

# HOW I RUN IT'S TROGLODYTE TUESDAY:

## GIBBERING MOUTHER

If anyone knows the origins of the gibbering mouthers, it must be rare and closely kept lore. These vile and amorphous globs of flesh, speckled with countless mouths and eyes (including eyes inside mouths, mouths inside mouths, and eyelids that open to reveal slaving mouths), are inhabited by a dull and alien consciousness that comes from beyond space and time in a form that does nothing but attempt to consume all living matter it can reach.

**Amorphous Form.** A Gibbering Mouter is shapeless and ever-changing, sometimes compressed into puddle form, other times expanded and serpentine, reaching over seven feet long. It moves by oozing and tumbling along the ground, using its mouths and the momentum of its expanding and contracting flesh to drag itself along. While it can move no better in water, it is bouyant enough to not be slowed by it either.

**Deranged Abberation.** Driven by its alien consciousness and consciousnesses of those absorbed by it and driven mad in the process, a Gibbering Mouter begins its eponymous gibbering as soon as it senses the presence of any living thing, moving awkwardly towards it. Each of its mouths speaks with a different voice, creating a maddening cacophony of sounds that echo expressions of pain, pleasure, anger, joy, and just plain nonsense. This sound can break the reason of the most strong-willed, forcing them to run off, stay frozen in place, or lash out violently at the nearest target.

**All-Devouring.** Gibbering Mouthers only have one goal, consuming as much living flesh as possible. They are especially drawn to helpless targets, like those frozen in fear and maddness by the monster's chattering. Eating others allows them to close wounds and re-grow damaged flesh. The eyes and mouths of its absorbed victims appear on the bodies of Gibbering Mouthers though they are not always easy to find given the creature's shapeless form. Sometimes Gibbering Mouthers are driven to try to absorb others of their kind, and when they do so they fuse and become larger mouthers. Typically three or four Gibbering Mouthers need to fuse to create a Large one and at least eight are needed to make a Huge one. Large Gibbering Mouthers are usually called "Great Gibbering Mouthers" and Huge-sized one are called "Giant Gibbering Mouthers." Their size and increased presence make their strange powers more intense and their bulk makes escaping them even harder as they fall upon and ooze around the victim.

**Mutant Flesh.** Gibbering Mouthers can come into existence in areas where the veils between the material



**Two gibbering mouthers (Reaper's "Faceless Horrors")**

plane and wherever the corruptive force that creates and animates Gibbering Mouthers comes from are weakened or thinner, usually as a result of sorcery gone awry.

Creatures with mutagenic tendencies, like trolls, are especially vulnerable to the corporeal corruption of these forces, and Gibbering Trolls are mouter incubators who slake off the monsters and can eventually transform into a huge one. They can also result from ill- or too-oft used polymorphing magic. Its alien powers grant it an aura that sends ripples through reality making the ground around it have the same constiency as it cloying flesh.



## GIBBERING MOUTHER

Medium aberration, neutral

**Armor Class** 9 (dex -1)

**Hit Points** 71 (9d8+27)

**Speed** 10 ft., swim 10 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Proficiency Bonus** +2

**Saving Throws** Con +5, Cha +0

**Damage Resistances** bludgeoning

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., tremorsense 90 ft., passive Perception 10

**Languages** —

**Challenge** 3 (700 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn.

## GIBBERING CONFUSION RESULT

**Roll:1d8 Result**

1 to 4 The creature does nothing.

5 to 6 The creature takes no action or bonus action. It uses all its movement in a randomly determined direction. (Roll a d8 to determine direction)

7 to 8 The creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

**Bites.** *Melee Weapon Attack:* +2 to hit. *Damage:* 5d6+1 (piercing) and attempt a grapple against a Medium-sized or smaller creature. A grappled target may use an action on their turn to break free by winning an opposed STR (athletics) or DEX (acrobatics) check against the mouter's Strength check. On its own round, the mouter may use an action to automatically deal an additional 5d6+1 damage, or if the target is dying, deal two failed death saves. To determine how many hit points the mouter regains, roll the absorbed creature's hit dice, minus any hit dice it may have used (such as for a short rest). If the target is killed by this, it is absorbed into the mouter, which heals. Any hit points regained this way above the mouter's maximum hit points become temporary hit points that last until lost or the end of the mouter's next long rest.

**Blinding Spittle** (*Recharge 5-6*). The mouter spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.

# GREAT GIBBERING MOUTHER

*Huge aberration, neutral*

**Armor Class** 8 (dex -2)

**Hit Points** 123 (13d10 + 52)

**Speed** 15 ft., swim 10 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Proficiency Bonus** +3

**Saving Throws** Con +6, Cha +1

**Damage Resistances** bludgeoning

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1800 XP)

**Aberrant Ground.** The ground in a 20-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 11 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn.

## GIBBERING CONFUSION RESULT

**Roll:1d8 Result**

- 1 to 4 The creature does nothing.
- 5 to 6 The creature takes no action or bonus action. It uses all its movement in a randomly determined direction. (Roll a d8 to determine direction)
- 7 to 8 The creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

**Bites.** *Melee Weapon Attack:* +5 to hit. *Damage:* 10d6+2 (piercing) and attempt a grapple against a Large-sized or smaller creature. A grappled target may use an action on their turn to break free by winning an opposed STR (athletics) or DEX (acrobatics) check against the mouter's Strength check. On its own round, the mouter may use an action to automatically deal an additional 10d6+2 damage, or if the target is dying, deal two failed death saves. If the target is killed by this, it is absorbed into the mouter which heals. To determine how many hit points the mouter regains, roll the absorbed creature's hit dice, minus any hit dice it may have used (such as for a short rest). Any hit points regained this way above the mouter's maximum hit points become temporary hit points that last until lost or the end of the mouter's next long rest.

**Blinding Spittle** (*Recharge 5-6*). The mouter spits a chemical glob at a point it can see within 30 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 10 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.



# GIANT GIBBERING MOUTHER

*Huge aberration, neutral*

**Armor Class** 7 (dex -3)

**Hit Points** 210 (18d12+90)

**Speed** 20 ft., swim 10 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	20 (+5)	3 (-4)	10 (+0)	6 (-2)

**Proficiency Bonus** +3

**Saving Throws** Con +6, Cha +1

**Damage Resistances** bludgeoning

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., tremorsense 120 ft., passive Perception 10

**Languages** —

**Challenge** 6 (2300 XP)

**Aberrant Ground.** The ground in a 30-foot radius around the mouter is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Gibbering.** The mouter babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouter and can hear the gibbering must succeed on a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn.

## GIBBERING CONFUSION RESULT

**Roll:1d8 Result**

- 1 to 4 The creature does nothing.
- 5 to 6 The creature takes no action or bonus action. It uses all its movement in a randomly determined direction. (Roll a d8 to determine direction)
- 7 to 8 The creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## ACTIONS

**Multiattack.** The gibbering mouter makes one bite attack and, if it can, uses its Blinding Spittle.

**Bites.** *Melee Weapon Attack:* +6 to hit. *Damage:* 15d6+3 and attempt a grapple against a Huge-sized or smaller creature.. A grappled target may use an action on their turn to break free by winning an opposed STR (athletics) or DEX (acrobatics) check against the mouter's Strength check. On its own round, the Mouter may use an action to automatically deal an additional 15d6+3 piercing damage, or if the target is dying, deal two failed death saves. If the target is killed by this, it is absorbed into the mouter, which heals. To determine how many hit points the mouter regains, roll the absorbed creature's hit dice, minus any hit dice it may have used (such as for a short rest). Any hit points regained this way above the mouter's maximum hit points become temporary hit points that last until lost or the end of the mouter's next long rest.

**Blinding Spittle** (*Recharge 5-6*). The mouter spits a chemical glob at a point it can see within 60 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 15 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouter's next turn.