

MEDUSA

A Monstrous Lineage for Tales of the Valiant

MEDUSA

CRIES OF PAIN ERRUPTED FROM THE ALLEY, QUICKLY drowned out by the sound of a hiss and rushing gravel.

Her attacker had no idea what fate he had chosen in picking his victim. Instead, he learned the hard way not to lay hands on the goddess's blessed chosen.

Pulling her hood up, the girl slipped from the alley. Looking both ways before disappearing deeper into the market, leaving a statue of a man, frozen in an eternal scream, as the only evidence of her encounter.

Legend says the original Medusa was cursed by a jealous goddess after having an affair with the goddess's lover. Her appearance and petrifying gaze were punishments meant to keep her from ever committing such a sin again.

In truth, the goddess laid down the "curse" as protection. Her serpentine hair and petrifying gaze is protection against anyone who would threaten harm against the medusa.

Medusa are almost always female, although male and non-binary medusa are not impossible. Most do not know the nature of their "curse." Instead, awaking one day changed forever.

All medusa have hair made of living serpents that move of their own accord. The magic of their gaze is also obvious from their slitted pupils. Otherwise, medusa can easily pass as human or elf.

MEDUSA LINEAGE TRAITS

Your medusa has the following traits.

Age: Medusa age at the same rate as humans, reaching maturity between 16 and 18 and living up to a century.

Size: You are Medium. Medusa height ranges from 4 feet to over 6 feet tall.

Speed: You base walking speed is 30 feet.

Serpent's Resilience: You have advantage on saves against becoming poisoned, and you have resistance to poison damage.

Snake Friend: You may communicate with snakes as if using the *Speak with Animals* spell.

Petrifying Gaze: As an attack action you may attempt to petrify any target who meets your gaze. Any creatures within a 30 foot cone must make a Dexterity save against a DC equal to 8 + your PB + your CHA Bonus. Failing this save by 5 or more immediately petrifies the target. Otherwise a target who fails this save begins turning to stone and is restrained. The restrained creatures must make a CON save against the same DC at the end of its next turn, becoming petrified on a failure or ending the effect on a success. This petrification lasts until the creatures is freed with a *Greater Restoration* spell or other magic.

MEDUSA TALENTS

GODDESS'S VEIL

Prerequisite: Medusa Lineage

Your Medusa nature is not obvious. You gain these benefits:

- The first time you use your Petrifying Gaze against a specific target, their DEX save is made with disadvantage.
- Double your PB on ability checks that use the Deception skill.
- **Interruptive Hiss:** As a reaction, your hair can disrupt an incoming attack with a sudden threat display. Your attacker must make a WIS save against a DC equal to 8 + your PB + your CHA bonus or lose their attack against you.

POTENT POISON

Prerequisites: Serpent's Kiss

The venom coursing through your body is especially dangerous. You gain these benefits:

- Your bite attack increases to 1d6 Piercing damage
- You may use your **Venomous Bite** a number of times equal to your PB between long rests.
- Your **Venomous Bite** can inflict the *paralyzed* or *poisoned* condition.

SERPENT'S KISS

Prerequisites: Medusa Lineage

The goddess's blessing grants you the retractable fangs of a viper. You gain these benefits:

- You have a bite attack that deals 1d4 Piercing damage
- **Venomous Bite:** Once per long rest, the victim of your bite attack must make a CON Save against a DC equal to 8 + your PB + damage dealt by your bite. Failure means the target is *poisoned*.
- Double your PB on ability checks that use the Intimidation skill.

CREDITS

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