

Medium Beast, Unaligned

AC		Init.		HP		Speed				CR			
12		+0 (10)		13 (2d8 + 4)		30 ft., Burrow 15 ft.				1/4 (XP 50; PB +2)			
				MOD	SAVE						MOD	SAVE	
STR		13		+1	+1	DEX	10	+0	+0	CON	15	+2	+2
INT		2		-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Senses Darkvision 30 ft., Tremorsense 60 ft., Passive Perception 11

Languages —

TRAITS

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Tunneler. When the badger burrows, it leaves tunnels behind.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.