

MAEDAR

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Medium monstrosity, lawful evil

Armor Class 16 (Natural Armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Skills Insight +5, Perception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Stone Glide. The maedar can burrow through magical or nonmagical stone. While doing so, the maedar doesn't disturb the material it moves through.

Curative Touch. A creature touched or attacked by the maedar is cured of petrification, unless it is using its stone glide ability to move through the creature.

Actions

Shattering Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 25 (6d6 + 4) bludgeoning damage. A restrained or petrified creature takes an additional 4d6 (14) damage. If this damage reduces a petrified creature to 0 HP, it shatters.

Hands from Stone. While the maedar is burrowing through stone, it may reach out and grab a creature. One creature within 5 ft. must succeed on a DC 15 Dexterity saving throw or be grappled. While grappling a creature in this way, the maedar's speed is 0 and it has three quarters cover.

Reactions

Mighty Shove. As a reaction to a creature missing the maedar with a melee attack, the maedar may force the creature to succeed on a DC 15 Strength saving throw or be pushed up to 10 feet and fall prone. If the creature was averting its gaze and ends this movement within 10 feet of a medusa, the creature must immediately save against its gaze.