Medusa

Medium Monstrosity, Lawful Evil

AC 15 (natural armor)

Initiative +6

HP 127 (17d8 + 51)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

INIT

	STR	DEX	CON	INT	WIS	CHA
Score	10 (+0)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	15 (+2)
Save	+0	+3	+3	+1	+4	+2

Skills Deception +5, Perception +4, Stealth +6

Senses passive Perception 14, darkvision 150 ft.

Languages Common plus one other language

CR 6 (2,300 XP)

Actions

Claw. Melee Attack Roll: +6, reach 5 ft. 10 (2d6 + 3) Slashing damage.

Multiattack. The medusa makes two Claw attacks and one Snake Hair attack, or it makes three Poison Ray attacks.

Poison Ray. Ranged Attack Roll: +5, range 150 ft. 11 (2d8 + 2) Poison damage.

Snake Hair. Melee Attack Roll: +6, reach 5 ft.
5 (1d4 + 3) Piercing damage plus 14 (4d6) Poison damage.

Bonus Actions

Petrifying Gaze. Constitution Saving Throw: DC 13, each creature in a 30-foot Cone. If the medusa sees its reflection in the Cone, the medusa must make this save. First Failure The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. Second Failure The target has the Petrified condition instead of the Restrained condition.