

STENCH KINE

Source: 1e *Monster Manual* 2.

Stench kine are the cattle of the Nine Hells. Because they roam the fiery and frosty wastes of the Hells, stench kine are tough and resistant to many environmental dangers.

Disgusting Food: Stench kine make horrible, disgusting food for mortal creatures. Stench beef, as the name implies, is odoriferous and tough; stench milk is foul and curdled. While devils, Hellish petitioners and other fiends can survive eating food made from a stench kow or its milk, mortals find the fare sickening or even toxic.

Atypical Herd Beasts: Unlike most herd animals, if a group of stench kine is molested, both the bulls and the kows will fight. A stench kow has horns nearly as formidable as those of a bull.

Stench Kow

Large immortal beast

HP 93; **Bloodied** 46

AC 24; **Fortitude** 22; **Reflex** 18; **Will** 20

Speed 7

Resist 10 cold, 10 fire, 10 poison

Level 8 Soldier

XP 350

Initiative +6

Perception +7

Low-light vision

TRAITS

Stench * Aura 3

A creature that starts its turn in the aura must make an Endurance check, DC 12, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

STANDARD ACTIONS

(mbasic) Gore * At Will

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 4d4+6 damage and the stench kow pushes the target 1 square.

(melee) Pounding Charge * Encounter

Effect: The stench kow charges, moving a minimum of 4 squares, and makes the following attack in place of a basic attack.

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d10+5 damage, the target falls prone and the stench kow pushes the target 2 squares.

Skills Endurance +14

Str 16 **Dex** 10 **Wis** 17

Con 21 **Int** 2 **Cha** 8

Alignment evil

Languages -

Stench Bull

Large immortal beast

HP 109; **Bloodied** 54

AC 26; **Fortitude** 24; **Reflex** 19; **Will** 22

Speed 7

Resist 10 cold, 10 fire, 10 poison

Level 10 Soldier

XP 450

Initiative +7

Perception +8

Low-light vision

TRAITS

Stench * Aura 3

A creature that starts its turn in the aura must make an Endurance check, DC 13, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

Guardian of the Herd * Aura 1

An enemy in the aura that makes an attack that does not include the stench bull as a target triggers an opportunity attack from it.

STANDARD ACTIONS

(mbasic) Gore * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 3d6+8 damage and the stench bull pushes the target 2 squares.

(melee) Pounding Charge * Encounter

Effect: The stench bull charges, moving a minimum of 4 squares, and makes the following attack in place of a basic attack.

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

Hit: 4d8+9 damage, the target falls prone and the stench kow pushes the target 2 squares.

Skills Endurance +15

Str 23 **Dex** 10 **Wis** 17

Con 21 **Int** 2 **Cha** 8

Alignment evil

Languages -

Stench Kine Herd Member

Level 14 Minion Soldier

Large immortal beast

XP 250

HP 1; a missed attack never damages a minion

Initiative +9

AC 30; **Fortitude** 28; **Reflex** 23; **Will** 26

Perception +10

Speed 7

Low-light vision

Resist 15 cold, 15 fire, 15 poison

TRAITS

Stench * Aura 3

A creature that starts its turn in the aura must make an Endurance check, DC 15, or be weakened until the start of its next turn. If it starts its turn in multiple stench auras, it must make only one check, against the highest DC aura. If it is in 3 or more auras, the DC is increased by 1.

STANDARD ACTIONS

(mbasic) Gore * At Will

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

Hit: 11 damage, or 14 damage against a weakened target.

(melee) Mighty Charge * At Will

Effect: The stench kine charges and makes the following attack in place of a basic attack.

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

Hit: 11 damage, and the target is knocked prone.

Skills Endurance +17

Str 23 **Dex** 10 **Wis** 17

Con 21 **Int** 2 **Cha** 8

Alignment evil

Languages -