

20-sided monsters: The Adaptation of Greek Mythology to Dungeons and Dragons

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William S. Duffy (wduffy@alamo.edu)

<p>1) 5e Medusa (MM 214) Petrifying Gaze: When a creature that can see the medusa’s eyes starts its turn within 30 feet of the medusa, the medusa can for it to make a DC 14 Constitution saving throw [to avoid the petrification process] Multiattack: The Medusa makes either three melee attacks—one with its snake hair and two with its longsword—or two ranged attacks with its Longbow</p>	<p>2a) 3.5 Hydra “Behind the Curtain” (MM 156) Hydras are intended to be monsters that are difficult to defeat by conventional means. Characters without the Improved Sunder feat will find it difficult and dangerous to attack by lopping off the monsters heads, and the hydra’s fast healing ability means that damage directed at its body are quickly restored.</p>
<p>2b) “Nerfed” 5e Hydra (MM 190) At the end of its turn [the hydra] grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn.</p>	<p>3) 5e Harpy (MM 181) When her singing failed to draw Fenmarel Mestarine to her side, the elf cursed the gods, invoking a dreadful power and transforming her into the first harpy.</p>
<p>4) 5e Minotaur (MM 223) Minotaurs are the dark descendants of humanoids transformed by the rituals of cults that reject the oppression of authority by returning to nature. Inductees often mistake these cults for druidic circles or totemic religions whose ceremonies involve entering a labyrinth while wearing a ceremonial animal mask...Unknown to all but their highest ranking leaders, these mystery cults are the creations of the demon lord Baphoment, the horned king, who layer of the Abyss is a giant labyrinth.</p>	<p>5) 5e Chimera (MM 33) Chimera were created after mortals summoned Demogorgon to the world. The Prince of Demons, unimpressed with the creatures that surrounded it, transformed them into horrific, multi-headed monstrosities. This act gave rise to the first chimeras.</p>
<p>6) 5e Hydra (MM 190) At the dawn of time, Tiamat, the Queen of Evil Dragons, slew a rival dragon god named Lernaean and cast her blood across the multiverse. Each drop that fell upon a world spawned a multi-headed hydra consumed by a hunger as great as the felled god’s hatred.</p>	

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