

ANKHEG WORKER

Medium monstrosity, unaligned

Armor Class 13 (natural armor), 10 while prone
Hit Points 11 (2d8 + 2)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	1 (–5)	12 (+1)	6 (–2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The ankheg has advantage on an attack roll against a creature if at least one of the ankheg's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) acid damage.

ANKHEG DRONE

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone
Hit Points 39 (6d10 + 6)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (–5)	12 (+1)	6 (–2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

RUNIC ANKHEG

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 65 (10d10 + 10)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Senses truesight 60 ft., tremorsense 60 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 5 (1800 XP)

Innate Spellcasting. The ankheg's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *absorb elements*, *detect magic*, *misty step*
3/day each: *bane*, *hex*, *pass without trace*

Magic Resistance. The ankheg has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ankheg's weapon attacks are magical.

Runic Augmentation. When the ankheg deals acid damage, it can change the damage type to cold, fire, force, lightning, or thunder.

Actions

Multiattack. The ankheg makes two melee or ranged attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Bolt. *Ranged Spell Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 10 (2d6 + 3) acid damage.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 14 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

CRUSHER ANKHEG

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 14

Languages —

Challenge 7 (2900 XP)

Tunneler. The ankheg can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 7 (2d6) acid damage. If the target is a Huge or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the ankheg can't bite another target.

Acid Spit (Recharge 6). The ankheg spits acid in a line that is 60 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 18 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

HELLCRUSHER ANKHEG

Huge monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +11, Wis +6

Skills Perception +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses truesight 60 ft., tremorsense 60 ft., passive Perception 16

Languages Common, Infernal

Challenge 10 (5900 XP)

Fire Aura. At the start of each of the ankheg's turns, each creature within 5 feet of it takes 4 (1d8) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the ankheg or hits it with a melee attack while within 5 feet of it takes 4 (1d8) fire damage.

Tunneler. The ankheg can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The ankheg makes two attacks: one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage plus 7 (2d6) acid damage. If the target is a Huge or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the ankheg can't bite another target.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 7 (2d6) fire damage.

Acid Spit (Recharge 6). The ankheg spits fiery acid in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 14 (4d6) acid damage plus 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

ANKHEG HIVE QUEEN

Gargantuan monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 203 (14d20 + 56)

Speed 60 ft., burrow 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
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27 (+8)	12 (+1)	19 (+4)	15 (+2)	18 (+4)	20 (+5)
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Saving Throws Str +13, Con +9, Wis +9

Skills Intimidation +10, Nature +7, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid

Condition Immunities charmed, frightened

Senses truesight 120 ft., tremorsense 120 ft., passive Perception 19

Languages Common, telepathy 120 ft.

Challenge 16 (15000 XP)

Spider Climb. The ankheg can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tunneler. The ankheg can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage plus 7 (2d6) acid damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the ankheg can't bite another target.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, and the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Acid Spit (Recharge 6). The ankheg spits acid in a 90-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the ankheg's choice that is within 120 feet of the ankheg and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ankheg's Frightful Presence for the next 24 hours.

Legendary Actions

The ankheg can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ankheg regains spent legendary actions at the start of its turn.

Move. The ankheg moves up to its speed.

Frightful Presence. The ankheg uses its Frightful Presence.

Command Ankheg (Costs 2 Actions). The queen targets one ankheg it can see within 60 feet of it. If the ankheg can see and hear the queen, the ankheg can make one weapon attack as a reaction and gains advantage on the attack roll. Alternatively, the ankheg can use its reaction to move up to its speed.

