FARASTU (Tarry) (Demodand)

Medium-Size Outsider (Chaotic, Evil)
Hit Dice: 11d8+44 (93 hp)
Initiative: +1 (Dex)
Speed: 40 ft, fly 60 ft (average)
AC: 23 (+1 Dex, +12 natural)
Attacks: 2 claws +18 melee, bite +16 melee
Damage: Claw 1d6+7, bite 1d8+3
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Spell-like abilities, adhesion, rage, summon demodands
Special Qualities: Damage reduction 20/+2, SR 24, demodand qualities, darkvision 120 ft
Saves: Fort +11, Ref +8, Will +8
Abilities: Str 24, Dex 13, Con 19, Int 12, Wis 12, Cha 14
Skills: Bluff +14, Climb +17, Concentration +17, Hide +11, Listen +13, Move Silently +11, Search +11, Sense Motive +11, Spot +13
Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or troupe (2-5)
Challenge Rating: 13
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 12-17 HD (Medium-size); 18-33 HD (Large)

The farastu, or tarry demodand, inhabits the manifold planes of Tarterus. They are the commoners of the plane.

It appears as a 7-foot tall humanoid, slender, with long arms, and dull gray skin. Its eyes are green. Its long bat-like wings are dull gray in color.

Farastu speak Abyssal and Common.

COMBAT
The farastu attacks with its claws and bite in combat.

Spell-Like Abilities: At will—detect good, detect magic, detect thoughts, fear, gaseous form, invisibility (self only), magic circle against good, see invisible, and tongues; 3/day—fog cloud, unholy aura, and unholy blight; 2/day—dispel magic. These abilities are as the spells cast by a 12th-level sorcerer (DC 12 + spell level).

Adhesion (Ex): The tar-like secretions of the farastu are extremely adhesive. Anyone who makes a successful melee attack against a farastu must succeed at a Reflex save (DC 19), or the attacker’s weapon sticks to the farastu’s body and is yanked out of the wielder’s grip. Creatures using natural weapons are automatically grappled if they get stuck.

Stuck creatures or weapons can be dislodged from the farastu by succeeding at a Strength check (DC 24). Creatures attempting to dislodge a weapon are considered flat-footed.

Rage (Ex): A farastu that takes damage in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.

Summon Demodands (Sp): Once per day, a farastu can attempt to summon 1-2 farastu with a 35% chance of success.
**Demodand Qualities (Ex):** Immune to acid and poison; immune to mind-influencing effects and fear effects; cold and fire resistance 20; tongues

The Farastu Demodand first appeared in the 1e MM II (Gary Gygax, 1983).