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Ankheg

A burrowing insect-like creature with a taste for flesh and the ability to spit acid. Ankhegs like to burst out of the ground beneath prey, attacking with with the effects of a charge (+2 attack, -2 AC on subsequent round).

Ankheg (3HD): CR 3; Large Magical Beast; AL N
Abilities Str 21 (+5), Dex 10 (+0), Con 17 (+3), Int 1 (-5), Wis 13 (+1), Cha 6 (-2)
HD 3d10+9+3; **hp** 28
Init +0; **Spd** 30 ft., burrow 20 ft.; **AC** 18 (-1 size, +9 natural) touch 9, flat-footed 18
BAB/Grp +3/+12; **Melee** Bite +7 (2d6+7 plus 1d4 acid plus grapple)
SA Improved grab, spit acid; **SQ** Darkvision 60 ft., low-light vision, tremorsense 60 ft.
SV Fort +6, Ref +3, Will +2
Skills: Climb +8, Listen +6, Spot +3
Feats: Alertness, Toughness
Languages: None
Possessions: None
Spit Acid (Ex): 30 ft. line, once every 6 hours (cannot deal acid damage during this time). 4d4 damage, Reflex DC 14 for half.

Ankheg (4HD): CR 3; Large Magical Beast; AL N
Abilities Str 21 (+5), Dex 10 (+0), Con 18 (+4), Int 1 (-5), Wis 13 (+1), Cha 6 (-2)
HD 4d10+16+3; **hp** 41
Init +0; **Spd** 30 ft., burrow 20 ft.; **AC** 18 (-1 size, +9 natural) touch 9, flat-footed 18
BAB/Grp +4/+13; **Melee** Bite +8 (2d6+7 plus 1d4 acid)
SA Improved grab, spit acid; **SQ** Darkvision 60 ft., low-light vision, tremorsense 60 ft.
SV Fort +8, Ref +4, Will +2
Skills: Climb +8, Listen +7, Spot +3
Feats: Alertness, Toughness
Languages: None
Possessions: None
Spit Acid (Ex): 30 ft. line, once every 6 hours (cannot deal acid damage during this time). 4d4 damage, Reflex DC 16 for half.

Ankheg (6HD): CR 4; Huge Magical Beast; AL N
Abilities Str 29 (+9), Dex 8 (-1), Con 22 (+6), Int 1 (-5), Wis 13 (+1), Cha 6 (-2)
HD 6d10+36+3; **hp** 72
Init -1; **Spd** 30 ft., burrow 20 ft.; **AC** 20 (-2 size, -1 Dex, +13 natural) touch 7, flat-footed 20
BAB/Grp +6/+23; **Melee** Bite +13 (3d6+13 plus 1d4 acid)
SA Improved grab, spit acid; **SQ** Darkvision 60 ft., low-light vision, tremorsense 60 ft.
SV Fort +11, Ref +4, Will +3
Skills: Climb +13, Listen +8, Spot +3
Feats: Alertness, Improved Natural Armour, Toughness
Languages: None
Possessions: None
Spit Acid (Ex): 30 ft. line, once every 6 hours (cannot deal acid damage during this time). 4d4 damage, Reflex DC 19 for half.

Ankheg (9HD): CR 5; Huge Magical Beast; AL N
Abilities Str 30 (+10), Dex 8 (-1), Con 22 (+6), Int 1 (-5), Wis 13 (+1), Cha 6 (-2)
HD 9d10+54+3; **hp** 106
Init -1; **Spd** 30 ft., burrow 20 ft.; **AC** 20 (-2 size, -1 Dex, +13 natural) touch 7, flat-footed 20
BAB/Grp +9/+27; **Melee** Bite +17 (3d6+15 plus 1d4 acid)
SA Improved grab, spit acid; **SQ** Darkvision 60 ft., low-light vision, tremorsense 60 ft.
SV Fort +12, Ref +5, Will +4
Skills: Climb +14, Listen +9, Spot +5
Feats: Ability Focus (spit acid), Alertness, Improved Natural Armour, Toughness
Languages: None
Possessions: None
Spit Acid (Ex): 30 ft. line, once every 6 hours (cannot deal acid damage during this time). 4d4 damage, Reflex DC 22 for half.

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Fiendish Basilisk (12HD): CR 9; Large Magical Beast (Extraplanar); AL NE
Abilities Str 23 (+6), Dex 6 (-2), Con 19 (+4), Int 2 (-4), Wis 12 (+1), Cha 13 (+1)
HD 12d10+48; **hp** 114; **Damage Reduction** 10/magic
Init -2; **Spd** 20 ft.; **AC** 16 (-1 size, -2 Dex, +9 natural) touch 7, flat-footed 16
BAB/Grp +12/+22; **Melee** Bite +17 (2d6+9)
SA Petrifying gaze, smite good 1/day +12 damage; **SQ** Darkvision 60 ft., low-light vision, resistance cold/fire 10; **Spell Resistance** 17
SV Fort +14, Ref +6, Will +7
Skills: Hide +0*, Listen +7, Spot +8
Feats: Alertness, Blind-Fight, Great Fortitude, Improved Natural Armour, Iron Will
Languages: None
Possessions: None
Petrifying Gaze (Su): 30 ft. gaze, Fortitude Save DC 17, turn to stone permanently.

Ghost Basilisk (6HD): CR 7; Medium Undead (Incorporeal); AL N
Abilities Str 15 (+2), Dex 8 (-1), Con -, Int 2 (-4), Wis 12 (+1), Cha 15 (+2)
HD 6d12; **hp** 39
Init -1; **Spd** Fly 30 ft. (perfect); **Ethereal AC** 16 (-1 Dex, +7 natural) touch 9, flat-footed 16; **Manifested AC** 11 (-1 Dex, +2 deflection) touch 11, flat-footed 11
BAB/Grp +6/+8; **Ethereal melee** Bite +8 (1d8+3)
SA Manifestation, petrifying gaze; **SQ** Darkvision 60 ft., low-light vision, rejuvenation, turn resistance +4, undead traits
SV Fort +7, Ref +4, Will +3
Skills: Hide +8*, Listen +15, Search +4, Spot +15
Feats: Alertness, Blind-Fight, Great Fortitude
Languages: None
Possessions: None
Petrifying Gaze (Su): 30 ft. gaze, Fortitude Save DC 15, turn to stone permanently.

Ghost Basilisk (12HD): CR 9; Large Undead (Incorporeal); AL N
Abilities Str 23 (+6), Dex 6 (-2), Con -, Int 2 (-4), Wis 12 (+1), Cha 17 (+3)
HD 12d12; **hp** 78
Init -2; **Spd** Fly 30 ft. (perfect); **Ethereal AC** 16 (-1 size, -2 Dex, +9 natural) touch 7, flat-footed 18; **Manifested AC** 10 (-1 size, -2 Dex, +3 deflection) touch 10, flat-footed 10
BAB/Grp +12/+22; **Ethereal melee** Bite +17 (2d6+9)
SA Manifestation, petrifying gaze; **SQ** Darkvision 60 ft., low-light vision, rejuvenation, turn resistance +4, undead
SV Fort +14, Ref +6, Will +7
Skills: Hide +8*, Listen +15, Search +4, Spot +16
Feats: Alertness, Blind-Fight, Great Fortitude, Improved Natural Armour, Iron Will
Languages: None
Possessions: None
Petrifying Gaze (Su): 30 ft. gaze, Fortitude Save DC 19, turn to stone permanently.

Phrenic Basilisk (6HD): CR 7; Medium Magical Beast (Psionic); AL N
Abilities Str 15 (+2), Dex 8 (-1), Con 15 (+2), Int 2 (-4), Wis 14 (+2), Cha 15 (+2)
HD 6d10+12; **hp** 45
Init -1; **Spd** 20 ft.; **AC** 16 (-1 Dex, +7 natural) touch 9, flat-footed 16
BAB/Grp +6/+8; **Melee** Bite +8 (1d8+3)
SA Petrifying gaze; **SQ** Darkvision 60 ft., low-light vision, naturally psionic; psi-like abilities; **Power Resistance** 16
SV Fort +9, Ref +4, Will +4
Skills: Hide +0*, Listen +8, Spot +8
Feats: Alertness, Blind-Fight, Great Fortitude
Languages: None
Possessions: None
Petrifying Gaze (Su): 30 ft. gaze, Fortitude Save DC 15, turn to stone permanently.
Psi-like Abilities (Sp): 3/day – *Defensive precognition, empty mind, mind thrust* (Will DC13); 1/day – *Body adjustment, brain lock* (Will DC14), *force screen*.

Phrenic Basilisk (12HD): CR 10; Large Magical Beast (Psionic); AL N
Abilities Str 23 (+6), Dex 6 (-2), Con 19 (+4), Int 2 (-4), Wis 14 (+2), Cha 17 (+3)
HD 12d10+48; **hp** 114
Init -2; **Spd** 20 ft.; **AC** 16 (-1 size, -2 Dex, +9 natural) touch 7, flat-footed 18
BAB/Grp +12/+22; **Melee** Bite +17 (2d6+9)
SA Petrifying gaze; **SQ** Darkvision 60 ft., low-light vision, naturally psionic; psi-like abilities; **Power Resistance** 22
SV Fort +14, Ref +6, Will +8
Skills: Hide +0*, Listen +8, Spot +9
Feats: Alertness, Blind-Fight, Great Fortitude, Improved Natural Armour, Iron Will
Languages: None
Possessions: None
Petrifying Gaze (Su): 30 ft. gaze, Fortitude Save DC 19, turn to stone permanently.
Psi-like Abilities (Sp): 3/day – *Defensive precognition, empty mind, intellect fortress, mind thrust* (Will DC14); 1/day – *Aversion* (Will DC 15), *body adjustment, brain lock* (Will DC15), *force screen, psionic blast* (Will DC16), *psionic dominate* (Will DC17), *psychic crush* (Will DC18).

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