The Dungeon Under the Mountain
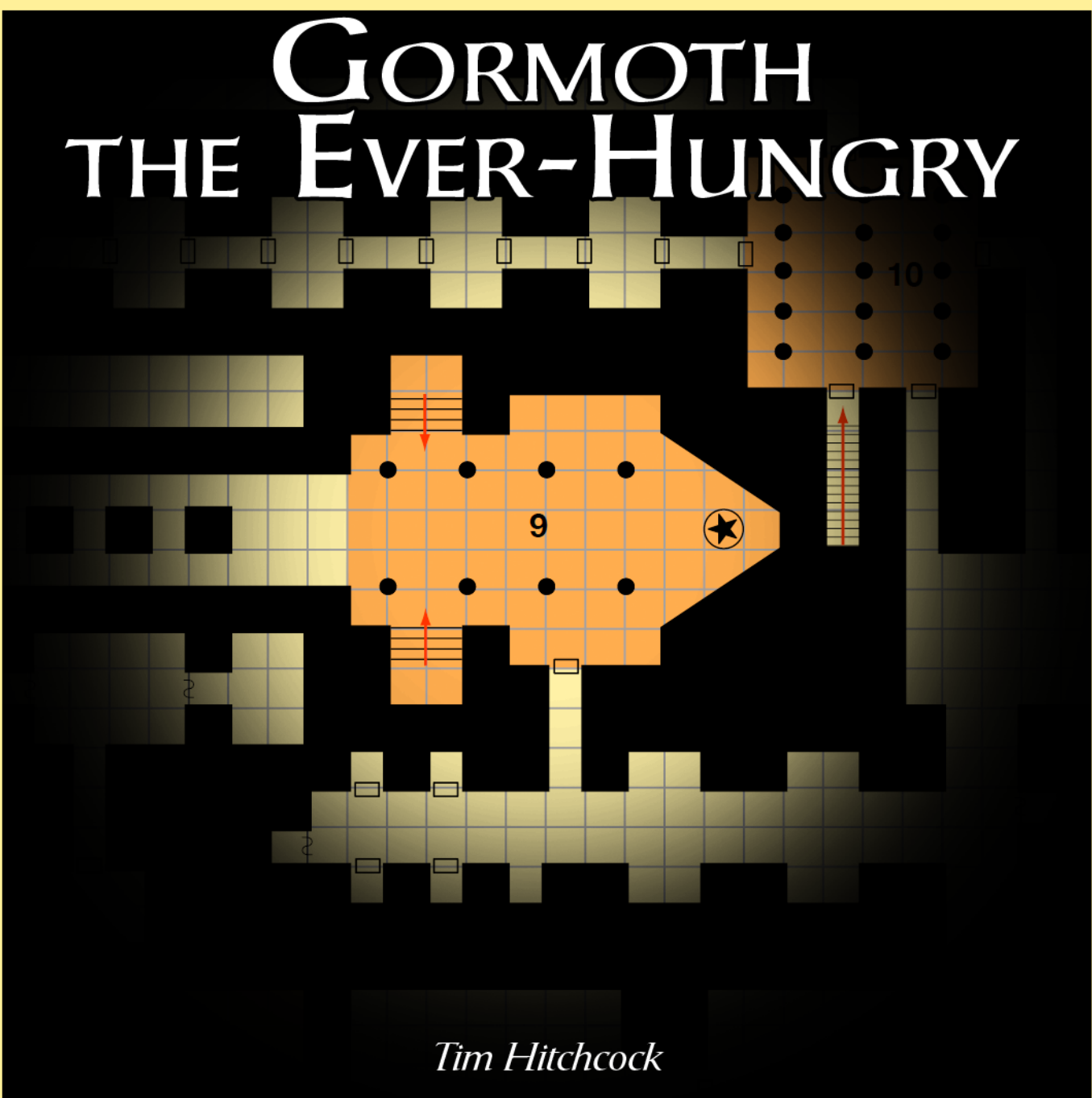
ROOMS & ENCOUNTERS

Official Game Accessory

GORMOTH the EVER-HUNGRY

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Gormoth the Ever-Hungry

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What is this Product

This product contains one room or one dungeon -based encounter. All the rooms featured here are taken from one of *The Dungeon Under the Mountain* products, available at www.0onegames.com, although these products are not necessary, since the encounter can be adapted without effort to any existing dungeon.

How to Use this Product

This product takes advantage from the PDF technology, joining old-fashioned style with the most advanced electronic features. In order to use this product you must use Adobe Acrobat 6 or later.

This product has been designed to help busy referees in preparing dungeon adventures and encounters. Instead of wasting time scaling the encounters and adapting them to your party, here you will find a pre-scaled encounter suitable in three different versions (for low, mid and high level of play). At the beginning of the encounter text, you will find a big button like this.

RULE THE DUNGEON!

By clicking on this button you can choose which level want to play (low, medium, high). When you have made your choice all the relevant portions of the text will change accordingly.

Monsters will scale, DCs will change, traps and behaviors of the villains will change, according with the level of play you choose.

Nevertheless, this is not all.

Beside each paragraph you will find the same button found before, but much smaller. This button allows you to change only the appropriate paragraph. Therefore, if you need stronger monsters in your low-level encounter, you can adjust them and use mid-level monsters instead of low-level ones. Likewise, if you want traps tougher, just click on the paragraph button and change the level of the traps paragraph. Blank spaces, due to different text lengths, will be filled with placeholder artwork, so you will have a good-looking page.

Finally, a paragraph called "Personal Notes" is left blank. This paragraph features a text field you can fill with your notes about the encounter, simply click and write.

The document saves automatically the notes when you close it. In order to recall the notes present on a document you must choose "Load Notes" from the paragraph button. Note that if you load the previous notes they will override the notes you are writing

The buttons will not be printed.

The Maps

Those familiar with *The Dungeon Under the Mountain* products will found the maps easy to use. The product comes with two maps of the room. A smaller version of the map is intended for the referee; the second, larger one, may come split in more than one sheet and it is intended for miniature play.

The smaller map features the "Rule the Dungeon" button. Clicking this button, you can customize the map by opening or closing the doors, removing the furniture or removing the fill in the walls and more, depending on the room's layout. All the choices made on the smaller map are reflected on the larger one.

The Background

The Dungeon Under the Mountain is a massive dungeon complex extending endlessly below the ground. In a remote past, ancient evil beings dwelled in the area. Now, the remaining of these mysterious evil beings have seized the dungeons and filled it with deadly traps and monsters. Also, many known villains have established their strongholds in the depths of *The Dungeon Under the Mountain*. Nobody knows why this dungeon is filled by danger, but nobody cares, since this dungeon is the most prized adventure ground of the world. However be warned, adventurers, your life will be not easy here and dozens of self-calling heroes never returned from the *Dungeon Under the Mountain!*

"You Have Been Warned"

UNDER THE MOUNTAIN

GORMOTH THE EVER-HUNGRY
(LEVEL 1, ROOM 9)

Background and Lead-ins

Room 9 is the lair of Gormoth the Every-Hungry, a lazy hydra that a nearby kobold tribe uses as an unwitting protectorate. Under the wise guidance of their shaman, each month several tribe members are appointed to the prestigious position of "Caretaker of the Gormoth". Like most hydras, Gormoth has a temper made even more terrible by hunger, therefore should a caretaker not succeed in his task of procuring food for the beast; he is instead, fed to the Ever-Hungry to placate it. Players should encounter the kobolds while exploring the surrounding corridors, prior to entering Gormoth's lair.

Following their inauguration, caretakers scour the surrounding dungeons for potential food, using all manner of clever tactics to draw it to Gormoth. Craven creatures, the kobolds target opponents obviously weaker then themselves. When faced with superior adversaries, they rely on trap use and hit-and-run tactics to separate them. If they feel bold enough, they may attempt to abduct a lone or sleeping individual, but are more likely to provoke a chase by stealing an individual's valuables in hopes of luring them to the hydra. It is also possible to reason with caretakers, especially since few of them desire the role of Gormoth's next meal. Following diplomatic exchanges, they explain their position and attempt to sequester the adventurer's aid in ridding the dungeon of the hydra and possibly disposing of their leader so they can claim leadership of their tribe. If made friendly, they promise to reveal the location of hidden treasures as a reward.

This section of dungeon surrounding Gormoth's lair is entirely cut off from the remainder of the Dungeon Under the Mountain. Its only entrance is a descending flight of stairs in a narrow corridor south of room 10. The kobold tribe populates the surrounding corridors, with the bulk of the tribe living in unmarked area also south of room 10. To protect their territory from intruders they have ensnared most of the surrounding corridors with razor-wire traps. The kobolds also harvest Gormoth's dung as fertilizer for edible lichen and mushrooms, which in turn attracts the small animals they hunt for food. Such patches can be found through out the unmarked sections of the dungeon, along with the remains of half devoured rats, vicious razor wire traps, and other evidence of kobold activities. Statistics for doors and razor-wire traps located in this area are provided below, as are details of the tribe and important members.

There are two possible ways for characters to enter room 9. The first is the partitioned corridor to the west; the second is the small door in the southern alcove. The western corridor is 15-feet wide, divided up the middle by alternating 5-foot-square stone columns. These columns provide potential hiding spots for kobolds as well as coverage from the hydra's breath weapon. The corridor is over 50 feet long, with the last 15ft section opening to its full 15-foot width as it reaches the main room The southern door connects to a small, 5 foot wide passage traveling south that connects another wider passage filled with doors and alcove that runs west to east.

Room Environment

Lighting: None (all occupants rely on the use of their natural darkvision)

Scent: A pungent and overwhelming scent of rotting dung.

Sounds (prior to entering): shuffling and scraping noises

Walls and Ceiling: The ceiling is elevated 30 feet from the floor and

appears to be limestone hewn from the natural caverns into which the dungeon was originally set. The walls large symmetrically cut stone blocks of an entirely different conglomerate comprised of dark granular pebbles flecked with mica. The eight pillars in this room were also cut from the latter material. The walls and pillars have traces of long dead, small spidery vines still clinging to them.

Floor: Two noticeably different types of flagstone divide the central chamber. Earthy, clay-like flagstones run the 15-foot-wide central section of floor extending from the wide entrance corridor between the pillars, bisecting the main room. The remaining floor is laid with the same material as the walls and pillars. Within the main chamber, several larges piles of dung dot the floor, and large painted swaths of it trail into the adjacent staircases.

Room Description for the Players

Even as you approach this darkened chamber, you are overwhelmed by the offensively pungent odor of rotting dung. The stonework here seems different then the rest of the dungeon, strangely out of place, as does the symmetrically awkward structure of the room. Pillars line the room, spaced 5-feet from the outer walls in 10-foot intervals. Unfortunately, your examination of the room is cut quick by several monstrous bellows and the pounding of feet as a huge, multi-headed saurian beast charges at you!

Room Description for the Referee

The shape of the larger chamber is odd, but symmetrical. Essentially, it is comprised of several angular alcoves built off a 25-ft by 40-ft central chamber. It starts where the 15ft-foot-wide corridor opens into its western wall, the flagstones here remain identical

to those of the corridor and continue for a full 40 feet, flanked on either side by pillars spaced 10 feet apart. At this point, both walls taper in for 15 feet to create a small 5-foot-square alcove. A humanoid-shaped statue stands as the tapered alcove's centerpiece. Five feet in from the corridor, just beyond the pillars to the north and south, are two identical 10-foot-wide stairwells, rising up 10-feet from the room and each leveling off to a small 5-foot by 10-foot landing. Five feet beyond each stairwell, again marked by pillars, two identical 5-foot-deep, 20-foot-long alcoves run the remainder of the northern and southern walls. Both alcoves are carved extensively with runes, but fitted into the stonework of the southern wall is a short, crude oak door.

The humanoid-shaped statue in the far alcove is headless and damaged badly. Its naked female torso bares a thick layer of fur and it has cloven feet. It appears to have had a tail, but it is broken off. Its arms are outstretched and the right hand is broken off. The thumb of the left hand is also missing, but in its open palm rests an apple. Thin dead vines, like those found elsewhere in the room, creep across its gray stone surface. A secret compartment hidden in its base holds two divine scrolls.

The entire room was once a traveling fairy court; the statue was that of the high fey judge. All the runes in the room are in sylvan and detail various trials, though the most recent appears to have been over a thousand years ago.

Combat Tactics

If the kobolds and the players are at odds, they make multiple stealth attacks, attempting as best they can to lure players to a confrontation with

the hydra. If they can, they try to lead the players into the room from the western corridor, using the alternating stone blocks for cover and to make sneak attacks. After that, they hide in the stairwells opposite the room, and wait until the hydra attacks the players before attacking from behind with ranged weapons and spells. Badly injured (those reduced to 25% of their total hit points) attempt to flee, forcing those remaining to make moral checks to avoid routing.

The hydra immediately charges intruders and attacking viciously with all it heads. If using the cryohydra, it begins combat with a breath attack and continues to take advantage of it every 1d4 rounds. The hydra isn't very intelligent and during comb at it flails indiscriminantly to dangers it causes to surrounding structures. Should Gormoth charge into an area occupied by a pillar, he smashes into it, knocking it over causing damage to creatures in adjacent squares. Hardenss and break DCs as well as potential damage they might cause are scaled and listed in the Traps and Objects section.

Clumps of Hydra Dung: A typical dung clump is 1-foot in diameter and about 3 to 6 inches thick.

Characters moving through the main room should have little problem avoiding them, provided they are paying attention to their footing. During combat, if a character enters a space with a dung clump, have him roll at a Spot check –10 penalty. If he fails, he doesn't see the dung and steps in it. Steping in hydra dung is an alarming predicament, even to the most seasoned veteran, and those unable to make a Concentration check lose a move-equivilant action, as they involuntarily react in disgust. The dung is foul and anyone coming in direct contact with it has a 10% chance of contacting *filth fever*.

Roleplaying Tactics

Before players reach Gormoth's lair they should have the opportunity to acquire the aid, or at least a temporary truce with the kobold caretakers under the command of Htalcrik. He and the rest of the caretakers have been unsuccessful in finding food for Gormoth and are slated to be sacrificed within the next few days. This motivates him to find a more suitable meal for the hydra, however he also despises the current regime and if made friendly, is more than willing to lend a strong warrior his magic gauntlets if he thinks they can help him kill the hydra and overthrow the tribe's current leader. The magic gauntlets belonged to his great grandfather who stashed them years ago before his leadership of the tribe was usurped. Because they are inscribed with hydras, Htalcrik has always believed that if worn by a powerful warrior, they could be used to defeat the beast. He isn't too far off in his assumption as they provide the wearer the benefits of the Improved Sunder feat.

Relevant Skill Checks

[high]

Bardic Knowledge DC 30: The room's structure reminds you of tales of fairy courts that magically transported nightly to different areas throughout the land, and disappeared at first light.

Concentration DC 16: After stepping in hydra dung to avoid the loss of a move-equivalent action

Search DC 18: reveals the hidden compartment in the base of the statue containing the scrolls.

Spot DC 15: (-10 penalty if in combat) to avoid stepping in hydra dung

Stonecunning DC 22: The room appears as if displaced from another location. The construction bears strong resemblance to fey architecture and the design is typical of a structure that wasn't meant to have a roof.

Traps, Mechanical Devices, Doors, and Objects Statblocks

[high]

Headless Statue: approx. thickness 1 ft (varies), harness 8, HP 75, Break DC 24

Invisible Razor-Wire across Hallway: CR 5; mechanical; location trigger; no reset; Atk +20 melee (6d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 30; Disable Device DC 25

Strong Oak Door: thickness 2 in., hardness 5, HP 10, break DC 23.

Slender Stone Pillar: thickness 2 feet, AC 4, Hardness 8, 250 hit points, Break DC 30, Climb DC25, provides +2 cover and +1 Reflex save.

Special: If shattered by the hydra, the pillar causes 9d6 damage from falling stone (Reflex save for half) to the first target in each of two adjacent 5-ft. squares.

Treasures and XP

[high]

In the secret compartment beneath the stature are two divine scrolls once containing *divination, discern lies,* and *mass owl's wisdom,* the other scroll contains *break enchantment* and *word of chaos.*

In one of the secret rooms to the south, the kobolds have secreted away many bits of treasure taken from those unfortunates who have fallen to the appetite of Gormoth. It contains a sack with 350gp, 3 small pieces of obsidian (15 gp each), a brownish green garnet (80 gp), spool with 30 feet of *invisible* razor-wire, a *sword of berserking,* a *+1 large shield,* and a medium-sized suit of half-plate.

The fiendish version of Gormoth has fire resistance making it difficult for opponents to prevent severed heads from re-growing. While its CR was determined using the SRD, the unique nature of the hydra in tandem with this template might be slightly more difficult than the listed CR 15. The DM might want to award players that defeat the fiendish version an additional +10% XP for the encounter if it seems unusually challenging.

Monsters and Villains Statblocks

[high]

A word about hydras

Because the combat design of the hydra is unique, the following additional information has been included from the SRD to help the DM adjudicate combat. Apply this information regardless of scaling.

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Charging towards you in bestial fury is a titanic mass of whirling saurian heads with gaping maws, all jutting from a single elephant-sized torso. Its reptilian skin has an eerie purplish tint.

Gormoth   **CR 15**
Fiendish 12-headed Cryohydra
NE huge magical beast (cold, extraplanar)
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +9, Spot +10
Languages none

AC 22, touch 9, flat-footed 21
hp 129 (12 HD); **fast healing** 22; **DR** 10/magic
Immune cold
Resist fire 10; **SR** 17
Fort +13 **Ref** +9 **Will** +6
Spd 20 ft., swim 20 ft.

Melee 12 bites +17 (2d8+6) bites treated as magical weapon for purposes of overcoming damage reduction
Space 15 ft; **Reach** 10 ft
Base Atk +12; **Grp** +26
Atk Options Combat Reflexes (can use all its heads for attacks of opportunity).
Special Atk Smite Good (1/day +12 damage vs good opponent)

Abilities Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9
Feats Blind-Fight, Combat Reflexes, Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite)
Skills Listen +9, Spot +10, Swim +14
Possessions Inside the hydra's stomach are a piece of rose quartz (25 gp), a blue sapphire (1,200gp), and *wand of mirror image* (32 charges).

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.
Smite Good (Su): Once per day the creature can make a normal melee attack to deal extra dam age equal to its HD total (maximum of +20) against a good foe.

Jremil's Tribe (EL 8)

The small kobold tribe that inhabits the dungeons surrounding room 9 is comprised ove 40 non-combatant kobolds, 20 kobold warriors, Htalcrik, and Jremil the tribe's shaman. leader.

Kobold   **CR 1/4**
Male Kobold Warrior 1
LE Small humanoid (reptilian)
Init +1; **Senses** darkvision 60ft., light sensitivity; Listen + 2, Spot +2
Languages Draconic, Common

AC 15, touch 12, flat-footed 14
hp 4 (1HD)
Fort +2 **Ref** +1 **Will** -1
Spd 30ft.

Melee Spear +1 (1d6-1/x3)
Ranged Sling +3 (1d3)
Base Atk +1; **Grp** −4

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
SQ light sensitivity
Feats Alertness
Skills Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2
Possessions leather armor, spear

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tactics: The kobolds attempt to fight from a distance. They wait for opponents from the shadows or other cover until they are close enough to make ranged attacks. The next round, they flee to new hiding positions before they can be effectively countered. They only attack close quarter if they outnumber an opponent 3-to-1. If cornered, they cower and beg for mercy.

Developments: Ten of these warriors have been assigned a caretakers of the Gormoth. Because of this unfortunate circumstance, they became closely aligned to Htalcrik. These ten caretakers remain loyal to him, should the players manage to secure his aid.

Htalcrik   **CR 5**
Male Kobold Rogue 5
LE Small humanoid (reptilian)
Init +6; **Senses** darkvision 60ft., light sensitivity; Listen + 5, Spot +6,
Languages Draconic, Common

AC 16, touch 12, flat-footed 16; Uncanny Dodge
hp 19 (5HD)
Resist evasion, trapsense +1
Fort +1 **Ref** +6 **Will** -1
Spd 30ft.

Melee Shortsword +3 (1d4-1/x3)
Ranged light crossbow +7 (1d6/19-20x2)
Base Atk +3; **Grp** −4
Atk Options sneak attack +3d6

Abilities Str 9, Dex 15, Con 10, Int 10, Wis 9, Cha 9
SQ light sensitivity, trapfinding
Feats Alertness, Improved Initiative
Skills Balance +8, Craft (trapmaking) +6, Climb +5, Disable Device +6, Escape Artist +6, Hide +10, Listen +7, Move Silently +6, Open Lock +8, Profession (miner) +2, Search +6, Slight of Hand +8, Spot +8, Use Magic Device +6
Possessions masterwork leather armor, masterwork shortsword, masterwork light crossbow, 10 cold iron bolts, 4 silver bolts, 20 bolts, masterwork thieves' tools, potion of *neutralize poison*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tactics: Htalcrik watches players for a while until he makes his move, striking opponents who straggle off or attempting to sneak up on and abduct potential victims. If caught or confronted by a more powerful foe, he take the opportunity to explain this situation them and attempts to secure their favor diplomatically.

Developments: If diplomatic relations are struck, Htalcrik procures his stashed *gauntlets sundering,* and offer's them to the party in exchange for killing the hydra and helping him usurp the leadership of his tribe. He and his allies are prepared to guard the party's back against the stealth attacks of their brethren in exchange for the adventurer's aid in killing Gormoth.

Jremil   **CR 6**
Male Kobold Sorcerer 6

LE Small humanoid (reptilian)
Init +1; **Senses** darkvision 60ft., light sensitivity; Listen +2, Spot +4
Languages Draconic, Common

AC 13, touch 10, flat-footed 11
hp 23 (6 HD)
Fort +1 **Ref** +3 **Will** +4
Spd 30ft.

Melee dagger +3 (1d3-1/19-20x2)
Ranged light crossbow +5 (1d6/19-20x2)
Base Atk +3; **Grp** −2
Combat Gear *potion of cure moderate wounds*
Sorcerer Spells Known (CL 6, + 3 melee touch, + 5 ranged touch)
3rd (3/day)-*stinking cloud* (DC14)
2nd (5/day)-*summon swarm, hypnotic pattern* (DC 13)
1st (6/day)- *grease, invisibility, ray of enfeeblement* (DC 12), *shield*
0 (6/day)- daze (DC 11), ghost sound, mending, open/close, prestidigitation, read magic, resistance

Abilities Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 14
SQ light sensitivity, summon familiar
Feats Alertness, Eschew Materials, Toughness
Skills Concentration +4, Craft (trapmaking) +2, Hide +6, Knowledge (arcana) +2, Listen +2, Move Silently +3, Profession (miner) +2, Search +2, Spot +4, Spellcraft +4
Possessions masterwork dagger, light crossbow, *bag of tricks (rust), potion of cure moderate wounds*

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Tactics: Avoids direct combat as much as possible, instead he tries to lure potential threats to Gormoth's chamber, *ghost sound* to entice characters explore deeper. He uses *message* to send commands to his allies, so they know when the enemy

is approaching. If he can get behind a party, he uses *stinking cloud* or *summons swarm* spells to force them towards the beast. Before combat, he casts *shield* and *resistance* upon himself and uses ranged weapons and his *ray of enfeeblement* while maintaining his distance. If he can get opponents near Gormoth, he targets them with a *grease* spell followed by *daze* or *hypnotic pattern* hoping to give the hydra the upper hand before he flees to the security of his tribesmen.

Developments: Jremil is unaware that Htalcrik and the other caretakers are willing to side with adventurers against the Gormoth. Should word of such a pact reach him, he and his remaining loyal tribesman block escape routes, set up razor wire traps, and waits patiently until everything dies down. If players suffer defeath or attempt to flee from Gormoth, he deems them weak and ambushes them. If the adventurers defeat Gormoth, he praises them very publicly, thanking them for their services and sucks up to heir sense of pride. He makes a big show of Htalcrik's heroism, but plans to have the upstart killed once the PCs leave.

Weasel Familiar	CR-

N Tiny magical beast (augmented animal)
Init +2; **Senses** low-light vision, scent; Listen +3, Spot +5
Languages empathic link, speak with master

AC 19, touch 15, flat-footed 15
hp 10(6 HD)
Resist Improved evasion
Fort +2 **Ref** +4 **Will** +6
Spd 30ft.

Melee bite +4 (1d3-4)
Space 2 1/2 ft; **Reach** 0 ft
Base Atk +0; **Grp** −12
Atk Options deliver touch spells

Special Atk attach

Abilities Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 5
Feats Weapon Finesse
Skills Balance +10, Concentration +4, Climb +10, Hide +11, Listen +3, Move Silently +8, Search +2, Spot +5, Spellcraft +4

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

New Objects, Spells, and Magical Items

Gauntlets of Sundering

These fine metal gauntlets are beautifully embossed with image of a five-headed hydra. The body of the beast is on the back of the hand, its tail coils around the wrist, and each of the creature's heads extends down a separate finger. Whoever wears the gloves gains the ability to make sunder attacks without provoking attacks of opportunity as if he had the Improve Sunder feat, even if he doesn't meet the Feat's prerequisites.

Feint transmutation: CL 6th; Craft Wondrous Item, *bull's strength*; Price: 2,000 gp; Weight 2 lbs

Designer's Notes

I've always had a soft spot for hydras because rules wise, they are so different from other monsters.

This one is in an odd location allowing both characters and the

creatures to take advantage of the surrounding terrain. The addition of the dung is simply because it has always bothered me as a kid that in the modules I bought the bats could fill an entire cave with guano, but the incredibly huge and fearsome monsters left no such traces.
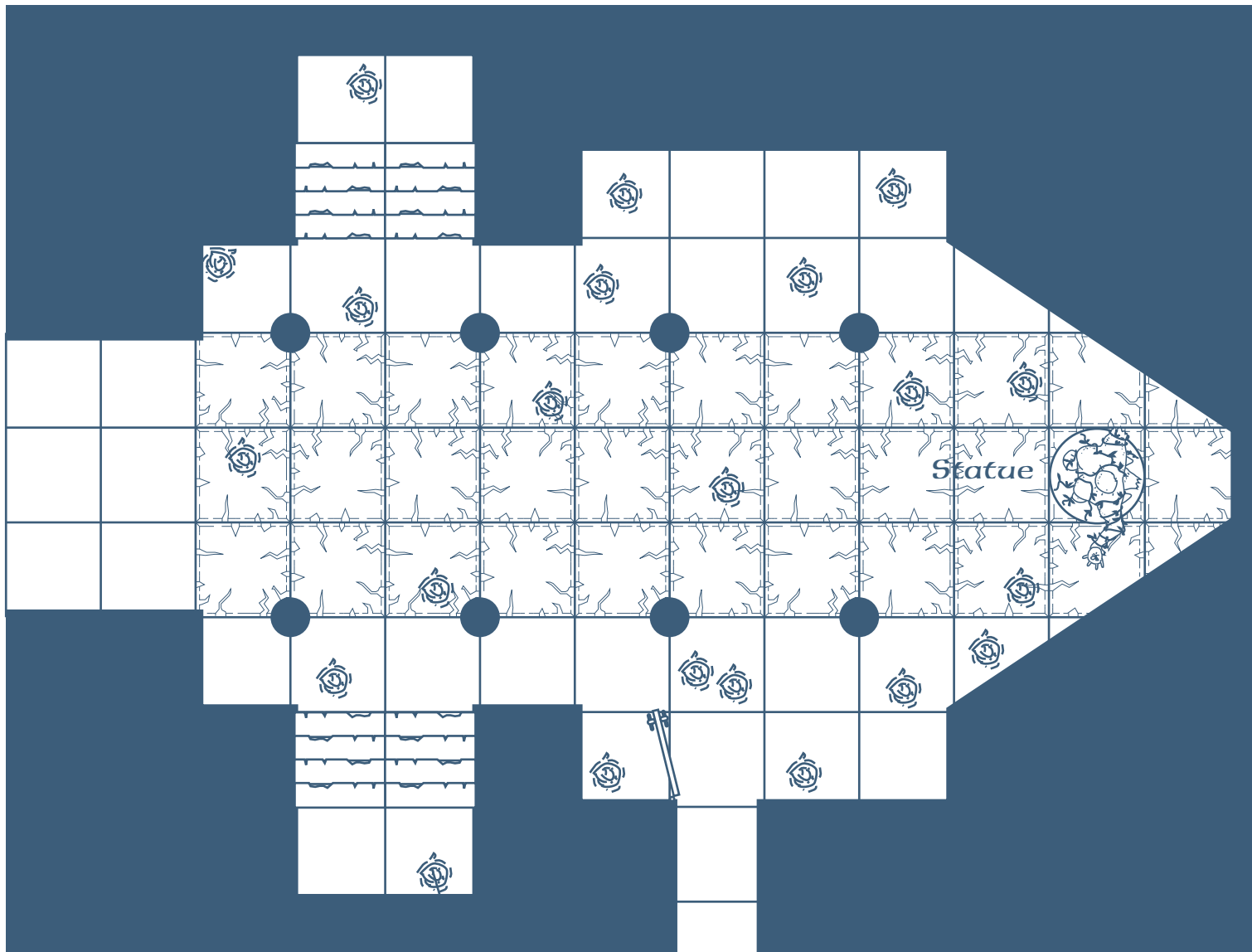
The kobolds were added to help with the scaling issue and as a hook to get characters to face the terrible Gormoth. For lower level characters, Htalcrik can offer players a warning about the hydra, as well as offering them the *gauntlets of sundering*- which makes the encounter considerably easier. For higher-level characters, the kobolds become an added threat, laying traps and sneak attacking the characters once they are engaged with the hydra. Increasing or decreasing the number of kobolds easily scales the encounter.

Author's Bio

This is Tim's fourth piece for 0one games, and he has ultimately run out of witty things to say about himself.
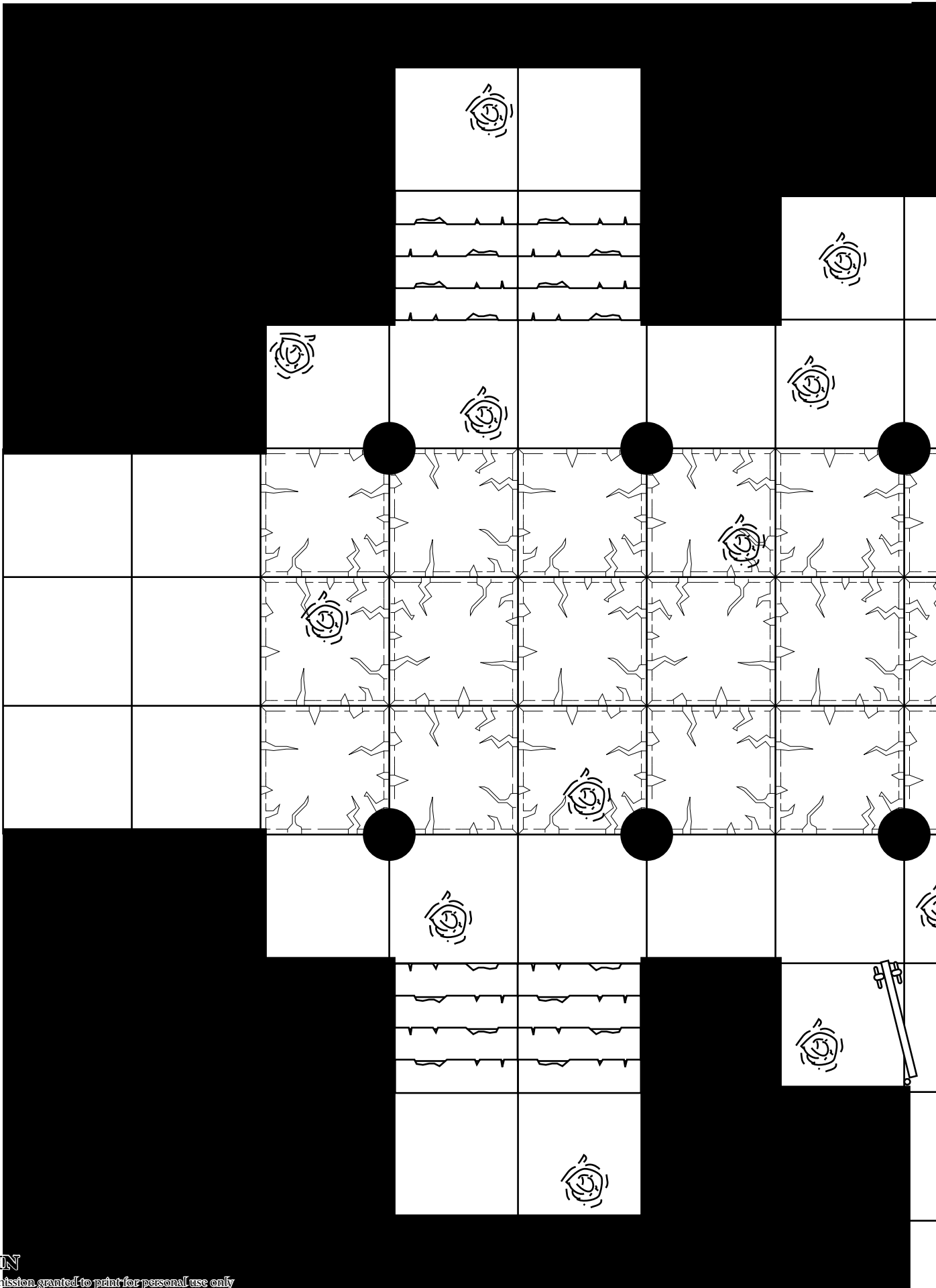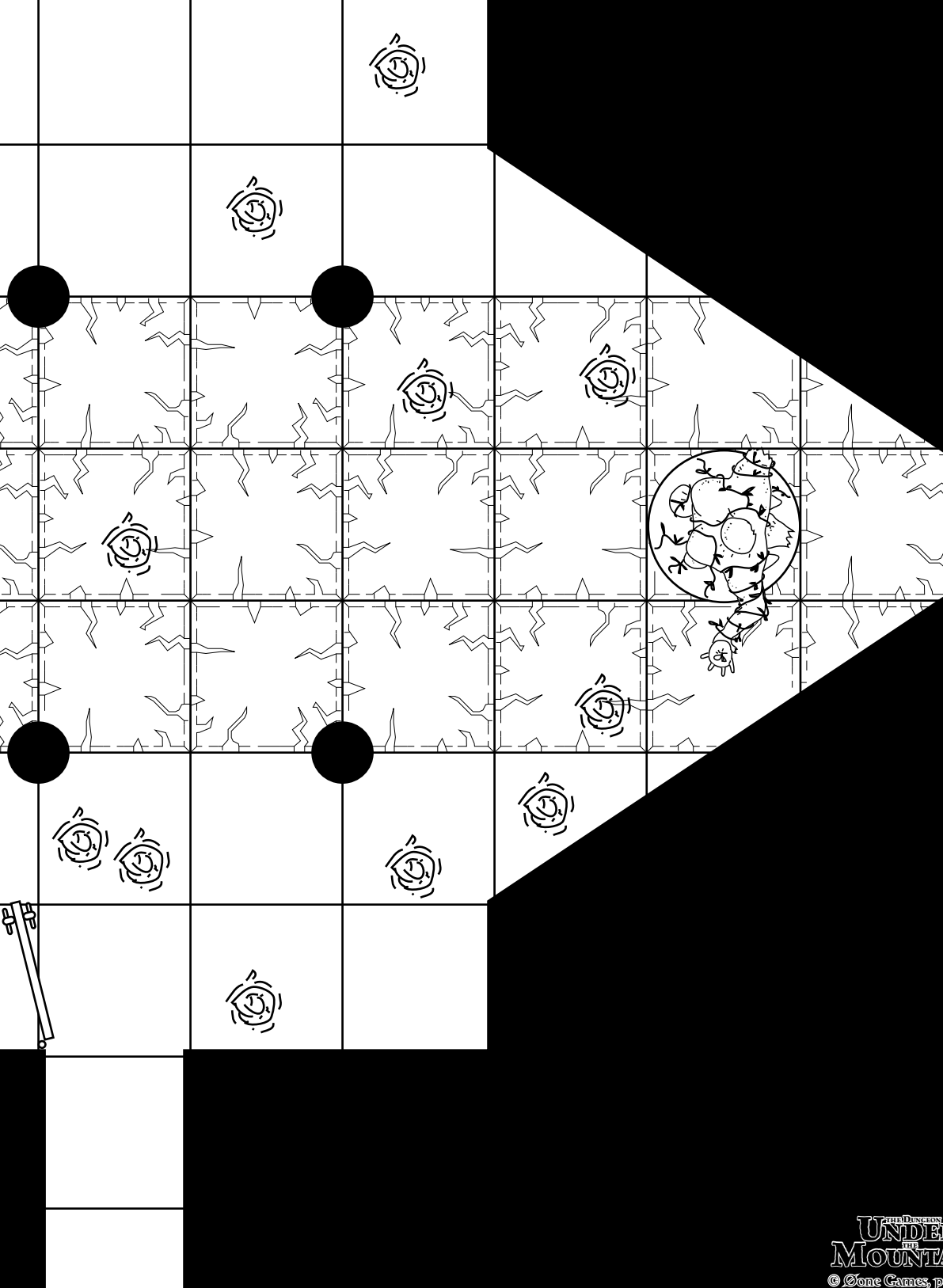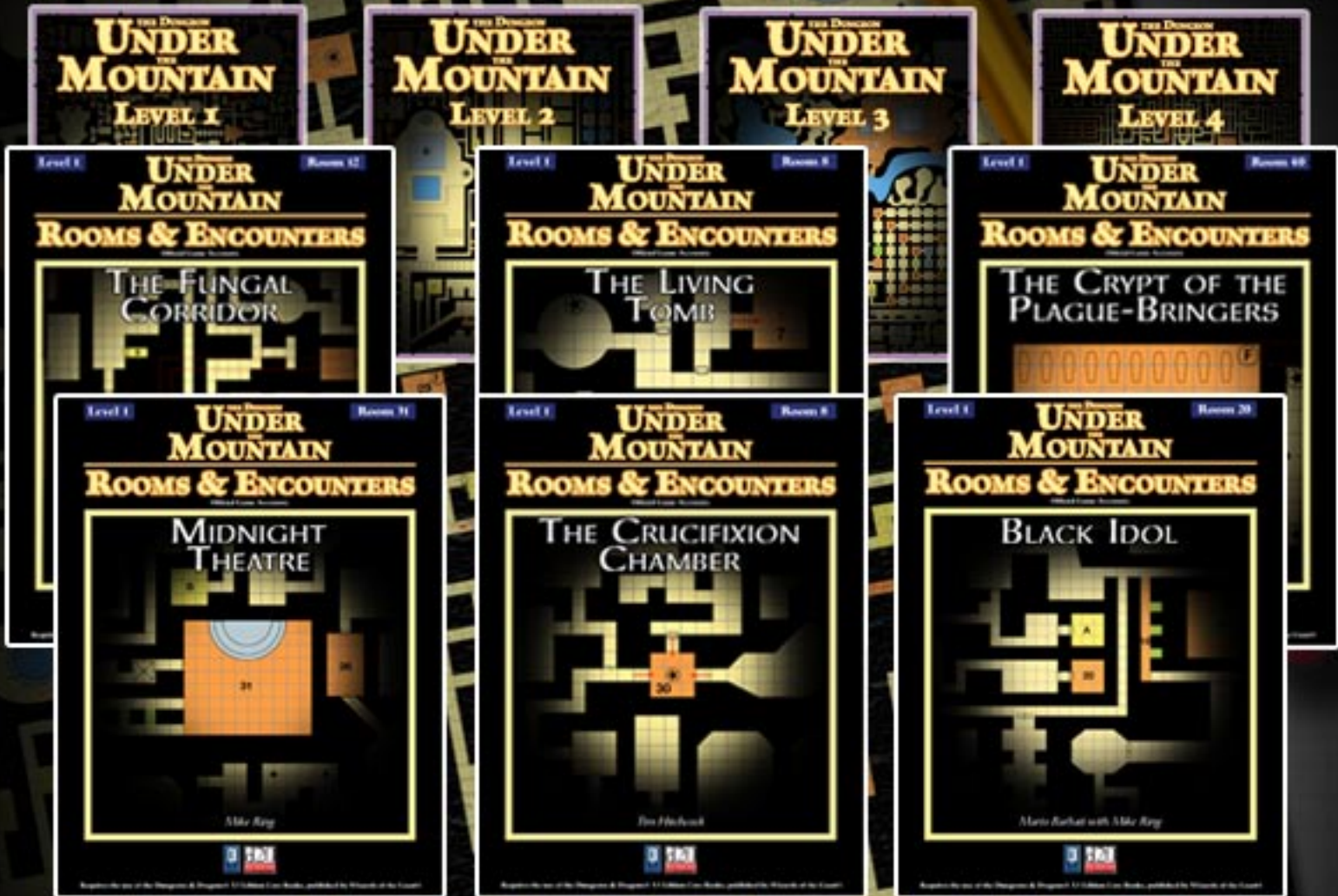
Personal Notes

Statue

Dung

one square = 5 ft.