

BADGER

Source: 3e *Monster Manual*.

While most badgers are foul-tempered beasts, an ordinary badger is not generally a threat to humanoids. However, giant and dire badgers sometimes prey on livestock, halflings, gnomes and children.

Giant Badger

Level 1 Soldier

Small natural beast

XP 100

HP 31; **Bloodied** 15

Initiative +5

AC 16; **Fortitude** 14; **Reflex** 14; **Will** 13

Perception +6

Speed 6, burrow 3

Low-light vision

STANDARD ACTIONS

(mbasic) Claws and Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+4 damage, or 1d6+9 while the giant badger is bloodied, and the badger marks the target until the end of the badger's next turn..

TRIGGERED ACTIONS

Berserk Rage * At Will

Trigger: The giant badger starts its turn bloodied.

Effect (No Action): The giant badger gains 5 temporary hit points

Str 8 **Dex** 17 **Wis** 12

Con 15 **Int** 2 **Cha** 10

Alignment unaligned

Languages -

Dire Badger

Level 7 Brute

Medium natural beast

XP 300

HP 97; **Bloodied** 48

Initiative +7

AC 18; **Fortitude** 20; **Reflex** 20; **Will** 19

Perception +11

Speed 6, burrow 3

Low-light vision

STANDARD ACTIONS

(mbasic) Claws and Bite * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 3d6+10 damage, or 3d6+15 while the giant badger is bloodied.

TRIGGERED ACTIONS

Berserk Rage * At Will

Trigger: The dire badger starts its turn bloodied.

Effect (No Action): The dire badger gains 8 temporary hit points.

Str 18 **Dex** 18 **Wis** 16

Con 17 **Int** 2 **Cha** 10

Alignment unaligned

Languages -