

Monster Manual Update: Gibbering Beast

By Logan Bonner

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A mass of pulsating, ooze-like flesh writhes. It spouts mad gibberish from its many mouths, and it stares in all directions with bugged-out, alien eyes.

Gibbering beasts are like madness made flesh. The unnatural essence of the Far Realm comes to horrid life in their amorphous, shifting forms. To encounter a gibbering creature is to face nonsense and chaos—a creature that has no place in the world and feels utterly, gut-wrenchingly wrong. Few people survive encounters with gibbering beasts, and even fewer of those retain their sanity.

Incessant Nonsense: Gibbering beasts get their name from the garbled chatter that constantly flows from the creature's dozens or hundreds of misshapen mouths. The sound is a mix of humanlike voices, animal noises, and sounds impossible for any natural creature to replicate. Occasionally, a gibbering beast speaks snippets that seem to make sense. These short phrases can be in any number of languages, and might take the form of warnings or clues. It's impossible to predict whether a gibbering beast's words will come true. Psionic scholars believe the words aren't even spoken at all; they're simply brought forth from the minds of the people who hear them, a product

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of the same kind of psychic static that surrounds so many creatures of the Far Realm.

Birthing from Flesh and Madness: Gibbering beasts arise in places where the Far Realm intrudes into the natural world. When a sentient creature dies in such a foul place, its flesh can distort as its face tears loose and congeals into a nascent gibbering beast. A faceless corpse with warped flesh and bones is evidence of the birthplace of a gibbering beast. There's no predictable path for the beast's development into maturity—the creatures don't follow the rules of nature—but one tends to go through a stage of rapid growth whenever it consumes the flesh and blood of another sentient creature. The beasts take on more than just flesh. Their gibbering voices grow more diverse, more insane, each time another creature is consumed.

*Sbix grpligar. Nxfgasz! Shffu shffu.
Ordorx ia! Naaaaaaaaaar! Theren betray!
Hrmlrmara nt zyx!*

—a gibbering moulder

The formidable gibbering orbs present more of a mystery. They seem to be native to the Far Realm, but rumors suggest they might be highly advanced gibbering moulthers or gibbering beasts formed from dead gods or primordials. A gibbering orb follows some sort of odd agenda that makes sense only when the creature is observed over a long period of time.

Reality Warps: Gibbering beasts appear to be from a different world, never quite adhering to the rules of reality and always seeming out of place. The earth around a gibbering moulder seems to recoil at its very presence. Stone and earth turn to a doughy substance, similar to quicksand, that gives way under the weight of other creatures. A gibbering orb's eye rays can warp flesh and deform bones, contorting them into inhuman shapes. The gibbering beasts themselves suffer this effect far more than denizens

Gibbering Moulder		Level 10 Controller
Medium aberrant magical beast		XP 500
HP 110; Bloodied 55		Initiative +7
AC 24, Fortitude 24, Reflex 20, Will 22		Perception +4
Speed 5, swim 5		All-around vision, darkvision
TRAITS		
☼ Warped Ground ◆ Aura 3		
Squares in the aura are difficult terrain for enemies.		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gibbering moulder.		
STANDARD ACTIONS		
⬇ Bite (acid) ◆ At-Will		
Attack: Melee 1 (one creature); +15 vs. AC		
Hit: 2d6 + 5 damage, and ongoing 5 acid damage (save ends).		
⬅ Gibbering Feast (acid) ◆ Recharge ☼		
Attack: Close burst 5 (dazed creatures in the burst); +15 vs. AC		
Hit: 2d6 + 5 damage, and ongoing 5 acid damage (save ends).		
FREE ACTIONS		
⬅ Gibbering ◆ At-Will		
Trigger: The gibbering moulder starts its turn.		
Attack: Close burst 5 (nondeafened creatures in the burst); +13 vs. Will		
Hit: The target is dazed until the end of the gibbering moulder's next turn.		
Str 19 (+9)	Dex 14 (+7)	Wis 8 (+4)
Con 22 (+11)	Int 4 (+2)	Cha 18 (+9)
Alignment unaligned Languages —		

of the world around them do; their bodies constantly shift form, and their eyes, mouths, and tentacles appear and disappear frequently.

Dwellers in Inhospitable Reaches: Places touched by the Far Realm lie far from civilization. Gibbering beasts writhe through freezing underground caverns as well as bubbling acidic swamps. Two phenomena offer clues that a gibbering moulder might be nearby. First, the stone and earth are altered, turned soft where the moulder passed through. Second, the creature causes the floor and walls around it to heat up, creating warm edifices

Gibbering Abomination		Level 18 Controller
Medium aberrant magical beast		XP 2,000
HP 168; Bloodied 84		Initiative +13
AC 32, Fortitude 31, Reflex 30, Will 30		Perception +13
Speed 6, fly 4 (hover, altitude limit 1)		All-around vision, darkvision
TRAITS		
☼ Unnatural Utterances ◆ Aura 5		
Enemies take a -2 penalty to attack rolls while in the aura.		
All-Around Vision		
Enemies can't gain combat advantage by flanking the gibbering abomination.		
Combat Advantage		
Whenever the gibbering abomination hits a creature granting combat advantage to it with a melee or a ranged attack, the abomination deals 2d6 extra psychic damage to that creature.		
STANDARD ACTIONS		
⬇ Tentacles (psychic) ◆ At-Will		
Attack: Melee 2 (one creature); +23 vs. AC		
Hit: 3d6 + 10 damage, and ongoing 5 psychic damage (save ends).		
☞ Eye of Despair (psychic) ◆ Recharge ☼ ☼ ☼		
Attack: Ranged 10 (one creature); +21 vs. Will		
Hit: 4d8 + 10 psychic damage, and the target is immobilized (save ends).		
FREE ACTIONS		
⬅ Gibbering ◆ At-Will		
Trigger: The gibbering abomination starts its turn.		
Attack: Close burst 5 (nondeafened creatures in the burst); +21 vs. Will		
Hit: The target is dazed until the end of the abomination's next turn.		
Str 20 (+14)	Dex 18 (+13)	Wis 19 (+13)
Con 16 (+12)	Int 11 (+9)	Cha 12 (+10)
Alignment unaligned Languages —		

or even steam in cold locations. Gibbering beasts prefer to eat flesh and blood, but they can devour any sort of animal, vegetable, or mineral. No one can tell whether they have an actual need to eat, but to a gibbering beast and its prey, such a determination hardly matters.



Gibbering Orb	Level 27 Solo Controller
Huge aberrant magical beast	XP 55,000
HP 984; Bloodied 492	Initiative +22
AC 41, Fortitude 38, Reflex 39, Will 40	Perception +20
Speed 0, fly 8 (hover)	All-around vision, darkvision
Saving Throws +5; Action Points 2	
TRAITS	
☼ Merciless Eyes ♦ Aura 5	
When an enemy starts its turn in the aura and in the gibbering orb's line of sight, the gibbering orb uses one random eye ray against that enemy.	
All-Around Vision	
Enemies can't gain combat advantage by flanking the gibbering orb.	
STANDARD ACTIONS	
⬇ Bite ♦ At-Will	
Attack: Melee 1 (one creature); +32 vs. AC	
Hit: 6d6 + 14 damage, and one of the orb's mouths detaches and repeats this attack against the target at the start of each of the orb's turns. The mouth falls off when one of these attacks misses.	
🦋 Eye Rays ♦ At-Will	
Effect: The gibbering orb uses two of the following eye rays, each against a different target. This attack does not provoke opportunity attacks.	
1. <i>Mindcarving Ray</i> (psychic): Ranged 10; +30 vs. Will; 3d8 + 11 psychic damage, and the target is dazed (save ends).	

2. *Flesheating Ray* (necrotic): Ranged 10; +30 vs. Fortitude; 3d8 + 11 necrotic damage, and ongoing 10 necrotic damage (save ends).
3. *Bonewarping Ray*: Ranged 10; +30 vs. Fortitude; 2d8 + 8 damage, and the target is weakened (save ends).
4. *Bloodfeasting Ray*: Ranged 10; +30 vs. Reflex; 3d8 + 11 damage, and ongoing 10 damage (save ends).
5. *Farsending Ray* (psychic): Ranged 10; +30 vs. Reflex; the target is removed from play until the end of the gibbering orb's next turn, when it reappears in the same space (or the nearest unoccupied space if that space is occupied). When it returns, the target takes 3d8 + 11 psychic damage, and takes a -5 penalty to saving throws until the end of the encounter.
6. *Souleating Ray* (necrotic): Ranged 10; +30 vs. Will; 2d8 + 8 necrotic damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target dies.

FREE ACTIONS

↩ **Gibbering** ♦ At-Will

Trigger: The gibbering orb starts its turn.

Attack: Close burst 5 (nondeafened creatures in the burst); +30 vs. Will

Hit: The target is dazed until the end of the gibbering orb's next turn.

Str 27 (+21) **Dex** 28 (+22) **Wis** 15 (+15)

Con 22 (+19) **Int** 17 (+15) **Cha** 31 (+23)

Alignment unaligned **Languages** –

Author Bio

Logan Bonner's credits include *The Slaying Stone™* and *Monster Vault™*. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he's @loganbonner.