

# FOUL MOUTH

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## PRIMAL PATH DM'S BUNDLE

**DUNGEON MASTERS**  
**GUILD**

A bundle for DMs and Players focused around a Primal Path option with a new NPC, new magic item, and new location.

## INTRODUCTION

It's well known that most Barbarians live on the edges of society. This often requires a less distinguished diet. Food can be scarce, and a rotting corpse cannot be passed up, not when one has the fortitude to keep it down.

There are those that have found a way to use the rot and disease betwixt their teeth to augment their combat abilities. When a Foul Mouth flies into battle, their blood lust gets the saliva flowing and brimming into a noxious foam that poisons their targets, blinds them, or even weakens them down to the point of inability.

## NEW PRIMAL PATH

### FOUL MOUTH

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At 3rd level, you may choose this path that shapes the nature of your rage. This choice will grant you features at 3rd level and again at 6th, 10th, and 14th levels.

### BITE ME

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At 3rd level, you gain a bite attack which you are proficient in. This attack deals piercing damage equal to your Strength modifier.

While raging, this attack deals additional poison damage equal to your Constitution modifier.

### GO SPIT

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At 6th level, when a creature misses you with a melee weapon attack you can use your reaction to cause the creature to make a Dexterity saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus.) On a failed roll, the creature is blinded for 1 round and takes 1 poison damage.

While raging, this ability deals poison damage equal to your Constitution modifier.

### SUCK ON THIS

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At 10th level, any poison damage dealt by you cannot be healed by spells.

### KISS YOUR MOTHER WITH THAT MOUTH

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At 14th level, select one of the following.

**Eat It.** For every 5 points of poison damage dealt by you to a creature, you may remove from them a resistance to piercing, slashing, or bludgeoning damage; or reduce an immunity to one of these three to a resistance.

**Shut Your Trap.** For every 5 points of poison damage you've dealt to a creature, increase the DC on a



any Constitution saving throw that creature makes to concentrate on a spell by 1.

**Cough It Up.** For every 5 points of poison damage dealt by you to a creature, decrease the spell slot by 1 for the purposes of determining any extra dice.

## NPC SPOTLIGHT

### ROTTOOTH, THE NOXIOUS

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*\*unintelligible conversation attempts between chewing\**  
- Rottooth, the Noxious

Rottooth was but a boy when abandoned to the wilds by his mother, a full orc shamed by her half human son. With no tools to speak of, Rottooth made use of one of the few gifts his mother left him with. He hunted with only his teeth and hands. A task that proved exceedingly difficult and pushed him close to the edge of starvation. As he wandered growing weaker by the day, surviving on only what he could devour from plants he came upon a spring surrounded by animals, all suffering from a common affliction. Rottooth sustained himself on flesh again, but the constant biting and consumption of the tainted meat had turned his mouth foul. At no point though, did he learn just what he had become immune to.

As time went on, and the necessity of sustenance alone faded, Rottooth began to make trade with his kills. It did take some time before the half-orc covered in blood carrying rotted carcasses with little to no social skills surprising the occasional passerby with fresh meat was able to make his first sale. But he persevered.

## ROOTOOTH

Medium humanoid (half-orc), chaotic good

**Armor Class** 16 (unarmored)

**Hit Points** 168 (14d12 + 70)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	9 (-1)	11 (0)	9 (-1)

**Saving Throws** Strength +4, Constitution +4

**Skills** Athletics +4, Nature +4, Perception +4, Survival +4

**Senses** passive Perception 14, Darkvision

**Languages** Common, Orc

**Challenge** 14

**Rage.** Rottooth has advantage on Strength saving throws and Strength checks; a bonus to damage rolls denoted in parentheses in the actions section; and resistance to bludgeoning, piercing, and slashing damage.

**Danger Sense.** Rottooth has advantage on Dexterity saving throws against effects that he can see.

**Feral Instincts.** Rottooth has advantage on initiative rolls.

Additionally, if he is surprised at the beginning of combat and not incapacitated, he can act normally on his first turn but only if he enters a rage before anything else.

**Brutal Critical.** Rottooth rolls two additional weapon damage dice when determining the extra damage for a critical hit with a melee weapon.

**Suck On This.** Poison damage dealt by Rottooth cannot be healed by spells.

**Eat It.** For every 5 points of poison damage Rottooth deals to a creature, he may remove from them a resistance to piercing, slashing, or bludgeoning damage; or he may reduce an immunity to one of these three to a resistance.

### ACTIONS

**Bite Me.** Melee Weapon Attack. +10 to hit. *Hit.* 4 piercing damage and 2 magic damage (+5 poison damage and +3 physical damage when raging.)

**Go Spit.** Reaction. Creature that misses with melee weapon attack can be forced to make a Dexterity saving throw (DC = 15.) On a failed roll, the creature is blinded for 1 round and takes 1 poison damage. (5 poison damage when raging.)

**Battleaxe.** Melee Weapon Attack. +8 to hit, Versatile (1d10), one target. *Hit.* 10 (1d8+4) slashing damage (+3 when raging.)

**Handaxe.** Melee Weapon Attack. +8 to hit, Light, Thrown (20/60). *Hit.* (1d6) slashing damage (+3 when raging.)

Rottooth fits what most consider the typical appearance for a half-orc. A dark brown, green skin covered in scars of animals that had the strength to fight back. He dresses in furs with two axes hanging at his side and a **Necklace of Fangs** around his neck. Many speculate that it has to be of his kills, though the teeth do not fit those of game he brings in. Nor will he speak of how it came into his possession. On occasion, a fresh wound can be found beneath the teeth.

While Rottooth is still developing manners, he has taken a shine to the colorful language he first heard when surprising others with his wares. When not stuffing food into his face, any conversation that can be dragged from him is peppered with these expletives.

## NEW MAGIC ITEM

### NECKLACE OF FANGS, +1, +2, OR +3

*Wondrous item, uncommon (+1), rare (+2), or very rare (+3)*

You have a bonus to attack and damage rolls when making a bite attack. The bonus is determined by the item's rarity.





## NEW LOCATION ACROSS SPIRE INN

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Set on the road between the two cities of Darromar and Saradush resides Across Spire Inn. For the weary, Across Spire Inn is a curious hostel carved outward from a ruined stone tower. Though it appears dilapidated Margaret, the owner, will staunchly refute such a claim.

The Inn was originally constructed by her family a generation ago. With the recent passing of her father, she and her husband have inherited it. Though, she had always found more enjoyment in not the running of the establishment, but in brewing the sweet ale the Inn is more readily known for. She has since taken up residence in the back and left the day to day work to Gareth, who has a stronger sense for the business aspect of it all.

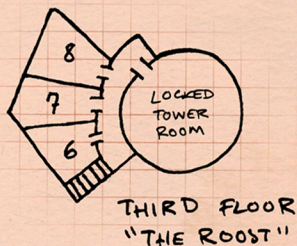
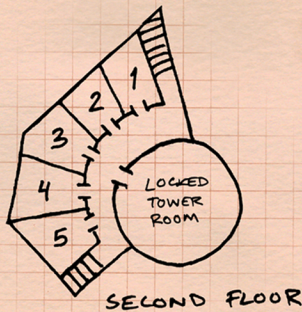
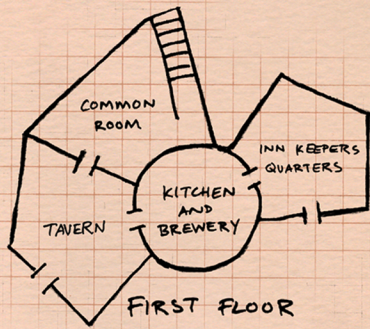
For the right amount of gold pieces, the road worn may take up Comfortable lodgings in a room all their own on the second floor. Also available for the less full of pocket, a Modest priced common room with simple

beds and interesting company. Be warned, those that attempt to haggle prices with Gareth may find themselves in the Squalid surroundings of the roost. Be sure to bring your own blanket out there, as the one provided is thread bare.

While coin is always good, out in the middle of nowhere as they are trade is preferred. It is what originally brought Rottooth to their door. Drawn in by the smell of sweet ale, he traded one deer for a few drafts. He has since traded nowhere else.

Rottooth was quick to befriend Gareth, surprisingly due to their half-human blood, and Margaret, due to her hard working mentality.

He and Gareth will often spend hours discussing the advantages and disadvantages of their shared blood. Together they have spent the past few years growing more as brothers than friends. Even when their personalities differ greatly, though most see that as more of a sibling rivalry in the two. Gareth has taught Rottooth the joys of cooking, and at this time he finds eating for the sake of survival a bore. Rottooth will put forth the effort to return to his spring for game and get back to the Inn by evening to enjoy what Gareth has made while enjoying an ale from Margaret.



Margaret's friendship with Rottooth has grown into something more. What began in conversation, a passion of life and beauty that neither fully shared with Gareth, has moved more physical. At night while Gareth sleeps, they share a passionate embrace in the brewery. Only a door away from where he sleeps. They tell each other they'll run away, they'll be together completely, but neither can leave Across Spire Inn. Margaret cannot risk what her family has built, nor can she deny she still loves Gareth. And Rottooth fears the loss of the family he has gained.

What neither knows is Gareth sees their glances. And inside of him an affliction festers as he watches them before bed, knowing what they'll do when he nods off. He smiles at them still though. He engages them in pleasant conversation. All the while the rage inside boils and bubbles.

But none know that the affliction spreads out from Across Spire Inn. A pestilence given birth from that spring that has found its way within the animals that drink from it, those that Rottooth kills and brings back. For a time, its spread was small and contained. But now free, its malevolent purpose can begin as it consumes the flesh and minds of those who stay at Across Spire Inn.

## FINAL THOUGHTS

Within these pages you've found a number of items to use in your game. Take from them what you will. And make any changes to fit your game. This supplement was meant to offer you more than a new character option.

Needing a week to prepare for something big, but everyone still wants to game? Take downtime at the Inn, enjoy a bit of role-playing with the drama of a torrid love affair. Looking for a hook to draw the players in? Have them investigate why so many leave Across Spire Inn afflicted; maybe work it into the three current storylines within Forgotten Realms.

This would be for **your** game after all. We just hope that within these pages you find something that will help lighten your load. Gods knows every DM needs it.

Coming soon!

## NEW BARD'S COLLEGE THE GLOBE THEATRE

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