**WITHERSTENCH**

**Small Beast**

**Hit Dice:** 2d10+2 (13 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft

**AC:** 14 (+1 size, +2 Dex, +1 natural)

**Attacks:** 2 claws +1 melee

**Damage:** Claw 1d6-1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Stench

**Saves:** Fort +4, Ref +5, Will -1

**Abilities:** Str 8, Dex 14, Con 12, Int 4, Wis 8, Cha 7

**Skills:** Hide +8, Listen +2, Spot +2

**Climate/Terrain:** Any underground

**Organization:** Pack (3-12)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Small); 5-6 HD (Medium-size)

The witherstench (or skunk beast) is a bizarre mutation of a skunk, and is about 4 feet in length. This beast is nearly hairless with only a few patches of dirty fur sprawled out on its wrinkled skin. It has blotchy yellow skin, which is covered with tiny purple spots that emit a powerful odor for which the beast is named.

This beast lives in dank and filthy areas, mostly underground, where it survives by scavenging for carrion.

**COMBAT**

The witherstench is a cowardly creature, but defends itself with its claws if attacked or approached.

**Stench (Ex):** The witherstench constantly emits a nauseating stench from the spots on its skin to a range of 30 feet. Creatures within range must succeed at a Fortitude save each round they remain in the area or become nauseated (see page 85 in the *DMG*). An affected creature moved out of range of the stench recovers immediately.