

⋈⋈⋈⋈⋈⋈ Gorgon's Head ⋈⋈⋈⋈⋈⋈

Wondrous item, very rare (requires attunement)

This gruesome item is the preserved head of a medusa, its snakes still writhing and eyes perpetually open. The head retains its petrifying power, though somewhat diminished.

- **Petrifying Gaze.** As an action, you can present the gorgon's head to unleash a petrifying gaze in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or be petrified for 1 minute. Unless surprised, a creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see you until the start of its next turn. A creature can repeat the saving throw at the end of each of its turns, doing so with disadvantage if it can see the head. On a successful save, the creature is no longer petrified. Once this property is used, it can't be used again until the next dawn.

- **Serpentine Awareness.** While the head is in your possession, you can't be surprised while you are conscious, and you can communicate telepathically with snakes within 60 feet of you.

- **Stone Ward.** While the head is in your possession, as a reaction when a creature you can see within 60 feet of you is hit by an attack, you can momentarily turn its body into stone by presenting the head. The creature gains resistance to the damage of the triggering attack. This property can be used twice, regaining all expended uses daily at dawn.



⋈⋈⋈⋈⋈⋈ Perseus Shield ⋈⋈⋈⋈⋈⋈

Armor (shield), rare (requires attunement)

This elegantly crafted shield is made from polished bronze that glows with an inner light. Its surface is as reflective as a mirror, capable of showing not just the physical form but glimpsing into the soul. The shield's edge is adorned with intricate carvings that depict the story of Perseus, serving as a constant reminder of the triumph over darkness.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

- **Defiant Gaze.** While holding this shield, you have advantage on saving throws against being blinded or petrified.

- **Medusa's Reflection.** While holding this shield, if you succeed on a saving throw against an effect that would blind or petrify you, you can use your reaction to reflect the magic onto another creature within 30 feet of you. If the creature isn't blinded, the effect instead targets that creature. Once this property is used, it can't be used again until the next dawn.