## Smells to better describe medieval RPGs

Type of smell	Common sources (and their aromas)
Fragrant	<pre>rosewater (soft), clothes sachets (lavender), nutmeg (spicy), beeswax candles (honey), incense (sour) &amp; myrrh (resin), posies (dried flowers)</pre>
Woody/ resinous	open fires/braziers/torches/chimneys, grilled meat, tangy (smokehouse), vellum (old leather), cardamom (sweet), dill (sharp), fern (moss), pine forest (mouldy), tar (sweet musk), tobacco (earthy bittersweet), cedar (sweet), sandalwood (spicy), birch, patchouli, oak, hemp
Fruity (non-citrus)	apples (sharp), pears (soft), black plums, strawberries, apricots, peaches, dates, rum (smoky)
Acrid (chemical)	Old books (musty), hot iron (rock dust), <b>fresh urine (ammonia)</b> , iron (blood), brimstone/swamps / tidal flats (rotten eggs), ozone (chlorine), cat urine (bitter)
Minty	Mint sauce/vinegar/tooth scrub (mint), barber's mouthwash (peppermint), spirits/sorcery (tingling)
Sweet	<pre>baked bread, basil (spicy), fresh hops/hay/hemp/rushes, vanilla (bourbon), freshly-ploughed field, moist dirt, fresh manure, pumpkin (burnt sugar)</pre>
Sharp	mouldy hay (sour), fresh lemons (tart), orange (sweet), vinegar, poultice (onions)
Pungent	cinnamon (bittersweet), cloves (spicy), thyme (lemony/woody), mature cheese, ripe onions, mildew, cut grass, animals (wet dog), animals (musk), stale sweat (sour), sea air (briny tang), putrid meat (gangrenous), stagnant water, excrement, rotten fish, acrid/burnt fat (tallow candles), vomit
Decayed	old/wet leaves (compost), rotten wood, scorched hair, burnt flesh, decomposed meat, death (corpse)

Strength: stench > stink > reek > odour > aroma > smell > scent > whiff > hint > trace

Quality: decomposed, putrid, rotten, rancid, mouldy, musty, stale, burnt, grilled, baked, damp, moist, fresh, ripe, foetid

Syntax = [type] [strength] of [quality] [aroma] [source], e.g. Fragrant scent of fresh roses (from a bowl of rosewater)

## Particularly smelly places

- Tannery: **foul stench** of rancid urine as skins were scoured (decaying flesh), limed (soaked in urine) and scraped (unhaired) to become rawhides which were bated (kneaded in dung) and tanned (pickled) to become leather
- Slaughterhouse (butchers): pungent stench of blood, offal (animal entrails) & rotting meat
- Fish market: **sharp stink** of rotting fish laden with the sour reek of stale sweat
- Meat market: pungent aroma of decaying meat intermixed with the sour reek of stale sweat
- Livestock market (poultry/sheep/cattle)/horse fair: steamy reek of droppings/dung, fresh piss & sour sweat
- Herb market: **wonderful blend** of pungent, sweet & fruity aromas
- Spice stall: fragrant, woody & sweet aromas of cinnamon, cloves, nutmeg, pepper, ginger, cumin & coriander
- Bakery: heady aroma of warm yeast, baked bread, sweet cinnamon & sour sweat
- Cook-shop/kitchen: mouth-watering aroma of smoky fires, stewed cabbage, baked pies & grilled meats
- Livery stables: **pungent mix** of ripe dung, damp hay, horse hoof, sweaty leather & fresh oats
- Blacksmith: **acrid smoke** from the blazing forge heavy with the bitter taste of coal dust & hot iron
- Workshops: pungent and resinous blend of stale sweat, old smoke & trade smell (stone dust/wood shavings)
- Inn: acrid reek of tallow candles, sour sweat, fresh rushes, stale beer & straw mattress
- Tavern: **sweet stink** of mouldy straw, musty urine, stale beer, sour sweat & vomit?
- Streets, lanes: ripe stench of excrement & urine as gutters are a fetid stream of turbid water
- Privy/latrine/garderobe/cesspit: pungent stench of foetid excrement & sour urine
- Midden: pungent reek of decomposing vegetables, putrid meat & other kitchen scraps
- Slums: depressing reek of sour sweat, stale urine, rotten wood & acrid stink of rush lights (soaked in tallow)
- Apothecary: unique aroma of acrid compounds and fragrant herbs with sharp overtones
- Library: unique whiff of mouldy dust, musty books & beeswax candles
- Offices/scriptorium: soft aroma of old leather (vellum), beeswax & incense dominated by the acrid reek of ink
- Theatre: exciting blend of fragrant perfumes, spicy pomanders, beeswax candles & the sour stink of stale sweat
- Church/hospital: fragrant scent fresh rushes, beeswax candles, dusty stonework & a whiff of incense
- Hotel/manor: fragrant blend of fresh rushes, sandalwood, beeswax candles & dried flowers
- Castles: odd blend of fresh rushes, sweet scent of beeswax candles & damp, musty stonework
- Catacombs/dungeon: musty odour of mould and damp earth followed by a faint scent of decay
- Moat/docks: foetid reek of stagnant water laden with the pungent odour of rotten eggs from swampy mudflats
- Cottage: **musty scent** of damp earth, smoked beams & mouldy thatch
- Forest: rich aroma of rotting leaves, old ferns, white moss, golden musk, tree bark & moist mushrooms
- Meadow: sweet scent of ripe meadow grass fused with the fragrance of a dozen wild flowers
- Seaport: pungent blend of rotten fish and wet timbers with the briny tang of sea air & sweet musk of fresh tar
- Battlefield: terrible stink of sour sweat, fresh blood, stale urine, rotting meat laced with the decayed stench of death