

BOARS

BOAR LORE

Nature DC 10: Boars are considered dreadful pests in many parts of the world due to their tendency to tear up the earth in the foraging. An established sounder of boars is capable of uprooting an entire field between dusk and dawn, driving smallholders to doggedly hunt them even despite the often great risk to life and limb incurred in doing so.

History DC 15: The longspine is the traditional boar hunting weapon, suited as it is to parting the coarse hair and thick hide of the boar. Boars have been known to fight on viciously even when grievously injured, able to shrug off any wound short of a pierced heart or brain.

Survival DC 15: Boars foam at the mouth when agitated, generating huge quantities of foul-smelling whipped spit with a distinct rapid chomping motion that can often be heard a fair distance away. If the salivary glands of a slain boar are not carefully trimmed away, they can taint the jowl meat with this potent scent.

BOAR TACTICS

The boar moves to get as many creatures of a suitable size in a line as it can, then charges them with its Ploughing Charge. If any remain standing and it has enough movement remaining, it turns and tries to charge again, attacking creatures that fall prone as it passes them with its Tusks and Trample. If it can catch at least two foes in the area, it uses its rooting rush whenever available, especially if in a group with other boars.



TEACUP PIG

Tiny beast, unaligned

Armor Class 10
Hit Points 3 (1d4 + 1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	12 (+1)	4 (-3)	9 (-1)	5 (-3)

Skills Perception +1, Survival +1
Senses Darkvision 30 ft., Passive Perception 11
Challenge 0 (10 XP)

Earth Scenting. The pig has advantage on Wisdom (Perception) checks that rely on smell. It can sense the type, number, and direction of underground plants and animals within 25 ft. of it.

Actions

Distracting Nudge. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: The target subtracts 1d4 from the next Dexterity or Wisdom saving throw it makes before the beginning of the pig's next turn.

BOAR

Medium beast, unaligned

Armor Class 11 (Natural Armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	4 (-3)	9 (-1)	5 (-3)

Skills Perception +1, Survival +1
Senses Darkvision 30 ft., Passive Perception 11
Challenge 1/4 (50 XP)

Earth Scenting. The boar has advantage on Wisdom (Perception) checks that rely on smell. It can sense the type, number, and direction of underground plants and animals within 25 ft. of it.

Ploughing Charge. If the boar moves at least 20 ft. in a straight line, it may make move through the space of any Medium or smaller creature.

When the boar enters a creature's space, the creature must succeed on a DC 11 Dexterity saving throw or be knocked prone, or move to the nearest unoccupied space on a success.

Actions

Tusks. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. A prone creature takes an additional 3 (1d6) piercing damage.

Reactions

Foaming Defiance. As a reaction to taking damage that would reduce it to 0 hit points, the boar makes a DC 10 Constitution saving throw. On a success, the boar is instead reduced to 1 hit point.

If triggered by piercing damage or a critical hit, this saving throw is made at disadvantage.



GRAND OLD BOAR

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	4 (-3)	7 (-2)	5 (-3)

Skills Survival +2

Senses Darkvision 30 ft., Passive Perception 8

Challenge 2 (450 XP)

Earth Scenting. The boar has advantage on Wisdom (Perception) checks that rely on smell. It can sense the type, number, and direction of underground plants and animals within 25 ft. of it.

Ploughing Charge. If the boar moves at least 20 ft. in a straight line, it may make move through the space of any large or smaller creature.

When the boar enters a creature's space, the creature must succeed on a DC 13 Dexterity saving throw or be knocked prone, or move to the nearest unoccupied space on a success.

Actions

Tusks. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. A prone creature takes an additional 7 (2d6) piercing damage.

Rooting Rush (Recharge 6). The boar moves up to half its speed, dragging its tusks through the ground, then flings them forward. Each creature in a 15 ft. cone must succeed on a DC 13 Strength saving throw or take 9 (3d8) bludgeoning damage and be knocked prone, or take half as much damage on a success.

The ground the boar passed over with this movement becomes difficult terrain.

Reactions

Foaming Defiance. As a reaction to taking damage that would reduce it to 0 hit points, the boar makes a DC 10 Constitution saving throw. On a success, the boar is instead reduced to 1 hit point.

If triggered by piercing damage or a critical hit, this saving throw is made at disadvantage.

GIANT BOAR

Huge beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 157 (15d12 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	4 (-3)	7 (-2)	5 (-3)

Skills Survival +4

Senses Darkvision 30 ft., Passive Perception 8

Challenge 7 (3,900 XP)

Earth Scenting. The boar has advantage on Wisdom (Perception) checks that rely on smell. It can sense the type, number, and direction of underground plants and animals within 25 ft. of it.

Ploughing Charge. If the boar moves at least 20 ft. in a straight line, it may make move through the space of any huge or smaller creature.

When the boar enters a creature's space, the creature must succeed on a DC 16 Dexterity saving throw or be knocked prone, or move to the nearest unoccupied space on a success.

Actions

Multiattack. The boar makes two attacks, one of which may be with its trample.

Tusks. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage and the target is pushed 5 ft. away.

Trample. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 27 (4d10 + 5) bludgeoning damage.

Rooting Rush (Recharge 5-6). The boar moves up to half its speed, dragging its tusks through the ground, then flings them forward. Each creature in a 15 ft. cone must succeed on a DC 16 Strength saving throw or take 21 (6d6) bludgeoning damage and be knocked prone, or half as much on a success.

The ground the boar passed over with this movement becomes difficult terrain.

Reactions

Foaming Defiance. As a reaction to taking damage that would reduce it to 0 hit points, the boar makes a DC 10 Constitution saving throw. On a success, the boar is instead reduced to 1 hit point.

If triggered by piercing damage or a critical hit, this saving throw is made at disadvantage.

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