Imagined Medusa

**Imagined Medusa**

*Medium monstrosity, lawful evil*

* **Armor Class**15 (Natural Armor)
* **Hit Points**60-ish (17d8+51)
* **Speed**30 ft.

**STR**

10 (+0)

**DEX**

15 (+2)

**CON**

16 (+3)

**INT**

12 (+1)

**WIS**

13 (+1)

**CHA**

15 (+2)

* **Skills**Deception +2, Insight +2, Perception +2, Stealth +3
* **Senses**Darkvision 60 Ft., passive Perception 12
* **Languages**Common
* **Challenge**3
* ***Petrifying Gaze***. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 11 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.  
  Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.  
  If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

* ***Multiattack.*** The medusa makes either three melee attacks — one with its snake hair and two with its shortsword — or two ranged attacks with its longbow.
* ***Snake Hair.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:*(1d4 + 2) piercing damage plus (2d6) poison damage.
* ***Shortsword.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:*(1d6 + 2) piercing damage.
* ***Longbow.*** *Ranged Weapon Attack:* +3 to hit, reach 150/600 ft., one target. *Hit:*(1d8 + 2) piercing damage plus (1d6) poison damage.

**Cult Fanatic**

*Medium humanoid (any race), any non-good alignment*

* **Armor Class**13 (Leather Armor)
* **Hit Points**33 (6d8+6)
* **Speed**30 ft.

**STR**

11 (+0)

**DEX**

14 (+2)

**CON**

12 (+1)

**INT**

10 (+0)

**WIS**

13 (+1)

**CHA**

14 (+2)

* **Skills**Deception +4, Persuasion +4, Religion +2
* **Senses**passive Perception 11
* **Languages**Any One Language (Usually Common)
* **Challenge**2 (450 XP)
* ***Dark Devotion***. The fanatic has advantage on saving throws against being charmed or frightened.
* ***Spellcasting***. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric/warlock spells prepared:   
    
  Cantrips (at will): light, eldritch blast, thaumaturgy  
  • 1st level (4 slots): eldritch pull (d8 dmg and DC 14 strength to maintain balance or be moved for 20 ft), inflict wounds, shield of faith  
  • 2nd level (3 slots): hold person, crown of madness

Actions

* ***Multiattack.*** The fanatic makes two melee attacks.
* ***Dagger.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:*(1d4 + 2) piercing damage.
* ***Dagger.*** *Ranged Weapon Attack:* +4 to hit, reach 20/60 ft., one creature. *Hit:*(1d4 + 2) piercing damage.

**Infested Psycho**

Hp: 20

AC: 12

Immune to charm

Actions:

* ***Multiattack.*** The psycho makes two melee attacks.
* ***Claw:*** +8 to hit 2d10 dmg + 1d6 bleed for 3 turns (stacks)
* ***Bite:*** +6 to hit 3d10 dmg + 1d6 poison for 2 turns
* ***Ball of insects:*** psycho throws a part of his body at target +4 to hit, 1d6 hit dmg + 2d4 insect bite dmg in 5 ft radius in sphere for every non-infested creature ending its turn in sphere
* ***Last dying breath:*** psycho at his last seconds work as a bomb exploding with insects and making 10 ft radius sphere 2d4 dmg