mud or sand.

It is not just the individual prints that provide clues about a creature's identity and behavior. From the pattern and spacing of prints, it is possible to tell if the creature was hopping, running, or walking.

A hunter must be able to distinguish fresh tracks from old, and must be able to approximate the age of a track. Depending on the surface, and on weather conditions, a fresh track will usually have distinct edges, whereas these will become more rounded and obscured with age due to weathering.

Comments

The comments section contains a variety of information about the species that is not captured adequately in the other sections of the description. If the creature is venomous, more information about the effects of the poison may be provided in the comments section.

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Apes by Challenge Rating

Ape	CR
Bili Ape	1
Bonobo	½
Chimpanzee	½
Colossal Ape	20
Dire Gorilla	3
Eastern Gorilla	1
Giant Ape	15
Giant Orangutan	3
Gigantopithecus	5
Gorgades	1
Martian Ape	7
Nzumi the Ape God	72
Orangutan	1
Pongo	3
Sapient Chimpanzee	1
Sapient Gorilla	1
Sapient Orangutan	1
Satyr-Ape	½
Weregorilla, Human Form	4
Weregorilla, Gorilla Form	4
Weregorilla, Hybrid Form	4
Western Gorilla	1

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