

Kamadan

Adapted from 1e D&D Fiend Folio For D&D Gamma World

By Tommie Johnson <tbok1992@yahoo.com>

With assistance by Caoimhe Ora Snow
<caoimhe.snow@gmail.com>

Originating from the many, many Aztec-dominated timelines, the Kamadan is a jaguar with around four to seven snakes surrounding its face. It was intended to be a tribute to reconciliation between the warring religions of Quetzalcoatl and Texacatlipoca, showing a balance between the Jaguar and the Plumed Serpent. The "breathing sleep gas" part was just added because it looked cool.

Of course, things went awry, and now they're stuck in Gamma Terra. They have an intense magnetism that can serve them well in trying to rebuild the lost empire that they so yearn for, taking ruins from their dominant worldline and rebuilding them into grand temples, or else just repurposing existing structures for their own purposes (Rumor has it the head of the Mafia at the Luxor is one). Their favored Cryptic Alliance is the Restorationists.

Of course, there is the matter of their Aztec religion. Decent ones tend to turn the bloody practices into a regimen of masochistic self sacrifice which, despite being really, really creepy, does not kill anyone. But the fundamentalists... Well, one of their gods likes eating hearts, one of them likes having child sacrifices (preferably crying) in their name, and one of them likes flaying of their victim's flesh and wearing it as a suit (*Writer's note: I'm not making that up, that's what the Aztec gods really did*). And then there are the Satanists, which even the crazy fundamentalists find abhorrent.

They have an intense personal hatred for the Yexil, often bordering on genocidal at times. When asked why, they just mutter something about heresy and aliens.

The snakes of the Kamadan are actually of a rare species that appears to have been specially bred in tribute to Quetzalcoatl, as can be shown by the small amounts of protofeathers that stud their bodies.

Their poison is theorized to be not natural to the beast, and Professor Rat's studies have shown that, in actuality the snakes' poison is actually a solution of highly-modified tequila-producing nanomachines, somehow in symbiosis

with the beast. Kamadan tend to use these snakes as hands and are often seen sipping martini glasses using them.



Kamadan Mauler	Level 4 Brute	
Large terrestrial beast	XP 175	
HP 65; Bloodied 33	Initiative +1	
AC 16; Fortitude 16; Reflex 15; Will 16	Perception +6	
Speed 7		
Traits		
All-Around Vision		
The kamadan does not grant combat advantage from being flanked.		
Standard Actions		
⊕ Say Hello to Mr. Bitey! (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. Fortitude		
<i>Hit:</i> 1d8 + 5 poison damage and ongoing 7 poison damage (save ends).		
‡ Not in the Face, Not in the Face! (physical) • At-Will		
<i>Attack:</i> Melee 3 (one creature); +9 vs. AC		
<i>Hit:</i> 2d8 + 6 physical damage and the target is knocked prone. The kamadan shifts up to three squares to a square adjacent to the target.		
⚡ Sleeeeeeep! (sleep) • Recharge 6		
<i>Attack:</i> Close blast 4 (all creatures); +7 vs. Will		
<i>Hit:</i> The target is stunned (save ends).		
Triggered Actions		
Nap Time! • Encounter		
<i>Trigger:</i> The kamadan becomes bloodied for the first time in an encounter.		
<i>Effect (Free Action):</i> The <i>Sleeeeeeep!</i> power recharges and the kamadan uses it immediately.		
Skills Athletics +10		
Str 17 (+5)	Dex 8 (+1)	Wis 8 (+1)
Con 15 (+4)	Int 10 (+2)	Cha 16 (+5)

A rarer and more powerful variety of kamadan is the kamadan packlord.

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Kamadan Packlord	Level 4 Elite Controller	
Large terrestrial beast	XP 350	
HP 98; Bloodied 49	Initiative +1	
AC 18; Fortitude 16; Reflex 15; Will 16	Perception +6	
Speed 7		
Resist 5 poison		
Saving Throws +2		
Traits		
All-Around Vision		
The kamadan does not grant combat advantage from being flanked.		
Standard Actions		
⬇ Say Hello to Mr. Bitey! (poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. Fortitude		
<i>Hit:</i> 1d8 + 5 poison damage and ongoing 7 poison damage (save ends).		
⬇ Not in the Face, Not in the Face! (physical) • At-Will		
<i>Attack:</i> Melee 3 (one creature); +9 vs. AC		
<i>Hit:</i> 2d8 + 6 physical damage and the target is knocked prone. The kamadan shifts up to three squares to a square adjacent to the target.		
↩ Halo of Snakes (poison) • At-Will		
<i>Effect:</i> Close burst 1 (each enemy); The kamadan uses <i>Say Hello to Mr. Bitey!</i> against each target.		
Minor Actions		
↩ Sleeeeeeep! (sleep) • Recharge 5 6		
<i>Attack:</i> Close blast 4 (all creatures); +8 vs. Will		
<i>Hit:</i> The target is stunned (save ends).		
Free Actions		
Elite Action • Encounter		
<i>Requirements:</i> It is the kamadan's turn.		
<i>Effect:</i> The kamadan takes an extra standard action during that turn.		
Triggered Actions		
Nap Time! • Encounter		
<i>Trigger:</i> The kamadan becomes bloodied for the first time in an encounter.		
<i>Effect (No Action):</i> The <i>Sleeeeeeep!</i> power recharges and the kamadan uses it immediately as a free action.		
Skills Athletics +10		
Str 17 (+5)	Dex 8 (+1)	Wis 8 (+1)
Con 9 (+1)	Int 10 (+2)	Cha 16 (+5)

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