KAMADAN

Large Magical Beast

Hit Dice: 4d10+8 (30 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 16 (-1 size, +2 Dex, +5 natural)
Attacks: 2 claws +8 melee, bite +3 melee, 6 snakes +3 melee
Damage: Claw 1d6+4, bite 1d8+2, snakes 1d4
Face/Reach: 5 ft by 10 ft/5 ft (10 ft with snakes)
Special Attacks: Breath weapon
Special Qualities: Darkvision 60 ft, lowlight vision
Saves: Fort +6, Ref +6, Will +2
Abilities:
Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 9
Skills:
Balance +8, Hide +5*, Listen +6, Move Silently +9, Spot +6
Feats: Alertness, Dodge

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral (evil tendencies)
Advancement: 5-9 HD (Large); 10-12 HD (Huge)

The kamadan is a greatly feared hunter that resembles a large leopard with 6 snakes sprouting from its shoulders. Sages believe it is a distant relative of the displacer beast, though how it came to be is still a matter for speculation.

COMBAT

The kamadan opens combat by using its breath weapon. Those that resist the effects are then attacked by the kamadan. It attacks using its claws and bite. Each snake also bites an opponent.

Breath Weapon (Su): Cone of sleep, 30 feet, every 1d4 rounds (but not more than 5 times per day); Fortitude negates. Creatures with 4 HD or less do not receive a save to avoid the effects; they are automatically affected. Otherwise as the sleep spell cast by an 8th-level sorcerer.

Skills: Kamadans receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. *In areas of tall grass or undergrowth, the Hide bonus improves to +8.

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