

GIBBERING MOUTHER



Requires: Cha 9+, Con 13+, Int 10-

Prime Requisite: Con

Hit Dice: 1d8

Max Level: 10

Disgusting, loathsome and hungry.

Gibbering moulthers are protoplasmic blobs seemingly made up entirely of mouths and eyes. While most are only semi-intelligent at best, a few are well beyond their kin, with a strange alien intelligence and hideous cunning.

GIBBERING MOUTHER PROGRESSION

Level	Level Title	XP	HD	AC	Special Notes
1	Drooler	0	1d8	7	Drooling
2	Spotter	3,001	2d8	5	Ground Control
3	Screamer	6,001	3d8	3	Screaming
4	Watcher	12,001	4d8	2	
5	Gibbering Moulder	24,001	5d8	1	Gibbering
6	Ululating Beast	48,001	6d8	1	
7	Vile Protoplasm	96,001	7d8	0	d2 damage
8	Alien Hunger	192,001	8d8	0	Maddening
9	Shoggoth	400,001	9d8	-1	d3 damage
10	Shoggoth Lord	600,001	10d8	-2	d4 damage

Being essentially formless masses of variable size and weight (a level 1 drooler is typically the rough size and weight of a 50 pound dog – this doubles at every level thereafter with Shoggoth Lords weighing in at 12 tons of screaming eyeballs), gibbering moulthers **cannot wear armour** and can only carry one quarter of their normal carrying capacity.

Gibbering moulthers move by latching on to the ground with mouth-covered pseudopods and pulling themselves. On most terrain this has a **movement rate of 30' (10')**, but on **muddy or slippery terrain this increases to 60' (20')**.

Being made of eyes and mouths, gibbering moulthers have a tendency to notice things sneaking up on them, **reducing surprise chances by half**.

While gibbering moulthers can **wield just about any kind of melee weapon**, they usually attack by extending pseudopods covered in mouths to bite their foes. They can **attack with a number of mouths equal to their level +1**.

Each mouth deals only one damage, but fastens to the target and deals an additional damage each round thereafter. A target with 3 or more mouths attached must make a saving throw against wands with a +4 bonus (plus any Dexterity modifiers) every round to resist falling under the gibbering moulder. A target that fails this save can be overrun by the gibbering moulder the next round and is automatically struck by twice the number of mouths the gibbering moulder can attack with. The moulder then can use his full complement of “attacking” mouths on other targets. The damage per mouth increases to 1d2 at level 7, and further to 1d3 at level 9 and 1d4 at level 10.

GIBBERING MOULTER SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1-3	15	12	12	14	15
4-6	13	10	9	12	13
7-9	11	8	6	10	11
10	9	6	3	8	9

Drooling: Beginning at level 1, a gibbering moulder produces prodigious quantities of drool. This lubricates the ground under them, but also can be used to produce a blinding flash of light. Once per day per two levels (round up), the gibbering moulder can spit a special drool that explodes into a flash of bright light. In a dark environment like a dungeon, this is enough to blind those looking at the flash for one round if they fail a save versus petrification.

Ground Control: Level 2 spotters can change the consistency of the ground around them as long as it is made of dirt or stone. This takes one round to do, but changes the consistency of the ground within 5 feet of the moulder to that of a weird dough-like texture, a mealy quicksand, or back to normal stone.

Screaming: Level 3 moulthers are known as screamers or wailers because they can scream at incredible volumes for far too long – typically when they see something they want to eat. This screaming will attract wandering monsters, but it also renders opponents (and friends) nearly deaf. Everyone within 10 ft per level of the moulder is considered deaf for the duration of the screaming, and must make a save versus spells or be rendered deaf for 1d4 rounds thereafter – deaf spellcasters have a 20% of failure when casting spells because they can’t hear the somatic components of their spells.

Gibbering: Level 5 moulthers learn to turn down the volume of their screams, but instead produce an incoherent gibbering that causes all intelligent creatures within a 10 ft radius per level of the moulder to make a saving throw versus spells or be confused for the duration of the gibbering. Roll 1d8 each round to determine each confused creature’s actions:

1 – wander for the round; 2-3 – stand stunned for the round; 4-5 – attack the nearest living creature; 6-7 – act normally; 8 – run in fear from the gibbering moulder

Maddening: At level 8, the alien hunger’s gibbering continues to effect those who failed their saves against it for 1d6+2 rounds after the gibbering ends.