

Playing The Gorgon

Monstrous, defensive, and lonely. You are a creature that many fear, and others seek out as a challenge to be bested. You have trusted few and been betrayed and hurt. The Gorgon explores trust, betrayal and the difficulties of creating positive attachments.

The Gorgon's consistently high Cold stat plays into their desire to keep others at bay. The Gorgon's stat options focus their methods for keeping their distance: physical violence (Volatile) or dark powers (Dark). While their low Hot stat makes it hard to seek the emotional connections they desire.

When you play the Gorgon, explore the conflict of wanting closeness but not wanting to be hurt by others. Moves like *To Love a Monster* allow you to fall hard for another player but still keep your cool in the moment, while *Terrifying Visage* can help keep others away from you. Maybe even the target of your affections?

With *Unapproachable*, the Gorgon player can choose to have the other player roll to *Keep Their Cool*. If the player succeeds they still gain the benefits of a roll to *Keep Your Cool*, and can then roll to *Turn Someone On*. If they fail they cannot go through with the *Turn Someone On* move.



The Gorgon

Heroes have sought your head. You are a monster to be fear and respected, your gaze can stop them dead in their tracks, and only the bravest can muster the strength to stare back.

Perhaps it is not just others you have turned to stone, you are slow to trust and quick to push others away. Hurt them before they hurt you.

Credits

*This is a fan Skin for Monsterhearts 2, designed by Lauren Bond
Check out the game at buriedwithoutceremony.com*