**Gorgimrith, the Hunger in the Mountain**

Gorgimrith is a massive, many-mouthed undead entity that is part of the Mountain of Mouths in the White Kingdom. In fact, Gorgimrith, also known as the Hunger in the Mountain, might be the actual foundation upon which the peak formed. Some theorize that Gorgimrith is a fragment of a primordial entity of hunger, but lore on this topic is extremely scarce. It is also possible that Gorgimrith is so immense that it exists on more than one layer in the Abyss.

**Gorgimrith Lore**

A character knows the following information about Gorgimrith with a successful Arcana or Religion check.

DC 29: Gorgimrith, a massive undead entity, is also known as the Hunger in the Mountain. It is said to be part of the Mountain of Mouths in the White Kingdom, and the mountain is littered with maws that lead into Gorgimrith’s interior. Blood drains from the entity’s veins to form the Lake of Black Blood. Gorgimrith’s progeny are called black bloodspawn, and they are the entity’s primary means of devouring food.

DC 31: Gorgimrith might be a fragment of a primordial entity of hunger. A few sages suspect that Gorgimrith also exists beyond the White Kingdom and possibly can be found on other layers of the Abyss—and on other planes, as well. In fact, some claim that it is possible, albeit incredibly dangerous, to travel through Gorgimrith to reach locations in different layers of the Abyss or on other planes.

**Black Bloodspawn**

Dwelling primarily in the White Kingdom near the Lake of Black Blood, black bloodspawn are the progeny of Gorgimrith, the Hunger in the Mountain. Whenever the massive entity desires, it can slough off bits of its rotted organ walls to create black bloodspawn. It does so for two purposes: to destroy creatures that enter its body, and to scour the White Kingdom (and beyond) for food. Since the black bloodspawn are part of Gorgimrith, their meals feed its eternal appetite.

**Using Gorgimrith in Your Game**

This section does not include statistics for Gorgimrith because the entity is too vast to be killed by normal means (though see Encounter W5: The Hunger in the Mountain, page 38 of Adventure Book Two, for statistics for one of its mouths). Regardless, you can find many uses for Gorgimrith in your game; it could serve as a plot device, a terrain feature, or even a portal to another place. The adventurers could also undertake a quest to learn more about the entity and attempt to remove it from existence.

Two varieties of black bloodspawn appear as sluglike creatures with skin that blends gray and red, like rotted meat. Vile ebony blood constantly seeps from their skin. Black bloodspawn possess no eyes or other facial features except for mouths that are filled with sharp, rotted teeth and black tongues with three tendrils.

A black bloodspawn devourer, which is usually found inside Gorgimrith, has a mouth at each end of its body and moves by slithering along the ground. A black bloodspawn hunter, which roamgs the White Kingdom and beyond on hundreds of tendrils, has a mouth at one end and a whip-like stinger at the other.

Black bloodspawn are almost always found in groups, and they attack with a pack mentality. Even though the creatures are not very intelligent, they are part of a single entity and have a hive mind that allows them to work together in a very effective fashion.

**Black Bloodspawn Devourer**

Medium elemental beast (blind, undead) XP 7,000

**Level 25 Brute**

| Initiative | Senses | Perception | DC 29: Gorgimrith, a massive undead entity, is also known as the Hunger in the Mountain. It is said to be part of the Mountain of Mouths in the White Kingdom, and the mountain is littered with maws that lead into Gorgimrith’s interior. Blood drains from the entity’s veins to form the Lake of Black Blood. Gorgimrith’s progeny are called black bloodspawn, and they are the entity’s primary means of devouring food.

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**Black Bloodspawn Devourer Tactics**

Black bloodspawn devourers group their attacks against one or two targets. One creature uses devourer’s tongue to knock a target prone, then the others make bite attacks with combat advantage. They attack one target until it is dead, then move on to another target. They wait to devour a victim until all possible targets in the area have been dealt with.

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<table>
<thead>
<tr>
<th>Black Bloodspawn Devourer</th>
<th>Level 25 Brute</th>
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<tbody>
<tr>
<td>Medium elemental beast (blind, undead)</td>
<td>XP 7,000</td>
</tr>
<tr>
<td>Initiative (+19)</td>
<td>Senses Perception +19; blindsight 10</td>
</tr>
<tr>
<td>HP 282; Bloodied 141</td>
<td>AC 37; Fortitude 38, Reflex 36, Will 36</td>
</tr>
<tr>
<td>Immune disease, poison; Resist 15 necrotic damage</td>
<td>Speed 6</td>
</tr>
<tr>
<td>✦ Bite (standard; at-will) ✦ Necrotic</td>
<td>+28 vs. AC; 3d10 + 10 necrotic damage.</td>
</tr>
<tr>
<td>✦ Devourer’s Tongue (standard; recharge 3; 3; 11) ✦ Necrotic</td>
<td>Reach 3; the devourer makes three attacks against the same target; +26 vs. Reflex; 1d10 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and dazed until the end of the black bloodspawn’s next turn. If all three attacks hit, the target is knocked prone, stunned until the end of the black bloodspawn’s next turn, and loses a healing surge.</td>
</tr>
<tr>
<td>Hive Mind</td>
<td>The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.</td>
</tr>
<tr>
<td>Caustic Blood (immediate reaction, when hit by a melee attack; at-will) ✦ Necrotic</td>
<td>The black bloodspawn devourer deals 10 necrotic damage to the attacker.</td>
</tr>
<tr>
<td>Alignment Chaotic evil</td>
<td>Languages –</td>
</tr>
<tr>
<td>Str 28 (+21)</td>
<td>Dex 25 (+19)</td>
</tr>
<tr>
<td>Con 22 (+18)</td>
<td>Wis 25 (+19)</td>
</tr>
<tr>
<td>Int 6 (+10)</td>
<td>Cha 15 (+14)</td>
</tr>
</tbody>
</table>
**Black Bloodspawn Hunter**

Medium elemental beast (blind, undead) XP 7,000

Initiative +23

**Senses**
- Perception +20; blindsight 10

**HP**
- 229; Bloodied 114

**AC**
- 39; Fortitude 37, Reflex 39, Will 38

**Immune** disease, poison; **Resist** 15 necrotic

**Speed** 8, swim 8

1. **Bite** (standard; at-will)✦ Necrotic
   - +30 vs. AC; 3d6 + 10 necrotic damage, and the black bloodspawn shifts 1 square.

2. **Black Blood Sting** (standard; encounter)✦ Necrotic, Poison
   - Reach 2; +28 vs. Reflex; 2d8 + 5 necrotic damage, and ongoing 15 poison damage (save ends). The target cannot spend healing surges until it ends the ongoing damage. Miss: The black bloodspawn hunter shifts 3 squares.

3. **Hunter’s Tongue** (standard; recharge 2d6): necrotic
   - Reach 3; the hunter makes three attacks against the same target; +28 vs. Reflex; 1d6 + 5 necrotic damage. If one attack hits, the target is knocked prone. If two attacks hit, the target is knocked prone and immobilized (save ends). If all three attacks hit, the target is knocked prone, immobilized, weakened (save ends both), and loses a healing surge.

**Hive Mind**

The black bloodspawn gains combat advantage against any target that is adjacent to two or more black bloodspawn.

**Combat Advantage**

The black bloodspawn deals an extra 2d6 damage against any target it has combat advantage against.

**Caustic Blood** (immediate reaction, when hit by a melee attack; at-will)✦ Necrotic

The black bloodspawn hunter deals 10 necrotic damage to the attacker.

**Alignment**
- Chaotic evil

**Languages**
- –

**Tactics**

Black bloodspawn hunters search for easy prey, looking to attack creatures that are lightly armed and armored. They begin combat using hunter’s tongue, and once a target is bloodied, they try to finish it off with black blood sting. They work together, taking advantage of their hive mind to increase their attack chances and their damage output.

**Black Bloodspawn Lore**

A character knows the following information with a successful Arcana or Religion check:

**DC 26:** Black bloodspawns are undead parasites found within and near the Mountain of Mouts in the White Kingdom. The devourers usually lurk inside the mountain, and the hunters often roam the area nearby, sometimes swimming in the Lake of Black Blood.

**DC 31:** Black bloodspawns are actually mobile mouths of Gorgimrith, the Hunger in the Mountain. They spawn from its massive body and sometimes travel far from the White Kingdom. Their attacks are infused with necrotic energy or poison. Both kinds of bloodspawns have a three-tendriled tongue that can disable prey.

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**Black Bloodspawn Encounters**

Black bloodspawn hunters can be encountered anywhere, but the most likely place to meet black bloodspawn devourers is within the Mountain of Mouts in the White Kingdom.

**Black Bloodspawn Hunting Party, Level 25 Encounter (XP 35,000)**
- 4 black bloodspawn hunters (level 25 skirmisher)
- 1 black bloodspawn devourer (level 25 brute)

**Black Bloodspawn Mountain Ambush, Level 25 Encounter (XP 35,000)**
- 3 black bloodspawn devourers (level 25 brute)
- 2 black bloodspawn hunters (level 25 skirmisher)