THE MIDDLE CLASS OF TARTERUS IS POPULATED WITH THE KELUBAR, OR SLIME DEMODAND.

KELUBAR (Slime) (Demodand)

**Medium-Size Outsider (Chaotic, Evil)**

**Hit Dice:** 13d8+65 (123 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft, fly 50 ft (average)

**AC:** 24 (+1 Dex, +13 natural)

**Attacks:** 2 claws +21 melee, bite +19 melee

**Damage:** Claw 1d6+8 and 1d6 acid, bite 1d8+4 and 1d6 acid

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Spell-like abilities, stench, acid, improved grab, tear, summon demodands

**Special Qualities:** Damage reduction 20/+2, SR 24, demodand qualities, darkvision 120 ft

**Saves:** Fort +13, Ref +9, Will +10

**Abilities:** Str 26, Dex 13, Con 20, Int 14, Wis 14, Cha 16

**Skills:** Bluff +13, Climb +18, Concentration +17, Hide +11, Jump +18, Knowledge (arcana) +14, Listen +16, Move Silently +11, Search +12, Sense Motive +12, Spellcraft +14, Spot +16

**Feats:** Alertness, Cleave, Great Cleave, Multiattack, Power Attack

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-5)

**Challenge Rating:** 16

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 14-20 HD (Medium-size); 21-39 (Large)

The middle class of Tarterus is populated with the kelubar, or slime demodand.

Kelubars appear as bloated, ebon-hued, 6-foot tall humanoids. Their skin glistens with slime. Their bat-like wings are likewise in color and glisten with slime. Their hands are large and their heads are huge and oval shaped.

A kelubar speaks Abyssal, Infernal, and Common.

**COMBAT**

The kelubar attacks with its claws and bite in combat.

**Spell-Like Abilities:** At will—detect good, detect magic, detect thoughts, dispel magic, fear, gaseous form, invisibility (self only), magic circle against good, and see invisible; 3/day—fog cloud, unholy aura, and unholy blight; 1/day—ray of enfeeblement. These abilities are as the spells cast by a 14th-level sorcerer (DC 13 + spell level).

**Stench (Ex):** The foul smelling slime excreted from a kelubar will sicken those within 30 feet if they fail a Fortitude save (DC 21). Those affected suffer a –2 on all rolls for 2d6 rounds.

**Acid (Ex):** The slimy secretions of the kelubar are highly acidic. If the kelubar hits an opponent, or an unarmed attacker successfully hits the kelubar, the opponent takes 1d6 points of acid damage in addition to normal damage.

**Improved Grab (Ex):** To use this ability, the kelubar must hit a Medium-size or smaller creature with a claw attack.

**Tear (Ex):** A kelubar automatically hits an opponent with all its melee attacks each round it maintains the hold. It deals normal damage and acid damage with each attack.

**Summon Demodands (Sp):** Once per day, a kelubar can attempt to
summon 1d2 kelubars or 1d4 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 Kelubar Demodand first appeared in the 1e MM II (Gary Gygax, 1983).