

Liber Genus

I

Medusa



By Ben Edwards

MEDUSA

Medusas are expert infiltrators, with a head of snakes for hair.

Many people know the medusas are horrific monsters that can turn you to stone with a glance, yet few know that medusas are fairly prevalent within settlements and organisations throughout the world. Due to their reputation medusas hide their true identities from everyone, secretly moving their way up the leadership ladder of any organisation they infiltrate. They prefer to use poison over their petrifying gaze, although now and again an adversary proves too troublesome or intelligent to succumb to the indirect method.

You Might...

- Seek out and acquire powerful magical artefacts.
- Manipulate others through their fears or secrets.
- Ensure that you are the one calling the shots and leading your chosen group.

Others Probably...

- Are wary of your gaze, lest you turn them to stone.
- Assume that if they cannot see you, you are less dangerous.
- Believe that your kind are only found out in the wilderness.

Physical Description

Medusas have a similar body structure to that of humans, with matching proportions that allow them to blend in. Their skin tones can also vary similarly to humans from pale to extremely dark. However, a few medusas have pale green or blue skin tones instead. The most striking feature is one kept hidden – a head of snakes instead of hair.

Medusas reach maturity in their 14th year and can live up to 110 years old. The typical medusa stands around 5' 7" tall.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Dexterity
Intelligence
Free

Ability Flaw

Wisdom

Languages

Common, Elvish

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Halfling, Osiriani, Tien, Undercommon, Vudrani, and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Medusa
Humanoid

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Society

As widespread as medusas are, by their nature they are solitary and adopt the culture of the society around them. To this end, there is no typical medusa society; however due to their ability to turn others to stone with but a gaze, medusas typically favour blind or undead creatures as guardians or allies due to their resistance if not outright immunity to these effects.

The only known medusas are female, necessitating a male humanoid mate for procreation. Whether this is because all medusas are female by birth, or tradition dictates that males are killed off is unknown. Once a child reaches maturity they are often encouraged to leave and find their own place in the world around them.

Alignment and Religion

Medusas have a wide variety of personalities, although most have a more chaotic bent. However, those that reach leadership positions tend to be more lawful. While in common knowledge medusas are painted as horrible monsters, most medusas are merely looking out for themselves and tend to be more neutral than evil or good. As for the gods, medusas follow any god that meets their personal beliefs but worship of gods that favour independence and self-reliance are quite common.

Names

Achaikos, Aniketos, Chares, Dareios, Euanthe, Hesiodos, Kyriakos, Origenes, Ptolemais, Timaeus

MEDUSA HERITAGES

Poisoner

You are able to distil a number of poisons from yourself. Each day during your daily preparations you can create a number of poisons equal to your level without the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. These poisons must be your level or lower and you must have the formula for the poison you create. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

Snake Sight

The snakes on your head constantly warn you of impending danger. You gain All-Around Vision.

MEDUSA ANCESTRY FEATS

As part medusa, you can select from among the following ancestry feats.

Faux Pas

Feat 1

MEDUSA

Trigger You critically fail when you Make an Impression

You can turn a faux pas to your advantage. Make a Deception check against the target of your Make an Impression. Use this result as the result of your Make an Impression roll instead.

Magic Sense

Feat 1

MEDUSA

Your senses instinctively alerts you to the presence of magic. You can cast 1st-level *read aura* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

Medusa Lore

Feat 1

MEDUSA

You have some genetic memories from your medusa ancestors. You gain the trained proficiency rank in Deception and Diplomacy. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Medusa Lore.

Snake Fangs

Feat 1

MEDUSA

The snakes on your head are particularly aggressive. You gain an unarmed snake fang melee attack and are trained in it:

Melee ♦ snake fangs (agile, finesse), **Damage** 1d4 piercing

Vizier

Feat 1

MEDUSA

You gather secrets and whisper in the ears of others. You can use the Gather Information action to uncover a secret about a creature with a DC appropriate for the level of that creature. You can then use that secret only once to automatically succeed at a Coerce action with that creature.

Biting Snakes ↷

Feat 5

MEDUSA

Prerequisites Snake Fangs

Trigger A creature ends its turn adjacent to you

Your make a snake fangs Strike against the creature.

Lickspittle

Feat 5

MEDUSA

A flunky becomes indispensable to you, hanging around and doing you bidding. The lickspittle is helpful to you, allowing you to make simple Requests of them such as purchasing basic equipment with your funds or finding a room at an inn. They do not travel with you to places that are obviously dangerous, including most adventure locations, but they'll wait for you at the nearest settlement. When you Lie, your lickspittle can back you up, granting you a +1 circumstance bonus to your Deception check.

Petrifying Gaze

Feat 9

ARCANE

AURA

MEDUSA

TRANSMUTATION

VISUAL

You feel your eyes begin to change as other creatures begin to slow around you. When a creature ends its turn in the aura (10'), it must attempt a Fortitude save vs your Class DC. If the creature fails, it becomes slowed 1 for 1 round. The medusa can deactivate or activate this aura by using a single action, which has the concentrate trait.

Serpent Venom

Feat 9

MEDUSA

POISON

The snakes on your head have become able to produce venom. Your snake fangs Strike now deals serpent venom:

Serpent Venom (poison) **Saving Throw** Your Class DC, Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round)

Focus Gaze ↷

Feat 13

ARCANE

CONCENTRATE

INCAPACITATE

MEDUSA

TRANSMUTATION

VISUAL

Prerequisites Petrifying Gaze

Frequency once per day

You fix your glare at a creature you can see within 30 feet. The target must immediately attempt a Fortitude save against your petrifying gaze. If the creature was already slowed by petrifying gaze before attempting its save, a failed save causes it to be petrified for 1 hour. After attempting its save, the creature is then temporarily immune until the start of the medusa's next turn.

Persistent Gaze

Feat 17

MEDUSA

Prerequisites Focus Gaze

Your gaze is more powerful than before. When a creature fails against your Focus Gaze, it is petrified permanently instead of for 1 hour. In addition, you can use this ability at will.

MEDUSA ITEMS

Poison Condenser

Item 5

MAGICAL

MEDUSA

TRANSMUTATION

Price 100 gp

Usage held in 1 hand; **Bulk** L

A *Poison Condenser* is a small glass vial with a tarnished copper band around its neck.

Activate 1 minute (interact); **Requirements** two doses of the same poison poured inside; **Effect** The DC of the poison is increased by +2, but only one dose remains.

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