

GIBBERLING

Source: *The Gates of Firestorm Peak*.

Gibberlings are small, violent humanoids who attack in great swarms, screaming, yowling, muttering and gibbering. Sometimes likened to army ants, gibberlings dwell only in places with minimal or no light—the Underdark, deep forests and the like.

A gibberling stands about 3' high and has black or pink skin. It is covered in bushy hair, but otherwise naked. Gibberlings are universally filthy and have a distinctive, feral scent.

Hatred of Light and Flame: A gibberling hates fire and light. Although they are willing to enter a well-lit area, they become hesitant, and they will sometimes only venture a short distance into bright light before retreating.

Huge Numbers: Gibberlings almost always appear in massive swarms consisting of dozens or hundreds of individuals. They almost never gain surprise because of their constant gibbering, but instead rely upon attacking in great massed waves. Most gibberlings use crude daggers made of broken and sharpened bones, scavenged weapons, rocks or similar object in combat. Others use their filthy claws or bite with their sharp teeth.

The Terrible Truth: The truth about gibberlings is known only to the most learned scholars and adventurers unfortunate enough to stumble across a gibberling spawning ground. Gibberlings are actually the unholy remnants of natural creatures who have been infested by a gibberslug, a parasitic creature from the Far Realms. Brood gibberlings, a larger, stronger and more dangerous version of the common gibberling, carry the squirming gibberslugs as “skin-pets” beneath their skin. A brood gibberling seeks to implant a gibberslug in a mortal creature by biting or spitting on it; if this succeeds, the gibberslug rapidly burrows into the victim's brain and forces the victim into a deep coma that lasts several hours to a day. At the end of this time, a fully-grown gibberling erupts from the husk of the victim, leaving only an empty skin behind.

Gibberling

Level 2 Minion Skirmisher

Small aberrant humanoid

XP 31

HP 1; a missed attack never damages a minion

Initiative +3

AC 16; Fortitude 13; Reflex 15; Will 14

Perception -1

Speed 6

Darkvision

TRAITS

Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

STANDARD ACTIONS

(mbasic) Gibbering Attack * At Will

Effect: The gibberling shifts 2 squares and then makes the following attack.

Attack: Melee 1 (one creature); +7 vs.AC.

Hit: 5 damage.

Str 10 Dex 10 Wis 7

Con 10 Int 5 Cha 2

Alignment unaligned

Languages -

Swarm of Gibberlings

Level 3 Skirmisher

Large aberrant humanoid (swarm)

XP Value

A swarm of gibberlings represents a group 20 to 30 gibberlings massed together.

HP 42; Bloodied 21

Initiative +3

AC 17; Fortitude 15; Reflex 16; Will 15

Perception -1

Speed 6

Darkvision

Resist half damage from melee and ranged attacks; **Vulnerable** 10 to close and area effects

TRAITS

Swarm Attack * Aura 1

Once per round, a creature that enters or ends its turn in the aura takes 5 damage. A creature also takes this damage if it ends its turn in the swarm's space.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

STANDARD ACTIONS

(close) Mess of Gibberlings * At Will

Attack: Close burst 1 (each creature in burst); +8 vs. AC.

Hit: 1d6+1 damage.

Effect: The swarm moves 3 squares.

TRIGGERED ACTIONS

Breakaway Gibberlings * Encounter

Trigger: The swarm of gibberlings becomes bloodied.

Effect (Immediate Reaction): Four gibberlings appear in the nearest empty spaces to the swarm. They take their turn immediately following the current turn and count normally when determining the xp value of the encounter.

Str 10 **Dex** 10 **Wis** 7

Con 10 **Int** 5 **Cha** 2

Alignment unaligned

Languages -

Solitary Gibberling

Level 12 Minion Skirmisher

Small aberrant humanoid

XP 175

HP 1; a missed attack never damages a minion

Initiative +8

AC 26; **Fortitude** 23; **Reflex** 25; **Will** 24

Perception +4

Speed 6

Darkvision

TRAITS

Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

STANDARD ACTIONS

(mbasic) Gibberling Attack * At Will

Effect: The solitary gibberling shifts 2 squares and then makes the following attack.

Attack: Melee 1 (one creature); +17 vs.AC.

Hit: 10 damage.

Str 10 **Dex** 10 **Wis** 7

Con 10 **Int** 5 **Cha** 2

Alignment unaligned

Languages -

Mass of Gibberlings

Level 13 Elite Skirmisher

Huge aberrant humanoid (swarm)

XP 1,600

A mass of gibberlings represents a swarm of 50 to 100 gibberlings.

HP 244; **Bloodied** 122

Initiative +8

AC 27; Fortitude 25; Reflex 26; Will 25

Perception +3

Speed 6

Darkvision

Resist half damage from melee and ranged attacks; Vulnerable 15 to close and area effects

Saving Throws +2; Action Points 1

TRAITS

Swarm Attack * Aura 1

Once per round, a creature that enters or ends its turn in the aura takes 5 damage. A creature also takes this damage if it ends its turn in the swarm's space.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

STANDARD ACTIONS

(close) Mess of Gibberlings * At Will

Attack: Close burst 1 (each creature in burst); +18 vs. AC.

Hit: 2d8+2 damage.

Effect: The mass moves 3 squares.

TRIGGERED ACTIONS

Breakaway Gibberlings * Recharges when the mass of gibberlings becomes bloodied

Trigger: The mass of gibberlings takes damage.

Effect (Immediate Reaction): Four solitary gibberlings appear in the nearest empty spaces to the swarm. They take their turn immediately following the current turn and count normally when determining the xp value of the encounter.

Str 10 Dex 10 Wis 7

Con 10 Int 5 Cha 2

Alignment unaligned

Languages -

Brood Gibberling

Level 14 Skirmisher

Medium aberrant humanoid

XP 1,000

A brood gibberling is larger than a typical gibberling. Unlike its lesser kin, a brood gibberling's eyes are filled with a malignant cunning. Far more disturbing, its flesh moves visibly as small creatures called gibberslugs squirm beneath its skin. Brood gibberlings are not birthed by the same process as typical gibberlings, but rather come from the Far Realm. Because of this, they can survive only a short period away from an area tainted by aberrant energies.

Within the secluded burrows where brood gibberlings live, ragged husks lie discarded about the floor, the remnants of gibberling birthing. A brood gibberling can control any gibberlings it has personally created, giving rise to various clans of gibberlings, each controlled by one brood gibberling. Clans sometimes cooperate and sometimes war, depending upon the whims of their progenitors. A brood gibberling often seeks to convert gibberlings of other clans to its own.

HP 136; Bloodied 68

Initiative +14

AC 28; Fortitude 26; Reflex 26; Will 27

Perception +8

Speed 6

Darkvision

TRAITS

Bunching

Gibberlings swarm over each other with ease. Up to three gibberlings can occupy the same square without penalty.

Hate the Light

When in bright light, gibberlings get a -2 penalty to speed.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+8 damage.

(melee) Gibberslug Bite (disease) * **Recharge 5 6**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+8 damage, plus ongoing 10 damage (save ends).

First Failed Save: The ongoing damage increases to 15, and the target is dazed (save ends both).

Second Failed Save: The target falls into a deep coma from which it cannot be awakened without using a *remove affliction*, *remove disease* or similar ritual or effect. 1d20+4 hours later, the target dies and gives birth to a solitary gibberling.

(ranged) Spit Gibberslug (acid, disease) * **Encounter**

Attack: Ranged 5 (one creature); +17 vs. Reflex.

Hit: 3d10+5 acid damage, plus ongoing 10 damage (save ends).

First Failed Save: The ongoing damage increases to 15, and the target is dazed (save ends both).

Second Failed Save: The target falls into a deep coma from which it cannot be awakened without using a *remove affliction*, *remove disease* or similar ritual or effect. 1d20+4 hours later, the target dies and gives birth to a solitary gibberling.

MOVE ACTIONS

Lope * At Will

Effect: The brood gibberling shifts 2 squares.

Str 18 **Dex** 20 **Wis** 13

Con 16 **Int** 12 **Cha** 18

Alignment unaligned

Languages -