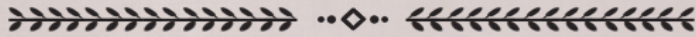


SORCERER: STONEGAZE



Whether by a twist of fate or the unique essence of your lineage, you have tapped into the formidable powers of the gorgon Medusa, gradually unveiling their full scope. Your locks have transformed into serpents, each one alive with its own will, while your appearance, whether stunning or terrifying, now holds the power to turn people to stone. This metamorphosis is not merely physical; it echoes the deep, twisting your very mind towards vengeance.

Stonegaze Spells

At 1st level and when you gain levels in this class, you learn additional spells, as shown on the Stonegaze Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or an enchantment spell from the sorcerer or warlock spell list.

Stonegaze Spells

Sorcerer Level	Spells
1st	<i>detect poison and disease</i>
3rd	<i>hold person</i>
5th	<i>fear</i>
7th	<i>freedom of movement</i>
9th	<i>hold monster</i>

Gorgon's Gaze

Starting at 1st level, your eyes carry the power to stop people in their tracks. Whenever you become the target of an attack, if you can see the attacker, you can use your reaction to gaze into the attacker's eyes. If it isn't blinded, it must succeed on a Constitution saving throw against your spell save DC or its attack misses, and it becomes restrained until the start of its next turn, as half of its body temporarily turns to stone.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Serpentine Locks

By 6th level, your hair has fully turned into living snakes, which aid you in observing your surroundings and remaining concentrated. You gain the following benefits:

- You have advantage on Intelligence (Investigation) checks and Wisdom (Perception) checks that rely on sight.
- You have advantage on Constitution saving throws made to maintain concentration.



🐍🐍🐍 Spellcaster Snakes 🐍🐍🐍

At 14th level, the snakes in your hair have learned to use the same arcane energies you use. Whenever you use your action to cast a spell of 3rd level or higher, you can use your bonus action to cast a cantrip or a 1st-level spell that normally requires an action or a bonus action through your snakes. If the spell cast through your snakes normally requires concentration, it doesn't for you.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

🐍🐍🐍 Medusa's Petrification 🐍🐍🐍

At 18th level, you've unlocked the true potential of Medusa's power. As an action, you can send out petrifying energy within a 30-foot cone. Each creature in that area must make a Constitution saving throw against your spell save DC if it doesn't have the blinded condition. On a failed save, a creature takes 4d10 force damage and is petrified for 1 minute. On a successful save, a creature takes half as much damage and is restrained for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns. On a successful save, if it is petrified, it becomes restrained; if it is restrained, it is no longer restrained.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 8 sorcery points to use it again.