MAEDAR

Medium-size Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)
Initiative: +2 (Dex)
Speed: 30 ft
AC: 15 (+1 Dex, +3 natural)
Attacks: 2 slams +9/+4 melee
Damage: Slam 1d3+4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Stone to flesh
Special Qualities: Stone walk, immunities, vulnerability, transfer to glyptar, darkvision 60 ft
Saves: Fort +4, Ref +7, Will +6
Abilities: Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 12
Skills: Bluff +7, Disguise +5, Hide +7, Listen +7, Move Silently +7, Spot +7
Feats: Expertise, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or mated pair (medusa)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually lawful evil
Advancement: By character class

Maedar are the little-known male version of the medusas. They are extremely rare, however, and few medusas ever find a maedar spouse. Maedar lack the petrifying gaze of the females. The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic. The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.

Because of the maedar's rarity, most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims with his fists and then transforms them into flesh, which they both consume.

COMBAT

A maedar will enter combat unarmed, slamming opponents with its powerful fists.

Stone to Flesh (Su): Once every 30 minutes, by touch, stone to flesh as the spell cast by a 12th-level sorcerer (save DC 12 + spell level). The maedar can extent this touch ability into the Astral and Ethereal planes.

Stone Walk (Su): A maedar can pass through stone and rock at its normal movement rate without hindrance. Any type of wood or metal stops the maedar.

Vulnerability (Ex): A maedar that is the subject of a phase door spell while using its stone walk ability is instantly and irrevocably slain.

Immunities (Su): Maedar are immune to petrification and paralysis (including related spells, such as hold person and slow). They are immune to the poisonous bite of a medusa's serpentine hair.

Transfer to Glyptar (Su): When a maedar reaches 0 hp it can transfer its life force into the rocks where its spirit melds with a rock
crystal known as a glyptar. If the glyptar is removed intact from the ground, the maedar’s spirit can animate the glyptar and any inorganic item or substance attached to it. Thus, if the glyptar is set in the eye of a stone statue, the maedar’s life force animates it as a stone golem. Similarly, if the glyptar is set in the hilt or handle of a weapon, the weapon animates as a dancing weapon.

The maedar retains all mental abilities while in glyptar form, including its ability to stone walk, which is granted to anything the glyptar is attached to (not held by).

A glyptar is immune to all mind-influencing, controlling, and contacting effects (such as telepathy and detect thoughts) and the phase door spell.

The glyptar can perform a stone to flesh attack (Fortitude save DC 15) once every 30 minutes against any target touched by the glyptar or its setting.

A glyptar as a hardness of 20 and 5 hit points. As an intelligent Item, the glyptar has the mental abilities of the maedar from which it was made. A glyptar’s Ego score is 13.

MAEDAR CHARACTERS
The favored class of the maedar is fighter.

MAEDAR SOCIETY
Most medusas typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into medusas. The cross insures the continuation of the medusa species.

When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.