

# Monkey

## Monkey

*Tiny Beast, Unaligned*

**Armor Class** 14

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS
3 (-4)	18 (+4)	12 (+1)	3 (-4)	12 (+1)
CHA				
7 (-2)				

**Skills** [Athletics](#) +6, [Perception](#) +3, [Sleight of Hand](#) +6

**Senses** [Darkvision](#) 30 ft., [Passive Perception](#) 13

**Languages** –

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Keen Hearing.** The monkey has advantage on Wisdom (Perception) checks that rely on hearing.

**Nimble Escape.** The monkey can take the Disengage or Hide action as a bonus action on each of its turns.

## Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

**Fling Feces (3/day).** *Ranged Weapon Attack:* +4 to hit, 15/30 ft., one target. *Hit:* 0 psychic damage. The target must succeed on a DC 12 Intelligence saving throw. On a failed save, the target won't willingly move within 10 feet of the monkey. If already within 10 feet, the target must move away on its turn. If it can't move away, the target's melee attacks against the monkey are made with disadvantage. These effects last until the start of the monkey's next turn. Flinging feces has no effect against constructs, undead, and creatures of Intelligence 2 or lower. The monkey usually flings feces if cornered, [frightened](#) or in captivity.

## Description

The monkey presented here described an arboreal monkey not much bigger than a cat, such as the capuchin.