

CHERNOBOAR

Not only was it the biggest gosh-dang pig I'd ever seen, but it was all a-glowin' while it ate my horse!

First noted in the forests outside of Old Chernobyl and nearby Germany, these huge wild hogs have rampaged across the entire world of Gamma Terra. As big as a buffalo, with toxic tusks and radioactive breath, chernoboars feast on radioactive mushrooms, truffles, and wild berries which drive them into a carnivorous killing frenzy.

The combination of their temperament and their radioactive glow make them unlikely mounts, but if captured young and handled at a safe distance they can make fierce guards animals when tamed. If you don't die from raising one, that is.

Chernoboars weigh around 1000 lbs and have black and red spiky fur, with glowing green eyes and a dim blue glow around them. They usually travel in small packs and have been known to raid settlements, bursting in and devouring whatever they can find to eat before vanishing into the wastelands. Their preferred habitat is irradiated cold forests, but some have adapted for life in radioactive deserts or even ruins of Ancient cities.

Chernoboar	Level 6 Brute	
Large terrestrial beast	XP 250	
HP 85; Bloodied 43	Initiative +3	
AC 17; Fortitude 21; Reflex 17; Will 16	Perception +2	
Speed 8		
Resist 15 radiation, 5 poison; Vulnerability 5 force		
Traits		
Furious Charge		
Whenever a chernoboar charges and hits, it deals 5 extra damage, pushes the target 2 squares, and knocks the target prone.		
○ Radioactive Glow • Aura 1 (radiation)		
Any creature starting its turn within the aura is weakened until the start of its next turn.		
Razorback Quills (poison)		
Any creature that hits the chernoboar with a melee attack takes 1d6 poison damage.		
Standard Actions		
⊕ Gore (physical, poison) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC		
<i>Hit:</i> 2d6 + 3 physical damage (2d6 + 8 against a prone target) and ongoing 5 poison damage (save ends).		
Frenzied Gore • Encounter		
<i>Requirements:</i> The chernoboar must be bloodied.		
<i>Effect:</i> The chernoboar makes a <i>gore</i> attack and then charges a second target.		
Minor Actions		
← Cheren-Cough (radiation) • Recharge ☼ ☼		
<i>Attack:</i> Close blast 3 (creatures in burst); +7 vs. Fortitude		
<i>Hit:</i> 1d12 + 8 radiation damage, and the target sheds dim light in a close burst 5 (save ends).		
Triggered Actions		
Death Strike		
<i>Trigger:</i> The chernoboar drops to 0 hit points.		
<i>Effect (No Action):</i> The chernoboar's <i>frenzied gore</i> power recharges, and the chernoboar uses it.		
Str 19 (+7)	Dex 10 (+3)	Wis 9 (+2)
Con 15 (+5)	Int 2 (-1)	Cha 8 (+2)

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