

8 - B I T

Gorgon *Breath*

B E A S T I E S



Gorgon Slime

Don't let the smile fool you.



Gorgon Breath

A retro-flavored monster compatible with
Dungeon World and OGL 5e fantasy games.

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A rare variant on more typical slimes, the Gorgon Slime is an unassuming creature that devours metal. Using its keen sense of smell, it's able to hone in on metals from miles away. It then slowly dissolves and absorbs the ores it finds for sustenance.

While it's intelligent enough to avoid sentient races that might threaten it, it loves gold above all other meals and often comes into conflict with adventurers seeking the riches of secluded dungeons and treasure troves.

Gorgon Slime	
Small ooze, unaligned	
HP: 8 (2d6+2)	AC 10 (natural arm)
Speed: 20 ft	CR 1/2 (100 XP)

STR 10 (0) **DEX** 8 (-1) **CON** 12 (+1) **INT** 10 (0) **WIS** 14 (+2) **CHA** 14 (+2)

Damage Vulnerabilities slashing

Damage Immunities piercing, poison, acid

Damage Resistance bludgeoning

Condition Immunities charmed, deafened, exhaustion, frightened, poison, prone

Senses passive Perception 12

Languages -



Eyes Wide Open. Much like its namesake, the Gorgon Slime’s gaze can turn creatures (tiny to large) to stone. Unfortunately for the slime itself, it cannot command this ability at will. All of its eyes must be open at the same time, and the Gorgon Slime has no control over the eyes on its snake hair. It falls to chance whether its next attack will be the pathetic flailing of a barely threatening monster, or a lethal strike that leaves its target a lifeless statue.

Whenever the Gorgon Slime moves, attacks, or takes another action, the GM should roll a D20. If it lands on a 20, any creatures standing within 30 feet who can see it must roll a Constitution DC. If they roll below a 10, they’re turned to stone.

Expert Splitter. Whenever the Gorgon Slime is killed with slashing damage, it immediately splits into two new Gorgon Slimes, both with full HP. It may also split if it has devoured a large amount of ore.

Mildly Corrosive. The Gorgon Slime’s body is acidic, but not intensely so. Any non-magical weapon made of metal or wood will corrode if it hits a Gorgon Slime three times.

The first time it corrodes, it suffers a -1 penalty on damage rolls. If it’s used in three more attacks, it corrodes further and suffers a -2 penalty on damage rolls.

If it’s corroded a third time, the weapon breaks.

Amorphous. The Gorgon Slime can move through a space as narrow as one-inch wide without squeezing.

Multiattack. The Gorgon Slime may attack two times during its turn.

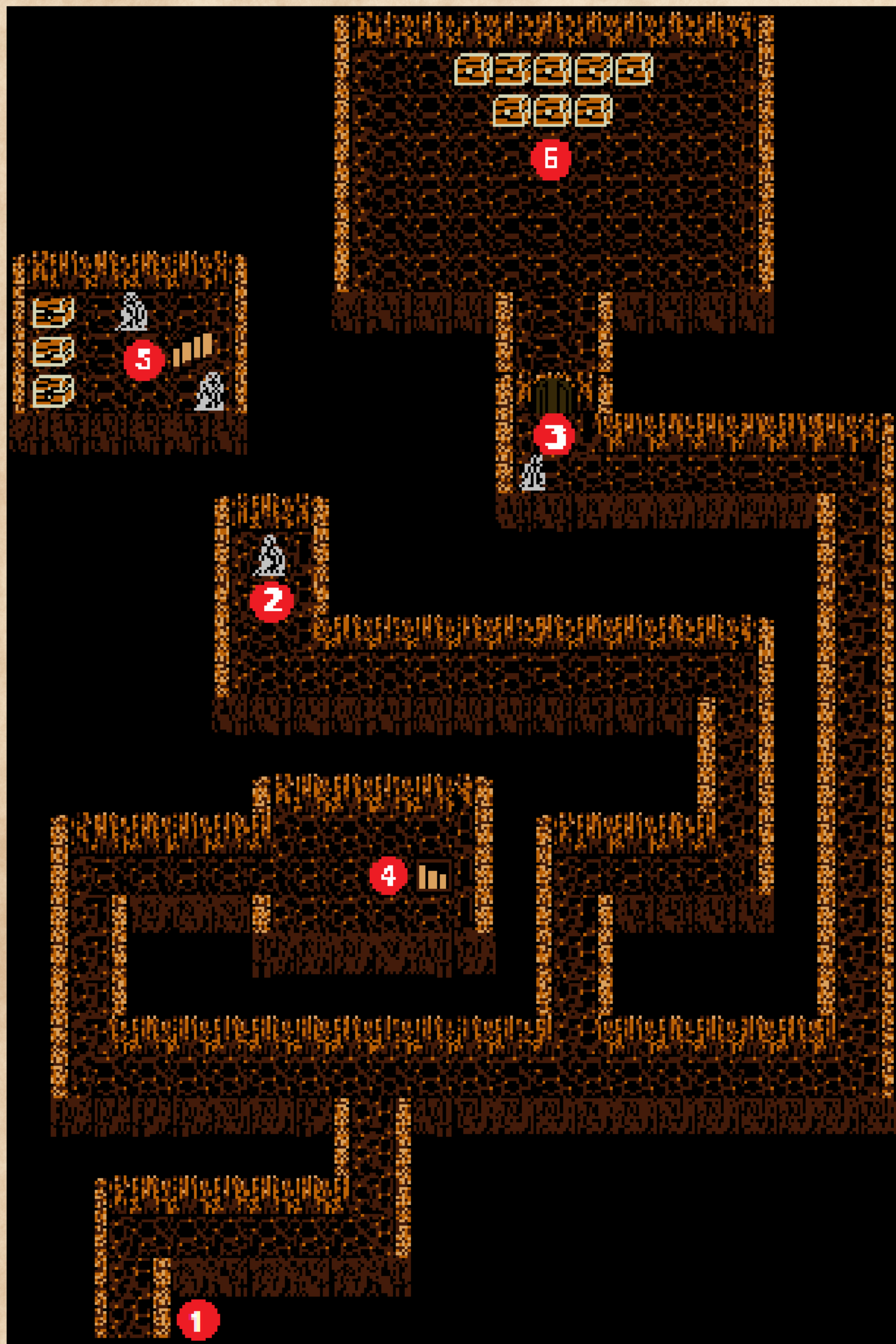
Actions

Pseudopod. *Melee Weapon Attack.* 5ft. 1d4 bludgeoning damage.



Gorgon Slime
Small, group, amorphous, cautious

Pseudopod (d4 damage)	2 HP	1 Armor
Special Qualities: Look turns you to stone.		Close
<i>Instinct:</i> To consume metal. * Turn a body part to stone with a look * When taking 6 or more damage, create an extra Gorgon Slime instead * Dissolve non-magical wood or metal		



6

Main Treasure Room.

This room contains a treasure horde split between eight chests. Two of these have already been destroyed and emptied by six **Gorgon Slimes** that are currently trying to bash their way into the remaining six.

The GM can read the following when the PCs enter the room:

A squishy thudding fills the air. Ahead of you rests a cluster of chests. A clutch of small green globs surrounds them, bashing at their moldering timbers with slimy pseudopods that sprout from the top of their forms. You can hear sounds like a faint hissing. As you enter, they turn to meet you.

1

Entrance/Exit.

2

Petrified Adventurer.

An adventurer turned to stone by a Gorgon Slime. The GM can read the following:

You see the statue of an elvish man. His fingers are wrapped around a short sword, its blade inlaid with an ornate pattern. A look of confusion and fear is spread across the smooth stone of his face. It's impeccably lifelike. The sculptor was clearly skilled.

3

Locked Door.

The door is locked. To open it, the PCs need to retrieve the key in the Basement Treasure Room (5).

The PCs can alternately attempt to pick the lock. It's old and rusted, and requires the equivalent of a Hard DC.

4

Stairs to Basement Treasure Room (5).

5

Basement Treasure Room.

A small basement room containing two statues similar to the one at (2). There are also three broken treasure chests coated in what appears to be a congealing green ooze. Traces of dissolved metal tinge the ooze.

If the PCs search the floor (Moderate DC), they'll find a key that unlocks the door at (3).

5e Rewards:

7,500 SP, 1,500 GP, 8 PP, 2 Large Gemstones (150 Each), Sun Sword

Dungeon World Rewards:

1d10x1000 Coins, 1d10x10 Gems worth 2d6x100 each, 1 Magic Item

D&D 5e Open Game License

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