



BRAMBLEBEECH BOAR

Large Plant, Neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses Passive Perception 10

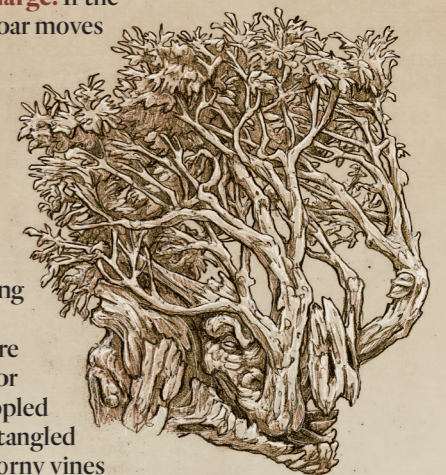
Languages understands Gloomish but can't speak

Challenge 4 (1,100 XP)

Gift of Silver Birch. The bramblebeech boar remains awakened as long as Silver Birch lives. Unless commanded to do otherwise, the bramblebeech boar can sense Silver Birch's location anywhere in the Gloaming and will follow the safest path to him.

Tanglethorn Charge. If the bramblebeech boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature of Medium size or smaller, it is grappled (escape DC 14), tangled in the briar of thorny vines covering the bramblebeech boar.

The bramblebeech boar may drag a grappled creature using its full speed rather than half. The bramblebeech boar may only grapple one creature at a time.



ACTIONS

Tusk. **Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.