

# GORGONBLOOD



The serpentine beings known as gorgonbloods trace their lineage back to the cursed priestess Medusa. Once beloved and respected, she was transformed by divine punishment, her locks becoming serpents and her gaze gaining the power to turn the living to stone. This fearsome legacy flows through the veins of the gorgonbloods, intertwined with Medusa's bitter resentment towards the gods.

In their hidden enclaves, adorned with the petrified forms of those who dared to trespass, the gorgonbloods are governed by a line of powerful matriarchs. They plot their vengeance against the divine, weaving intricate schemes born from the embers of ancient injustice.

Gorgonblood society is ruled by strict laws and unwavering loyalty to their matriarchs. From a young age, they are trained in the arts of archery, curse-weaving, and the intricate histories of the realms they seek to influence from the shadows. Those within their ranks which are perceived as weak or soft-hearted are met with vicious threats and even death, for the gorgonbloods fear that any vulnerability may unravel the tapestry of their grand design.



## ⋈⋈⋈ Gorgonblood Traits ⋈⋈⋈

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Age.** Gorgonbloods reach maturity around 15 years into their lifespan, living roughly 200 years.
- **Alignment.** Most gorgonbloods are lawful, following Medusa's teachings in exact detail, and evil, their thoughts bitter, like their progenitor.
- **Languages.** You can speak, read, and write Common.
- **Size.** Gorgonbloods are about 6 feet tall, but rarely weigh over 200 pounds. Your size is Medium.
- **Speed.** You have a walking speed of 35 feet.
- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Hissing Hair.** You can't be surprised while you are conscious.
- **Martial Training.** You are proficient with shortbows and longbows.
- **Stoney Silence.** You have advantage on Charisma (Deception) and Charisma (Intimidation) checks, and disadvantage on Charisma (Persuasion) checks.
- **Stone Gaze.** Whenever a creature you can see hits you with a melee attack, you can use your reaction to force it to gaze into your stone eyes. If it isn't blinded, it must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or its attack misses, and it becomes restrained until the start of its next turn. Starting at 5th level, the creature is petrified instead of restrained. Once you use this trait, you can't use it again until you finish a long rest.
- **Subrace.** Gorgonbloods are divided into two main branches: cursekeepers and seasnakes.



## Cursekeeper

Cursekeepers are gorgonbloods who have learned to use Medusa's curse as a blessing, uncovering its innate magic and using it to destroy any who oppose them.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Cursed Vengeance.** When you damage a creature you can see, you can use your reaction to curse it with gorgon magic for 1 minute. For the duration, whenever you damage the creature, it takes extra necrotic damage equal to your proficiency bonus. Once you use this trait, you can't use it again until you finish a long rest.
- **Gorgon Magic.** You know the *acid splash* cantrip. Starting at 3rd level, you can cast the *detect poison and disease* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *ray of enfeeblement* spell with this trait. Once you cast *detect poison and disease* or *ray of enfeeblement* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).
- **Venomous.** You have resistance to poison damage.



## Seasnake

Seasnakes have broken away from the main group of gorgonbloods, instead opting to swim under the sea, forming underwater tunnel systems and traversing the world unseen.

- **Ability Score Increase.** Your Dexterity score increases by 1.
- **Eel's Skin.** You have resistance to lightning damage.
- **Sidewinder.** You have advantage on Dexterity (Acrobatics) checks made to resist or end grapples or restraints, and disadvantage on Strength (Athletics) checks made to climb.
- **Under the Sea.** You can breathe air and water, and you have a swimming speed equal to your walking speed.