

Farastu (Tarry) Demodand
(from the Monster Manual 2)



FREQUENCY: Very rare
NO. APPEARING: 1 (2-12)
ARMOR CLASS: -1
MOVE: 15"/30"
HIT DICE: 11
% IN LAIR: Nil (25%)
TREASURE TYPE: Nil (A)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-7/2-7/3-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 11-20%
INTELLIGENCE: Average to exceptional
ALIGNMENT: Chaotic evil (neutral)
SIZE: M (7' tall)
PSIONIC ABILITY: Nil

Attack Defense Modes: Nil/nil
LEVEL/X.P. VALUE: VII/2850+16/hp

The farastu, or tarry demodand, is tall and slender. The monster is fast, but compared to the others of its ilk it is the least powerful. It attacks with long-nailed hands and huge jaws. Because of its tar-like skin excretions, there is a 5% chance that anything it hits or anything that hits it will stick for 1-6 segments. The consequences of this are:

a) if the farastu has stuck itself to an opponent, the monster gains another attack sequence immediately;



b) if an opponent is stuck to the creature by its own attack, and, if melee proceeds into a new round because the farastu has previously attacked that round, the farastu attacks at +4 gaining the initiative; or

c) if a weapon or similar object held by an opponent sticks to the farastu, there is a 25% chance that the object will be pulled from the opponent's grasp, and the initiative will be given to the farastu next round.

A farastu can employ at the 11th level the following spell-like powers, 1 at a time, 1 per round, at will: *Detect Good*, *Detect Invisibility*, *Detect Magic*, *Dispel Magic* (twice per day), *ESP*, *Fascinate*, *Fog Cloud* (3 times per day), *Gaseous Form*, *Invisibility*, *Tongues*, and *Weakness* (reverse *Strength* spell usable 3 times per day). A farastu can also summon 1-2 of its fellow tarry demodands but only on the Planes of Tarterus. The chance of success is 40%. All farastu together can summon up to a total of 12 of their fellows.

A farastu can be harmed only by +1 or better magic weapons. Acid or poison has no effect upon a farastu, and cold or fire cause only half normal damage. Fear is virtually unknown to a farastu, so magic of that sort is useless. Illusion magic (illusion and/or phantasm) is also useless. A farastu has both infra- and ultravisual sight of the sort normal for monsters.

Farastu are humanoid in shape with long arms and heads. Their effective strength is 19, and their weight is about 420 pounds. They are the commoners of Tartarus.