

Feywild Badger

Small fey beast Brute

⬇ **Bite** (std; at-will)

+5 vs. AC; 1d6+3 damage

⬇ **Badger Onslaught** (std; enc) ⬆ **Fear**

+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.

Blood Rage (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

Initiative +7

Senses Perception +6

HP 47

AC 16; **Fortitude** 18, **Reflex** 16, **Will** 14

Immune fear (when within 2 squares of an ally)

Speed 8





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