

TURN TO STONE

An encounter for 5th and 3.5 edition, inspired by map by Ori the Cartographer

5e
SRD COMPATIBLE

3.5e
SRD COMPATIBLE



ENCOUNTER

In this encounter, heroes are attacked by two petrataurs - stone bulls guarding a long destroyed entrance to an ancient temple.

LOCATION AND TIME

This encounter takes place on the Wasteland Canyon map by Ori the Cartographer. You, as GM, can place this encounter along any path in the wasteland-themed adventure. Adventurers enter the area from the northeast corner.

POSSIBLE HOOK

Characters are traveling on foot. As they wander through the canyon through the night, they cross a wooden bridge near the foot of a long-abandoned temple. The entrance to the temple closed shut with rubble and stones. In front of the temple, two statues of a bull can be seen - they differ from the rest of the scene by being clean and pristine - as if the time did not affect them. If adventurers pass near the entrance of the temple - or come close enough to the bull statues - which in reality are **petrataurs** (new monster, see Appendix), the stone guardians of the temple wake up.

Statues on the stairs of the long abandoned ancient temple, lit by magical flames, seem to look at the distance with their stone cold eyes. A moment later, those same eyes glow with a bright green light, a green mist escapes from their nostrils, and their hooves kick the ground, ready to charge.

ORI THE CARTOGRAPHER

Ori The Cartographer creates fun, engaging hand drawn maps to use with virtual tabletops! Visit and support her at her Patreon at patreon.com/orithecartographer



APL6^{5th} EL6^{3.5e}

TACTICS

Two **petrataur** charge at players who venture too close to the temple. One of them uses its charge ability to charge at the adventurers, while the second one unleashes a cone of petrifying gas. Then the enemies swap roles until both petrataurs are in close combat with the party.

Off the cliff. The bulls try to push heroes off the cliffs and away from the temple - not necessarily to kill them. If one of the adventurers gets turned into stone close to the edge of the ridge, one of the guardians will actively try to push them off it. The cliff is 100 ft. high.

Running away. If adventurers flee, petrataurs will not go further than the wooden bridge - they will return to their place in front of the temple and turn back into statues.

LEADS AND TRAILS

You can use one of these leads to follow up the encounter.

The Ancient Temple. A campsite set up near the temple does not look old - and while the entrance to the temple seems blocked off by rubble, if adventurers look around, they can see a rope hanging from the upper level of the temple - where a broken wall allows them to enter the structure.

Ancient Cult of Gorgon. The enemies that adventurers face were unique - not seen anywhere else in the world. On the bellies of the creatures, they can find a symbol that looks like a head of a gorgon - similar enough to one they may find in the nearby city.

TREASURE

If heroes manage to destroy both petrataurs, they can retrieve and fill several vials with the gas stored inside the constructs, creating four *gorgon gas bottles*.

APPENDIX: NEW MONSTERS AND ITEMS

MONSTERS - 5TH EDITION

PETRATAUR

These stone constructs appear similar to gorgons at first glance - large bulls that exhale a cloud of green, petrifying gas - and that similarity is not accidental. Built by ancient craftsmen and wizards, petrataurs were created to guard temples and sacred places.

Stone guardian. Petrataurs are guardians of specific places and were given simple instructions when created. Indistinguishable from the stone statues from a distance, their eyes start glowing in a green light before they attack trespassers. If the intruders do not back away, the petrataur unleashes its breath attack to turn them into stone statues and then charges.

Imperfect design. While similar in function to that of a gorgon's, petrataur's petrifying breath is not as potent - as it is only a wizard's recreation of the real thing. Despite that, the fact that petrataur cannot turn someone into stone forever was appreciated, as it allowed living guardians of the place to easily question the trespassers without having to rely on access to powerful magic.

Armor of a gorgon. Some of the petrataurs were fitted by their creators with metal plates so that they resemble gorgons more. This does not change the statistics of the petrataur.

PETRATAUR

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., truesight 15 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

False Appearance. While the Petrataur remains motionless, it is indistinguishable from a stone bull statue.

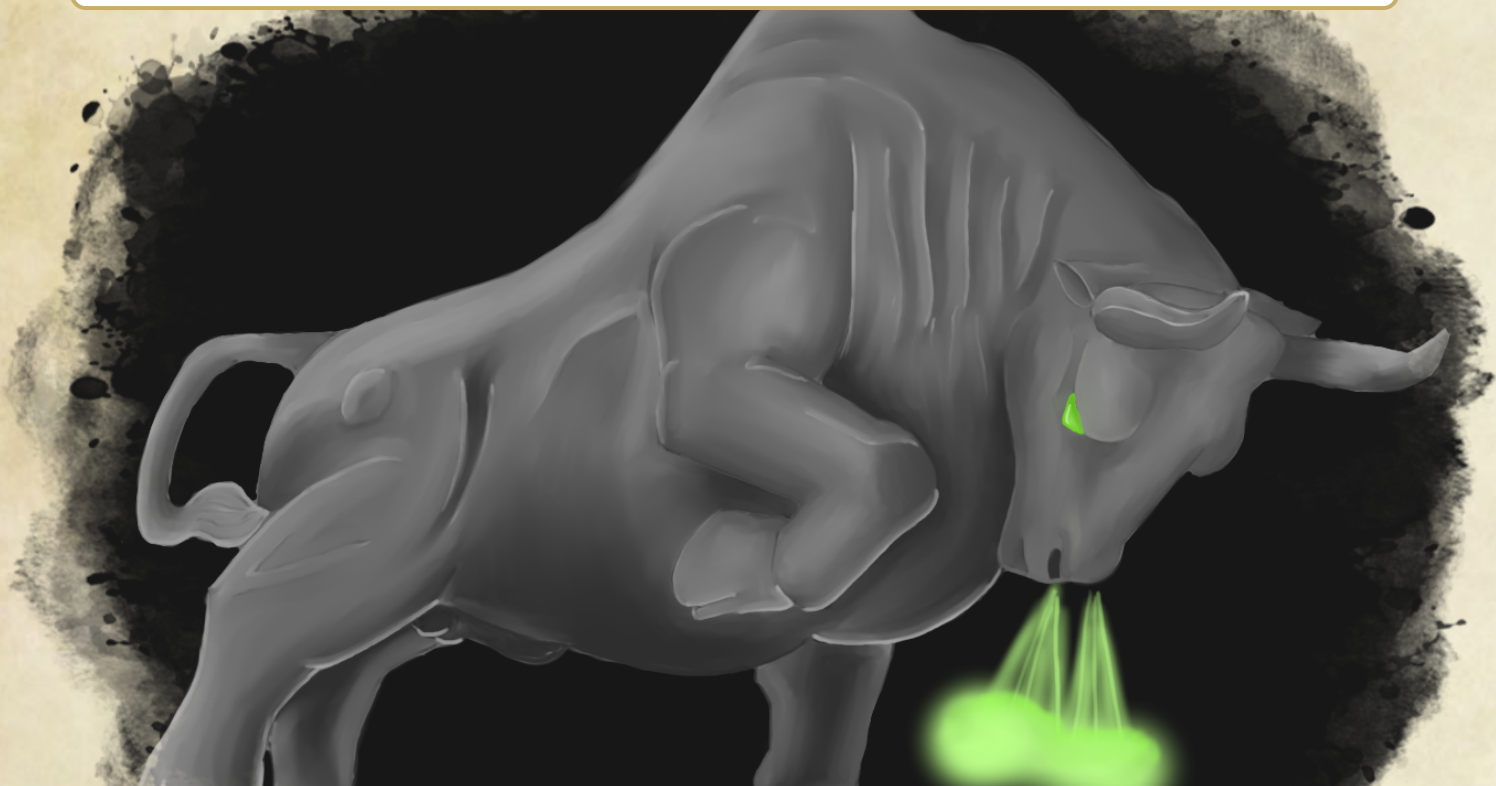
Trampling Charge. If the petrataur moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the petrataur can make one attack with its hooves against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The petrataur exhales petrifying gas in a 20-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified for 4 turns, after which the process reverses.



ITEMS - 5TH EDITION

GORGON GAS BOTTLE

Consumable, uncommon

The gas contained in this bottle petrifies targets on hit for a short time. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged Attack against a creature or object, treating the alchemist's fire as an Improvised Weapon. On a hit, the target takes turns to stone for 4 rounds unless it makes a DC 13 Constitution saving throw.

MONSTERS - 3.5 EDITION

PETRATAUR

These stone constructs appear similar to gorgons at first glance - large bulls that exhale a cloud of green, petrifying gas - and that similarity is not accidental. Built by ancient craftsmen and wizards, petrataurs were created to guard temples and sacred places.

PETRATAUR

CR4

hp 63 (6d10)

Large construct

Init +4; **Senses** Darkvision (60 ft.), Truesight 15 ft., Listen +7, Spot +7

AC 15, touch 9, flat-footed 15

Fort +2, **Ref** +2, **Will** -1

Speed 30 ft.

Attack Gore +6 melee (1d8+2)

Full Attack Gore +6 melee (1d8+2)

Face 10 ft. **Reach** 5 ft.

Base Atk +4; **Grp** +10

Abilities Str 15, Dex 10, Con -, Int -, Wis 1, Cha 1

Special Attacks Breath Weapon

Special Qualities Construct Traits, Darkvision 60 ft., low-light vision, Truesight 15 ft., False Appearance

Feats Alertness, Blind-Fight, Great Fortitude

Skills Hide +0*, Listen +7, Spot +7

COMBAT

Whenever possible, a petrataur begins an encounter by unleashing its breath weapon on its opponents then charging at them.

False Appearance. While the Petrataur remains motionless, it is indistinguishable from a stone bull statue.

Breath Weapon (Su) 20-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone for 4 rounds, Fortitude DC 16 negates. The save DC is Constitution-based.

Trample (Ex) Reflex DC 15 half. The save DC is Strength-based.

ITEMS - 3.5 EDITION

GORGON GAS BOTTLE

The gas contained in this bottle petrifies targets on hit for a short time. You can throw a bottle of gorgon gas as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. Make a ranged Attack against a creature or object, treating the alchemist's fire as an Improvised Weapon. On a hit, the target takes turns to stone for 4 rounds unless it makes a DC 13 Fortitude saving throw.

Faint transmutation; CL 11th; Craft , *flesh to stone*;
Price 500 gp; Cost 250 gp + 20 xp;

CREDITS AND LICENSES

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