GORGIMERA

Large Magical Beast

Hit Dice: 10d10+40 (95 hp)
Initiative: +1 (Dex)
Speed: 40 ft, fly 50 ft (poor)
AC: 17 (-1 size, +1 Dex, +7 natural)
Attacks: Bite +13 melee, bite +11 melee, butt +11 melee, 2 claws +11 melee
Damage: Bite 2d6+4, bite 1d8+2, butt 1d8+2, claw 1d6+2
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Breath weapons
Special Qualities: Scent
Saves: Fort +11, Ref +8, Will +4
Abilities: Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10
Skills: Hide +5, Listen +7, Spot +7
Feats: Alertness, Multiattack, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary or pair
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral
Advancement: 11-14 HD (Large); 15-30 HD (Huge)

The gorgimera is a three-headed creature akin to the chimera that hunts its prey in much the same manner.

It has the hindquarters of a gorgon and the forequarters of lion. Its leathery dragon wings are reddish-brown and the gorgimera has the heads of a lion, dragon, and gorgon. The dragon head varies in color (see table), the lion’s head is maneless with green eyes. The scaly gorgon head is bluish-black with glowing crimson eyes. The gorgimera stands about 5 feet tall at the shoulder, is nearly 10 feet long, and weighs about 4,200 pounds.

Gorgimeras can speak Draconic but seldom do.

COMBAT

The gorgimera likes to surprise its prey. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

**Breath Weapons (Su):** The gorgimera has two breath weapons; one from the dragon’s head and one from the gorgon’s head.

*Dragon:* Every 1d4 rounds, damage 3d8, Reflex half DC 19. Use all rules for dragon breath of the appropriate type (see the Dragon entry in Core Rulebook III) except as specified in the table below.

To determine the head color and breath weapon randomly, roll 1d10 and consult the table.

<table>
<thead>
<tr>
<th>1d10</th>
<th>Head Color</th>
<th>Breath Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Black</td>
<td>Line of acid*</td>
</tr>
<tr>
<td>3-4</td>
<td>Blue</td>
<td>Line of lightning</td>
</tr>
<tr>
<td>5-6</td>
<td>Green</td>
<td>Cone of gas**</td>
</tr>
<tr>
<td>7-8</td>
<td>Red</td>
<td>Cone of fire</td>
</tr>
<tr>
<td>9-10</td>
<td>White</td>
<td>Cone of cold</td>
</tr>
</tbody>
</table>

*A line is always 5 feet high, 5 feet wide, and 40 feet long.*
**A cone is always 20 feet long.

*Gorgon:* Every 1d4 rounds (but no more than twice per day), turn to stone permanently, Fortitude save DC 19, cone, 30 feet.

*Skills:* The gorgimera’s three heads give it a +2 racial bonus to Spot and Listen checks.

The Gorgimera first appeared in module S4 (Gary Gygax, 1982).