

WITHERSTENCH

A witherstench is a relative of the skunk about the size of a bobcat. Though generally reclusive, gnomes and other humanoids sometimes capture and train them for use as guard animals. A thief sprayed by a witherstench has a very difficult time hiding its guilt.

Witherstench

Level 1 Controller

Small natural beast

XP 100

HP 32; **Bloodied** 16

Initiative +2

AC 15; **Fortitude** 15; **Reflex** 13; **Will** 11

Perception +1

Speed 6

Lowlight vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2d4+3 damage.

(close) Musk Spray * Recharges when first bloodied

Attack: Close blast 2 (creatures in burst); +2 vs. Fortitude.

Hit: The witherstench pushes the target 4 squares and the target is musky (save ends). While musky, the target is weakened and gains an stench aura 2 (any creature starting its turn in the aura is pushed 2 squares away from the creature).

Aftereffect: The target has a lingering stench that inflicts a -2 penalty to Diplomacy checks. Each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is reduced to -1. At the start of each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is removed. At the start of each day, the target can make a saving throw to remove this effect.

Str 9 **Dex** 14 **Wis** 13

Con 16 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Witherstench Cub

Level 1 Minion Controller

Tiny natural beast

XP 25

HP 1; a missed attack never damages a minion

Initiative +x

AC 15; **Fortitude** 10; **Reflex** 16; **Will** 11

Perception +1

Speed 6

Lowlight vision

TRAITS

Stinky Musk * Aura 1

Each creature that starts its turn in the aura is pushed 2 squares.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 4 damage.

(close) Musk Spray * Encounter

Attack: Close blast 2 (creatures in burst); +2 vs. Fortitude.

Hit: The witherstench pushes the target 4 squares and the target is musky (save ends). While musky, the target is weakened and has a lingering stench that inflicts a -1 penalty to Diplomacy checks. Each day, the target can make a saving throw to remove this effect.

Aftereffect: The stench lingers, though the penalty is removed. At the start of each day, the target can make a saving throw to remove this effect.

Str 4 **Dex** 18 **Wis** 13

Con 10 Int 2 Cha 11
Alignment unaligned

Languages -

Dire Witherstench Level 5 Elite Skirmisher

Medium natural beast

XP 400

HP 132; Bloodied 66

Initiative +6

AC 19; Fortitude 19; Reflex 18; Will 15

Perception +3

Speed 7

Lowlight vision

Saving Throws +2; Action Points 1

TRAITS

Musk * Aura 2

Each creature that starts its turn in the aura is pushed 2 squares.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +10 vs. AC.

Hit: 2d4+8 damage.

(melee) Dashing Attack * At Will

Effect: The dire witherstench makes a bite attack, shifts up to its speed and makes another bite attack.

MINOR ACTIONS

(close) Stinky Distraction * Recharges when the dire witherstench becomes marked

Attack: Close burst 2 (creatures in burst); +6 vs. Fortitude.

Hit: The target grants combat advantage until the end of the dire witherstench's next turn. If it has any creatures marked, those marks end.

Str 14 Dex 14 Wis 13

Con 18 Int 2 Cha 11

Alignment unaligned

Languages -

Dire Witherstench Charger Level 10 Elite Skirmisher

Medium natural beast (mount)

XP 400

HP 218; Bloodied 109

Initiative +10

AC 24; Fortitude 24; Reflex 23; Will 20

Perception +8

Speed 7

Lowlight vision

Saving Throws +2; Action Points 1

TRAITS

Impossible to Ignore Odor * Aura 3

Creatures in the aura cannot mark the dire witherstench charger's rider.

STANDARD ACTIONS

(mbasic) Bite * At Will

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

Hit: 3d4+11 damage.

(melee) Dashing Attack * At Will

Effect: The dire witherstench makes a bite attack, shifts up to its speed and makes another bite attack.

MINOR ACTIONS

(close) Stinky Distraction * Recharges when the dire witherstench becomes marked

Attack: Close burst 2 (creatures in burst); +6 vs. Fortitude.

Hit: The target grants combat advantage until the end of the dire witherstench's next turn. If it has any creatures marked, those marks end.

Str 14 **Dex** 18 **Wis** 16
Con 21 **Int** 2 **Cha** 11
Alignment unaligned

Languages -