

Species, Breed: Medusa, Gorgonoth (See: "Note").

Type: Not applicable.

Class: Enchanted (Mammal)

Align: %Roll: 01-50: Evil, 51-00: Good.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D30

Number encountered: 1

Experience points: 600 x level.

Characteristics:

Awareness: 90

Charisma: 40

Constitution: 60

Coordination: 80

Dexterity: 80

Intelligence: 50

Mental-strength: 90

Strength: 50

Wisdom: 45

Movement:

Flying: Can't

Grounded: 30

Swimming: 15

Luck: 300

Oxygen-points: 270

Blood-points: 180

Attack descriptions:

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

or:

Snakes: 10 See: "Special Offenses".

Damage: 1-D12 x5

Range: 2 spaces (10')

Attack type: Needle.

or:

240 lb. Gorgonoth Bow: 3

Damage: 1-D12 x20 (arrows are stone-tipped, bone shaft)

Range: 60 spaces (300')

Attack type: Sharp.

See the following items in the Treasure Book:

"Bow, Gorgon's"

"Quiver, Gorgon's" This creature will have this item.

Defense: 110

Offense: 110

Damage-Points: Roll 3-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x1,200

Bronze: 02+ to have 1-D100 x1,000

Silver: 02+ to have 1-D100 x800

Electrum: 02+ to have 1-D100 x600

White-gold: 02+ to have 1-D100 x400

Yellow-gold: 02+ to have 1-D100 x200

Black-gold: 02+ to have 1-D100 x100

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

Common: None

UnCommon: None

Rare: 02+ to have 3-D12 +3

Legendary: 10+ to have 3-D6 +3

Note:

The Gorgonoth will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

40% chance of having 1-D12 Artifacts

40% chance of having 3-D6 Enchanted Items

40% chance of having 1-D10 Enchanted Armors

40% chance of having 1-D10 Enchanted Weapons

40% chance of having 1-D100 x2 random Gems.

40% chance of having 3-D20 random Special Gems.

40% chance of having 2-D10 Magic Armors

40% chance of having 2-D10 Magic Weapons

40% chance of having 1-D6 Oracles

40% chance of having 5-D20 Other Valuable Items (O.V.I.)

40% chance of having 1-D4 Relics

Description:

Annihilation Strike?: Yes.

Description: In its natural form, this creature will appear as a large serpent with the upper body of a man or woman. In humanoid form, it will appear as a dark-hair, dark-eyed person.

Eye color: Emerald-green. This creature's eyes have a soft illumination within them, causing them to glow.

Eye shape: As an elf.

Hair color: This creature's hair is a mass of dark-brown snakes. She sees from the snakes eyes as well as attack with. Each snake is 10' in length.

Height: 8'-0" This is the height in which she is usually encountered in her serpentine-like form. She can actually raise up to a heigh of 20'-" if she so chooses.

Length: 30'-0"

Skin color: Pale-white from the torso up and stone-gray from the torso down.

Skin texture: Smooth and soft from the torso up, and scaly from the torso down.

Posture: Serpent-like, yet humanoid from the torso up.

Weight: 1,000 lbs.

Dislikes: This creature detests the Medusa, and will go out of its way to destroy one.

Disposition: The Gorgonoth is not a murderer, though they distrust and shun all but their own. However, this creature will go to extremes to destroy a Medusa, or an Amalagon Elf.

Fears: None.

Habitat: Jungle. This creature is very rarely encountered in other regions.

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

Language: In this creature's native language, Esetha means to "pull". This is the hissing sound one will hear, echoing throughout her lair, just as she is going to let loose an arrow.

Life-span: Immortal, yet this creature can be slain.

Likes: Crafting.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: See: "Marrik" in the Legends Section of the Basic Rules Book (See: L Section).

Special Abilities: Modification-points: This creature will have modification-points as follows: $3\text{-D}20 + 9$ (for level 0), and then $2\text{-D}6 + 1$ modification-points per 2 levels advanced (exactly as a player character initially rolls for modification-points, and how he or she gains modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Mostly, this creature will learn any ability and spell that will enhance their ability to alter living and non-living matter.

Reversal: To return an altered victim back to its natural state. There is a 1% chance per level that a Gorgonoth will have this extra-ordinary ability.

To accomplish Reversal, and change an altered victim back to its original, the Gorgonoth must be in physical contact with the altered for 10 turns (50 seconds). There are no avoidance-rolls or side effects to the creature, or items upon a creature, when restored back to its natural state.

Shape-Shift: The Gorgonoth can shape-shift to humanoid form, or back in 1 turn (5 seconds).

Special Defenses: Resistances: This creature has the following resistances:

Magic: 91%

Mental-attack: 91%

Pain: 91%

Shock: 91%

Sickness: 91%

Stun: 91%

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

Even though the avoidance-roll may be successful, the victim will be poisoned, and must then make a second Avoidance-roll vs. "Poison". Whether successful or not, the effects will be as follows:

Failure: Death will occur in 1-D6 days.

Success: -5-D20 +10 to Defense / Offense for 3-D10 days.

Movement: -5-D10 spaces per turn (minimum of 1 space (5')).

Victim must successfully make a last desperate Avoidance-roll vs. "Poison" or death will have a 50% chance of occurring in 3-D10 days (all penalties incurred will remain in effect).

Stone-Glance: The Gorgonoth 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) will have a -60 to both Defense and Offense. The glance of this creature can be withheld (not used). It is up to the creature.

Susceptibilities: None.

Weapon susceptibility: Rank-26 (or better) enchanted weapon to harm.