

# Legendary Races: Medusa

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## About Purple Duck Games

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# Medusa

Like the cyclops race, the medusa's current state exists because of conflict with the gods. While the cyclops attempted to supplant the universe's deities -- and thus earned their scorned and outcast state -- the medusa refused to become gods and were cursed for it.

Millennia ago there existed a race of unnaturally beautiful women with a reputation for incredible skill in archery. They were called the medusa, which meant "thunder women" in an ancient tongue. Such a beguiling people eventually attracted the attention of the gods, in particular the god of the sun and the god of the ocean. They courted Esthano, the queen, promising her the gift of immortality, wealth beyond measure and knowledge only the gods possessed.

Esthano refused. She loved another and was true to her heart. Immortality, gold, arcane knowledge meant nothing to her if she could not have the one she desired. Instead of simply forcing her to choose, the Sun and Ocean god went to her people and told them of all she forsook simply for love. The deities offered the medusa the same gifts they offered Esthano -- everlasting life, riches and knowledge. All they had to do was persuade their queen to marry one of them, for how could a queen neglect the will of her subjects?

Instead, the medusa urged their queen to remain true to herself. They refused to force Esthano to act against her nature.

The Sun God and Ocean God flew into a rage. They sent their foremost champion to slay Esthano and take her head as a trophy. The two gods cursed the medusa. From then on they became the opposite of what they once were. Their beauty changed into the hideous visage of a snake, and their lovely eyes now turned other creatures to stone. Their disdain for material wealth suddenly became insatiable greed and their ancient, eldritch knowledge was now a warped, perverted study of death and destruction.

## Medusa Physiology

The typical medusa weighs about 150 lbs. and stands just under six feet. Their limbs resemble those of a human female, but scales cover their arms and legs about halfway up towards the torso. These scales afford a significant amount of protection against weapons. A medusa's face and body is shapely and beautiful but also snake-like, serpent-eyed and

sometimes scaly. A clothed and hooded medusa can drive others to distraction with her beauty. No undisguised medusa is ever confused for a human or elf.

The serpent hair resembles asps and strike with a similar poison. Some reports hint that the rare medusa possesses constrictor snakes for hair. Instead of biting, its snakes which can be up to ten feet long, wrap around victims to force them to stare into the medusa's face. Sable Torgon in his treatise *The Monstrous Human: His Kith and Kin* wrote of an encounter with a medusa whose snakes spit poison as well as injecting it with a bite.

Though the ability to turn creatures to stone is the medusa's most feared ability, the snakes make them formidable adversaries. They allow a medusa to see in all directions, but what most people don't realize they also allow a medusa to peer around corners or watch from hidden spaces without exposing themselves. Surprise -- the ability to catch foes unprepared, exposing them to her stare before they can look away -- is the medusa's preferred method of combat.

## Habitat and Society

The medusa's existence puzzles scholars and laymen alike for one simple reason: the creatures pose a threat to each other as much as they do to other species. Speculation as to how medusa survive close encounters with each other range from a societal prohibition on turning other medusa-kind into stone, an as yet undiscovered method of preventing petrification, to the belief that medusa revert back to flesh when turned to stone.

Though common knowledge suggests medusa are all female and reproduce through selective use of other species a few scholars reject this hypothesis. The creatures are too prolific to solely rely on this method of reproduction.

Medusa prefer to live alone. They sometimes band together if there is an advantage to be gained, but such alliances last only until whatever agreed upon goal is achieved. After that greed and jealousy take their toll. Medusa always fight each other to the death, though in some cases a medusa will blind her defeated opponent and make a slave of her. Without the ability to turn other creatures to stone, the loser poses little threat to her mistress.

Treasure hoards of medusa always include unusual items such as paintings, tapestries, and other works of

art, and unique items valuable for their rarity -- ornate furniture, strange musical instruments, religious idols and clothing. It can be said medusa possess highly discriminating, but also unusual, taste. Wealthy, successful medusa amass hoards of rare art that would be the envy of kings, but medusa bards might consider musical scores their prized possessions.

The medusa that do not live alone do so with slaves, underlings and consorts. In cities where medusa set up criminal enterprises or thieves' guilds, the creature usually leaves day-to-day operations to a half-medusa offspring or a trusted and competent lover.

## Medusa Alchemy

While medusa possess a reputation for sorcery and witchcraft, their society is heir to ancient alchemical lineage. Before the gods warped the medusa into the rapacious, evil race they are today, their alchemy was a source of healing and physical enhancement. After their transformation, the medusa figured ways to incorporate their own blood and poison into their mixtures. An alchemist steeped in this tradition can choose the following new alchemist class abilities.

### New Discoveries

Medusa and half-medusa alchemists may add the following discoveries to the list of discovery options available to them.

*Gorgon Skin:* The alchemist can formulate a concoction to harden her skin to the metal-like quality of the original gorgon. She gains DR 10/-- adamantine whenever she imbibes a mutagen. An alchemist must be at least 6<sup>th</sup> level before selecting this discovery.

*Poison Mutagen:* Whenever an alchemist imbibes a mutagen, any poison he inflicts through a natural attack gains a +2 to its DC.

*Serpent Transformation:* The alchemist gains the snake-bodied template (see below) whenever she ingests a mutagen. An alchemist must be at least 6<sup>th</sup> level before selecting this discovery.

*Skin Mutagen:* The medusa concocted a mutagen that toughened their hides and made them more resistant to damage. Skin mutagen grants the alchemist who imbibes it a +4 bonus to natural armor, but also lessens the power of the medusa's gaze attack, imposing a -2 penalty to the gaze's DC. An alchemist without a gaze attack instead takes a -4 penalty to Charisma.

*Snake Arms:* Whenever the imbibes a mutagen her

arms grow in length, increasing her reach by 5 ft. In addition, her hands become snake heads, granting her two natural bite attacks that deal 1d6 damage plus Strength modifier damage or 1d4 if she is Small. These bites are poisonous and act as medusa snake hair poison with a Fort save equal to 10 + ½ total HD + Con modifier. An alchemist must be at least 4<sup>th</sup> level before selecting this discovery.

*Stone to Flesh:* The alchemist can sprinkle this concoction over stone to turn it into living tissue as the *stone to flesh* spell. An alchemist must be at least 12<sup>th</sup> level before selecting this discovery.

*Walking Statue:* The alchemist can sprinkle this concoction over a living creature that has been turned to stone, transforming it into a stone golem under the alchemist's control. This lasts for a number of minutes equal to the alchemist's level. An alchemist must be at least 12<sup>th</sup> level before selecting this discovery.

**Grand Discovery (Su):** At 20<sup>th</sup> level an alchemist can take this grand discovery instead of the ones listed in the *Advanced Players Guide*.

*Permanent Transformation:* The alchemist can make permanent one of the above discoveries.

## Elixir Mixer

Your knowledge of alchemy allows you to concoct elixirs.

**Prerequisite:** Alchemist.

**Benefit:** You can create any elixir with a successful Spellcraft check without having to meet the item's construction requirements.



## Medusa Racial Class

For players who want to run a medusa character, the medusa player class is presented here. The medusa class is meant to scale with PCs of similar levels and therefore does not grant a PC the full powers of the medusa described in the *Bestiary* until late in its advancement. This can be thought of the medusa's normal growth cycle, from young hatchling to mature adult. A medusa may multiclass between medusa and other classes as freely as she desires. A medusa character always treats the medusa class as her favored class.

**Role:** With their high Constitution and fast attack bonus progression a medusa can fulfill a party's need for a melee combatant. However, the medusa's gaze ability and proficiency with ranged weapons also suit her to the role of scout and skirmisher.

**Alignment:** Any

**Hit Die:** d10

### Class Skills

The medusa class skills are Bluff, Craft, Intimidate, Perception, Stealth, and Survival.

**Skill Ranks per Level:** 4 + Int modifier.



### Class Features

The following are class features of the medusa.

**Medusa Racial Traits (Ex):** At first level a medusa gains a number of racial traits detailed below:

**+2 Constitution, +2 Charisma:** Medusa are hardy creatures with forceful personalities.

**Medium:** Medusa are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Medusa have a base speed of 30 ft.

**Darkvision:** Medusa can see in the dark to a range of 60 ft.

**Natural Armor:** A skin resembling the scales of snake grants the medusa a +2 natural armor bonus.

**Weapon and Armor Proficiency:** A medusa is proficient with all simple weapons, light blades, scimitars, bows, and light armor, medium armor, and shields (except tower shields).

**Languages:** Medusa begin play speaking Common and Medusa. Medusa with high Intelligence scores can choose from the following bonus languages: Draconic, Giant, and Cyclops.

**Stunning Gaze (Su):** A medusa gains the ability to stun creatures with her gaze. A number of time per day equal to her Charisma modifier (minimum 1) she may focus her gaze as a standard action on a single creature within 30 ft. The target must make a Fortitude save (DC 10 + ½ medusa class level + Charisma modifier) or be stunned for 1 round. Creatures immune to the

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Medusa racial traits, stunning gaze
2nd	+2	+0	+3	+3	+2 Con, +2 Dex
3rd	+3	+1	+3	+3	+1 Cha
4th	+4	+1	+4	+4	+1 natural AC, +2 Con
5th	+5	+1	+4	+4	+2 Dex, snake hair
6th	+6	+2	+5	+5	+1 natural AC, poison bite
7th	+7	+2	+5	+5	+1 Cha, +2 Con
8th	+8	+2	+6	+6	Petrifying gaze

petrifying gaze of a medusa are also immune to this ability.

**Ability Increase (Ex):** As the medusa matures she grows as fast and hardy as a serpent, and her personality increases to match. At 2<sup>nd</sup>, 4<sup>th</sup> and 7<sup>th</sup> levels her Constitution increases by +2. At 2<sup>nd</sup> and 5<sup>th</sup> level her Dexterity increases by +2. Finally, at 3<sup>rd</sup> and 7<sup>th</sup> level her Charisma increases by +1.

**Natural Armor (Ex):** The skin of a medusa, while remaining as soft and smooth as a female human also possesses a resilience that resists blows and injury. The bonus to a medusa's natural AC increases by +1 at 4<sup>th</sup> and 6<sup>th</sup> levels.

**Snake Hair (Ex):** At 5<sup>th</sup> level the hair of a medusa turns into a mass of hissing snakes. She can see with these snakes and gains a +4 racial bonus to Perception skill checks. In addition, she gains all-around vision. She can see in all directions at once and can not be flanked.

**Poison Bite (Ex):** When the medusa reaches 6<sup>th</sup> level the snakes in her hair can make a single bite attack as a standard action against an adjacent opponent. This is considered a secondary weapon and deals 1d4 points plus ½ Strength modifier damage on a hit. The bite also inflicts poison on a successful hit.

*Poison:* Bite—injury; *save* Fort DC 10 + ½ Hit Dice + Con modifier; *frequency* 1/round for 3 rounds; *effect* 1d2 Str; *cure* 1 save. At 8<sup>th</sup> level the poison increases in potency. *Poison:* Bite—injury; *save* Fort DC 10 + ½ Hit Dice + Con modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves.

**Petrifying Gaze (Su):** At 8<sup>th</sup> level the medusa's full power manifests. Creatures within 30 ft of her who meet her gaze turn to stone permanently unless they succeed on a Fort save (DC 10 + ½ medusa class level + Charisma modifier). This replaces stunning gaze.



**Diffraction Goggles:** When worn, these goggles allow the wearer to see normally but they prevent the wearer from accidentally using their gaze attack on others. Diffraction goggles are a favored tool of medusa adventurers. **Weight** 1 lb. **Cost** 40 gp.

## Purple Duck Note

Although giving a player character access to a petrifying gaze power seems very powerful, the effectiveness of this ability will diminish over time as the DC of the ability is based on the medusa class level. This effectively limits it to DC 14 + Con modifier give or take a feat or magic item. Additionally medusa player characters are likely to suffer extreme prejudice because of their monstrous nature.

## JAQUELINE, MEDUSA ASSASSIN

### Female medusa 5/assassin 4

NE Medium Monstrous humanoid

**Init** +8; **Senses** all-around vision, darkvision 60 ft.; Perception +16

#### Defense

**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)  
**hp** 86 (5d10 + 4d8 + 36)

**Fort** +6, **Ref** +10, **Will** +5; +1 save vs. poison

**Immune** flanking

#### Offense

**Speed** 30 ft.

**Melee** *assassin's dagger* +14 (1d4+3, 19-20/x2)

**Ranged** +1 keen composite longbow +13 (1d8+1; 19-20/x3)

**Special Attacks** death attack\* (DC 16), sneak attack +2d6

#### Statistics

**Str** 13, **Dex** 18, **Con** 18, **Int** 15, **Wis** 10, **Cha** 11

**Base Atk** +8; **CMB** +9, **CMD** 23

**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Swift Poisoner, Weapon Finesse

**Skills** Bluff +12, Disguise +12, Knowledge (local) +11, Perception +16, Sleight of Hand +16, Stealth +16; **Racial Modifiers** +4 to Perception

**Languages** Common, Draconic, Giant, Medusa

**SQ** hidden weapons poison use, snake hair, true death, uncanny dodge

#### Gear

As a 9<sup>th</sup> level player character, Jaqueline needs 28,200 gp worth of additional gear plus a pair of diffraction goggles.

\* Jaqueline can use the death attack power with a ranged attack.

## Half-Medusa

Medusa are only ever females. While legends contain references to male medusa their existence remains unproven. Medusa reproduce by taking a male lover from a different humanoid species, usually human though not always. Females born to medusa may be other medusa or half-medusa, while males born to medusa are always half-medusa. Most half-medusa grow up in the service of their mother and sisters and become bodyguards or ambassadors to the outside world. A few act as the public face of their mother's criminal organization or broker with creatures from whom the medusa wishes to hide.

**Physical Description:** A half-medusa's eyes are its most striking characteristic. Most possess the vertical slits of a snake and stare with a hypnotic intensity. Their skin ranges from pale to dark, but always with a greenish tinge.

**Society:** Half-medusa have no indigenous culture. They adopt the laws and mores of the creatures who raise them, usually other medusa or half-medusa. Those half-medusa raised in a medusa covey learn follow the prohibitions and taboos of medusa society. Half-medusa raised among other humanoids must often hide their parentage or face prejudice and violence.

**Relations:** Most humanoids find it difficult to accept half-medusa as equals. Fear of a half-medusa's gaze power makes other races reject the presence of a half-medusa unless the half-medusa has spent a long time earning their trust. A half-medusa raised in medusa society is taught it descends from a superior species. Such half-medusa have trouble treating other intelligent creatures as equals.

**Alignment and Religion:** Half-medusa raised by other medusa are almost always evil and worship the medusa's strange serpent gods. A few half medusa who experienced poor treatment from other medusa may reject evil medusa society and instead become good aligned. A half-medusa from a humanoid society either adopts the religion and alignment of that society or turns against it if treated poorly.

**Adventurers:** Half-medusa make powerful sorcerers. Some understand the fear their presence generates and use that to their advantage to become enforcers, spies or warriors.

## Half-Medusa Racial

### Traits

**+2 to Constitution, +2 to Charisma, -2 to Wisdom**

**Medium:** Half-medusa are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Half-medusa have a base speed of 30 feet.

**Darkvision:** Half-medusa can see in the dark up to 60 feet.

**Snake Eyes:** Half-medusa stare with an implacable intensity. They gain a +2 racial bonus to Intimidate skill checks.

**Medusa Blood:** Half-medusa count as humans, medusa and monstrous humanoids for any effect related to race.

**Serpent's Gaze:** As a standard action a number of times per day equal to his Charisma modifier (minimum 1) a half-medusa may stun a single creature within 30 feet that meets his gaze. The target is allowed a Will save (DC 10 + ½ half-medusa's character level + Cha modifier) to negate the effect. A failed save means the creature is stunned for 1 round. This is a mind-affecting effect. Creatures immune to the petrifying gaze of a medusa are also immune to this ability.

**Languages:** Half-medusa begin play speaking Common and the Medusa dialect. Half-medusa with high Intelligence scores can choose from the following: Draconic, Giant, and Cyclops.

## Half-Medusa Racial

### Options

Feared and hated even more than other half breeds such as half-orcs and half-cyclops, the half-medusa must work hard for acceptance. Their forceful personalities and connection to strange, supernatural powers make them natural oracles, sorcerers, and witches. A few take up the role of rogue, employing the natural ability to beguile and entrance others to con and steal. Some instead decide on the path of the bard, realizing their heritage gifts them with unique abilities to influence and entertain.

In addition to this diversity, half-medusa are more varied in their backgrounds than they might first appear. A few imitate their female parent and develop a powerful lust for gems, gold and jewels. Some practice the ancient magic that is the racial heritage of the medusa. Such half-medusa might have different

racial traits those raised in a more traditional medusa covey.

### Half-Medusa Adventurers

Half-medusa who chose to become adventurers tend to be spellcasters, from evil-eyed sorcerers to mysterious oracles and witches.

**Alchemist:** The ancient medusa race knows many alchemical secrets. Half-medusa alchemists can draw on deep alchemical tradition.

**Barbarian:** Half-medusa who become barbarians usually do so after a life in the wild fending for themselves after running away from their parents or adopted home. A half-medusa's internal fortitude suits them to such a life.

**Bard:** Half-medusa readily take up the bard's role. Their naturally strong personality and beguiling stare make them excellent bards.

**Cavalier:** Half-medusa rarely become cavaliers, though their strong personalities suits them to the role. Those who do usually dedicate themselves to the order of the dragon and the group it represents.

**Cleric:** Despite the medusa race's early abuse at the hands of the gods, many half-medusa find comfort worshipping serpent gods or deities of magic.

**Druid:** The druid's connection to nature resonates strongly in a creature born of a parent with animal aspects. Half-medusa usually take snake animal companions.

**Fighter:** While half-medusa are no stronger or more agile than other creatures, their unnerving gaze and physical resiliency make them capable fighters.

**Inquisitor:** Half-medusa inquisitors tend to fall in one of two extremes. Either they spend a lifetime hunting the enemies of the medusa race or reject their parentage and attempt to exterminate medusa and all other serpent-kin.

**Monk:** Nothing about a half-medusa leads him to a monastic calling. Some half-medusa find peace and safety in a monastery, free from the outside world's prejudice and hatred.

**Oracle:** Half-medusa almost by nature become oracles. The serpent is a symbol of divination in many societies and a half-medusa finds it quite easy to tap the forces that imbue oracles with their power.

**Paladin:** Just as rare as the cavalier is the half-medusa paladin. Half-medusa paladins usually worship gods of the sun and fire who also control domains associated with prophecy.

**Ranger:** The natural hardiness of a half-medusa makes them well-suited to the role of ranger. Their personalities also lend well to bonding with animal hunting companions who won't fear or reject them in the way of intelligent creatures

**Rogue:** The half-medusa rogue employs his guile to steal without violence or chooses the role of spy or infiltrator.

**Sorcerer:** Half-medusa make strong sorcerers. Their innate connection to supernatural powers enhances the sorcerer's other magical abilities.

**Summoner:** A vein of summoning magic runs in the medusa. The half-medusa can tap this magic to become accomplished summoners. A half-medusa's eidolon often resembles a serpent.

**Witch:** Their mysterious background and strange gaze often mistaken for the evil eye, make half-medusa witches seem a natural choice. The half-medusa witch usually has a snake familiar and a trickery patron.

**Wizard:** The medusa's ancient heritage means half-medusa who take up the formal study of the arcane arts can draw on a long and deep tradition. Half-medusa wizards often concentrate on illusions, glamers and other forms of magical deception.

## Alternate Racial Traits

The following racial traits might be selected instead of existing half-medusa racial traits. Consult your GM before selecting any of these new options.

**Hypnotic Gaze:** The gaze of a medusa does not always petrify. It can stun and even hypnotize. A half-medusa with this racial trait can use *cause fear*, *daze*, and *hypnotism* each once per day as spell-like abilities with a caster level equal to the half-medusa's character level. This replaces the serpent's gaze racial trait.

**Scales:** Some half-medusa inherit physical traits more akin to the snake. These medusa gain a +1 natural armor bonus. This trait replaces the snake eyes racial trait.

**Snake Hair:** Some half-medusa display their heritage more openly. These medusa have snakes on their head where hair normally grows. A medusa with this racial trait gains a +2 racial bonus to Perception checks and a +2 bonus to AC against creatures that flank him. This replaces the serpent's gaze racial trait.

**Medusa Resistances:** The strange heritage that is a medusa sometimes conveys increased resistance to a medusa's powers. Half-medusa with this racial trait

receive a +4 bonus to saves against spells and effects that petrify such as a gorgon's breath or a *flesh to stone* spell. This racial trait replaces the serpent's gaze racial trait.

**Public Face:** Some half-medusa spend an early life representing their more dangerous kin among humanoid species. Half-medusa with this racial trait gain a +2 racial bonus to Diplomacy checks. This racial trait replaces the snake eyes racial trait.

**Snake Empathy:** The half-medusa with this racial trait possesses a strong kinship with serpents. He may use wild empathy on snakes as if a druid equal to his class level. This replaces the snake eyes racial trait.

**Weapon Familiarity:** Medusa employ bows to lure creatures close and into the range of their gaze. Skill with the bow is inculcated in medusa and half medusa at an early age. A half-medusa with this racial trait is proficient in the use of heavy and light crossbows, and shortbows and longbows (including composite bows). This replaces the serpent's gaze racial trait.

## Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a half-medusa has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all half-medusas who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist:** Add +1/2 to the number of bombs per day the alchemist can create.

**Bard:** Add +1/2 to the saving throw DC of the bard's fascinate ability.

**Druid:** Add +1 hit point or +1 skill rank to the druid's animal companion.

**Fighter:** Choose a crossbow, longbow or shortbow. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

**Oracle:** Treat the oracle's level as +1/2 higher for the purpose of determining the effects of the oracle's revelation ability.

**Rogue:** Add +1/2 on Bluff checks.

**Sorcerer:** Add one enchantment spell known from the sorcerer spell list.

**Witch:** Treat the witch's level as +1/2 higher for the purpose of determining the effects of the witch's

hexes.

**Wizard:** Add one illusion spell from the wizard spell list to the wizard's spellbook.

## DOKKA CR ½ (XP 200)

### Male half-medusa alchemist 1

NE Medium humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

#### Defense

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 8 (1d8)

**Fort** +2; **Ref** +4; **Will** +1

#### Offense

**Speed** 30 ft.

**Melee** morningstar +0 (1d8)

**Ranged** bomb +3 (1d6+2), or light crossbow +2 (1d8)

**Special Attacks** mutagen (Dexterity), serpent gaze (DC 12)

**Extracts Known** (CL 1st):

1st—*bomber's eye*, *disguise self*

#### Statistics

**Str** 10, **Dex** 14, **Con** 10, **Int** 15, **Wis** 12, **Cha** 15

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Brew Potion, Throw Anything, Weapon Focus (bomb)

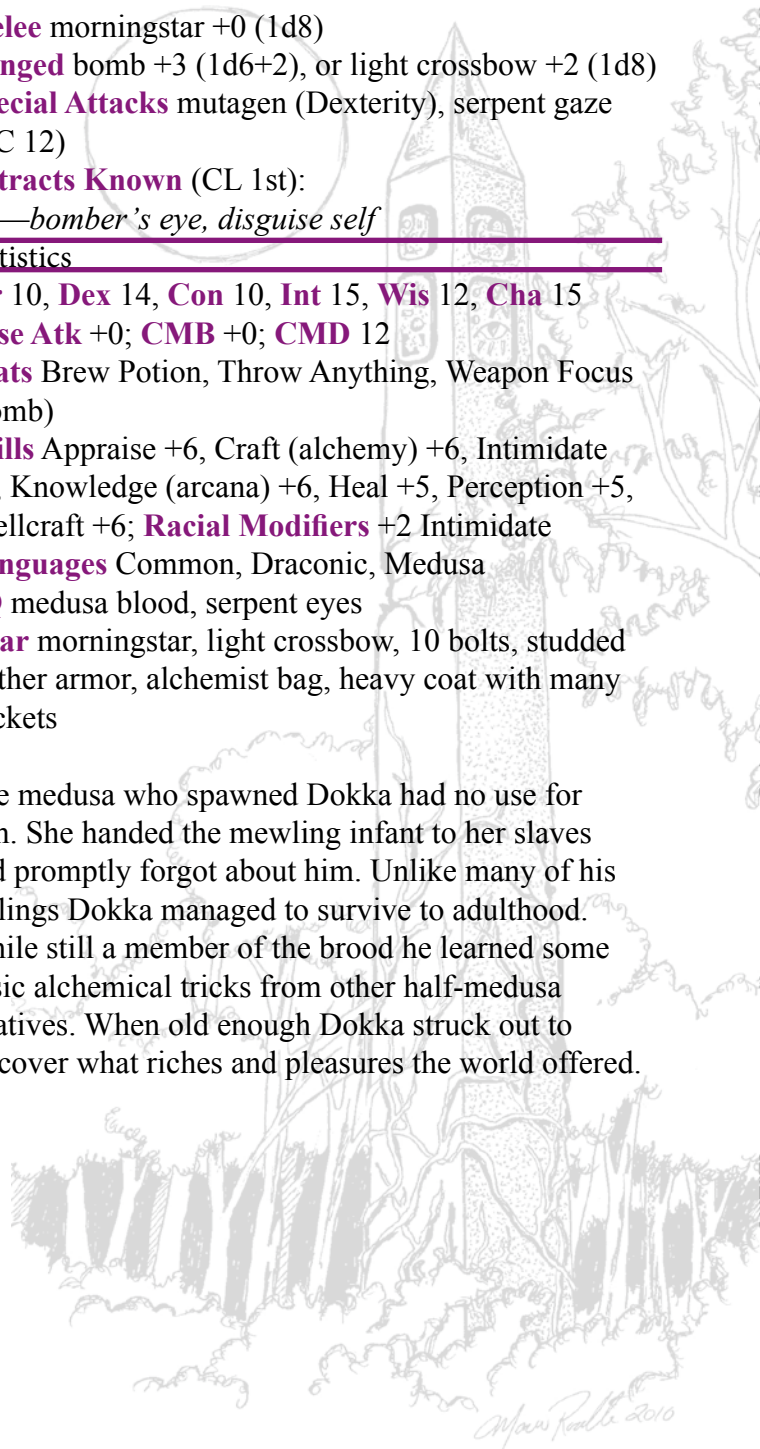
**Skills** Appraise +6, Craft (alchemy) +6, Intimidate +4, Knowledge (arcana) +6, Heal +5, Perception +5, Spellcraft +6; **Racial Modifiers** +2 Intimidate

**Languages** Common, Draconic, Medusa

**SQ** medusa blood, serpent eyes

**Gear** morningstar, light crossbow, 10 bolts, studded leather armor, alchemist bag, heavy coat with many pockets

The medusa who spawned Dokka had no use for him. She handed the mewling infant to her slaves and promptly forgot about him. Unlike many of his siblings Dokka managed to survive to adulthood. While still a member of the brood he learned some basic alchemical tricks from other half-medusa relatives. When old enough Dokka struck out to discover what riches and pleasures the world offered.







### DOKKA'S EXPERIMENT JOURNAL (LEVEL 1 ALCHEMIST)

This journal is covered with iridescent snakeskin. The surface is unmarred currently as Dokka has only begun his experimentation in the alchemical arts. The pages of the journal are filled with alchemical equations, recipes for mundane creations and serpentine doodles.

**Value** 95 gp

#### Formula

1<sup>st</sup> – *bomber's eye, crafter's fortune, cure light wounds, disguise self*

#### Mundane Formula

**Bonebreaker (DC 25):** Derived from the elusive skullcap mushroom, adventurers anticipating encounters with the undead keep at least a few applications of this expensive substance nearby. Bonebreaker applied to any weapon provides a +1 bonus to the weapon's attack and damage rolls for the next 2d4 rounds whenever the wielder attacks corporeal undead. Coating the weapon with an application of bonebreaker requires a standard action that provokes an attack of opportunity. One application costs 75 gp.

## Additional Rules

### Medusa (Sorcerer Bloodline)

It is well known the glance from a medusa is so powerful objects of her gaze are forever changed even if they do not turn to stone. At sometime an ancestor of yours survived such an encounter. This brush with the snake-woman's power left the survivor altered, and this change was passed on to you, generations later.

**Class Skill:** Disguise.

**Bonus Spells:** *disguise self* (3<sup>rd</sup>), *invisibility* (5<sup>th</sup>), *sepia snake sigil* (7<sup>th</sup>), *poison* (9<sup>th</sup>), *seeming* (11<sup>th</sup>), *flesh to stone* (13<sup>th</sup>), *statue* (15<sup>th</sup>), *screen* (17<sup>th</sup>), *shades* (19<sup>th</sup>).

**Bonus Feats:** Deceitful, Persuasive, Point Blank Shot, Precise Shot, Skill Focus (Appraise), Skill Focus (Disguise), Spell Focus, Weapon Focus.

**Bloodline Arcana** Whenever you cast a spell of the glamor subschool with a visual component, increase the spell's DC by +2.

**Bloodline Powers:** You have a stare that makes even the most fearsome creatures hesitate. As you grow in power, your serpent background more and more obvious, until eventually the full force and power of the medusa is yours to wield.

**Halting Gaze (Sp):** At 1<sup>st</sup> level you can project a dazing effect from your eyes. As a standard action you can target one creature within 30 ft. that can see you. If the creature fails on a Fortitude save (DC = 10 + one-half your level + your Charisma modifier) it is dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Snake-kin (Ex):** At 3<sup>rd</sup> level you gain a +2 bonus to saves to resist poison and a +2 bonus to Reflex saves. Your bonus to saves against poison increases to +4 at 5<sup>th</sup> level.

**Scales (Ex):** At 9<sup>th</sup> level you gain a +2 bonus to natural armor. This increases to +4 at 13<sup>th</sup> level and to +6 at 17<sup>th</sup> level.

**Serpent Hair (Su):** At 15<sup>th</sup> level you can transform your hair into venomous snakes as a free action. You create a number of serpents equal to your Charisma modifier. Each snake can make a melee bite attack against a creature adjacent to you. Attacking with more than one snake in a round is a full attack action. Each snake attacks at your full base attack bonus, and on a successful hit deals 1d3 points of damage plus 1d3 points of Strength damage if the target does not succeed on a Fortitude save (DC = 10 + ½ your

sorcerer level + your Charisma modifier). A creature that successfully saves is immune to the poison until 24 hours have passed. You may use this ability a number of rounds per day equal to 3 + your Charisma modifier.

**Gorgon's Stare (Su):** At 20<sup>th</sup> level you can petrify a living creature with your gaze unless the creature makes a Fortitude save (DC = 10 + ½ your sorcerer level + your Charisma modifier). You can do this a number of times per day equal to your Charisma modifier. Creatures with fewer Hit Dice than you that successfully save are stunned for 1 round. A creature that saves against this ability is immune to the petrification effect for 24 hours. You are also immune to poison and receive a +4 racial bonus to saves to resist gaze attacks and petrifying effects.

## Swift Poisoner

With a flick of your wrist you apply poison to your weapon.

**Prerequisite:** Poison use

**Benefit:** You are able to apply poison to a weapon as a move action.

## Medusa Variants

Not all medusa are alike. Most variation occurs in the creature's snake hair. These options replace the typical medusa's snake hair.

**Spitting Poison Snakes (Ex):** This medusa's snake hair can also spit poison at opponents. As a standard action the medusa snake's can make a single ranged attack at an opponent's touch AC with a range increment of 10 feet. On a successful hit the opponent is blinded for 1d4 rounds. This is a poison effect.

**Constrictor Snakes (Ex):** This medusa's snake hair is much longer than usual. The snake hair can make a bite melee attack with a reach of 10 feet and also possesses the grab ability (*Pathfinder RPG Bestiary*). If the medusa's snake hair successfully grapples a creature the medusa does not gain the grappled condition.

**Snake Messenger (Su):** The medusa with this ability can detach a snake from her hair and use the creature as per *animal messenger*. She may do this a number of times per day equal to her Charisma modifier (minimum 1) with a caster level equal to her total Hit Dice.

## Snake-Bodied Template

Snake-bodied is an inherited or acquired template that can be added to any aberration, animal, construct, dragon, fey, humanoid, magical beast, monstrous humanoid, outsider, or corporeal undead (referred to hereafter as the base creature), that normally possesses legs. A creature might be born or created with a snake body or suffer the condition as a curse or malady. A snake-bodied creature retains all the base creature's statistics and special abilities except as noted here.

**CR:** Same as the base creature +0.

**Tremorsense:** A snake-bodied creature gains tremorsense out to a range of 60 ft.

**Armor Class:** A snake-bodied creature gains a +2 bonus to its natural armor.

**Speed:** A snake-bodied creature gains a Climb speed and a Swim speed of 20 ft. If the base creature possesses these forms of movement it uses whichever speed is greater.

**CMD:** A snake-bodied creature can't be tripped.

**Skills:** A snake-bodied creature gains a +8 racial bonus to Acrobatics and a +4 racial bonus to Stealth. If it gained either a Climb speed or Swim speed it also gains a +8 racial bonus on Climb and Swim checks.

## Additional Medusa

### BLOOD SUMMONER MEDUSA

*The image of the beautiful woman fades when the lady approaches. She appears wild, feral. Her hair is a mass of writhing snakes and her hands are giant claws.*

#### BLOOD SUMMONER MEDUSA CR 9 (XP 6,400)

CE Large monstrous humanoid

**Init** +8; **Senses** all-around vision, darkvision 60 ft.; Perception +24

#### Defense

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

**hp** 114 (12d10+48)

**Fort** +10, **Ref** +12, **Will** +13; +2 vs. poison

**DR** 10/magic

#### Offense

**Speed** 30 ft.

**Melee** 2 claws +16 (2d6+5), 2 snake bites +14 (1d6+2 plus poison)

**Ranged** +1 composite longbow +16/+11/+6 (2d6+5)

*Mark Ralls 2010*

plus 1d6 sonic)

**Special Attacks** blood summons, petrifying gaze

**Statistics**

**Str** 20, **Dex** 18, **Con** 19, **Int** 16, **Wis** 20, **Cha** 17

**Base Atk** +12; **CMB** +18; **CMD** 32

**Feats** Deadly Aim, Great Fortitude, Improved Initiative, Improved Precise Shot, Multiattack (B), Point Blank Shot, Precise Shot

**Skills** Bluff +15, Climb +20, Disguise +15, Intimidate +18, Perception +24, Stealth +15, Survival +20, Swim +19, **Racial Modifiers** +4 Perception

**Languages** Common, Medusa

**Ecology**

**Environment** any

**Organization** solitary, pair or coven (3–5)

**Treasure** double (+1 *Large composite longbow* [+4 Strength] 10 +1 *thundering arrows*, 10 *adamantine arrows*, other treasure)

**Special Abilities**

**All-Around Vision (Ex)** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

**Blood Summons (Su)** The spilled blood of a blood summoner medusa spawns monsters. For every 10 points of damage inflicted on the medusa, one monster is summoned as per the *summon monster I* spell with a caster level equal to the medusa's Hit Dice. For every 10 extra points of damage inflicted by a single attack, the level of the spell increases by 1, so 20 points of damage would summon a monster as per the *summon monster II* spell. The creature appears in a random square adjacent to the medusa and can take a single action on the round it appears. They follow the medusa's commands.

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 19 negates. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Legends speak of the blood summoner medusas as the original members of the medusa race. When Esthano refused the attentions of her divine courtiers and her people transformed into the form they are today, that was not the final revenge of the gods. Afterwards they dispatched champions to hunt and slay the medusa, arguably justified in such action as the creatures were now a threat to other beings.

The medusa retained the innate magic that made them extraordinary sorcerers and alchemist. A few of these medusa used this knowledge to transform themselves into the blood summoner in order to defeat the heroes who came for them. With their blood now a weapon, these new medusa were able to better able to defend themselves. Unfortunately, the transformation also changed these medusa into hulking brutes. They lost some of their original refinement and now prefer to tear creatures apart with their bare hands in open combat rather than killing through the more subtle means of disguise and treachery.

## GORGON

*This creature's body resembles a winged female humanoid, but instead of legs the lower half is a snake. Its skin appears made of brass scales.*

### GORGON CR 15 (XP 51,200)

CE Large outsider (evil, native)

**Init** +10; **Senses** all-around vision, darkvision 60 ft., *detect magic*, *see invisibility*; Perception +30

**Defense**

**AC** 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size)

**hp** 200 (16d10+112 plus 16); fast healing 3

**Fort** +13; **Ref** +18; **Will** +19

**DR** 10/magic and adamantine; **Immune** poison;

**Resist** acid 10, cold 10, fire 10; **SR** 26

**Weaknesses** vulnerability to electricity

**Offense**

**Speed** 40 ft., fly 80 ft. (average)

**Melee** 2 slams +24 (2d8+8), tail slap +21 (1d8+12 plus grab), 2 snake bites +21 (1d6+4 plus poison)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tail and snake bite)

**Special Attacks** powerful tail, constrict (1d8+8), petrifying gaze

**Spell-like Abilities** (CL 16th):

Constant—*detect magic*, *see invisibility*

3/day—*call lightning*, *control weather*, *earthquake*

**Statistics**

**Str** 26, **Dex** 22, **Con** 23, **Int** 18, **Wis** 25, **Cha** 21

**Base Atk** +16; **CMB** +25 (+29 grapple); **CMD** 41 (can't be tripped)

**Feats** Great Fortitude, Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam),

**Skills** Bluff +24, Craft (any one) +23, Fly +23, Intimidate +32, Knowledge (arcana) +23, Knowledge

(planes) +23, Knowledge (religion) +23, Perception +30, Sense Motive +26, Stealth +21; **Racial**

**Modifiers** +4 Perception

**Languages** Common, Draconic, Giant, Medusa

**SQ** deadly in death

**Ecology**

**Environment** any land

**Organization** solitary or pair

**Treasure** double

**Special Abilities**

**All Around Vision (Ex)** The gorgon sees in all directions at once. It can not be flanked.

**Deadly in Death (Su)** The gorgon's gaze is so powerful it retains its potency even after slain. A gorgon's petrifying gaze still affects creatures within 30 ft. even after it is slain. This lasts for 1d10 days.

**Powerful Tail (Ex)** The slap from a gorgon's tail is extremely powerful. It deals one and half times the gorgon's Strength modifier on a hit.

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 23 negates. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Myth and legend speak of terrifying medusa-like creatures known as gorgons. The steel bull with poisonous breath that turns creatures to stone was supposedly named after the first gorgons who could petrify with a glance. It is supposed these “true” gorgons were the model the gods used when deciding what curse to lay upon the medusa race.

The gorgon resembles a larger version of the common medusa. It possesses snake hair, a potent gaze and a malevolent attitude. Instead of two legs, its lower body is that of a giant serpent. The skin of the gorgon is composed of brass and iron plates. Most weapons harmlessly bounce off the creature's tough hide. Its fists strike

with the force of blacksmith hammers.

While common medusa spend their moments collecting treasure and torturing other sentient creatures, the gorgon does not indulge in such petty activities. The first gorgons arose at a time when the races were more potent, almost demigods, and like other primordial beings exercise control over the forces of nature. As creatures of grand power, gorgons desire things out of reach of their lesser kin – conquering empires, leveling civilizations, destroying heroes and their legends.



## MEDUSA HUSK

The creature hisses and slithers towards you. At first it appeared to be a snake, but closer up you realize the bipedal monster is composed of several translucent snake husks sown together.

### MEDUSA HUSK CR 2 (XP 800)

CE Medium construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

#### Defense

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 36 (3d10+20)

**Fort** +1; **Ref** +3; **Will** +1

**Defensive Abilities** empty shell; **Immune** construct traits

#### Offense

**Speed** 30 ft., climb 10 ft.

**Melee** bite +4 (1d6+1 plus poison)

**Special Attacks** poison

#### Statistics

**Str** 12, **Dex** 15, **Con** —, **Int** 1, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Skill Focus (Perception, Stealth)

**Skills** Climb +9, Escape Artist +10, Perception +5, Stealth +6; **Racial Modifiers** +8 Escape Artist

#### Ecology

**Environment** any

**Organization** solitary, pair, or slough (3–10)

**Treasure** none

#### Special Abilities

**Empty Shell (Ex)** A medusa husk is nothing but the shed skin of a medusa and her snakes. It has no internal organs or vulnerable areas. It is immune to precision damage such as sneak attacks.

**Poison (Ex)** Bite—injury; *save* Fort DC 11; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 consecutive saves. The save DC is Constitution-based.

The medusa husk is animated snake skin, given the semblance of life through alchemy or sorcery known only to medusa. They serve as primitive watchdogs and body guards to medusa, who fashion the constructs from the skin sloughed off by their snake hair.

Medusa husks often take the shape of a serpent with a vaguely humanoid face, but their form is up to the whim of their creator. Some possess legs, other have four arms or two heads. The minor intelligence of a

medusa husk is only enough to grant it feelings of joy when it attacks and slays other creatures. They follow the most basic of commands from their medusa creator, such as guard, stay or watch. Training is required to get them to recognize a medusa's allies, but once inculcated a medusa husk serves as a tireless and dedicated servant.

### Construction

The secrets of creating a medusa husk are known only to the medusa race. They would die before revealing the secret to a non-medusa.

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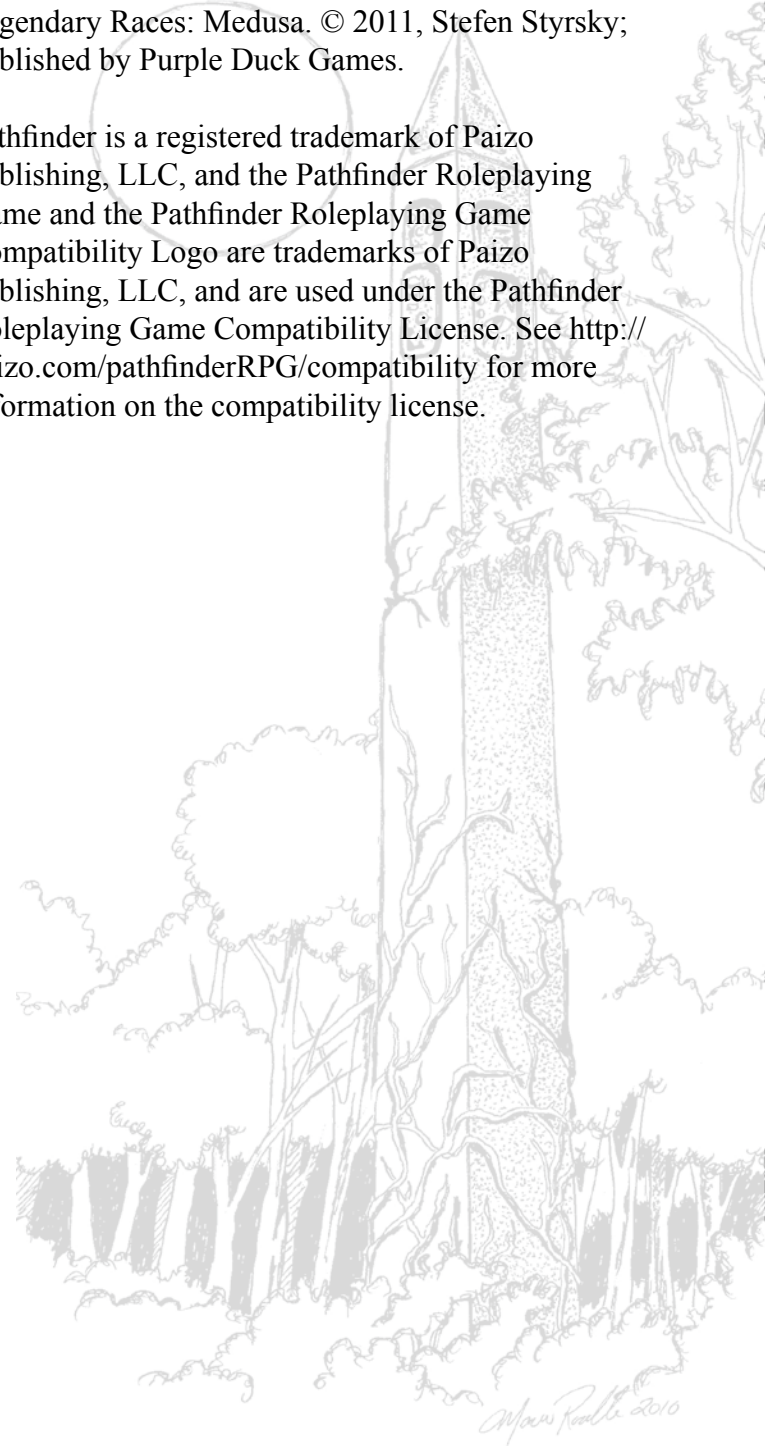
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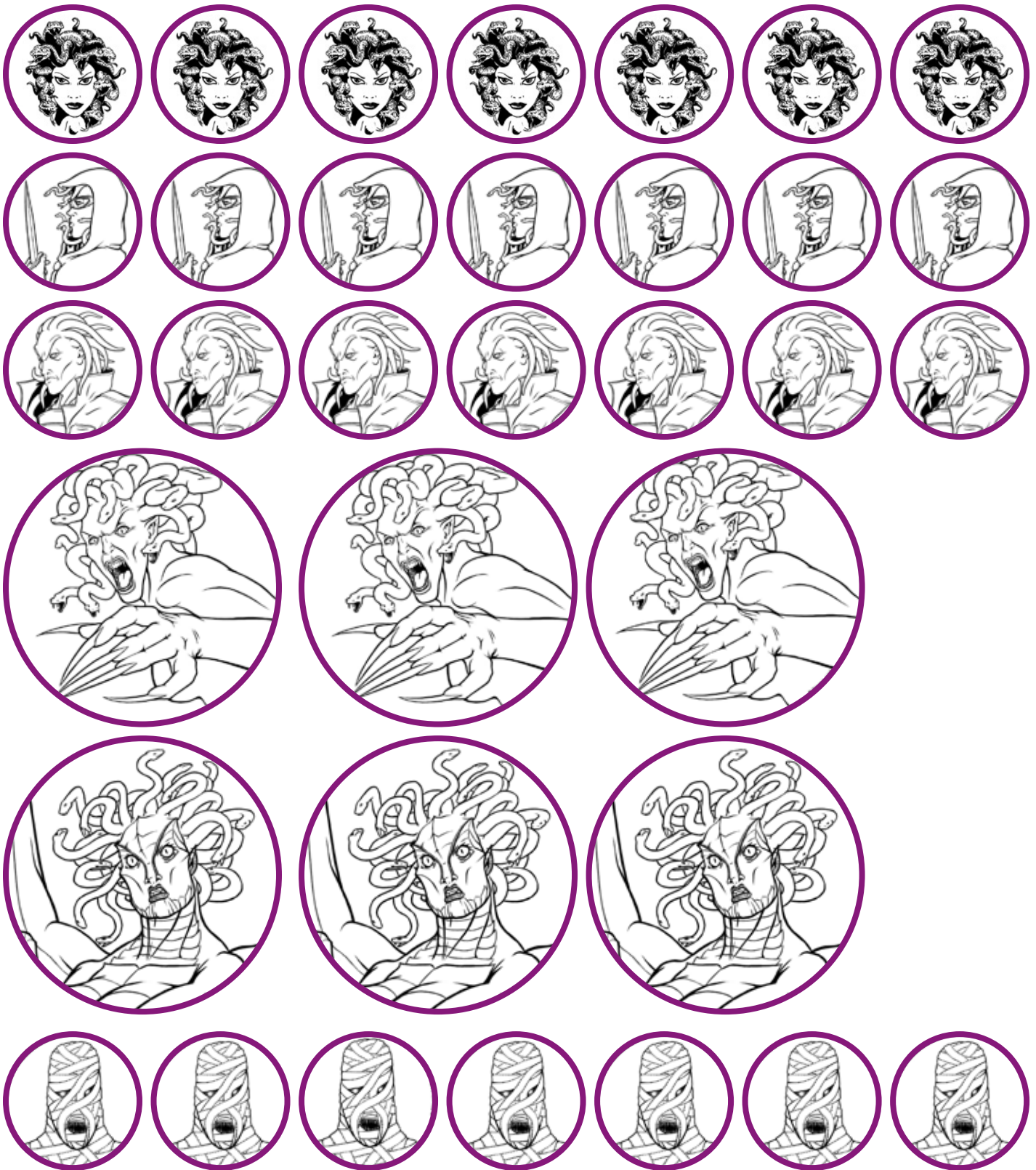
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