



FROG GOD GAMES ADVENTURES

SCENTS & SENSIBILITIES

By Scott Swift



**SWORDS &
WIZARDRY
COMPATIBLE**



SCENTS & SENSIBILITIES

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SCENTS & SENSIBILITIES

BY SCOTT SWIFT, SKEETER GREEN AND MATT FINCH

A SWORDS & WIZARDRY ADVENTURE DESIGNED FOR 4 TO 6 3RD TO 5TH LEVEL CHARACTERS

INTRODUCTION

Scents and Sensibilities is a three-part resource for those who choose to challenge their players with the foul-smelling monsters known as stank hogs. The first section is a short adventure called *The Manufactory of Fumario*, and the second section is an erudite discussion of the stank hog (*Sus noxium*). The third section contains statistics for adult and young stank hogs.

PART THE FIRST:

THE MANUFACTORY OF FUMARIO

This adventure is suitable for a group of 3rd- to 5th-level characters. It can certainly lead to further adventures if desired.

The setup for this adventure begins with the characters encountering Fumario, a perfume-dealer who travels among strange worlds and even other planes of existence. His manufactory travels with him, and the characters (as heroes do) stumble into a bizarre encounter with him. Fumario's methods and motivations are inexplicable, but this is usually the case with supernatural patrons.

The adventure begins in whatever town or village the characters happen to be staying in at the moment.

STARTING THE ADVENTURE

As you walk down the street, a small alleyway draws your attention. Strange, unearthly smells waft out from the narrow opening between the two buildings. Once you look at it, you also notice that the buildings to either side of the alleyway appear distorted, as if they are leaning away to create a gap between them. You can only tell this through the corner of your eye — when you focus anywhere specific, the buildings appear to be in an ordinary shape, but at the very edge of your vision they seem to curve sharply away from where they ought to be.

The alleyway appears to be about 20 feet long and leads into a small courtyard with the same distorted appearance as the buildings to either side of the entrance. Someone is assembling a piece of strange-looking machinery, but he seems to shift in and out of visibility. Like the strange angles of the buildings, he is more easily seen with peripheral vision than by looking at him directly.

If the characters move on, they can certainly come back later; **Fumario** remains in the vicinity for several days. The manufactory is “broadcasting” its visibility to people who might be of help to Fumario, so it is even possible that the characters might encounter the alleyway more than once in different parts of the city.

If the characters decide to investigate the alleyway, they can enter the courtyard without difficulty. The mix of smells, both pleasant and unpleasant, increases tremendously once they enter.

Once you enter the courtyard, the first thing you notice is that the buildings surrounding it definitely seem to stretch out and back from the center, and there is a ceiling of sorts spanning the area. The ceiling is multifaceted, like the eye of a dragonfly, with each of the facets showing bits and pieces of strange landscapes on the far side. None of the landscapes matches with any of the others; the sight is enough to make you dizzy.

The person in the courtyard is definitely not human, although there is a definite *resemblance* to humanity. He has an unnaturally large head with a strong feline aspect, and although he wears a long coat it also appears that he has a tail of some kind that twitches occasionally. The creature has been assembling a strange apparatus of crystalline pipes and complex dials, which is also fitted with a number of spigots, faucets, and spouts.

When you enter the courtyard, he notices you for the first time, bows deeply, and takes a seat on one of the packing crates around the partially-assembled machine. He reaches into the crate, pulls out an ornate hourglass, and holds it out to you.

“Here you go. One odiferometer. Bring it back, or the cost will be deducted from your reward. Make sure you leave the city before you shake it.” He jumps off the crate and begins working on his machine again.

At this point, the characters might still have a few questions.

Here are the various facts about Fumario that might emerge during conversation:

The Odiferometer: This is a magic item that predicts the emergence of unusually pungent smells. When the sand in the hourglass runs out, the bearer of the odiferometer has arrived at the source of the smell in both time and space. There is a component of destiny involved; the bearer is always going to be in the right place. All the odiferometer does is to alert the bearer that it is the right time. If anyone questions this, an irritated Fumario says, “How am I supposed to know how it works? I didn’t make it.”

The odiferometer activates once it is shaken, and when its task is done, it becomes inert until Fumario reactivates it. Once the characters shake the odiferometer (or something else shakes it), the characters are able to estimate that whatever is going to happen to them will take place in roughly two days.

The Task: Fumario intends for the characters to take the odiferometer, wander out into the countryside, and bring back the source of whatever smell the odiferometer anticipates. He will then distill the smell into perfume and offer it for sale in whatever distant world might find the smell attractive. Assuming the characters take the odiferometer, their encounter with the stank hogs becomes an inescapable part of their destiny, fated to happen at the very moment the sand in the odiferometer runs out.

Payment: If the characters ask about payment for bringing back the source of smell identified by the odiferometer, Fumario is willing to pay good money based on the pungency of the smell they bring, but cannot predict exactly how much.

The Manufactory: Fumario's manufactory is a bit like a bubble that pushes into other worlds or planes of existence, which is why the buildings around it appear distorted in space. The ceiling facets are windows into a number of different worlds. The machine Fumario is assembling is the distillation apparatus for making perfumes. Once Fumario has the manufactory set up, he finds a place in the city to sell his inventory of exotic perfumes, remains for a year or so, and then moves on.

Why the Manufactory Appeared Right in Front of the Characters: The odiferometers are not the only destiny-powered magic items in Fumario's possession. One of the other machines in the manufactory is a weirdmagnet, designed to attract people with certain potential characteristics. Fumario explains that he has set the weirdmagnet's calibration to attract "violent people who are short on money and prone to walk into risky situations without making adequate plans, then play it by ear." After saying this, he pats the machine with satisfaction. "Still seems to be working perfectly."

Fumario, Male Yshkat: HD 8; HP 61; AC 5[14];
Atk bite (1d6), 2 claws (1d4), tail sting (1d6 + lethal poison); **Move** 12; **Save** 8; **AL** N; **CL/XP** 11/1700;
Special: lethal poison (save or die), planar shift (shift from one plane to another), pounce (20 ft. run and hit with claw, save or knocked prone; automatic bite attack on prone creatures), reflexive displacement (+2 saving throw vs. targeted attack), spell-like abilities.
Spell-like abilities: 2/day—*magic missile, shield*; 1/day—*hold person, web*.

THE SITUATION RIPENS

The sand in the odiferometer continues to run until the characters find themselves in a relatively rural area ...

BACKGROUND

A few weeks ago, Jaren Bott's orchard was subject to a terrible invasion. Normally, Jaren can deal with the pests a fruit farm normally attracts. But these invaders are much harder to deal with. A sounder of stank hogs made its way through the woods bordering the northeast corner of Bott's orchard. Never ones to pass up a free meal, the hogs dug a burrow along the northern fence line and broke through to sample some of Bott's crop.

Unbeknownst to the hogs, the fruit was overripe to begin with, and since Jared hasn't been able to harvest, the crop has begun to drop to the ground and ferment. The result? The hogs are getting an easy free meal but the fermented fruit is starting to have an alcoholic effect on the giant beasts, creating an even larger problem.

THE NPCs

Jaren Bott owns the Bott farm, which has been in his family for several generations. His wife **Adelaide** is a well-revered healer in the community. The Bott children, **Ark** and **Hannah**, are too young to help with the farm; they spend their days playing through the trees and brush along the forest. They've been told repeatedly not to play in the forest, and now they know why. The Botts employ two farmhands, **Olin** and **Teyka**. Olin is a local teenager, and Teyka is "lying low" after a particularly harrowing assignment she just finished. She often comes to the Bott farm at harvest when she is not working elsewhere. Her equipment is stored in the woods, and she is loath to reveal her identity and skills, even in this dire situation.

Jaren Bott, Male Human Farmer: HP 5; AC 9[10]; **Atk** hand axe (1d6); **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10;
Special: none. (*Monstrosities* 254)
Equipment: hand axe.

Adelaide Bott, Female Human Healer: HP 3; AC 9[10];
Atk none; **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10; **Special:** healing (3/day, restore 1d4 hp using poultices and herbs). (*Monstrosities* 254)
Equipment: pouch of herbs and healing poultices.

Ark and Hannah Bott, Male and Female Human Children: HP 2 each; AC 9[10]; **Atk** none; **Move** 9; **Save** 18; **AL** L; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)

Olin, Male Human Farmhand: HP 4; AC 9[10]; **Atk** dagger (1d4); **Move** 12; **Save** 18; **AL** L; **CL/XP** B/10; **Special:** none. (*Monstrosities* 254)
Equipment: dagger.

Teyka, Female Human Bandit: HP 5; AC 7[12]; **Atk** short sword (1d8); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 254)
Equipment: leather armor, short sword, 1d4 sp.

THE SITUATION

The alpha hog has been rooting in the fermented fruit all day and is on a tear. It has the children treed, and caught Ark in the leg with one of its tusks. Ark is stable, but the hog is beyond Jaren's ability to deal with. Whenever anyone enters the orchard, the hog moves closer to the children. Adelaide is terrified it will get to the children again before help arrives.

Jaren rushes from the farm, seeking aid for his wounded child. And lo and behold, there are the characters, right on time thanks to the odiferometer.

STARTING THE ENCOUNTER

You are walking down some kind of wagon trail when you notice that the sand in the odiferometer is finally running out. Just as the final grain of sand falls, you hear someone in the distance begin screaming for help ...

A wild-looking man runs toward you from the tall grass, flailing his arms to get your attention.

"You there! You gotta help me! I'm in a terrible way, and I need your sword arm to save my family!"

When he regains his breath, he explains that there has been an incident at his farm only a few hundred yards to the north, on the far side of the hill. He begs you to follow him to the farm, and on the way there, he explains what is happening.

"Those damn hogs came out of the woods, broke through my fence, and have been eating up all my crops and the fruit in the orchard. They got my kids treed, and one is hurt. The hands can't do anything to drive them off, and I'm in desperate need of some help!"

If the characters agree to help the farmer, it doesn't take long to arrive at the orchard. For this reason (and because Jaren doesn't really know very much), the characters are arriving without very much information. Jaren knows that wild hogs have broken into his orchard, but he doesn't realize that these aren't ordinary creatures. He is unfamiliar with stank hogs and doesn't know what brought them out of the forest; but he does know his children are in danger, he can't deal with the hogs, and the farmhands are busy trying to distract the hogs enough to keep the children safe. He is desperate and a little hysterical.

Reward. On the way to the orchard, Jaren offers the characters anything he can think of as a reward to sway the characters to help his family. He certainly offers the characters provisions, and possibly a share of his surviving crops. But this would be another large setback to the farm. Of course, what the characters already know is that this situation offers them a way to get a far more significant reward from Fumario.

THE BOTT FAMILY FARM

The Botts' farm is a large agricultural concern just on the outskirts of a larger town, village, or whatever works in your campaign. The farm should be remote enough that the family needs to be self-sufficient, but close enough that the perishables can make it to market without spoiling.

Fence Line. As the characters approach the farm, they notice two farmhands (Olin and Teyka) running back and forth in front of a palisade-style fence roughly eight feet tall. A five-foot-wide gated opening is about halfway down the southern and western fence line. Along the northern and eastern fence line, adjacent to the forest, the fence is more open and picket-style, allowing the characters to see more of what is going on in the interior.

Plot Layout. The orchard is laid out in a quadrant configuration. What looks to be apples and/or pears are in the northwest and northeast fields, while figs or some other smaller fruits are grown in the southern two fields.

Hogs' Location. If the characters maneuver around to the north or east sides of the orchard, they can see through the picket fencing to get a location of the hogs. Several piglets can be seen moving in the northwest quadrant, playing, eating, and fighting (typical youngster behavior). Less obvious is the movement of the adults. The boar is only barely standing, the warm air and fermented fruit having quite an effect on him.

The sows are another matter. They have also been partaking of the spoiled fruit, but they haven't indulged quite as much, and are just biding their time, lying in the sun. They only move if characters make their presence known with loud noises, attack or approach the piglets, or attack the sows outright.

1. EXTERIOR FIELDS

The fields extend around the fenced-in orchard for 10–20 yards. The Botts cultivate several different parcels of fruits, grains, and various root crops. The orchard is the only area relevant to this encounter.

Fields. The grassy fields between parcels is semi-maintained, as several goats and other herbivores keep the ground close-cropped. The hogs immediately notice anyone trying to sneak across the open field.

2. UNTAMED FOREST

A natural forest and thicket abuts the Bott farm. This is where the stank hogs normally roam, but the enticing aroma of the spoiled fruit brought them closer.

Forest. If characters choose to circle around the farm and approach the hogs from the rear, or if they desire to flank them and cut off a mode of escape, characters can proceed along the fence line until they encounter the broken patch of fence. The hogs are not expecting any danger from the direction of the forest and are unlikely to notice the characters unless they are making a lot of noise.



3. BROKEN FENCE

This is where the hogs broke through the fence to feast.

Downed Fencing. If the characters discover the hogs' ingress point, they may consider a quick repair to cut off their means of escape by repairing the section of fencing the hogs broke through. However, the repair is quick and shoddy; if the characters have proper tools, they can do a better job. To truly fix the fence, characters need to spend four hours with tools unmolested by hogs. If the hogs hear characters working on the fence, they certainly come to investigate and attack any people they see.

If the characters leave the fence with a shoddy repair, the hogs have a 4-in-6 chance to break through. If they somehow lure the hogs away and spend one hour repairing the fence, the hogs have only a 3-in-6 chance. A full repair of the fence, taking the entire four hours, means the hogs have a 1-in-6 chance to weaken the fence but must roll another success to make a hole large enough to pass through.

4. DEVASTATION

Downed trees, devoured grasses and fruit, splattered mud, and tracks of rooting hogs show what happens when a hog eats too much fermented fruit. The hogs are drunk, mean, and destroying anything in their way.

Going Hog Wild. There are **4 adult stank hogs** in total. The main instigator of the destruction, the boar, is typically head-deep in the muck, devouring fermented fruit. He occasionally looks up, staring at the rest of the orchard, unable to focus on anything more than 10 feet away. The three sows sunning themselves in the area are less inebriated and marginally less hostile unless the piglets in **Area 5** are assaulted.

Terrain. The mush and muck of the mud, fruit, brush, and less savory ingredients creates treacherous ground for moving or fighting. Characters have a 1-in-6 chance per quick movement (fighting, running, jumping, etc.) of slipping and falling prone unless they are on the worked pathways between plots.

Stank Hogs (4): HD 7; HP 49, 41, 35, 30; AC 6[13];

Atk bite (1d6) or gore (1d8); **Move** 15; **Save** 9; **AL** N; **CL/XP** 8/800; **Special:** cut and run (gore attack from hiding, save or knocked prone), mephitic gust (incapacitating cloud lasts 1d4+1 rounds; roll 1d20: 1–10, no effect and cannot use for rest of day; 11–14, 10-ft. cloud; 15–19, 20-ft. cloud; 20, 30-ft. cloud; save or incapacitated), stank's revenge (any piercing attack on creature's flank has 10% chance of puncturing gland and releasing mephitic gust; attacks doing 12 or more damage have 50% chance).

Note: Due to the fermented fruit they've been eating, the adult stank hogs receive the following adjustments: –1 penalty to hit; +1 to-hit bonus for 2 rounds if within 20 ft. of piglet that is attacked; +5 to roll on mephitic gust radius; consecutive –1 to-hit penalty after attacking for 3 rounds (maximum –3 penalty), must save every round at maximum or stunned for 1d6 minutes; immune to charm and fear.

5. HOG HEAVEN

While the male hog and the sows patrol the northern half of the orchard, the **6 stank piglets** frolicking in the northeast field are having the time of their lives. Running, playing, crashing into trees and knocking themselves out, they are having quite a time. If any character approaches, the piglets squeal, run around haphazardly, and if cornered, attack with tiny ferocity.

Stank Piglets (6): HD 2; HP 13, 10x2, 8, 7, 5; AC 6[13]; **Atk** bite (1d4), gore (1d6); **Move** 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** cut and run (gore attack from hiding), mephitic gust (incapacitating cloud lasts 1d4+1 rounds; roll 1d20: 1–10, no effect and cannot use for rest of day; 11–14, 5-ft. cloud; 15–20, 10-ft. cloud; save or incapacitated), stank's revenge (any piercing attack on creature's flank has 10% chance of puncturing gland and releasing mephitic gust; attacks doing 12 damage have 50% chance).

Note: If cornered, drunken stank piglets turn savage and immediately gain a +1 to-hit bonus on their first bite attack. They are also immune to charm and fear.

6. UNSPOILED CROPS

The two southern fields have so far been spared the porcine destruction of the northwest field. These fruit trees, while still dropping overripe fruit, are not quite to the spoilage point. If the characters manage to drive off the hogs, the Botts may be able to salvage a partial harvest!

HOGS GONE WILD

What happens to a stank hog when it eats too much fermented fruit? Well, a few things happen:

All adult stank hogs have a –1 penalty to hit.

If a sow is within 20 feet of a piglet and the piglet is attacked, the sow gains a +1 bonus to hit for two rounds.

Adult hogs have +5 on rolls to determine the radius of their mephitic gust attack. All adult hogs engaging in combat for more than three rounds suffer a consecutive –1 to-hit penalty per round (maximum –3 to-hit penalty) until they rest. Each round a stank hog fights with the maximum penalty, it must make a saving throw or be stunned for 1d6 minutes.

All hogs (including piglets) are immune to charm and fear of all kinds.

If cornered, drunken stank piglets do not hesitate to turn on their pursuers, especially if their smaller mephitic gust attack does not dissuade pursuit. Typically, they attempt to flee, but if backed into a corner (or if any other piglet is attacked), they turn savage and immediately gain a +1 to-hit bonus on their first bite attack.

DOWN TO BUSINESS

The players may discuss several different tactics to deal with the hog problem. Obviously, many druids and rangers have some benefits in this situation, but all classes should be encouraged to participate and come up with a plan to drive off the hogs. The key, of course, is to capture them alive and get them back to the city to deliver them to Fumario. Even if the hogs are killed, the anal glands are enough to satisfy Fumario's perfume-making needs, although on a smaller scale.

Several possibilities are viable:

Outright Combat. The tried-and-true method, the characters can simply attack the hogs full-on. In this case, they have terrain issues, multiple opponents from several directions, and most likely must contend with unknown abilities. If the characters defeat the hogs in combat and don't rupture the hogs' glands, they have provided the Botts with usable meat for the season and provided themselves with some stank-hog anal glands to deliver to Fumario.

Capture the Hogs. If the characters get the hogs to the city, they obtain a much-larger reward from Fumario. This requires more ingenuity than direct combat, but the contents of an ordinary farm are available as resources. Most importantly, the characters can use plenty of wooden fencing if they tear it out — Jaren certainly won't object if he thinks it helps get rid of the threat.

Lure the Hogs Away. It would take some clever planning, but it is possible to lure the hogs out of the orchard and lead them to the city. One likely plan involves abducting a piglet, avoiding attack by the sows, and getting on the road with the sows following (and they will). The boar may be slow to follow the sounder, but he eventually waddles around to follow the rest of the pack.

There are several other plans possible depending on the party composition and creativity of your players, but these few examples should give you enough background to make some memorable encounters!

TRANSPORTING THE HOGS

Unless the characters simply killed the hogs and managed to get a few anal glands to bring to Fumario, transporting live stank hogs to a city (and through it!) presents a bit of a logistical problem.

If the characters experiment, they find that the hogs will eat enough of the fermented fruit to knock them unconscious or at least keep them sedated. An adult hog requires 200 pounds of fermented fruit to remain unaggressive for 24 hours, and 300 pounds to remain actually sedated. The piglets require half as much fruit to achieve the same effect.

The orchard contains 2,000 pounds of fermented fruit, which is two wagonloads.

A wagon could also be used to transport one fully-sedated stank hog.

A village near the Botts' farm can supply two wagons, but these are the only ones in the immediate vicinity. However, a number of horses could be employed to pull stank hogs on sleds made from fencing, or whatever other means the characters dream up to transport the hogs.

TRAVELING TO THE CITY

Getting to the city from the Bott farm takes longer when the party is moving at wagon's pace than when they are moving at normal speed. However long it took them to reach Bott Farm, it takes 50% longer to return.

One more challenge. You can either select one of these options or roll randomly, but depending on how exactly the characters are transporting their stank hogs, some of the possibilities work better than others. Roll 1d4 on the following table:

1d4 Encounter

- 1 **Broken Wagon Wheel:** If the characters are not using a wagon, then treat this result as no encounter, and the characters can reach the city with no difficulties.
- 2 **Wanderlust:** One of the stank hogs (probably heavily sedated) wanders off the road. If the stank hogs are not free to wander, then treat this as no encounter, and the characters are home free.

- 3 **Bandit Encounter:** The characters encounter 5 **bandits** on the road. The bandits might use the stank hogs to their advantage by cutting one loose or whatever seems like it might cause enough chaos to let them steal the party's gold (or equipment). They can be bought off relatively cheaply if the characters think to try this.

Bandits, Male or Female Humans (5): HD 1; HP 6, 5x2, 3, 2; AC 7[12]; **Atk** short sword (1d8); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none. (*Monstrosities* 254)**Equipment:** leather armor, short sword, 1d8 gp.

- 4 **Mud:** A sudden rainstorm leaves the road ahead extremely muddy. Free stank hogs might stop to wallow in the mud, and the speed of the wagons is cut to 50% normal (which might cause the party to run out of fermented fruit before they reach the city).

GETTING THROUGH THE CITY

When the characters arrive at the city gates, they encounter significant resistance from the guards, who are appalled at the idea of stank hogs traipsing through their city. If the characters have completely sedated stank hogs on wagons, the guards let them through; however, if they are trying to herd a bunch of giant, drunken pigs down the city's thoroughfares, the guards won't allow them to enter without signing multiple waivers and paying 100 gp. The obvious solution is just to send someone to get Fumario, who straightens things out with the guards. If they don't think of this option, there are ferryboats leading into the city, and a giant winch that protrudes over the wall where the city's defenses are being repaired.

CONCLUSION

(THE SWEET SMELL OF SUCCESS)

The characters have several ways they can deal with the stank hog sounder affecting the Botts. From the standpoint of being heroes, the successful result is that the children are rescued, the hogs are driven off or slain, and no further damage is done to the orchard. A well-placed *fireball* may be a big help, but it also destroys the orchard, causing more trouble than it solves. Characters need to be aware of the repercussions of their actions in this encounter.

From the standpoint of financial gain, a successful result depends on being able to get stank hogs or stank hog anal glands back to the city to Fumario.

Assuming that the characters succeed in bringing something back to Fumario, they find him in the alley courtyard as expected. The merchant fulfills his bargain, paying the characters as described below in the **Treasure** section. If the characters bring back more than one live stank hog, Fumario is very likely to offer them further employment. Like any merchant, he faces competitors, the possibility of theft, and a number of other possible adventure hooks that don't necessarily involve finding smelly things out in the countryside. If the players enjoyed the adventure, then consider having Fumario send them after something sweet smelling and innocuous, such as unusual flowers out in the forest. Unfortunately, of course, forests can be very dangerous in their own right.

TREASURE

From the Botts

- If the characters succeed in saving the Bott farm, you can reward them with whatever seems appropriate. For example:
- The Botts do not have much in the way of coin, but they could manage to pull together 100 gp worth of family funds to pay the party.
- The crops, if recovered and taken to town, are worth 1d6 x 100 gp at market.
- If the hogs are killed and rendered properly, they provide meat worth 1d4 x 150 gp, as long as it's sold as "pork" (lawfully aligned characters may have a problem with this).
- Stank hog piglets, if captured alive, fetch 10 gp each in the local market. If held for a discerning buyer, they could be sold for 50 gp each.

From Fumario

Fumario is willing to pay 100 gp per intact anal gland the characters bring him. However, he considers live stank hogs to be far superior than anything he could have imagined, since they can be used as an ongoing source of stench. He pays 500 gp for each live stank hog adult, and 100 gp per stank hog piglet. Dead stank hogs are worthless to him, and the characters are not rewarded if this is all they bring.

PART THE SECOND:

SWYFTE'S PHYSIOLOGUS

Swyfte's Physiologus is a collection of ecologies of wondrous beasts, monstrosities, and horrors. Swyfte was a scholar hired ages ago to travel alongside the Company of the Frog to chronicle its exploits and record information about any creatures encountered.

Copies, even partial copies, of the ancient text are sought by sages and adventurers alike in order to better understand these creatures and to possibly gain some advantage in combat against them.



STANK HOG (SUS NOXIUM)

Commonly known as the stank hog, *Sus noxium* is a member of the wild swine species whose habitats are wide ranging and can include deserts, jungles, forests, and lower mountain ranges. The stank hog is somewhat larger than its cousin, the common wild swine, reaching a shoulder height of 40 inches, a length of six feet, and weighing up to 500 pounds. Protruding from an elongated muzzle, a single set of curved and pointed tusks reaches a length of 10–12 inches upon maturity of the hog. Stank hogs are nearly devoid of fur, with only sparse, bristly hairs poking upward from their thick, dark-gray hides. Each of its feet has four toes that end in two larger frontal hooves and two smaller rear hooves. Its short tail ends with a tuft of bristly hair and twitches when the animal is agitated.

The primary difference of *Sus noxium* from the common wild swine is its anal gland, which is capable of storing and concentrating its noxious flatus. When attacking or frightened, the stank hog releases a barrage of flatulence capable of downing the most stoic of adversaries, causing them to fall to the ground gasping for breath and vomiting profusely. The stank hog takes advantage of its incapacitated enemy by either fleeing or attacking with its razor-sharp tusks. The stank hog has few natural predators other than the greater monstrosities, as most creatures tend to avoid them after a fetid first encounter. Humans and humanoids occasionally hunt the hogs in order to thin their numbers to prevent crop raiding or to acquire their usable body parts such as their hides, tusks, and anal glands.

ECOLOGY

The stank hog is highly adaptable and can be found in a wide range of environments, barring arctic and sub-arctic climates. They range in an area roughly 20 miles by 20 miles, requiring only water, a food source, and underbrush for nesting purposes. They are omnivores and eat grass, bark,

crops, tubers, and berries, along with smaller animals or carcasses. They do not actively hunt for larger animals but attack any creature that invades their space, eating anything they kill in such situations.

Stank hogs rest in heavily brushed areas, rutting out nests that can be almost as deep as a burrow. The brush inhibits predators to a degree and provides an audible alarm, alerting the stank hogs to any creature or person approaching.

A typical sounder of hogs consists of an alpha male and his following of 20 or more sows and piglets, consisting of five sows and 15 piglets on average. Older, dethroned males often live a solitary life, and groups of younger males (up to 10 or more) band together when they are not vying for supremacy during mating season.

EVIDENCE OF ACTIVITY AND TRACKING INFORMATION

Stank hogs leave signs of their presence much like other wild hogs. They travel from forage site to forage site, rutting up the ground, digging for tubers or other roots, or even consuming croplands much to the dismay of farmers. These rutting sites are generally near the thick undergrowth of forests, with the hogs avoiding open terrain when possible. The stank hog usually has a primary resting spot deep within a thicket of underbrush and either roots out a mud-filled, hog-sized depression in the ground called a wallow (the deeper the better) or simply presses down grass and other foliage to make a temporary bedding site. There will be one such resting place per adult hog in the sounder. Mud rubs are often found near wallows, the hogs having bathed in mud to protect their skin and later rubbing off the excess mud on nearby trees.

Note: Attempting to follow the path through the underbrush to the hog's resting spot forces medium-sized humanoids to crouch, causing a –2 to-hit penalty and limiting movement to half their normal rate.

Stank hog hooves are split and rounded at the front tip, and tracks either consist of the two front hooves or all four hooves of each foot, depending on the depth and softness of the imprinted mud. Shallower tracks can sometimes be confused with deer tracks. The front toe hoofprints are farther apart due to splaying if the hog is exceptionally big or if it was running when it left the print. An experienced tracker notes that the hoofprint is larger in size than a standard wild swine's.

Scat left by the stank hog can vary depending on diet but is generally uniform in shape with blunt ends. If the stank hog has eaten a creature recently, evidence of hair, bone, or feathers remain. One distinct difference in the stank hog's scat will be the presence of thin green streaks that give the scat an unbearable stench.

Other less common evidence of stank hog presence includes tusk markings on trees, scattered debris from rotting logs from where the hog ripped a small creature's hiding spot apart, and corpses of humanoids or other creatures accompanied by vomitus. A telltale sign that a stank hog is nearby is its noxious odor upon the breeze, and if coupled with the sounds of grunting or squealing, the beast is communicating with others of its kind or warning trespassers.

COMBAT TACTICS

Stank hogs avoid interaction with other species but fear nothing, having racked up multiple victories in their lifetimes through the use of their noxious fumes. They do, however, often mistake the mere presence of a creature as an act of aggression and attack creatures within 50 feet on sight.

A common tactic for the stank hog is to shoot out from thick underbrush alongside a trail, charging its adversary in attempts to gore with its deadly tusks, and then continue running across the trail and back into the underbrush on the other side, but not before releasing its debilitating gas. The hog then makes its way back through the underbrush for another similar charge, if possible, or keeps running if it feels outnumbered or outmatched. If multiple hogs are encountered, they burst forth from different areas of the underbrush to confuse their enemies, tainting the air with their noxious fumes. A stank hog in close quarters bites its opponent with its crushing jowls, ripping flesh and crushing bones.

PERSONAL OBSERVATIONS

The great hog surprised us all, charging out of the thick underbrush alongside the narrow trail we followed in search of the orc's lair. The hog ripped Bill's greave clean off, tearing a huge gash in his right leg with a long, sharp tusk. The huge fighter took a knee to prevent himself from falling and readied his great sword in time to meet the next charge from an even bigger hog. Bill's sword skewered the beast from mouth to rectum, culminating in an audible pop. Moments later, Bill was incapacitated, retching his breakfast of oats and jerky upon the forest floor, eyes blood red and pleading for air. I, too, was taken with nausea as a nearly imperceptible green mist wafted my way, but the feeling subsided when I ran out of its radius. I turned back to the carnage to see Finch execute a nearly perfect backflip, landing on a charging hog and riding it while bringing his dagger down, down into the back of its neck until another prolonged series of pops and squeaks were heard emitting from the beast's rear-end. The thief soon fell from his unwilling mount, holding his gut and curling in a fetal position. The hog staggered on, fell half-supported into the thicket, and ceased moving. Glaze, the wizard, fared better. He nearly dodged a third charging beast, receiving only a small scratch on his thigh. The beast grunted as he passed him by, yet only a fizzle of noise escaped its bowels, and Glaze seemed unaffected. The unfortunate beast's charge continued toward the safety of the thicket, but it ran headlong into the divinely adorned shield of Charles the Righteous. Holy symbol imprinted into its head, the wounded hog squealed and ran away at a tangent, never to be seen again.

The noxious flatulence subsided after a few minutes, and the dauntless adventurers of the Company of the Frog recovered themselves. Charles tended Bill's wounds, channeling the power of his deity through the poultice he applied to Bill's leg, the wound taking on a slight white glow and sealing with a fresh scab. Glaze busied himself with surgically removing the anal glands of the dead hogs and otherwise examining the carcasses. Finch plucked out the four tusks and proclaimed they were worth one silver piece each to a trader back home who collected such things.

HUNTING THE STANK HOG

The conventional method of hunting the stank hog is to search for signs of activity and track the beast to its foraging grounds, and ultimately, its thicket-covered resting spot. Smaller humanoids can traverse the tunnels (cut by the hog) through thick underbrush to the animal's wallow to flush out the hogs, but this is dangerous. Hacking through the brush alerts the sounder, and the hogs usually exit or attack. The ideal method is to employ hunting dogs, sending them into the thicket tunnels to flush out the stank hogs. Though reluctant to follow the trail of the foul-smelling creatures, properly trained and incentivized dogs can easily pick up the scent. The dogs participate in the fight as well, darting in and out to confuse the wild hogs but quickly succumbing to the gaseous vapors the stank hogs release.

Once confronted, longer weapons such as long spears are best to maintain maximum distance from the dangerous tusks and the debilitating flatus. The hogs can be ushered into either nets or pit traps, with either method quickly incapacitating the lumbering beasts.

Wetted rags for covering the mouth and nose aid in preventing the debilitating effects of the vile odor emitted by the stank hog.

Note: A creature wearing a wet rag over the mouth and nose gets a +2 bonus on saving throws versus the mephitic gust.

TREASURE

Stank hogs usually have no treasure other than their harvestable body parts, the exception being any valuables carried by their dead victims.

HARVESTABLE PARTS

The hide of the stank hog can be removed and cured for leather goods, including hide or leather armor, boots, and other mundane goods. It takes one hour for an experienced hunter to properly remove the hide. An unspoiled hide can fetch 8 sp.

The tusks of the stank hog can be removed, undamaged, in approximately one minute. Each tusk is valued at 1 gp and can be used for ornamentation or as a primitive blade or piercing weapon if affixed with a handle and further sharpened.

The meat of the stank hog is not valued due to its gamey taste with a hint of putridity. It is edible and nourishing, but only for the desperate. A light scent and taste of the noxious flatulence permeate the meat of the entire hog, but the taste in the hindquarters is overwhelmingly strong and cannot be eaten without inducing vomit.

The value of a piglet, though rarely desired, is 25 gp to the right buyer (someone wanting to discourage trespassers or desiring to harvest the stank gland upon maturity).

The real prize from the stank hog is its anal gland. Though the biological processes required to generate the noxious effect dies with the hog, the residue remaining within the glandular sack can be used as a component for the *cloudkill* spell or as an ingredient in poisons or stank bombs (see below). The gland is fairly benign (if left intact upon removal) as long as no pressure is applied that would release any trapped gas inside. The stank gland sells for approximately 50 gp to wizards, thieves, assassins, and alchemists. Removing one without damaging it requires a character to make a Delicate Tasks check or to roll below their dexterity on 3d6.

PREPARATIONS USING THE STANK HOG ANAL GLAND

The practitioner must wear a wet cloth over the mouth and nose, and airtight goggles to prevent incapacitation from the acrid fumes. The preferred method is to be downwind on a slightly breezy day or have assistants constantly fan the back of the practitioner.

The mucosal lining is scraped away from the viscera and dried in the sun for three days. The dried lining is then ground into a fine powder — stank hog powder — and collected in a stoppered glass vial until used. Four ounces of stank hog powder can be extracted from a single anal gland.

SPELL COMPONENT

The stank hog powder can be substituted as a more effective component in the casting of *cloudkill*.

If used as a component, the *cloudkill* spell is intensified, and saving throws are made at –2 versus the spell. Each casting consumes half an ounce of stank hog powder.

NON-LETHAL POISON

Sprinkling stank hog powder into a drink causes the imbiber to fall ill, growing weak, nauseated, and most likely vomitous. The lingering stench of the stank hog powder can be lessened by a prolonged drying out stage, decreasing the likelihood of detection. The poison is best employed in an alcoholic beverage to disguise the taste and to give the appearance that the imbiber has drank too much. The indisposed victim becomes a ripe target for pickpocketing, kidnapping, or murder without putting up a fight.

Anyone drinking liquid tainted with stank hog powder must make a saving throw or become ill. The effects are similar to being puking drunk, or near the brink of puking, and the victim is only able to stagger with some assistance to the nearest latrine in which to puke or to a bed in which to lie down. However, the victim has no real self-control and heads in whichever direction he is led. If not led, the victim does his best to head outdoors for fresh air, but if he encounters any obstacles, he lies down on the floor and falls asleep or blacks out within 15 minutes. One ounce of stank hog powder must be used to effectively poison a victim.

STANK BOMB

Two ounces of stank hog powder are funneled into a glass flask, and a stopper is inserted. A pipette is pushed through a hole in the stopper, and air is pumped gently into the flask, causing an increase in the internal pressure. Finally, a viscous sap is forced through the pipette as it is removed, sealing the pressurized flask.

In battle, the stank bomb is simply thrown at an opponent. If the glass flask breaks, the internal pressure, as well as the pressure of impact, distributes the stank hog powder into the air. All creatures within a 10-foot radius must make a saving throw or suffer the effects of the mephitic gust, i.e. they immediately fall upon the ground with eyes stinging and vomit flowing. Any creature making a saving throw must use its next action to exit the area, forgoing any attacks. If any actions are made other than an attempt to leave the area, the creature must make a saving throw for each action attempted. Those creatures initially failing the saving throw will be allowed an additional saving throw every other round. The stank bomb effect lasts for 1d3 rounds or until a moderate breeze dissipates it.

ADVENTURE HOOKS

Below are some adventure hooks with specifics that can either be used as written, expounded upon, or tweaked as you see fit.

Stank hogs make great wandering monsters in any wilderness or jungle journey, bursting out of the underbrush to surprise the incautious party.

A rebel group hires the characters to free a comrade held in the city keep. Kenwhit, a low-level thief with the local thieves' guild, is demanding three stank hog anal glands in exchange for revealing the hidden entrance to the sewers leading directly into the keep's dungeon. Unmoved by offers of coin, he boasts that he can scam or steal gold anytime but needs the glands to create poisons for a big mark coming to town next week. Stank hogs have been seen in the nearby woods.

The characters encounter a small halfling farming village during their travels. Mayor Gippy barter their finest pipeweed (150 gp worth) in return for the eradication of a local sounder of stank hogs. The pipeweed is highly sought after, and the farther from the halfling village, the higher the price it fetches.

The reclusive wizard Mirelda is able to teach the spell *cloudkill* to a wizard in the party (or perhaps sell needed potions and scrolls). She teaches the spell only in return for four stank hog anal glands. If her request is fulfilled, she teaches the spell for free and imparts the knowledge that stank hog gland powder intensifies the spell as noted above.

A decrepit old alchemist named Craginth sends his assistant to seek out the adventurers. If the characters answer his call, he requests five stank hog anal glands for making stank bombs. He pays 50 gp each for the glands and offers to teach the characters how to make stank bombs for a fee. If they wish to learn the secret, it costs them five stank hog anal glands and an additional 100 gp. The alchemist throws in one free stank bomb if the party pays his fee. Alternatively, the alchemist converts stank hog anal glands into stank bombs for a fee of 25 gp each. The process takes four days. He is unable to produce the stank bombs without the help of the characters due to having no supplier of the hard-to-find ingredient.

An aging squire, Gregor Destane, is a son of a wealthy nobleman. His inheritance is contingent upon his becoming a knight, though he does not share this information with the characters. He offers 150 gp to be escorted on a hunt for a stank hog. He wants it kept quiet. He intends to take the head as a trophy to prove his worth to the archduke in charge of raising squires to knighthood, having been rejected in the past for failure to demonstrate bravery in battle. A rabid stank hog has been traveling farther from the woods than usual and attacking outlying villages, killing two farmers and a young boy recently. He feels that dispatching the hog "by himself" will prove his worth. He requests that the characters meet him just inside the forest to begin the hunt (to avoid any witnesses).

Oleg, a wealthy tavern owner, seeks the head of a stank hog to display upon his tavern wall alongside other trophies. His signature drink is called Old Stank Eye, and he feels the trophy will boost sales as well as give patrons a good laugh. He offers 100 gp for the retrieval of the head and delivery to the local taxidermist in his name. Note: Old Stank Eye is an aged whiskey infused with a collection of healing herbs — a family secret — cultivated by his nearly 90-year-old mother. The drink costs 5 gp and gives the instant effect of +2 temporary hit points and decreases Dexterity by 2 points for the next six hours. Only one drink can be imbibed within a 24-hour period or the drinker becomes extremely sleepy, unable to do anything productive other than fight to stay awake. Oleg warns all customers, "Only drink one," before bursting out with raucous laughter.

SAYINGS AND SIMILES

- *As stinky as a stank hog.*
- *Stank hog drunk (referring to vomiting drunk).*
- *I'd rather wallow with a stank hog than bed with you.*
- *'Tis better to let the stank hog eat your carrots than to die a stinky death.*

PART THE THIRD: RELEVANT STATISTICS

YSHKAT (YISH-CAT)

Hit Dice: 8

Armor Class: 5[14]

Attacks: Bite (1d6), 2 claws (1d4), tail sting (1d6 + lethal poison)

Saving Throw: 8

Special: Lethal poison, planar shift, pounce, reflexive displacement, spell-like abilities

Move: 12

Alignment: Neutrality

Number Encountered: 1, 1d2+1

Challenge Level: 11/1700

Yshkats have human-like bodies, but their facial features are slightly feline. A yshkat's large eyes have vertical pupils rather than round ones, their ears are slightly higher than a human's, and their mouths carry a vicious array of teeth. They have tails with a poison sting, but usually attempt to keep these hidden under cloaks or coats that can be flipped aside easily to use the stinger in combat. Anyone struck by the tail sting must make a saving throw or die.

If the yshkat moves at least 20 feet straight toward a creature and then hits with a claw attack, that target must make a saving throw or be knocked prone. If the target is prone, the yshkat can make a bite attack on the prone creature which grants it a +2 saving throw against any targeted attack.

They can cast *magic missile* and *shield* twice per day. Once per day they can cast *hold person* and *web*.

Family Organization. Yshkats are organized into prides, families that have roughly equal numbers of males and females, depending on births and deaths. Prides usually have 1d4 + 4 members at any given time. Yshkats almost always do their trading alone (although many of them travel with small entourages of non-yshkat minions). The pride itself comes together on a pre-agreed world once every five or 10 years. Different prides of yshkats never work together, although they trade cubs back and forth (as with almost everything the yshkats do, this is a commercial transaction). Occasionally, two yshkat prides end up in a blood feud with each other, in which case many of the ordinary facets of yshkat behavior are suspended until the feud is resolved. These can be bloody battles fought across several worlds.

Interplanar Traders. Yshkats travel through the planes of existence and different worlds of the material plane, trading various commodities in each new market. In general, each yshkat specializes in a particular product such as perfumes, jewelry, weapons, and so on.

Yshkat: HD 8; AC 5[14]; Atk bite (1d6), 2 claws (1d4), tail sting (1d6 + lethal poison); Move 12; Save 8; AL N; CL/XP 11/1700; **Special:** lethal poison (save or die), planar shift (shift from one plane to another), pounce (20 ft. run and hit with claw, save or knocked prone; automatic bite attack on prone creatures), reflexive displacement (+2 saving throw vs. targeted attack), spell-like abilities.

Spell-like abilities: 2/day—*magic missile*, *shield*; 1/day—*hold person*, *web*.





STANK HOG

Hit Dice: 7

Armor Class: 6[13]

Attacks: Bite (1d6), gore (1d8)

Saving Throw: 9

Special: Cut and run, mephitic gust, stank's revenge

Move: 15

Alignment: Neutrality

Number Encountered: 1d2 or 5d4 (including piglets)

Challenge Level: 8/800

The stank hog is somewhat larger than its cousin, the common wild swine, reaching a shoulder height of 40 inches, a length of six feet, and weighing up to 500 pounds. Protruding from an elongated muzzle, a single set of curved and pointed tusks reaches a length of 10–12 inches upon maturity of the hog. Stank hogs are nearly devoid of fur, with only sparse, bristly hairs poking upward from their thick, dark-gray hides. Each of its feet has four toes that end in two larger frontal hooves and two smaller rear hooves. Its short tail ends with a tuft of bristly hair and twitches when the animal is agitated.

A stank hog attacks with its vicious bite, but it prefers to charge its opponent, often emerging from the cover of thick underbrush, and attempts to gore with its tusks and keep running to the safety of more underbrush, if present, or simply to put space between itself and the opponent. Any opponent gored in such a manner must make a saving throw or be knocked prone. The hog may or may not release its mephitic gust attack during this charge.

Once every other round, the stank hog can let forth a vile gust of air accumulated in its specialized anal gland. This attack is an additional free action and can be coupled with any other attack. Roll 1d20. On a result of less than 10, the anal gland deflates and adheres to itself, rendering the mephitic gust for that stank hog unusable that day. A result of 10 or higher creates a 10-foot-diameter gas cloud; 15 or higher creates a 20-foot-diameter gas cloud; and a roll of 20 creates a 30-foot-diameter gas cloud. The effect is immediate and profound, affecting all creatures within the cloud. Any creature caught within the gaseous cloud must make a saving throw or immediately fall upon the ground with eyes stinging and vomit flowing. Any creature making the save must use its next action to exit the area, forgoing any attacks. If any actions are made other than an attempt to leave the area, the creature must make a saving throw for each action attempted. Those creatures initially failing the saving throw will be allowed an additional saving throw every other round. The mephitic gust lasts for 1d4 + 1 rounds, lingering in the same area unless a strong wind disperses it. The stank hog is immune to its own and other stank hogs' mephitic gust.

Any piercing attack from the flank or rear has a 10% chance of popping the inflated anal gland of the stank hog, releasing the noxious flatulence and causing the full effect as described above. Additionally, any piercing or slashing hit from the flank or rear that does 12 or more points of damage has a 50% chance of popping the inflated anal gland and triggering the mephitic gust, the mighty blow cutting deep into the stank hog's thick hide and puncturing the gas-filled gland. Once the anal gland is punctured, the hog can no longer use its mephitic gust attack until it can rest and heal for one week.

Stank Hog: HD 7; AC 6[13]; Atk bite (1d6) or gore (1d8); Move 15; Save 9; AL N; CL/XP 8/800; **Special:** cut and run (gore attack from hiding, save or knocked prone), mephitic gust (incapacitating cloud lasts 1d4+1 rounds; roll 1d20: 1–10, no effect and cannot use for rest of day; 11–14, 10-ft. cloud; 15–19, 20-ft. cloud; 20, 30-ft. cloud; save or incapacitated), stank's revenge (any piercing attack on creature's flank has 10% chance of puncturing gland and releasing mephitic gust; attacks doing 12 or more damage have 50% chance).

STANK PIGLET

Hit Dice: 2

Armor Class: 6[13]

Attacks: Bite (1d4), gore (1d6)

Saving Throw: 16

Special: Cut and run, mephitic gust, stank's revenge

Move: 15

Alignment: Neutrality

Number Encountered: 1d3 or with adults

Challenge Level: 3/60

Stank piglets are tinier versions of the adults, and they use many of the same tactics. Their mephitic cloud is smaller, however. Roll 1d20. On a result of less than 10, the anal gland deflates and adheres to itself, rendering the mephitic gust for that stank hog unusable that day. A result of 10 or higher creates a five-foot-diameter gas cloud; 15 or higher creates a 10-foot-diameter gas cloud.

Stank Piglet: HD 2; AC 6[13]; Atk bite (1d4), gore (1d6);

Move 15; **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** cut and run (gore attack from hiding), mephitic gust (incapacitating cloud lasts 1d4+1 rounds; roll 1d20: 1–10, no effect and cannot use for rest of day; 11–14, 5-ft. cloud; 15–20, 10-ft. cloud; save or incapacitated), stank's revenge (any piercing attack on creature's flank has 10% chance of puncturing gland and releasing mephitic gust; attacks doing 12 damage have 50% chance).







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