

NAME Medusa RACE Reptilian SIZE 1 HEIGHT 7'5" WEIGHT 200lbs HL 2 EL 0

CON	<u>3</u>	AGI	<u>3</u>	INT	<u>2</u>	STR	<u>2</u>	WILL	<u>3</u>	CHA	<u>2</u>
Hit Points	<u>45</u> / <u>45</u>	Initiative	<u>6</u>	C. Mastery	<u>4</u>	Armor	<u>4</u>	SP Armor	<u>6</u>	Song Effect	<u>4</u>
Vitality	<u>90</u> / <u>90</u>	Speed	<u>6</u>	H. Mastery	<u>4</u>	MAD	<u>4</u>	M. Mastery	<u>6</u>	M. Speed	<u>4</u>
		RAD	<u>6</u>	SP Mastery	<u>4</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Snake Bite

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 19 Crit DMG: 23 | SP-DMG: _____ Crit SP-DMG: _____

Other: **Poison 2**

ATTACK # 2

Description: Snake Throw

Type: N. Ranged Weapon Range: 5 Accuracy: 4/5/6DMG: 21 Crit DMG: 27 | SP-DMG: Crit SP-DMG:

Other: **Poison 2**

ABILITIES

Name: Petrifying Gaze	Description: Target creature within 10 spaces tests WILL 6	DPD: Slow	& Stun
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Name: Poison Breath	Description: Target creature within 5 spaces tests CON 7	DPD: Poison & 5 SP-DMG
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Name: Poison Spit	Description: Target creature within 5 spaces tests AGI 7	DPD: Poison	& 5 SP-DMG
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Name: Snake Smother	Description: Target adjacent creature tests STR 8	DPD: Poison & 5 DMG
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Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Blind, Poison, Slow, Wounds

Vulnerabilities:

Traits: Concentration Breaking, Cruel, Elemental Attacks (Poison)

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Medusas are victims of a vile ritual, where a swarm of medusa snakes feast upon a creature, take control of it, and then make the corpse their own vehicle. It's not quite clear yet if the ritual is biological or magical in nature, but the outcome produces a horror with near supernatural abilities.

The coordination among medusa snakes is just as impressive as their poisons. Their poisons are able to be spit in a condensed stream, sprayed like a poisonous fog, or simply injected into their victims through biting. Furthermore, this poison is able to turn their deceased prey into stone moments after their heart stops beating (*depending on how much poison they injected them with.*) They even coat their eyes with this poison to create a hypnotic glare, that petrifies their targets.

Medusas are well balanced enemies. Their unique brand of poison allows them to be immune to other Poisons, and even protects their eyes from anything that might Blind them. Since their anatomy consists of about a hundred mobile snakes and a sacrificial corpse, their immune to Wounds and any affect that might attempt to Slow them.

APPEARANCE

Medusas are pretty horrifying and look as though 100 snakes have made a corpse their mobile home (*because they have.*) Most Medusas use fairly fresh corpses, migrating from one to another. Depending on the breed of medusa snake, some may opt to use bigger corpses to scare off other creatures, while other breeds choose clean looking bodies, and even animate them to speak like a normal, civilized humanoid.

As for weapons, Medusas simply bite their prey for melee attacks. They're also able to throw chunks of themselves at their enemies, effectively lobbing 1-6 snakes that latch on to their targets and bite. Their Snake Smother ability is the Medusa simply falling over and smothering their victim in a swarm of poisonous biting snakes.

COMBAT BEHAVIOR

Medusas are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use abilities when appropriate.

Notable Traits

Concentration Breaking: Any hostile creature adjacent to you must roll 3 concentration D6 when making concentration checks, and use the lower of the 3 as their result.

Cruel: Your critical hits ignore both Armor and SP-Armor.