



The Stinkgoblin

*“What a goblin knows,
he knows
by his
nose.”*

Description: Stinkgoblins are a strange and odious breed of monster. A horrid, hooked nose with teacup-sized nostrils dominates their pig-eyed faces, and the pungent odor seeping from their porous hides fills any space they enter.

These feral creatures are often found in sewers and near middens, as they flock to unpleasant smells. The foremost goblinologists theorize that this is a survival mechanism: the miserable creatures have evolved to live in places that are execrable and repugnant to everyone else in order to survive. Their scrawny, elongated limbs combined with a bulky central mass make their natural mode of movement a hobbling travesty.

Tangling with stinkgoblins is dangerous, as there is never only one around. A glob of stinkgoblins can take down the bravest delver and scar the staunchest of adventurers for life!

Ecology and behavior: Stinkgoblins live in the unpleasant and forgotten spaces of castles, villages and dungeons. A single specimen living in the village midden or the castle shitcute is rarely more than a bogeyman for the nearby children, but once a population builds up around a location, problems inevitably arise.

Stinkgoblins always form their unpleasant nests in places that smell horrid. They also excrete a disgusting musk constantly, which helps other stinkgoblins recognize others of their brood. Their fungal, porous humps are a source of debate: are they merely an odd evolution of a strange fungus, or a definite goblinoid race?

Stinkgoblins instinctively avoid cleanly and pleasant smells. If they are faced with a delver doused in perfume they flee instantly, hiding in their horrid burrows built out of refuse. Regular odors (such as a sweaty adventurer, covered in the dust of travel and the grime of the dungeon) are simply sources of food, but there are stories of unclean and ulcerous adventurers receiving unwanted, amorous advances from stinkgoblins (this is especially a risk for clerics of Nimlurun).

Stinkgoblins mostly communicate with each other using olfactory cues produced from their porous, fleshy humps. They are known to be capable of speaking Goblin and Chaotic, but may also understand a number of other languages based on the location of their lair.

Encountered in numbers of: 1-30 (roll 2d12 for a nest, add bonuses for habitat type and size; singles or small groups of stinkgoblins are often found huddled in the toilets, middens and trash heaps of the civilized world).

Statistics: *Init:* +2; *Atk:* grime-encrusted claws +3 (2d3) or primitive weapon +2 (1d8+2); *AC:* 12; *HD:* 2d3; *MV:* 30'; *Act:* 1d20; *SP:* insufferable stench, -1 to all action rolls within 10', (effect stacks with other stinkgoblins nearby); will always flee from pleasant scents; *Saves:* Fort +4, Ref +2, Will -2; *AL:* Chaotic.