

# DUSK KAMADAN

# CREATURE 5

**NE****LARGE****BEAST**

converted by VaranSL

**Perception** +13; darkvision, scent (imprecise) 30 feet

**Languages** Aklo

**Skills** Acrobatics +14, Athletics +12 (+14 to Jump), Stealth +12

**Str** +5, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +1

**AC** 22; **Fort** +10, **Ref** +16, **Will** +9

**HP** 78

**Speed** 35 feet

**Melee** ♦ jaws +16 [+11/+6], **Damage** 2d8+5 piercing plus Grab

**Melee** ♦ claw +16 [+12/+8] (agile), **Damage** 2d4+5 slashing

**Melee** ♦ snakes +16 [+12/+8] (agile, reach 10 feet), **Damage** 1d6+3 piercing plus Snake Venom

**Maul** ♦ The kamadan makes two claw Strikes against a creature it has grabbed. Both count toward its multiple attack penalty, but the penalty increases only after both attacks are made.

**Sleep Breath** ♦♦ (sleep) The kamadan breathes a cloud of soporific gas in a 30-foot cone (DC 20 Fortitude save). It can't use Sleep Breath again for 1d4 rounds.

**Critical Success** The creature is unaffected and becomes temporarily immune to Sleep Breath for 24 hours.

**Success** The creature is stupefied 1 for 1 round.

**Failure** The creature is stupefied 2 for 1 minute.

**Critical Failure** The creature falls unconscious. If it's still unconscious after 5 minutes, it wakes up automatically.

**Snake Venom** (poison); **Saving Throw** DC 20 Fortitude, **Maximum Duration** 6 rounds; **Stage 1** fatigued (1 round), **Stage 2** drained 1 and fatigued (1 round), **Stage 3** drained 2 and fatigued (1 round)

Dusk kamadan are known for their midnight black fur and snakes with black and red ring patterns. They are more dangerous than their common breed cousins as their snake bites deliver a draining venom.