

BADGERAN

Tiny • Humanoid • Lawful Good

Armor Class 12 (17; barkskin)

Initiative +0 (10)

Hit Points 91 (14d8 + 28)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	14 (+2)	17 (+3)	12 (+1)

Saving Throws Int +5, Wis +6

Skills History +5, Insight +7, Nature +5

Gear studded leather

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13

Languages Common plus one other language

CR 5 (XP 1,800; PB +3)

Speak with Beasts. The badgeran can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The badgeran makes two Claw attacks. If both Claw attacks hit the same target, it is knocked prone.

Claw. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) slashing damage.

Spellcasting. The badgeran casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *animal messenger*, *darkvision*, *druidcraft*

1/day: *animal friendship*, *commune with nature*, *conjure animals*, *detect poison and disease*, *plant growth*

BADGERAN — WEAKER

Armor Class 12 (17; barkskin)

Initiative +0 (10)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Wis +4

Skills History +3, Insight +4, Nature +3

Gear studded leather

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Speak with Beasts. The badgeran can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The badgeran makes two Claw attacks. If both Claw attacks hit the same target, it is knocked prone.

Claw. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) slashing damage.

Spellcasting. The badgeran casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *animal messenger*, *darkvision*, *druidcraft*

1/day: *animal friendship*, *commune with nature*, *detect poison and disease*

BONUS ACTIONS

Nature Magic (2/Day). The badgeran casts *barkskin*, using the same spellcasting ability as Spellcasting.

REACTIONS

Roots. *Trigger:* A creature within 10 feet of the badgeran is knocked prone. *Response - Strength Saving Throw:* DC 14. *Failure:* The target becomes restrained until the end of the badgeran's next turn.



BADGERAN — STRONGER

Armor Class 13 (17; barkskin)

Initiative +1 (11)

Hit Points 135 (18d8 + 54)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	16 (+3)	18 (+4)	14 (+2)

Saving Throws Int +6, Wis +7

Skills History +5, Insight +7, Nature +5

Gear studded leather

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13

Languages Common plus one other language

CR 8 (XP 3,900; PB +3)



Speak with Beasts. The badgeran can communicate with Beasts as if they shared a language.

ACTIONS

Multiattack. The badgeran makes two Claw attacks. If both Claw attacks hit the same target, it is knocked prone.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 31 (5d10 + 4) slashing damage.

Spellcasting. The badgeran casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At will: *animal messenger*, *darkvision*, *druidcraft*

1/day: *animal friendship*, *commune with nature*, *conjure animals*, *detect poison and disease*, *plant growth*, *wall of thorns*

BONUS ACTIONS

Nature Magic (3/Day). The badgeran casts *barkskin* or *spike growth*, using the same spellcasting ability as Spellcasting.

REACTIONS

Roots. *Trigger:* A creature within 30 feet of the badgeran is knocked prone. *Response - Strength Saving Throw:* DC 15. *Failure:* The target becomes restrained until the end of the badgeran's next turn.