



HELL-HOG

THE HELL-HOG IS NOT JUST A FIENDISH BOAR, IT'S A **TERRITORIAL APEX NIGHTMARE**, A CREATURE THAT LOOKS LIKE IT WAS SCULPTED FROM RAGE, FAMINE, AND VOLCANIC SOIL. EVERYTHING ABOUT IT SCREAMS *PREDATORY ENDURANCE* AND *WEAPONIZED BRUTALITY*.

APPEARANCE

HELL-HOGS STAND **5.5 FEET TALL AT THE SHOULDER**, BUILT LIKE A WARHORSE CROSSED WITH A BATTERING RAM. THEIR BODIES ARE DENSE, CORDED WITH MUSCLE, AND COVERED IN HIDE THAT RANGES FROM **COAL-BLACK** TO **DEEP ARTERIAL RED**, OFTEN MOTTLED OR STREAKED LIKE DRIED BLOOD ON CRACKED STONE.

THEIR MOUTHS ARE THEIR MOST REVOLTING FEATURE:

- TEETH SHAPED LIKE **CHIPPED MASONRY HAMMERS**, SQUARED AND JAGGED
- DESIGNED TO **CRUSH, GRIND, AND PULVERIZE** RATHER THAN SLICE
- CONSTANTLY STAINED WITH ROT, BILE, AND WHATEVER THEY LAST CHEWED
- BREATH REEKS LIKE A FURNACE FILLED WITH SPOILED MEAT

THE TUSKS ARE THE ONLY SHARP THINGS IN THEIR MOUTH:

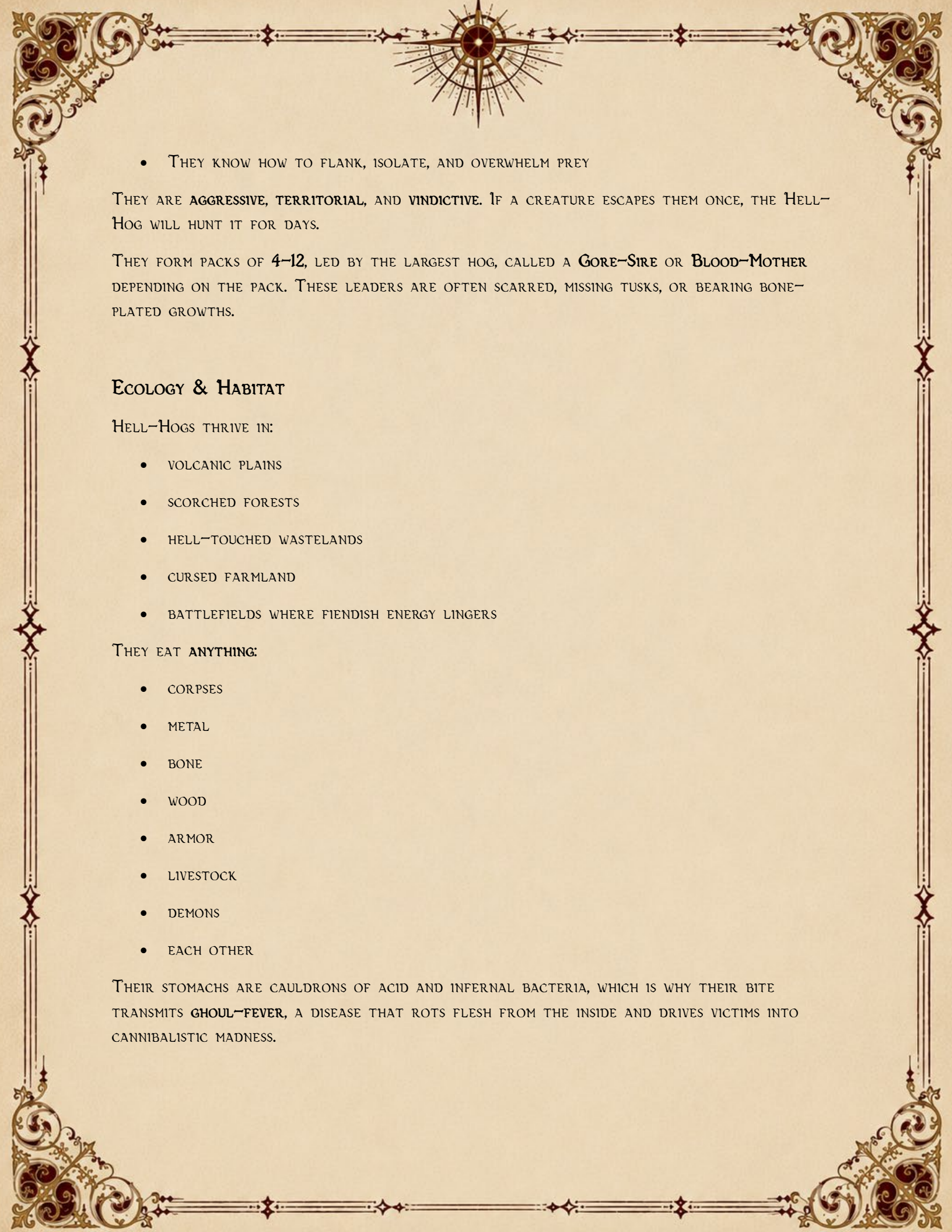
- **FRONT PAIR (SMALL)** — CANINE-LIKE, USED FOR HOOKING AND TEARING
- **MIDDLE PAIR (LARGE)** — PRIMARY KILLING TOOLS, CURVED AND BRUTAL
- **REAR PAIR (MEDIUM)** — USED LIKE CROWBARS TO PRY OPEN ARMOR, BONE, OR OBSTACLES

WHEN A HELL-HOG CHARGES, ALL SIX TUSKS ALIGN INTO A HORRIFYING, SERRATED WALL OF DEATH.

TEMPERAMENT & INTELLIGENCE

HELL-HOGS ARE **SMART ENOUGH TO BE DANGEROUS**, NOT SMART ENOUGH TO NEGOTIATE. THEIR INTELLIGENCE SITS IN THAT SWEET SPOT WHERE:

- THEY UNDERSTAND PACK TACTICS
- THEY RECOGNIZE WEAKNESSES
- THEY REMEMBER GRUDGES

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- THEY KNOW HOW TO FLANK, ISOLATE, AND OVERWHELM PREY

THEY ARE **AGGRESSIVE**, **TERRITORIAL**, AND **VINDICTIVE**. IF A CREATURE ESCAPES THEM ONCE, THE HELL-HOG WILL HUNT IT FOR DAYS.

THEY FORM PACKS OF **4-12**, LED BY THE LARGEST HOG, CALLED A **GORE-SIRE** OR **BLOOD-MOTHER** DEPENDING ON THE PACK. THESE LEADERS ARE OFTEN SCARRED, MISSING TUSKS, OR BEARING BONE-PLATED GROWTHS.

ECOLOGY & HABITAT

HELL-HOGS THRIVE IN:

- VOLCANIC PLAINS
- SCORCHED FORESTS
- HELL-TOUCHED WASTELANDS
- CURSED FARMLAND
- BATTLEFIELDS WHERE FIENDISH ENERGY LINGERS

THEY EAT **ANYTHING**:

- CORPSES
- METAL
- BONE
- WOOD
- ARMOR
- LIVESTOCK
- DEMONS
- EACH OTHER

THEIR STOMACHS ARE CAULDRONS OF ACID AND INFERNAL BACTERIA, WHICH IS WHY THEIR BITE TRANSMITS **GHOUL-FEVER**, A DISEASE THAT ROTS FLESH FROM THE INSIDE AND DRIVES VICTIMS INTO CANNIBALISTIC MADNESS.



COMBAT BEHAVIOR

HELL-HOGS FIGHT LIKE LIVING SIEGE ENGINES.

OPENING MOVE

THEY PREFER TO **CHARGE FIRST**, USING THEIR 80 FT SPEED TO CLOSE DISTANCE INSTANTLY. THE TUSK IMPACT IS DEVASTATING, AND THE PRONE EFFECT LETS THE PACK SWARM THE FALLEN TARGET.

MID-FIGHT

ONCE ENGAGED:

- THEY CIRCLE
- THEY RAM
- THEY BITE ANYTHING SOFT
- THEY USE THEIR TUSKS TO PEEL ARMOR LIKE FRUIT SKIN

THEIR **RELENTLESS ENDURANCE** MAKES THEM TERRIFYING — DROPPING ONE TO 1 HP ONLY ENRAGES IT FURTHER.

PACK TACTICS

A PACK WILL:

- SEND TWO HOGS TO FLANK
- ONE TO CHARGE
- ONE TO BITE AND INFECT
- THE REST TO TRAMPLE AND GORE

IF A HOG IS WOUNDED, OTHERS BECOME MORE AGGRESSIVE, ALMOST FRENZIED.

CREATED BY D.M.

