



## 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



**Author:** Ismael Alvarez

**Artist:** Rick Hershey

**Design and Layout:** Rick Hershey

**Fat Goblin Hoorde:** Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucas Palosaari, Troy Daniels, and Rick Hershey.

**Business Manager:** Tristan Hershey

**Publisher:** Rick Hershey of Fat Goblin Games



[fatgoblingames.com](http://fatgoblingames.com)



**Mudwake Boar** © 2020 Fat Goblin Games

**Open Game Content:** All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Looking for more creatures, items, adventures, player options, and horror for your 5th Edition Fantasy Game?

THEN JOIN OUR PATREON!

[patreon.com/vathak5th](https://patreon.com/vathak5th)

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document 5.0** Copyright 2016, Wizards of the Coast, Inc.; Authors: Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

**Shadows over Vathak** © 2012, Fat Goblin Games, Authors: Rick Hershey and Jason Stoffa.

**Shadows over Vathak: Player's Guide** © 2016, Fat Goblin Games; Authors: Ismael Alvarez, Tyler Beck, John Bennett, Jason Owen Black, Troy Daniels, J Gray, Rick Hershey, Taylor Hubler, Lucas Palosaari, Jennifer Povey, Michael Riter, and Matt Roth.

**Shadows over Vathak: Explorer's Guide to Vathak** © 2016, Fat Goblin Games; Author: Lucas Palosaari

**Mudwake Boar** © 2020, Fat Goblin Games; Author: Ismael Alvarez