Rite Publishing Presents

# In The Company of Medusa



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> "I like to be looked at. And I like to look, too." – Medusa, from The Storyteller

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# In the Company of Medusas

#### Qwilion of Questhaven

In your wisdom, you wrote to my Elder Mother requesting to learn of our kind. She, in her wisdom, has delegated your instruction to me, who am historian and tutor of our House.

You will find attached a copy of our lesson books. Pay close attention, for I will teach you in the same way as I teach our young ones.

Yrissa, of the Allesardian House in the way of Sthenno

#### In the Beginning

We were born from blood and tears, venomous as jealousy. Listen and you will hear a constant hiss to remind you that evil whispers in every ear. Look, and know that when you look evil in the eye without protection, evil looks back and destroys you.

Our foremothers, daughters of the sea, were beauties, and the youngest of the trinity, caught the eye of the deity, *Our Grandfather of Water and Wave.* They loved each other, but great love begets great envy in others. So it was with them. *Our Mother of Many Ways*, another deity and Mistress of Madness, could not rule her own heart and cursed our foremothers, turning their golden braids to greeneyed snakes and reforming their bodies.

Yet even *Our Mother of Many Ways* could not remove the memory of that beauty and her envy grew. She had her church raise a mortal boy in the shadows of that envy, teaching him only that our trinity of sisters were foul and evil, and keeping him hidden away from the Questors and all others that would have taught him the truth of our existence, that we were not evil ourselves, but a warning against evil. In time, the boy became a man, and broke into our home to murder our youngest foremother. He saw only the distorted reflection of the truth that the Mistress of Madness had taught him. It was his shield and our youngest foremother's doom.

He murdered her. The blood poured from her wounds just as the tears poured from the other foremothers' eyes, and where the two mingled, we were born. Daughters of Medusa, taking her name as ours. Though our bodies vary according to the proportion of blood to tears that our ancestors birthed from, we are of one heart and mind.



# In the Present:

# Physical Appearance and Society

Some medusas follow the way of our foremother Sthenno, forming the Great Houses. Some prefer our foremother Medusa's way of a loose-knit clan, though we all have learned her lesson well and will band together against murderous outsiders and invaders. Some prefer to walk alone, in the way of our foremother Euryale. Yet we all adapt to the culture around us, blending ourselves into the crowd. I will come to each of these in turn, but first I will cover those things, which apply to all of us.

Hair care: Hair should be sleek, supple, well-fed and under control. At the very least, you should be able to keep it still under a hood in order to attract minimal attention while you are around other races, and only permit it to bite where, when, and who or what you choose. You are not required to go to the extreme lengths that some do and use a single snakestrand to lift objects, but you must gain a basic level of enmasse control before our society considers you an adult. In order to keep your snake fangs and the muscles attached to them in good health, I recommend puncturing living skin on a regular basis. Many Sthenno Houses keep a breeding stock of cavies or coneys for routine fang maintenance, I recommend against using your servants as it is an inefficient use of resources and because it makes them slower and clumsier at their other duties.

*Skin care:* Rub down your scales at least every other day with fine sand suspended in scented oil to remove the skin constantly shed. For some of you this may simply be an extra session of hair care, but for those of you with serpentine bodies like my own, it will be more extensive. The oil also, when used on skin, keeps it soft, though in that case you should omit the sand. In both cases, strigils should remove the remaining oil cleanly from your body. If you have fine control over your hair, it is useful to have it both apply the oil to your back and to remove it.

Food and Diet: A high protein diet of meat or fish with supplementary vegetables and baked goods keeps us in good health. Sweet foods especially expedite the recovery and restocking process for the

We Are Medusa.

poison in your snake-fangs, so you should eat them regularly, just as you should exercise your fang muscles. Killing meat animals at a distance, by bow or by servant (I consider both methods equally effective), prevents you from wasting time and effort by accidentally turning your food into stone. If following Euryale's way, fish is the simplest protein source for a diet and you may attain it in bulk with a short-term poisoning of the water (retaining some clean water for personal use, naturally). This will send the fish to the surface where you can retrieve and cook them or otherwise prepare them to your taste.

Reproduction: It is a poor Sthenno house that does not have a bed of *invisibility* for playing the beast with two backs, for while males still react to our faces as Our Grandfather of Water and Wave reacted to our foremother Medusa, the curse laid on us by the Mistress of Madness can have unfortunate effects at close-quarters. It is one thing for certain parts of the male anatomy to stiffen, another entirely for the entire body to stiffen as stone. Luckily, veils can easily be used as seductive measures (the dance of the seven veils will not be discussed now, but instruction on it may be requested from your dance tutors) as can body language and once you have decided on a suitable specimen. One may overcome a paramour's resistance with elixirs of love, or charm spells; a little oil of taggit in his wine, a quick jab of dream venom, or a few love bites when you free your hair will also make him weak at the knees and easily swept into bed.

The vast majority of our daughters resemble their mothers in every way, though there are always a few disappointments. Likewise, our sons resemble their chosen sire, and are an excellent and replenishable source for House or clan servants (another reason for choosing a male sire from outside the Houses). If the sire becomes too demanding or clingy, swiftly and easily remove him with an unveiled look.

Gaze: While you are immune to each other's looks the cursed gaze, like hair, should be well controlled and used efficiently rather than at random. You must always be careful to avoid your own gaze. Practice on any vermin that you come across if you wish, but it is not efficient to constantly train new servants or find new sources for goods and sales when, with a little care and restraint, existing ones remain in place, permitted, encouraged, and allowed to continue their work. The simplest method is to keep your distance from them. An alternative, especially in the desert where veils are commonplace, is to veil your face so that the look you give them goes unnoticed. Some Houses have trained their servants to prostrate themselves at our approach, hiding their eves, others have only blind slaves; while this does solve the problem within the House, you should not

# **Breeding statistics**

90% of girls born to medusas or greater medusas are the same race as their mother, 5% are half-medusas and 5% are simply females of the father's race - which may be any medium humanoid or monstrous humanoid race.

95% of boys born to medusas or greater medusas are the same race as the father and 5% are half-medusas.

The child of one or more half-medusas has a 50/50 chance of being either a half-medusa or a non-medusa of an ancestor's race.

rely on this method outside of it, among untrained outsiders, and for those who follow the way of Euryale, all creatures you meet will be outsiders.

If you must use the cursed gaze, careful timing should allow you to create statues in the most saleable poses (check regularly with the House reeve, if you have one, to remain with the changing fashions on this).

*Rank:* You must know where you stand in the hierarchy of power within our kind. You must also know those above you and those below you, and the best method of climbing the hierarchy to a more senior position, even as you defend your current position from those below you.

Many of the Sthenno Houses organise mass duels and similar entertainment to celebrate and entertain on the high holy days, for to climb the hierarchy of power here, you must demonstrate your skill and power to the entire House by successfully overcoming one of your seniors in rank.

Those who follow the Way or Euryale are cruder, as they always are, and rank amongst them is simply a matter of how long you have survived, with the oldest living given the most seniority.

Those following the Way of Medusa take a middle line. They weigh your combined power from knowledge of the land, the size of the territory you can defend and maintain, and the number of others who choose to acknowledge you as senior.

The Way of Sthenno: Our foremother Sthenno was a student of the arcane arts and a collector of people, both living and as stone statues. Those who follow the way of Sthenno generally form the Great Houses that you find in the cities and towns of these lands. Named by or for their founder, Houses are the greatest concentration on medusas in one place. Some Houses are allies, some are enemies, but ally or enemy, if one is attacked from outside all those in that town or city must and do unite in defence to take down the attacker. This lesson we learned well from the slaughter of our youngest foremother, and because there are those who believe the lies spread by the Mother of Madness and her church, so must we defend our kind against them. It is true that the church takes our self-defence out of context and uses it as propaganda to defend their lies, but that does not mean we should bare our throats to the murderers' blades either. As the saying goes, 'If you tread on a snake, prepare to be bitten.'

One source of self-defence (though note that not all Houses agree and it is at the root of some strife between the Houses) is to hide who and what we are from all not within the House itself. As the Mother of Madness herself proved with her murderous protégé, deception can be a mighty shield for many things. The problem with the shield of deception is that it is fragile. Once shattered, it remains permanently lost, and some Houses argue that if we were but open with others to begin with, they would become used to us.

The Way of Medusa: Our foremother Medusa studied nature, its land and its creatures, rather than focusing on arcane knowledge. Those who follow the Way of Medusa generally form loose knit clans in more rural and out-of-the-way places. Swamps and marshes, hills and forests, are common choices for the heart of a clan's territory, and the members and servants spread out around that heart, each taking a little privacy for themselves. However, the area they cover makes them more vulnerable to wandering murderers, even as it did our foremother. Learning her lesson, the followers of this Way also group together if warned of danger, or if one of their number is attacked. The remnant statues of these battles still stand as a warning in certain marshes, though the plants and creatures there gradually break them down.

The Way of Euryale: Or foremother Euryale possessed an insatiable curiosity and wanderlust, always desiring to see what lay elsewhere and preferring to be reliant on the skills and strengths she was born with, instead of those acquired and honed by study. Those who follow the Way of Euryale wander alone, seeking empty places such as deserts, or unclaimed swamps. Nevertheless, they may appear almost anywhere either travelling through, seeking to work or to trade, or in pursuit of someone. Though they are often the coldest and most brutal of our kind, they are still one of us, and should they be attacked in the territory of a clan or a House by an outsider, we will band together in defence or vengeance.



Combining the Ways of our Foremothers: While some of us follow one Way for the whole of our lives, others of us move freely between them. A new House, originally founded as a Medusa Clan, later moves into a town or a city - or finds that the nearest town or city grows to engulf it. Some born into House or Clan choose to roam, following the Way of Euryale for a time as a passage to or rite of adulthood, or simply learning, gathering, and mastering their strengths before returning to attempt their climb in the hierarchy of power. Some who follow Euryale lose their wanderlust as they age, choosing instead to settle or to join House or Clan, or even to found their own in a place newly discovered. Some who are born to a Medusa Clan, or to a Euryale wanderer are fostered to a House for their raising or sent to study in our extensive libraries when they show signs of arcane skill. No matter, whichever Way we were born to, and whichever Way we are following at any one time, we have the same foremothers. We are sisters to all our kind.

We Are Medusa.

#### Alignment and Religion

We follow our three Ways, we remember the lessons of our foremothers, and we respect our places in the hierarchy of power, even as we seek to rise within it. For this, others call us Lawful.

The lies spread about us are as many-headed as a hydra and spread like a snake's poison in the veins of society. For this, for our insistence on self-defence, and for the curse we are innocent victims of, others call us Evil, not realising our true purpose.

We choose to appease and placate the gods, but rarely to dedicate ourselves to them. Those few who do, tend to follow *Our Grandfather of Water and Wave* in the hope that he remembers our foremother Medusa fondly. Otherwise, we worship and sacrifice to whichever gods the place that we dwell within worships and sacrifices to, walking the line between pleasing them, and yet not coming so near to their notice as our foremothers did. We have seen the destruction wrought by the gods' curses and the gods' whims. We do not wish to be their target once again.

#### Adventurers

Those following the Way of Euryale often take up adventuring to pay their way, while those of Sthenno or Medusa sometimes join parties for specific tasks, in order to increase their skill and climb the hierarchy.

#### Names

Our names tend to have a sibilant air to them, as is right for a race part serpent, yet to blend in they are adapted from names common to the place we were born.

Sample names: Allessa, Arith, Cassandra, Iseult, Kephissa, Lencia, Lucille, Phyllis, Taitha, Yrissa

## Medusa Characters

Medusa Characters can be medusas or greater medusas. Medusas and Half-medusas are Medium races, Greater Medusas are Large, but half their length is a snake's tail, which they can coil beneath them or trail behind in order to adapt to Medium houses and furnishings.

#### Medusa Racial Traits

Medusas are humanoid women with snakes instead of hair.

#### +2 Constitution, +2 Charisma, -2 Strength

Medusa are persuasive, beautiful and tough, but not strong. They prefer to talk, deceive or magic their way out of situations, relying on skill and ability rather than muscle.

Normal speed: Medusas have a base speed of 30 feet.

**Darkvision:** Medusas can see in the dark up to 60 feet.

**All-Around Vision:** A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 race bonus to Perception checks and cannot be flanked.

**Bite attack:** A medusa's natural bite attack is considered a secondary attack dealing 1d4 damage + poison.

**Poison:** Bite - injury; save Fort (DC 10 +1/2 her HD + her Con modifier) negates; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

**Medusan Immunity:** A medusa is immune to the petrified condition unless it is caused by her own reflection. A medusa is immune to any medusa's poison.

**Petrification Gaze (Su):** Once per day as a standard action you gain a gaze attack with a range of 30 ft., this lasts until the beginning of your next turn. A subject of your gaze attack must make a successful Fortitude save (DC 10 + 1/2 your HD + your Cha modifier) or gain the petrified condition for 1 round per HD you possess. This ability is usable 1/day. If you possess at least 11 HD the subject gains the petrified condition permanently.

**Languages:** Medusas begin play speaking Common. Medusas with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

#### Greater Medusa Racial Traits

Greater Medusas have the upper body of a humanoid woman and the lower body of a constrictor snake, with snakes for hair.

#### +2 To Any One Ability Score

Greater Medusas are often a varied nature and many are stronger than their fully humanoid sisters.

**Medium:** Greater Medusas are Medium creatures and have no bonuses or penalties due to their size.

**Normal speed:** Greater Medusas have a base speed of 30 feet.

**Darkvision:** Greater Medusas can see in the dark up to 60 feet.

**All-Around Vision:** A greater medusa's snake-hair allows her to see in all directions. Greater Medusas gain a +4 race bonus to Perception checks and cannot be flanked.

**Bite attack:** A greater medusa's natural bite attack is considered a secondary attack dealing 1d6 damage + poison.

**Poison:** Bite - injury; save Fort (DC 10 +1/2 her HD + her Con modifier) negates; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

**Medusan Immunity:** A greater medusa is immune to the petrified condition unless it is caused by her own reflection. A greater medusa is immune to any medusa's poison.

# Age, Height and Weight

# Random Starting Ages

Race	Adulthood	Intuitive	Self-Taught	Trained
Greater Medusa	40 years	+3d6	+5d6	+6d6
Medusa	30 years	+2d6	+3d6	+4d6

# Race Aging Effects

Race	Middle Age	Old	Venerable	Maximum age
Greater Medusa	100 years	150 years	200 years	200+1d% years
Medusa	60 years	100 years	150 years	150+5d20 years

# Random Height and Weight

Race	Base Height	Base Weight	Modifier	Weight Modifier
Greater Medusa	7 ft. 6 in.	220 lbs.	2d12	x7 lbs.
Medusa	5 ft. 4 in.	160 lbs	2d10	x5 lbs.

**Petrification Gaze (Su):** Once per day as a standard action you gain a gaze attack with a range of 30 ft., this lasts until the beginning of your next turn. A subject of your gaze attack must make a successful Fortitude save (DC 10 +1/2 your HD + your Cha modifier) or gain the petrified condition for 1 round per HD you possess. This ability is usable 1/day. If you possess at least 11 HD the subject gains the petrified condition permanently.

**Snake Body:** Due to having the lower body of a constrictor snake, greater medusa cannot be tripped, and do not have a feet slot for magic items.

**Languages:** Greater Medusas begin play speaking Common and Terran. Medusas with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

## Alternate Racial Traits

**+2 Constitution, +2 Charisma, -2 Strength** A few medusa bloodlines are completely dominated by the lithe vitality of the original sisters, making them graceful and hardy, but very petite. This racial trait replaces the +2 Constitution, +2 Charisma, -2 Strength racial traits.

+2 Constitution, +2 Intelligence, -2 Dexterity Some greater medusa rely more on reason than on pure charm, but are not as graceful. This replaces the +2 to any one ability Score racial trait

Ancestral Memories (Su): Medusa are well known for their reverence of their ancestral sisters and familial ties, sometimes these can even surpass death itself. Once per week, she can contact her ancestors to seek advice on a specific course of action. This ability functions as the *augury* spell cast by cleric of a level equal to her Hit Die total. It is her ancestors, rather than a deity, who offer a prediction. Upon reaching 7th level this ability can also function as the *divination* spell. Upon reaching 9th level this ability can also function as the *commune* spell. This racial trait replaces the darkvision racial trait.

**Born with the Bow:** Some medusa fight as if they were born with a bow in their hand. They gain a +1 competence bonus to damage rolls made with chosen bow type. Further, if a foe attacks them with that chosen bow type, they gain a +1 dodge bonus to Armor Class against that weapon. This racial trait replaces the poison racial trait.

**Cold Ones Ancestry:** Some medusa bloodlines trace their linage back to greenfolk, offspring born of lizardfolk and medusa parentage. These medusa can hold their breaths for 5 minutes per point of Constitution. In addition, their webbed hands and feet grant them a +2 racial bonus on Swim checks. Finally, these medusa gain two claw attacks as secondary weapons. The claws inflict damage based on their size (Medium: 1d4, Large: 1d6). This racial trait replaces the medusan immunity, and all-around vision racial traits.

**Euryale Daughter:** Curiosity: Some medusa need to know, and experience a never ending wanderlust. They are often forced to use their wits and observations for survival, and as such, they seek out knowledge of their world with a passion; others are just simply that curious. Once per day, they may add a +2 morale bonus to an attack roll or skill check, but only when entering a location they have previously not explored (subject to GM adjudication). In addition these medusa come to specialize in a handful of skills

over the course of their travels. At 1st, 8th, and 16th level, such medusa gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the petrifying gaze and all-around vision traits.

**Foremother's Child:** One of the Foremother's spirits is looking out for these rare medusa. Whenever they roll a "1" on an attack roll or saving throw, they gain a foremother point. Any time they are about to make an attack roll or saving throw, they can choose to spend a foremother point on the roll. Each foremother point grants them a +1 bonus for that roll only; they must announce how many foremother points they are spending before they make the roll. They can spend as many foremother points as they wish on a single roll, up to the number currently in their pool.

Foremother points do not expire; the points are lost only when they are used. However, medusa can only have a maximum number of foremother points at any one time equal to 10 + their Hit Dice. This racial trait replaces the darkvision racial trait.

**Gorgeous Gorgon:** A rare number of medusa are intoxicating—visions of beauty, desire incarnate, harkening back to the splendor that was the original sister. They gain a +2 racial bonus on all Charismabased skill checks made against those creatures that could be attracted to a humanoid female. This racial trait replaces the darkvision racial trait and cannot be taken by a medusa with the snake form racial trait.

**Hedonism:** Some medusa openly embrace life and all its pleasures. They receive a +2 racial bonus on all saving throws against necromantic spells and effects. This racial trait replaces the poison racial trait.

**Medusan Artisan:** Many medusas exceed the skill of all other races when appraising object, elevating the skill to a work of art. They gain bonus a +2 racial bonus to appraise and appraise becomes a class skill. They can purchase goods that they can successfully appraise with their appraise skill at a 10 percent discount, as they know enough about the objects to find bargains on quality- goods. Finally, they have a keen eye for spotting flaws in objects. When they damage an inanimate object, they inflict 1.5 times their Strength bonus in damage with a one-handed weapon, or twice their Strength bonus in damage with a two-handed one. This racial trait replaces the poison and darkvision racial traits.

**Medusa's Daughter:** Some medusa have an affinity for the divine elemental powers of earth and rural life of the Way of Medusa, that grants them greater powers. Medusa with this racial trait with this racial trait gain a +2 racial bonus on Knowledge (nature) and Survival checks. They also gain a +2 racial bonus on concentration checks made to cast arcane spells defensively and are treated as one level higher when casting divine spells with the earth descriptor, and the archetype class features of the swamp and gorgonic shaman, plus the revelations of the oracle's stone mystery. This ability does not give them early access to level-based powers; it only affects the powers they could use without this ability. This racial trait replaces the petrifying gaze and all-around vision traits.

**Outcast:** These medusa have been exiled from their sisterhood, they also have come to believe that they are accursed; they know that they are not fully part of any community especially their sisterhood. Perception and Survival are always class skills. If they gain another ability that grants these skills as class skills, they gain a +2 racial bonus to these skills instead. This racial trait replaces the medusan immunity racial trait.

**Sacrificial Shaving:** Some medusas perform a dangerous and ritualistic ceremony whereby they gain power through the sacrifice of their snake hair. These medusa can gain the extra hex or extra malediction feat if they meet the feats prerequisites and treat their hexs or maledictions as if they were one level higher in the class that grants that class feature (witch, hellion, hexslinger, malefactor, etc. ) This racial trait replaces the all-around vision, bite, and poison racial traits.

**Sthein Ancestry:** Some medusa trace their linage back to Sthein, the offspring born of a mystical blending of nagas and greater medusa bloodlines. Their base speed is increased to 40 ft. This racial trait replaces the normal speed and medusa immunity racial traits and you must possess snake body in order to select this trait.

Sthenno's Daughter: Some medusa have an affinity for the arcane elemental powers of earth and urban life of the Way of Sthenno, that grants them greater powers. Medusa with this racial trait gain a gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation. They also gain a +2 racial bonus on concentration checks made to cast arcane spells defensively and are treated as one level higher when casting arcane spells with the earth descriptor. bloodline powers of the earth elemental and the stone-eyed bloodline,. This ability does not give them early access to level-based powers; it only affects the powers they could use without this ability. This racial trait replaces the petrifying gaze and all-around vision traits.

# Favored Options

Bard Archetypes: Animal speaker (snakes), Archivist, Magician

Oracle Mysteries: Battle, Life, Lore, Nature, Stone

*Rogue Talents:* Camoflage, Charmer, Honeyed Words, Major Magic, Minor Magic, Quick Disguise, Slow Reactions, Survivalist

Sorcerer Bloodlines: Arcane, Serpentine, Stony-eyed (See Bloodline below), Verdant; Wildblooded Archetype: Envenomed, Grove-born

*Witch Hexes:* Blight (except that the target gradually becomes stone or crystal instead of simply dying), Cackle, Charm, Feral Speech, Poison, Prehensile Hair

#### Favored Class Options

The following options are available to all medusas who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add +1 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.

**Bard**: Add +1 to the bard's total number of bardic performance rounds per day.

**Druid**: Add +1/3 to the druid's natural armor bonus when using wild shape.

**Hellion:** +1/3 to effective hellion level when determining the effectiveness of hexes. (+1 effective level for every three times you select this option.)

**Magus**: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

**Malefactor:** Add +1/2 to the malefactor's level for the purpose of determining the effects of one malediction.

**Occultist:** Add +1/5 to the occultist's binder level. **Oracle**: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

**Ranger**: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

**Rogue**: Add +1 to the rogue's CMD when resisting a grapple or reposition attempt.

**Sorcerer**: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

**Shaman:** +1 ft. fast movement when in wild shape. (+5 feet fast movement for every five times you select this option.)

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

# Class Archetypes

# Gorgonic Shaman (Druid Archetype)

Our foremothers had both strength and power, so that even those who fear us and create a bestial mockery of us name the beast a gorgon in their honor. We know better than to believe the lies and fears spread about us, but some of our number also choose to honor our foremothers directly. Those who do so channel the strength and power our foremothers possessed to protect, defend, and avenge their descendants of today.

# Gorgonic Shaman

Your totem is the combined force of the three original Gorgons, the foremothers of the medusas, bringing the strength of stone to protect and defend, yet possessing the swiftness of a striking snake when attack is called for.

**Nature Bond**: A gorgonic shaman who chooses an animal companion must select a snake. If choosing a domain, the gorgonic shaman must choose from the Charm, Earth, Protection, Serpent and Swamp domains.

**Totem Transformation (Su):** At 2nd level, a gorgonic shaman may adopt an aspect of the gorgons while retaining her normal form. She gains one of the following bonuses: movement (burrow 20 ft., climb 20 ft.), petrifying stare (20-foot line, turn to stone, Fortitude negates, Con based DC (This petrification is temporary—each round, a petrified creature can attempt a new Fortitude save to recover from the petrification)), scales (+2 natural armor bonus to AC), senses (darkvision 60 ft., +4 racial bonus to Perception), or natural weapons (bite [1d3], poison [*frequency* 1 round (6), *effect* 1 Str damage, *Cure* 1 save, Con-based DC] for a Medium druid, +2 CMB to

grapple) . While using totem transformation, the gorgonic shaman may speak normally and can cast *speak with animals* (snakes only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The gorgonic shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

**Stonesight (Su):** At 4th level, stone itself becomes an ally. As long as the gorgonic shaman is standing on a stone surface, she can sense the location of any other creatures that are also on it, giving her advance warning of approaching attack. She cannot be caught flat-footed nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. This ability replaces resist nature's lure.

**Totemic Summons (Su)**: At 5th level, a gorgonic shaman may cast *summon nature's ally* as a standard action when summoning snakes or earth elementals, and these summoned creatures gain temporary hit points equal to her druid level. She can apply the young template to any snake or earth elemental to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

**Wild Shape (Su):** At 6th level, a gorgonic shaman's wild shape ability functions at her druid level -2. If she takes on the form of a snake or earth elemental, she instead uses her druid level +2.

# Stony-eyed Bloodline (Sorcerer)

While most of our sons, and those daughters who are our disappointments, are kept close in our Houses and Clans, there are some who escape, or whose guardians are murdered by those believing the lies spread about us by the Mistress of Madness, who create new sons and daughters outside of our Ways. Though our blood runs thin in these lost children, some of them still show signs that the foremothers have blessed them. Indeed, even some of our disappointments blossom late, coming into power in adulthood, rather than displaying their heritage from birth, and some of our sons find that our foremothers' blood overcomes anything instilled by their sire, so that they too show signs of their heritage. When we learn of such blessed lost children, we try to bring them home and teach them the truth

of our foremothers. Alas, too many of them have been poisoned by lies before we reach them, and now stand in perpetual stone as a lesson to our young ones, and so that such poison will no longer dishonor the foremothers who blessed them.

# Stony-eyed Bloodline

In the past, the force of stone mingled with you or your ancestor's flesh and blood, either through being petrified by some means or by mating with a creature such as a medusa. Now, stone yields its secrets up to you.

#### Class skill: Perception

**Bonus spells:** stone fist (3rd), stone call (5th), arcane sight (7th), stoneskin (9th), stone tell\* (11th), flesh to stone (13th), statue (15th), discern location (17th), mind blank (19th)

\*acts as a 5th level arcane spell for this bloodline

**Bonus Feats:** Combat Casting, Gorgon's Fist, Iron Will, Medusa's Wrath, Scorpion Style, Skill Focus: Knowledge (geography), Still Spell, Toughness

**Bloodline Arcana:** Whenever you cast a spell with a range of personal, your skin hardens, granting you a natural armor bonus equal to the spell's level for 1d4 rounds. This bonus does not stack with any other natural armor bonuses you might have.

**Bloodline Powers:** The strength of stone seeps through your body and mind, infusing all that you do.

Skin of Stone (Sp): At 1st level, you can touch either a single shield or one set of armor as a move action, giving it the *fortification* (*light*) property for a number of minutes equal to 1/2 your sorcerer level (minimum 1). At 9th level, you can confer the *fortification* (*moderate*) property instead, but the duration of the power is halved. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Stone's Ken (Su): At 3rd level, you gain the stonecunning trait as a dwarf; if already a dwarf, your bonus improves to +4. You also always know which way is north, as if using a compass. At 6th level, in addition to locating north, you can also locate familiar objects, as if using *locate object*. At 12th level, you can locate creatures as well as objects. At 15th level, you can see through solid objects as if using a *ring of x-ray vision* for a number of rounds per day equal to your sorcerer level. These rounds do not need to be consecutive.

Mind of Stone (Sp): At 9th level, you can shield yourself from prying magic. This ability acts like a constant *nondetection* spell cast upon yourself. You can end or restore this protection as a move action.

Stone's Embrace (Sp): At 15th level, you may merge with a stone statue or petrified creature as if using *meld with stone* except that if the statue has eyes, you can see as well as hear. You can use this ability for 1 minute per sorcerer level each day. The duration need not be continuous, but it must be used in 1-minute increments.

*Body of Stone (Su)*: At 20th level, your flesh becomes as hard as stone, giving you DR 10/adamantine. You become immune to petrification, poison and stunning and you gain tremorsense 30 feet.

# Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon medusa can multiclass freely between standard character classes, prestige classes for which she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

# Medusa Paragon

The spirit of our foremothers runs strong in some of our children, and they in turn choose to embrace their heritage. Such children are blessed by the foremothers and held as an example to their peers, even as they outstrip them. Their blessing gives them such strength to climb the hierarchy of power, no matter what way they follow, that those of us not so blessed become only their advisors and assistants, speaking words of wisdom and learning to them, and instructing them in the exercise and learning of their power.

Medusa paragons are those medusas who embrace their heritage in all its aspects, honing their abilities with stone and snake alike.

A human (or elf, dwarf, etc) cannot take levels in the medusa paragon class. It is a class reserved for the descendants of the three Gorgon foremothers, Euryale, Medusa and Sthenno. A medusa paragon can multiclass freely between the standard character classes, prestige classes for which she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing.

**Role:** Medusa paragons are primarily skirmishers and scouts, focusing on deception and stealth, though they can also make good secondary combatants. **Alignment:** Any **Hit Die:** d10

#### **Class skills**

The Medusa Paragon's class skills are Bluff, Climb, Craft, Diplomacy, Disguise, Intimidate, Knowledge (arcana), Knowledge (geography), Knowledge (local), Knowledge (nature), Perception, Profession, Sense Motive, Stealth, Survival

Skill Ranks per level: 6 + Int modifier

#### Class Features:

**Weapon and Armor Proficiency:** Medusa paragons are proficient with all simple weapons, plus the longbow, longsword, rapier, scimitar, shortbow and short sword. They are proficient with light armor, but not with shields. They are also proficient with their natural bite attack and tail.

**Hypnotic Hair (Su):** At 1st level, as a standard action, a medusa paragon can set her hair moving in a slow, hypnotic, rhythm, causing one or more creatures to become fascinated by her for 2d4 rounds. Each creature to be fascinated must be within 50 feet, able to see the medusa paragon, and capable of paying attention to her. The medusa paragon must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the medusa paragon has attained beyond 1st, she can target one additional creature with this ability. A medusa paragon cannot use her bite attack or her Manipulative Hair ability while fascinating a creature.



Lvl	BAB	Fort	Ref	Will	Natural Armor	Poison	Special
1	+1	+0	+2	+2	+4	1d3 Str	Hypnotic Hair, Petrification gaze (2/day)
2	+2	+0	+3	+3	+4	1d3 Str	Medusa Talent
3	+3	+1	+3	+3	+6	1d3 Str	Manipulative hair, Large Size
4	+4	+1	+4	+4	+6	1d3 Str	Petrification gaze (3/day)
5	+5	+1	+4	+4	+6	1d3 Str	Medusa Talent
6	+6/+1	+2	+5	+5	+8	1d4 Str	Strangling Hair
7	+7/+2	+2	+5	+5	+8	1d4 Str	Petrification gaze (4/day)
8	+8/+3	+2	+6	+6	+8	1d4 Str	Medusa Talent
9	+9/+4	+3	+6	+6	+10	1d4 Str	Constricting Hair
10	+10/+5	+3	+7	+7	+10	1d4 Str	Petrification gaze (continuous)
11	+11/+6/+1	+3	+7	+7	+10	1d4 Str	Medusa Talent
12	+12/+7/+2	+4	+8	+8	+12	1d6 Str	Tripping Hair
13	+13/+8/+3	+4	+8	+8	+12	1d6 Str	Petrification gaze (mud to stone)
14	+14/+9/+4	+4	+9	+9	+12	1d6 Str	Medusa Talent
15	+15/+10/+5	+5	+9	+9	+14	1d6 Str	Pulling Hair,
16	+16/+11/+6/+1	+5	+10	+10	+14	1d6 Str	Petrification gaze (shield ally),
17	+17/+12/+7/+2	+5	+10	+10	+14	1d6 Str	Medusa Talent
18	+18/+13/+8/+3	+6	+11	+11	+16	1d8 Str	Garrotting Hair
19	+19/+14/+9/+4	+6	+11	+11	+16	1d8 Str	Petrification gaze (animate)
20	+20/+15/+10/+5	+6	+12	+12	+16	1d8 Str	Sister's Avatar

Each creature within range receives a Will save (DC 10 + 1/2 the Medusa Paragon's level + the Medusa Paragon's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the Medusa

Medusa Paragon Class Table

paragon cannot attempt to hypnotise that creature again for 24 hours. While the subject is fascinated by this ability, it reacts as though it were two steps more friendly in attitude. This allows the Medusa paragon to make a single request of the affected creature (provided she can communicate with it). The request must be brief and reasonable. Even after the hypnotic fascination ends, the creature retains its new attitude, but only with respect to that particular request.

A creature that fails its saving throw does not remember that the Medusa paragon hypnotised it. A medusa paragon must possess the all-around vision racial trait to gain the benefits of this class feature.

**Natural Armor Increase (Ex):** A medusa paragon grows snakelike scaly skin that grows thicker and tougher as she embraces her heritage. At 1st level, she gains a +4 natural armor bonus, at  $3^{rd}$  level and every three levels after that this bonus increases by 2

**Petrification Gaze (Su):.** At first level, a medusa paragon gains an additional use per day of her gaze attack and she can activate her gaze attack as a standard or move action. She must possess the petrification gaze racial trait to gain the benefit of this class feature.

• She gains other additional uses at 4th level, and at 7th level.

- At 10th level, the medusa paragon gains a continuous gaze attack (she can suppress it and reactivate it as a swift action).
- At 13th level, a medusa paragon may also choose to direct her gaze at the ground, turning normal mud or quicksand into firm stone (as *transmute mud to rock*).
- At 16th level, a medusa paragon may select her targets more precisely, allowing her to shield her allies from her gaze. She may choose a number of targets in the area of her petrification gaze equal to her Charisma modifier. These targets are excluded from the effects of her gaze.
- At 18<sup>th</sup> level as a swift action, she can animate any one creature she has petrified as the *animate object* spell (CL equal to her medusa paragon class level) she can only animate one creature at a time.

**Poison (Ex):** At 1st level, a Medusa Paragon's poison does 1d3 Str damage, increasing by 1 die size to 1d4 Str at the 6th level, and again at the 12th and 18th levels. She must possess the poison racial trait to gain the benefit of this class feature.

**Large Size (Ex):** Medusa paragon continue to grow in height and weight as they gain power, at 3rd level she becomes Large. While larger the medusa paragon suffers a -1 size penalty to her AC and on attack rolls, a +1 bonus to her CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on her Stealth skill checks. She also gains 10-foot reach. Her equipment resizes to fit her new size as long as she is attending it, though once she stops attending it, it shifts back to its normal size.

The medusa paragon can as a full-round action reduce her size back down to Medium, it also takes a fullround action to increase her size back up to Large.

**Medusa Talents:** As a medusa paragon gains experience, she learns a number of talents that benefit her and harm her foes. Starting at 2nd level, a medusa paragon gains one medusa talent. She gains an additional medusa talent for every 3 levels of medusa paragon attained after 2nd level.

*Ability Score Increase (Ex)* As medusa paragon advances she can gain more innate power. Increase one of her Ability Scores by +2. This medusa talent can be selected only once plus 1 additional time for every 6 medusa paragon class levels the character possess.

*Bonus Feat:* a medusa paragon gains a bonus feat in addition to those gained from normal advancement. Whenever she gains a new medusa talent, she can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the medusa paragon loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A medusa paragon can only change one feat at any given level and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Blindsense (Ex): An paragon medusa snake hair senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows her to pinpoint the location of creatures that she cannot see without having to make a Perception check, but such creatures still have total concealment from her. Visibility still affects the her movement and she is still denied her Dexterity bonus to Armor Class against attacks from creatures it cannot see. The paragon medusa must be at least 11th level and possess the all-around vision racial trait to select this talent.

*Climb (Ex):* Some medusa paragons become skilled climbers, gaining a climb speed equal to their base speed. She must possess the snake form racial trait to select this talent.

*Constrict (Ex):* you gain the constrict universal monster ability in conjunction with your grab medusa talent. The constrict deals 1d8 for a Medium-sized creature and 2d6 for Large, plus 1 and ½ your Strength Modifier. A medusa paragon must be at least 11<sup>th</sup> level, possess the tail slap and grab medusa talent, plus the snake form racial trait to select this talent.

*Crushing Coils (Ex):* A living breathing creature that takes damage from a medusa paragon's constrict attack must succeed on a Fortitude save (DC 10 +1/2 her medusa paragon class level + her Str modifier) or lose consciousness for 1d8 rounds. A medusa paragon must be at least  $17^{\text{th}}$  level, possess the tail slap, grab, and constrict medusa talents, plus the snake form racial trait to select this talent.

*Extended Gaze (Su):* A medusa paragon extends her gaze by 10 ft. She can select this talent multiple times extending the gaze attack by 10 ft. each time.

*Enhance Movement (Su):* A medusa paragon can increase her base movement by 10 ft. She can select this talent multiple times increasing her base movement by an additonal10 ft. each time.

*Enhance Poison (Su):* the medusa paragon's poison now deals Constitution damage instead. This poison can be used no more than once per round. The paragon medusa must be at least 8th level and possess the poison racial trait before selecting this talent.

*Flight (Ex):* A medusa paragon, emulating Sthenno and Euryale, grows large wings, like those of a bat, gaining the ability to fly. She gains a fly speed equal to her base speed. Her maneuverability depends on her size. Medium or smaller medusa paragons have good maneuverability. Large medusa paragons have average maneuverability. A medusa paragon must be at least 5<sup>th</sup> level to select this talent.

*Grab* (*Ex*): The medusa paragon becomes adept at grappling foes, gaining the grab ability with her tail slap. Whenever she makes a successful attack with her tail slap, she can attempt a free grapple check. If successful, she grapples the target. This ability only works on creatures of a size one category smaller than the medusa paragon or smaller. Medusa paragons with this talent receive a +4 bonus on CMB checks made to grapple. A medusa paragon must be at least 8<sup>th</sup> level and possess the tail slap medusa talent plus the snake form racial trait to select this talent.

*Magic Natural Attacks (Su):* The paragon medusa is infused with magic, allowing her to treat all of her natural attacks as if they were magic for the purpose of overcoming damage reduction. If the medusa paragon is 10th level or higher, all of her natural attacks are treated as her alignment for the purpose of overcoming damage reduction.

*Poisonous Blood (Ex):* a Medusa Paragon's blood becomes poisonous to the touch. A creature contacting the blood is exposed to the poison of the medusa's poison as described above. The blood loses its potency one hour after being exposed to the air. When she is damaged by slashing or piecing weapon an adjacent creature must make a successful Reflex save (DC 10 +  $\frac{1}{2}$  the medusa paragon's class level + her Con modifier) or come in contact her poisonous blood. A medusa paragon must be at least 8<sup>th</sup> level and possess the poison racial trait to select this talent.

*Scent (Ex):* The medusa paragon's sense of smell is enhanced by her serpent hair, and becomes quite acute. She gains the scent special quality, allowing her to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow her to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. She can pinpoint the creature's location if it is within 5 feet. The medusa paragon can use scent to track creatures. A medusa paragon must possess the all-around vision racial trait to select this talent.

Serpentine Shift (Sp): A Medusa paragon can wild shape as the druid class feature of the same name, but only into serpentine forms (she cannot take elemental or plan forms). She uses her medusa paragon class level -1 in place of her druid class level. A medusa paragon must be at least 5<sup>th</sup> level to select this talent.

Stone's Embrace (Sp): a medusa paragon may as a swift action merge with a stone statue or petrified creature as if using *meld with stone* except that if the statue has eyes, the Medusa paragon can see as well as hear. She can dismiss this effect as a free action. A medusa paragon must be at least 5<sup>th</sup> level, and possess the petrifying gaze racial trait to select this talent.

Stone Stride (Su): A medusa paragon using stone's embrace can transport herself as a standard action from one statue to another. The statues used must be of similar size and within 500 ft. of each other. The destination statue need not be familiar to the medusa paragon. If the medusa paragon is uncertain of the location of the desired destination statue, she needs merely designate direction and distance and the stone stride ability moves her as close as possible to the desired location. A medusa paragon must be at least 8<sup>th</sup> level and possess the stone's embrace medusa talent, plus the petrifying racial trait to select this talent.

*Swim (Ex):* A paragon medusa gains a swim speed equal to her base movement. This talent does not give her the ability to breathe underwater. She must possess the snake form racial trait to select this talent. *Tail Slap (Ex):* A paragon medusa can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap of a medium creature deals 1d6 points of damage (1d8 if Large) plus half her Str modifier. A medusa paragon must possess the snake form racial trait to select this talent.

*Wing Buffet (Ex):* A paragon medusa, emulating Sthenno and Euryale, learns to use her wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks (suffer a -5 penalty to the attack roll). The wing buffets deal 1d4 points of damage (1d6 if Large) plus <sup>1</sup>/<sub>2</sub> her Str modifier. The medusa paragon must be at least 8<sup>th</sup> level and possess the flight medusa talent to select this talent.

**Manipulative Hair (Ex):** At 3rd level, a Medusa paragon gains fine control over her snake-hair, allowing her to manipulate objects. The hair does not give the Medusa paragon any extra attacks or actions per round, apart from the existing bite attack. The hair can manipulate or hold items as well as the medusa paragon's arms can (for example, allowing the Medusa paragon to use one hand to wield a weapon, the hair to hold a potion, and the other hand to throw a smokestick). The hair has no separate magic item slots. A Medusa paragon cannot use her bite attack or her Hypnotic Hair ability while manipulating or holding objects with her hair. A medusa paragon must possess the all-around vision racial trait to gain the benefits of this class feature.

Grappling Hair (Ex): At 6th level, as a swift action a medusa paragon's hair animates and extends (close range 25ft + 5/2 levels) to grapple and constrict an opponent. Make a grapple check against the target. This grapple check does not provoke attacks of opportunity. If her hair succeeds in grappling a foe, that creature takes bite damage (plus poison), and gains the grappled condition. Your hair receives a +5circumstance bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round you can maintain the grapple as a swift action, if you succeed on the grapple check, you additional bite damage (plus poison). The CMD of your hair is equal to your CMD. You may designate a new target as a swift action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be sundered or targeted as a separate creature and you do not suffer the penalties of the grappled condition. A medusa paragon must possess the all-around vision racial trait to gain the benefits of this class feature.

**Constricting Hair (Ex):** At 9th level, when the medusa paragon's hair successfully grapples an opponent, it can begin constricting her victim as a free action once per round, dealing damage equal to that of its double its bite attack + 1 and a <sup>1</sup>/<sub>2</sub> the paragon

medusa's strength modifier. A medusa paragon must possess the all-around vision racial trait to gain the benefits of this class feature.

**Tripping Hair (Ex):** At 12th level, a medusa paragon who successfully bites or grapples an opponent with her hair can attempt a combat maneuver check to trip the creature as a free action once per round. This does not provoke an attack of opportunity. A medusa paragon must possess the allaround vision racial trait to gain the benefits of this class feature.

**Pulling Hair (Ex):** At 15th level, a medusa paragon who successfully strikes or grapples a foe with her hair can attempt a combat maneuver check to pull the creature 5 feet closer to her as a free action once per round. This does not provoke an attack of opportunity. A medusa paragon must possess the allaround vision racial trait to gain the benefits of this class feature.

**Garroting Hair (Ex):** At 15th level, a medusa paragon can attempt to strangle an opponent as with her hair as part of a grapple. This does not provoke an attack of opportunity from the target of your maneuver and your opponent is also able to hold her breath (which is why most garrote attacks are preformed against unaware and flat-footed opponents). Opponents add +4 to their CMD if wearing Full Plate or a Leather Collar -or- +10 if wearing a Gorget. If her grapple check is successful, she begins doing Garrote damage (1d8 for a Mediumsized creature, 2d6 for Large, plus your Strength Modifier) plus he cannot speak or cast spells with verbal components.

In addition, a target that was not able to hold his breath must make a DC 12 Constitution check. The check must be repeated each round, with the DC increasing by +1 for each previous check. If the target fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (o hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates and dies.

A medusa paragon must possess the all-around vision racial trait to gain the benefits of this class feature.

**Sister's Avatar (Ex):** At 20<sup>th</sup> level a medusa paragon can once per day as an immediate action become an immortal outsider like Sthenno and Euryale for 20 minutes. Change her creature type to outsider, and she gains outsider traits (Do not recalculate HD, base attack bonuses, saves, or skill points. ). She also gains fast healing 5, DR 15/epic and good (or evil if her alignment is good), immunity to death effects, disintegration, exhaustion, fatigue,

# If You Are Garroted:

If you are garroted, you can attempt to break free as a standard action by making a grapple check (DC equal to your opponent's CMD; this does not provoke an attack of opportunity) or Escape Artist check (with a DC equal to your opponent's CMD). A weapon can gain you added leverage to this attempt, granting a +2 circumstance bonus to your check (grappled creatures can only use a one handed weapon). If you succeed, you break free and can act normally.

paralysis, polymorph, *sleep*, starvation, stunning, and suffocation; plus spell resistance 32; In addition she is not subject to death from massive damage.

# Medusa Paragon Feats

#### **Extra Medusa Talents**

"I am more than what you expect, and I am not talking about what is behind my veil!" **Prerequisites:** Medusa talents class feature **Benefit:** You gain a bonus medusa talent though you must still meet that medusa talents prerequisites **Special:** You can take this feat multiple times.

# Half-Medusa Template

Half-medusas are creatures with scaled, serpent-like, skin and a medusa's snakes in place of hair.

"Half-Medusa" is an inherited template that can be added to any medium humanoid or monstrous humanoid race. A half-medusa uses all the base creature's statistics and special abilities except as noted here.

**CR**: Same as the base creature + 1.

AL: Usually lawful evil.

**Defenses/Qualities:** Gains all-round vision; darkvision 60 feet; medusa blood

*All-Around Vision (Ex)* A half-medusa's snake-hair allows her to see in all directions. Half-medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

*Medusa blood (Ex)* Half-medusas count as medusas for any effect related to race, for example they are immune to the gaze effect of other medusas.

Armor Class: Natural armor improves by +1.

**Melee**: A half-medusa gains a snake bite as a secondary attack. (1d3 + poison)

**Special Attacks**: A half-medusa gains the following. *Poison (Ex)* Bite - injury; save Fort (DC is

Constitution-based); *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Abilities: A half-medusa gains a +2 bonus on Constitution

**Skills**: A half-medusa with racial HD has skill points per racial HD equal to 6 + Int mod. Racial class skills are unchanged, and class level skill ranks are unaffected.

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