

# BADGOPHANT

Tiny • Beast • Unaligned

**Armor Class** 11

**Initiative** +0 (10)

**Hit Points** 10 (3d4 + 3)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	15 (+2)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3

**Damage Resistances** poison

**Senses** darkvision 30 ft., tremorsense 60 ft., passive Perception 13

**Languages** -

**CR** 1/8 (XP 25; PB +2)



**Guerrilla Tactics.** The badgophant doesn't provoke opportunity attacks if at least one of the badgophant's allies is also within 5 feet of the same creature and the ally isn't incapacitated.

**Tunneler.** The badgophant can burrow through solid rock at half its burrow speed and leaves a 6-inch-diameter tunnel in its wake.

## ACTIONS

**Tusk.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a Medium or smaller creature and the badgophant moved 10+ feet straight toward it immediately before the hit, the target is knocked off balance until the start of its next turn. If the target is already off balance, it is instead knocked prone.

## BADGOPHANT — WEAKER

**Armor Class** 10

**Initiative** +0 (10)

**Hit Points** 3 (1d4 + 1)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	13 (+1)	3 (-4)	10 (+0)	6 (-2)

**Skills** Perception +2

**Damage Resistances** poison

**Senses** darkvision 20 ft., tremorsense 60 ft., passive Perception 12

**Languages** -

**CR** 0 (XP 10; PB +2)



**Guerrilla Tactics.** The badgophant doesn't provoke opportunity attacks if at least one of the badgophant's allies is also within 5 feet of the same creature and the ally isn't incapacitated.

**Tunneler.** The badgophant can burrow through solid rock at half its burrow speed and leaves a 6-inch-diameter tunnel in its wake.

## ACTIONS

**Tusk.** *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 piercing damage. If the target is a Medium or smaller creature and the badgophant moved 10+ feet straight toward it immediately before the hit, the target is knocked off balance until the start of its next turn. If the target is already off balance, it is instead knocked prone.

## BADGOPHANT — STRONGER

**Armor Class** 12

**Initiative** +1 (11)

**Hit Points** 33 (6d4 + 18)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	17 (+3)	3 (-4)	14 (+2)	6 (-2)

**Skills** Perception +4

**Damage Resistances** poison

**Senses** darkvision 30 ft., tremorsense 90 ft., passive Perception 14

**Languages** -

**CR** 1 (XP 200; PB +2)



**Guerrilla Tactics.** The badgophant doesn't provoke opportunity attacks if at least one of the badgophant's allies is also within 5 feet of the same creature and the ally isn't incapacitated.

**Tunneler.** The badgophant can burrow through solid rock at half its burrow speed and leaves a 6-inch-diameter tunnel in its wake.

## **ACTIONS**

**Multiattack.** The badgophant makes two Tusk attacks.

**Tusk. Melee Weapon Attack:** +4, reach 5 ft. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a Medium or smaller creature and the badgophant moved 10+ feet straight toward it immediately before the hit, the target is knocked off balance until the start of its next turn. If the target is already off balance, it is instead knocked prone.