



MUDWAKE BOAR

Large elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10+36)

Speed 45 ft.

| Str | Dex | Con | Int | Wis | Cha |
|---------|---------|---------|--------|--------|---------|
| 19 (+4) | 12 (+1) | 17 (+3) | 3 (-4) | 8 (-1) | 10 (+0) |

Saves Con +5, Wis +1

Skills Athletics +6, Perception +3

Senses passive Perception 13

Languages —

Challenge 4 (1,100 xp)

Aimless Fury. Opportunity attacks against the mudwake boar are made with disadvantage. The mudwake boar can use its reaction to make a tusk attack against a creature that makes an opportunity attack against it. If the boar misses with this attack, its reaction is not considered used.

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Earth Glide. The boar can burrow through nonmagical, unworked earth and stone. While doing so, the boar doesn't disturb the material it moves through.

Mud Aura. When in natural terrain, the mudwake boar creates an area of mud in a 10-foot radius centered on itself. This mud persists for 1 minute after the boar no longer occupies that area. The mud is considered difficult terrain for creatures other than the mudwake boar.

Slippery. The mudwake boar has advantage on ability checks and saving throws made to avoid being grappled. Attack rolls and ability checks made to grapple the mudwake boar are made at disadvantage.

Multiattack. The mudwake boar makes two attacks: one with its gore, and one with its stomp.

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Stomp. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

TACTICS

Before Combat If the boar notices the approach of intruders, it will pace around its surroundings to create a larger area of mud.

During Combat The mudwake boar moves furiously around a battlefield, attempting to attack every creature that it can, charging indiscriminately until it has drawn blood from every creature it can, often with little regard for its own health.

Morale If it is being attacked by obvious ranged attacks, it has a tendency to try to flee, understanding that it cannot easily retaliate. It also tends to flee when it is reduced to half of its hit points, relying on its mud aura to deter attacking creatures from chasing it. A mudwake boar will only use its earthglide ability to flee, and not to gain a tactical advantage, as it revels in direct melee combat.

The mudwake boar is a fearsome creature that roams the remote wilderness, and tends to prevent the encroachment of civilization into its zone of influence. Tales claim that mudwake boars are mutated by the taint of the land, while others claim that the very land itself blessed the boar with its potency to protect the ecosystem. Other tales say that a single mudwake boar can kill or incapacitate scores of soldiers by itself. Perhaps the worst rumor of all is that there are sometimes clusters of these creatures that attack civilized cities and towns, often as revenge for some great transgression against nature.

ACTIONS

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