



“Charm of the Golden Cap” © Greg Hildebrandt, accessed at IX Gallery [here](#)

[I’ve been meaning to do Oz monsters for a while now. Most people are familiar with The Wizard of Oz primarily through the 1939 feature film, but there’s dozens of official books and many more unofficial ones, as well as a wide varieties of spin-offs, offshoots and other weirdness. I intend to stick to the Baum books for now, but for later, who knows?

First up, can’t have Oz without flying monkeys. The name is based on the name given to the leader of the monkeys in the script for the movie—all of the monkeys in the book are nameless. In the book, they also talk and are not inherently evil, which is the tack I went with for this version. The golden cap item that rounds out this entry uses mechanics borrowed from the [horn of Valhalla](#)

**Nikko**

## CR 4 Monstrous Humanoid

*This creature appears to be a bipedal, man-sized monkey, except for the wings growing from its shoulders.*

A nikko, or winged monkey, is a flying simian with human intelligence, albeit perhaps not sense. Nikkoi are native to a variety of broadleaf forests, but prefer warmer climes. Nikkoi are omnivores with a taste for sweets, and if they are able, much of their diet consists of fruits gathered from the wilds and candies stolen from more settled peoples. They rarely make things if they have the choice, preferring to beg, borrow or steal clothing, weapons and tools. They are fantastically strong for their size, particularly when it comes to carrying loads. A nikko can bear the weight of an adult man with ease, as so the treasures they pursue can be sizable indeed. Nikkoi have a taste for the flamboyant, and often wear garishly colored clothing and hats to mark status.

A single nikko is more than a fair fight for a human, but they prefer not to fight fair. Nikkoi travel in large flights and often try to intimidate travelers in parting with interesting looking items. If they are unsuccessful, they may fight, but are less interested in killing or causing permanent harm than they are in humiliating foes and stealing from them. Their prehensile tails seem to have a mind of their own, and can swipe small items, knock foes over or poke them in the eyes while the nikko fights with weapons and teeth. If badly injured, most nikko will flee from their foes, but may nurse a grudge and resort to more lethal means on a rematch.

Nikkoi clans are composed of several flights, and each flight is composed of several family groups. Male nikko tend to be more prone to wanderlust than females and leave the flight of their birth for new horizons, but this is not a hard and fast law of nikko society. Nikko society has few hard and fast laws, and resembles the societies of non-sapient monkeys in many ways. The primary difference is that status is often based on cleverness rather than physical strength, and the best storytellers, thieves or even magic-users rise to prominence in nikko clans. Different bloodlines of nikko may differ in terms of fur color, skin color and even wing shape—most nikko have feathered wings, but bat-like wings and dragonfly wings are not unheard of.

### Golden Cap of the Flying Monkey

**Aura** strong conjuration; **CL** 11<sup>th</sup>

**Slot** head; **Price** 50,000 gp; **Weight** 2 lbs.

These garish items are traditionally soft conical hats with a curved apex and trimmed in gold and jewels. It allows the wearer to call upon the service of several nikko to aid them in combat, bearing loads or making mischief. When the cap is worn and the command word is spoken, 1d4+1 nikko appear to serve the wearer for 1 hour, or until slain. These nikko obey commands given to them to the best of their ability. A *golden cap of the flying monkey* functions three times before its magic fades for the wearer—it can be used by another wearer after being attuned to them for 24 hours.

**Requirements** Craft Wondrous Item, *summon monster VI*; **Cost** 25,000 gp

**Nikko** CR 4

**XP** 1,200

CN Medium monstrous humanoid

**Init** +5; **Senses** low-light vision, Perception +5, scent

**Defense**

**AC** 17, touch 15, flat-footed 12 (+5 Dex, +2 natural)

**hp** 37 (5d10+10)

**Fort** +3, **Ref** +9, **Will** +3

## Offense

**Speed** 30 ft., climb 30 ft., fly 60 ft. (average)

**Melee** heavy mace +8 (1d8+4), bite +3 (1d4+1) or bite +8 (1d4+4)

**Special Attacks** tricky tail

## Statistics

**Str** 17, **Dex** 20, **Con** 15, **Int** 11, **Wis** 8, **Cha** 12

**Base Atk** +5; **CMB** +10; **CMD** 23

**Feats** Acrobatic, Agile Maneuvers, Hover

**Skills** Acrobatics +9, Bluff +4, Climb +16, Fly +12, Intimidate +6, Perception +5, Stealth +11, Survival +5

**Languages** Auran, Common

**SQ** strong back

## Ecology

**Environment** warm and temperate forests

**Organization** solitary, pair, troupe (3-8), flight (9-40) or clan (41-100)

**Treasure** standard

## Special Abilities

**Strong Back (Ex)** A nikko has three times the carrying capacity as normal for a creature of its size.

**Tricky Tail (Ex)** If a nikko hits an adjacent opponent with a melee attack, it may make a disarm, trip, steal or dirty trick combat maneuver against that opponent as a swift action that does not provoke attacks of opportunity.