



## THE STINGOBLIN

*"What a goblin knows,  
he knows  
by his  
nose."*

**Description:** Stinkgoblins are a strange and odious breed of monster. A horrid, hooked nose with coin-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 movement a travesty.

But tangling with them is dangerous, as there is never only one around, and a glob of stinkgoblins can take down the bravest delver.

**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 shitchute is rarely more than a boogeyman for the nearby children, but once a population builds up around an execrable location problems inevitably arise.

Stinkgoblins always form their unpleasant nests in places that smell horrid. They also excrete a disgusting smell constantly, which helps other stinkgoblins recognize others of their brood. Their fungal, porous humps are a source of debate: are they merely a strange 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 from refuse. Regular odors (such as an adventurer after traveling and dungeoneering for a while) are simply sources of food, but there are stories of unclean and ulcerous adventurers receiving unwanted advances from stinkgoblins (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 world).

**Statistics:** Init: +2; Atk: raging 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', stacks with other stinkgoblins nearby; will always flee from pleasant scents; Saves: Fort +4, Ref +2, Will -2; AL: Chaotic.