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[Originally the “cloaked ape”, but it’s clearly a monkey.]

### **Cloaked Guenon**

*This silver-furred monkey has large tufts of fur on its face and furry wings folded beneath its arms.*

Mischievous and cunning, cloaked guenons are sapient monkeys with a penchant for theft and the ability to fly. Their wings grow along their arms and are supported by a cartilaginous rod growing from their wrist, allowing them to fold the wings back when walking on all fours or climbing. The pleated, furry folded wings dangling over their backs gives cloaked guenons their name, but they typically refer to themselves as “tree people”.

Cloaked guenons are social and gregarious among their own kind, and may extend this kindness to gnomes, fey or other creatures that speak their language and can put up with their slightly cruel sense of humor. Cloaked guenons are forever pulling pranks on each other that can escalate into physical violence, although said roughhousing never causes severe injury or death—the ability of cloaked guenons to heal rapidly takes care of that. Cloaked guenons have little sense of property other than “if I want it, I should have it”, and conflicts may arise from cloaked guenons stealing food or treasure from other peoples.

A cloaked guenon’s diet comprises mainly of fruits, nuts, eggs and small animals, and they do not attack people for food. Small livestock such as chickens or rabbits, however, are fair game, and cloaked guenons may sneak into villages to steal interesting-looking objects. In combat, cloaked guenons remain mobile whenever possible. Although they are poor at hovering, they can wind between trees with ease on the wing and strike at the heads of land-bound opponents. Few things are worth a cloaked guenon’s life, and they will typically flee a confrontation if badly injured.

A cloaked guenon grows to five feet long, with about a third of that length being tail. Their wingspans stretch over ten feet wide.

**Cloaked Guenon** **CR 3**

**XP 800**

CN Medium magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision, Perception +5, scent

**Defense**

**AC** 16, touch 14, flat-footed 12 (+3 Dex, +2 natural, +1 Dodge)

**hp** 26 (4d10+4); fast healing 3

**Fort** +5, **Ref** +7, **Will** +2

**Offense**

**Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

**Melee** 2 claws +5 (1d4+1), bite +5 (1d6+1)

**Ranged** stick +7 (1d6+1)

**Special Attacks** pounce, vertical slash

**Statistics**

**Str** 13, **Dex** 17, **Con** 13, **Int** 6, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +4; **CMD** 18

**Feats** Dodge, Mobility, Throw Anything (B)

**Skills** Acrobatics +7, Climb +11, Fly +3, Perception +5, Stealth +7; **Racial Modifiers** uses Dexterity for Climb

**Languages** Sylvan

**Ecology**

**Environment** warm forests

**Organization** solitary, pair or barrel (3-18)

**Treasure** standard

**Special Abilities**

**Vertical Slash (Ex)** Whenever a cloaked guenon gains a bonus to attack rolls for having higher ground than an opponent, it also gains a +2 on damage rolls.