DAKON

Large Monstrous Humanoid

Hit Dice: 1d8+2 (6 hp)
Initiative: +2 (Dex)
Speed: 30 ft, climb 30 ft
AC: 15 (-1 size, +2 Dex, +4 natural)
Attacks: 2 claws +5 melee
Damage: Claw 1d6+5
Face/Reach: 5 ft by 5 ft/5 ft
Saves: Fort +2, Ref +4, Will +3
Abilities: Str 21, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Skills: Climb +17, Listen +7, Move Silently +6, Sense Motive +4, Spot +7
Feats: Alertness

Climate/Terrain: Warm forest and mountains
Organization: Solitary, gang (2-5), crew (7-18), or band (6-60)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class

Dakons are a race of intelligent apes. They make their home in the warm parts of the world, though they rarely lair near a large body of water (they don't like large bodies of water). They are generally friendly toward humans who share their alignment.

A dakon appears as a normal ape about 8 feet tall. Dakons speak Common.

COMBAT
Dakons rarely ever attack except in self-defense. If forced into combat, a dakon attacks with its claws.

The Dakon first appeared in the 1e FF (1981).