

Species, Breed: Medusa Gorgon, Lesser

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Female.

Level: 1-D30 +1

Number encountered: 1

Experience points: 25 x level.

Characteristics:

Awareness: 40

Charisma: 0

Constitution: 26

Coordination: 20

Dexterity: 50

Intelligence: 20

Mental-strength: 40

Strength: 24

Wisdom: 20

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 120

Blood-points: 72

Attack descriptions:

Stone-Gaze: 1 See: "Special Offenses".

or:

Snakes: 10 See: "Special Offenses".

Range: 1 space (5')

Attack type: Needle.

Defense: 20

Offense: 50

Damage-Points: Roll 2-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D10x 500

Bronze: 02+ to have 1-D10x 500

Silver: 02+ to have 1-D10x 500

Electrum: 02+ to have 1-D8x 500

White-gold: 02+ to have 1-D6x 500

Yellow-gold: 02+ to have 1-D100

Black-gold: 02+ to have 1-D100

Treasure item(s): No non-magical items will be found.

Common: None

UnCommon: None

Rare: 10+ to have 1-D12 +3

Legendary: 40+ to have 1-D8 +1

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a beautiful woman, until you see her hideous and twisted face.

Eye color: Emerald-green.

Eye shape: Medium-sized and oval (slightly slanted).

Hair color: Hair is a mass of dark-brown snakes with tan bellies and gray eyes, hanging down past her waist.

Hair texture: Snakes.

Height: 5'-9"

Skin color: Pale-white.

Skin texture: Smooth and soft.

Posture: Biped (like an animal with two feet).

Weight: 125 lbs.



Dislikes: Mirrors: She is vulnerable to her own reflection. See: "Susceptibilities".

Disposition: The Medusa is a cunning and spiteful creature, always working some plot to stir up chaos and mayhem. She will go to all extremes to obliterate entire communities, for she is miserable as a dragon that has lost a wing. The suffering felt, she would share with the world if possible.

Ancient legend has it that the Medusa, on occasion, has been known to align with tyrants and overlords, aiding them in war and conquest for a price.

Fears: Medusa's fear only two things: 1. Their own reflection, 2. Another Gorgon (medusa).

Habitat: Jungle (labyrinth only).

Immunities: Charm (all forms, including mood altering abilities and spells), Fear, Paralysis, Poison.

Life-span: Immortal (unless killed). In other words, Medusa does not age.

Likes: The pain and suffering of others. This is one of the most spiteful creatures in existence.

Needs: Unknown.

Note: The physique of the Medusa is quite alluring and attractive for men; that is if you do not see her hair and face (she will always be cloaked and hooded so as to catch her victims off guard if possible).

Special Abilities: Dream Chance: The Medusa is a visionary fiend. This means that there will be a chance (31+ roll) that she will dream of that which is transpiring around her (if an intruder trespasses her domain, or if she is hunting abroad). This means that she may slip into a trance for 1 turn if any creature comes within 80 spaces (400 feet of her). While in this trance, she will actually see what is happening within the range of 80 spaces (400').

Special Defenses: Resistances: 91% to the following: Mental Attack, Pain, Shock, Sickness, Stun.

Special Offenses: Poison Snakes: These snakes will strike out at the Medusa's victim 10 times per turn. If a snake successfully strikes flesh, the victim of the bite must make a successful avoidance-roll vs. "Paralysis" or be turned to stone.

Stone-Glance: The Medusa will turn a creature to stone unless an initiative roll is won against her. **G.M.:** Any who say they will not look at her (so as not to be turned to stone) cannot evade her physical attacks. Also, there will be a -60 to attack her if not looking at her (opponent's of the Medusa will be considered blind (-60 to strike). The glance of this creature can be withheld (not used). It is up to the creature.

Susceptibilities: A Medusa's own reflection will turn her own ability against her, turning her to stone, if she does not win initiative against herself.

Weapon susceptibility: Rank-13 (or better) magical weapon to harm.