

Rift Swine

Large, Aberration, Chaotic Neutral

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ARMOR CLASS

14

HIT POINTS

95 (10d10 + 40)

CHALLENGE

4 | 1,100 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +1

Saving Throws Con +6

Skills Perception +2

Damage Resistances Psychic

Senses Darkvision 60 ft.; Passive Perception 12

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Languages None

STR19
+4**DEX**12
+1**CON**18
+4**INT**5
-3**WIS**11
+0**CHA**7
-2

Traits

Unstable Hide. The first time each round the rift swine takes Force or Psychic damage, it teleports up to 10 feet to an unoccupied space it can see.

Rift Nose. The rift swine has Advantage on Wisdom (Perception) checks made to detect portals, planar seams, or teleportation magic.

Actions

Multiattack. The rift swine makes two Tusk attacks.

Tusk. Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

Planar Gore (Recharge 5-6). Melee Attack Roll: +6, reach 5 ft. Hit: 22 (4d8 + 4) Force damage, and the target is teleported up to 15 feet to an unoccupied space the rift swine can see.

Bonus Actions

Rift-Step. The rift swine teleports up to 15 feet to an unoccupied space it can see.

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