**SHATOR (Shaggy) (Demodand)**

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

**Hit Dice:** 15d8+75 (142 hp)

**Initiative:** +1 (+1 Dex)

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

**AC:** 25 (+1 Dex, +14 natural)

**Attacks:** 2 claws +24 melee, bite +22 melee; or morningstar +24/+19/+14 melee

**Damage:** Claw 1d6+9, bite 2d6+4; or morningstar 1d8+9

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

**Special Attacks:** Spell-like abilities, summon demodands

**Special Qualities:** Damage reduction 30/+3, SR 24, resistance to edged weapons, demodand qualities, darkvision 120 ft

**Saves:** Fort +14, Ref +10, Will +13

**Abilities:** Str 28, Dex 13, Con 21, Int 18, Wis 18, Cha 16

**Skills:** Bluff +18, Climb +19, Concentration +23, Diplomacy +21, Hide +13, Jump +21, Knowledge (arcana) +22, Listen +17, Move Silently +13, Search +16, Sense Motive +16, Spellcraft +19, Spot +17

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

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

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

**Challenge Rating:** 18

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 16-22 HD (Medium-size); 23-45 (Large)

The shatori are the ruling nobility of Tarterus. The great shatori stand about 6-feet tall, are squat, and broad. Their humanoid form appears draped in shaggy skins. The huge head is mostly mouth with jaws resembling those of a giant bullfrog.

Shatori speak Abyssal, Common, Ignan, Infernal, and Terran.

**COMBAT**

The shatori attacks with its claws and bite, but has is known to use weapons (most usually a morningstar or bastard sword) in combat.

**Spell-Like Abilities:** At will—charm person, detect good, detect magic, detect thoughts, dispel magic, fear, gaseous form, invisibility (self only), magic circle against good, see invisible, and tongues; 3/day—cloudkill, stinking cloud, unholy aura, and unholy blight; 1/day—ray of enfeeblement. These abilities are as the spells cast by a 15th-level sorcerer (DC 13 + spell level).

**Resistance to Edged Weapons (Ex):** The shaggy folds of skin offer the shatori protection to attacks from edged weapons. All piercing and slashing weapons deal –2 points of damage.

**Summon Demodands (Sp):** Once per day, a shatori can attempt to
summon 1d2 shators, 1d4 kelubars, or 1d6 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 Shator Demodand first appeared in the 1e MM II (Gary Gygax, 1983).