

DAKON

A dakon is an intelligent, civilized ape from the Feywild. Typically shy and inoffensive, when aroused to anger a community of dakons is very dangerous. Dwelling deep in the jungles and forests of the Feywild, these creatures are surprisingly numerous but rarely encountered.

Hidden Communities: Dakon cities often include thousands of these creatures, with domesticated animals, agricultural areas, fantastic temples and incredible buildings. However, these communities are hidden in thick fey jungles and concealed from outsiders by a combination of woodcraft and magic.

Dangerous Appetites: One of the few things that creates problems between dakons and other races is their appetite for elf (or eladrin) flesh. To these apes, there is no delicacy more tempting, no flavor more enticing, no meat more delicious than elf. While many dakons refuse to eat elf because of moral qualms, many others poach elf when the opportunity arises.

Domesticated Animals: Dakon communities often have allies in the form of fey beasts that they use as pets or for meat. Some dakon communities include displacer beast packs that coexist with them; others have communities of blink dogs, drakes or others.

Dakon

Medium fey beast, ape

HP 1; a missed attack never damages a minion

AC 24; **Fortitude** 25; **Reflex** 24; **Will** 24

Speed 6, climb 6 (forest walk)

Level 12 Minion Brute

XP 250

Initiative +10

Perception +9

Lowlight vision

STANDARD ACTIONS

(mbasic) Slam * At Will

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 12 damage, or 15 against a prone enemy.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

Skills Athletics +17

Str 22 **Dex** 18 **Wis** 17

Con 18 **Int** 15 **Cha** 15

Alignment unaligned

Languages Dakon, Elven

Dakon Poacher

Medium fey beast, ape

HP 130; **Bloodied** 65

AC 27; **Fortitude** 25; **Reflex** 26; **Will** 25

Speed 6, climb 6 (forest walk)

Level 13 Skirmisher

XP 800

Initiative +12

Perception +14

Lowlight vision

TRAITS

Elf Hungry

The dakon poacher gets a +1 bonus to attack rolls and a +4 bonus to damage rolls against elves, eladrin, half-elves and Drow.

STANDARD ACTIONS

(mbasic) Grab * At Will

Requirement: The dakon may not have more than one creature grabbed.

Attack: Melee 1 (one creature); +16 vs. Reflex.

Hit: 2d6+6 damage, and the target is grabbed (escape DC 21).

(mbasic) Slam * At Will

Requirement: The dakon may not have more than one creature grabbed.

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d6+9 damage.

(melee) Squeeze and Poach * At Will

Requirement: The dakon must have at least one creature grabbed.

Attack: Melee 1 (each creature grabbed by the dakon poacher); +16 vs. Fortitude.

Hit: 3d10+9 damage.

Effect: The dakon poacher shifts 6 squares and pulls each Medium or smaller creature grabbed by it to a space adjacent to it.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

Skills Athletics +17

Str 22 **Dex** 18 **Wis** 17

Con 18 **Int** 15 **Cha** 15

Alignment unaligned

Languages Dakon, Elven

Dakon Guard

Level 13 Soldier

Medium fey beast, ape

XP 800

HP 130; **Bloodied** 65

Initiative +12

AC 29; **Fortitude** 25; **Reflex** 25; **Will** 26

Perception +15

Speed 6, climb 6 (forest walk)

Lowlight vision

STANDARD ACTIONS

(mbasic) Spear (weapon) * At Will

Attack: Melee 2 (one creature); +18 vs. AC.

Hit: 3d6+11 damage, and the dakon guard marks the target until the end of its next turn.

MOVE ACTIONS

Brachiate

Requirement: The dakon must be in or adjacent to terrain consisting of trees.

Effect: The dakon moves its climb speed. Each square of this movement must be within 3 squares of a tree. If an enemy makes an opportunity attack against the dakon during this movement, the dakon gains resist all 10 against the damage dealt by this attack, and the attacker falls prone.

TRIGGERED ACTIONS

(melee) Warding Jab (weapon) * At Will

Trigger: A marked enemy threatened by the dakon guard moves or shifts.

Attack (Immediate Interrupt): Melee 2 (the triggering creature); +20 vs. AC.

Hit: 3d6+11 damage, the dakon guard slides the target 1 square and the target is immobilized until the end of its turn.

Skills Athletics +17

Str 22 **Dex** 17 **Wis** 19

Con 18 **Int** 15 **Cha** 15

Alignment unaligned

Languages Dakon, Elven

Equipment spear