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MONSTERS: WILD BOAR



Designed for use with
ShadowDark RPG



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WILD BOAR

A wild boar is a tough, aggressive beast—think a low-level threat that's dangerous but not overwhelming for starting adventurers. It's fast, sturdy, and has a nasty charge. They're a Level 2 monster, which feels right for a creature that's a step above vermin, but not a boss-tier threat.



- **Bump it up:** For a tougher encounter, increase to Level 3 (AC 14, HP 18, +4 attack) or add a pack leader with more HP.

Wild Boar

AC 13 (tough hide) **HP** 12

ATK +3 tusk (1d6+1)

S +2 **D** +1, **C** +2 **I** -3 **W** +1, **Ch** -2

MV DBL Near **LV** 2

- **Charge:** If the boar moves at least near distance, straight toward a target and hits with its tusks, it deals an extra 1d6 damage and the target must make a DC 12 STR check or be knocked prone. Once prone, the target may be attacked by violent goring with tusks.
- **Relentless:** If reduced to 0 HP by an attack dealing 7 or less damage, the boar drops to 1 HP instead (once per encounter) making them tough to kill.
- **Number Appearing:** 1d4