

MEDUSA, GORGON MATRON

The cursed priestess Medusa, once a guardian revered by mortals, now embodies the horror of a serpentine existence. Since her transformation, she has dwelled in seclusion—some say by choice. But others claim that she is imprisoned by her own curse, punished for the supposed transgressions that led to her metamorphosis.

Those who seek vengeance against the gods often look to Medusa for guidance, drawn to her tale of divine retribution. Many of her gorgonblood offspring have attempted to break her free from her isolation—and failed—but even while she remains in her secluded ruin, Medusa's influence can extend far beyond her domain. A gorgonblood with enough power and resentment, and with a collection of petrified trophies worthy of their ancestor, can become a vessel for Medusa's will, unleashing her wrath upon the world.

When Medusa's influence manifests through a gorgonblood, they take on an aspect of her cursed form. Serpents writhe atop their head, their eyes glimmer with the power to petrify, and their presence radiates an ancient, vengeful power. Once unleashed, this aspect of Medusa rampages across the land, turning those who dare to cross their path to stone and amassing a collection of petrified figures as a testament to Medusa's enduring power.



Medusa, Gorgon Matron

Large celestial (god), neutral evil

Armour Class 21 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	26 (+8)	19 (+4)	24 (+7)

Saving Throws Dex +13, Int +15, Cha +14

Skills Deception +14, Intimidation +21, Perception +11, Stealth +13

Damage Resistances acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 21

Languages Celestial, Common

Challenge 22 (41,000 XP)

Cursed. Medusa is immune to any spells or abilities that curse.

Evasion. If Medusa is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Medusa instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Petrifying Gaze. When a creature that can see Medusa's eyes starts its turn within 60 feet of Medusa, she can force it to make a DC 22 Constitution saving throw if 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 Medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at Medusa in the meantime, it must immediately make the save.

If Medusa sees herself reflected on a polished surface within 30 feet of her and in an area of bright light, Medusa is weakened by her curse. Until the end of her next turn, her speed is halved, and she loses any damage resistances she has.

Stoney Silence. Wisdom (Insight) checks made against Medusa and Wisdom (Survival) checks to track her are made at disadvantage.

Vengeful Resistance (3/Day). If Medusa fails a saving throw, she can choose to succeed instead. If she does, her speed is halved until the end of her next turn.

Actions

Multiattack. Medusa makes either three melee attacks or four Longbow attacks.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) poison damage. If the target is a creature, it must succeed on a DC 19 Constitution

saving throw or become poisoned for 1 minute. While poisoned in this way, any poison damage the target takes reduces its hit point maximum by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Snake Hair. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (2d4 + 6) piercing damage plus 21 (6d6) poison damage. If the target is a creature, its speed is halved until the end of its next turn.

Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 21 (6d6) poison damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage, and the target is grappled (escape DC 21). Until this grapple ends, the target takes 11 (2d10) bludgeoning damage at the start of each of its turns, and Medusa can't constrict another target.

Spellcasting. Medusa casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 23):

At will: charm person, flesh to stone, minor illusion, suggestion

2/day each: cloudkill, dominate person, hold monster

1/day: circle of death

Cone of Stone (Recharge 5-6). Medusa's eyes flare with petrifying magic in a 60-foot cone. Each creature in the area that can see her must make a DC 22 Constitution saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one. Additionally, if a restrained creature fails its saving throw, it becomes petrified.

Bonus Actions

Snakemother (2/Day). Medusa magically calls 4d4 giant poisonous snakes. The called creatures arrive in 1d4 rounds, acting as allies of Medusa and obeying her spoken commands. The beasts remain for 1 hour, until Medusa dies, or until Medusa dismisses them as a bonus action.

Slithering Speed. Medusa takes the Dash or Disengage action, or she ends the grappled or restrained condition on herself.

Reactions

Stone Magic (Recharge 4-6). When Medusa is targeted by an attack, spell, or other supernatural effect by a creature she can see within 60 feet of her, the creature must make a DC 22 Constitution saving throw. On a failed save, the creature is petrified until the start of its next turn.

Legendary Actions

Medusa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Medusa regains spent legendary actions at the start of her turn.

Detect. Medusa makes a Wisdom (Perception) check.

Slither. Medusa moves up to her speed without provoking opportunity attacks.

Volley (Costs 2 Actions). Medusa makes up to two Longbow attacks. If a creature is hit by both attacks, it must succeed on a DC 21 Strength saving throw or fall prone.