

# Feywild Badger

Small fey beast	Brute
⬇ <b>Bite</b> (std; at-will)	
+5 vs. AC; 1d6+3 damage	
⬇ <b>Badger Onslaught</b> (std; enc) ⬆ <b>Fear</b>	
+5 vs. AC; 2d10+3 damage, and the target is pushed 3 squares and can't move closer to the feywild badger on its next turn.	
<b>Blood Rage</b> (while bloodied)	
The feywild badger gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.	

Medium natural humanoid	Level 2 Brute
<b>Initiative</b> +7	
<b>Senses</b> Perception +6	
<b>HP</b> 47	
<b>AC</b> 16; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 14	
<b>Immune</b> fear (when within 2 squares of an ally)	
<b>Speed</b> 8	





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