

MindBlast!

Villains Augmented



Ankheg Mindburrower



ULTIMATE
PSIONICS
COMPATIBLE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MINDBLAST!

Villains Augmented

Ankheg

Mindburrer

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Published by: Fat Goblin Games

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**PATHFINDER®
ROLEPLAYING GAME COMPATIBLE**

Ankheg Mindburrer

This scuttling creature is about a foot long, clattering on six legs with dangerous looking mandibles that drip acid.

ANKHEG, MINDBURROWER CR 3

XP 800

N Diminutive magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 15 ft., burrow 15 ft.

Melee bite +10 (1d2-5 plus numbing acid)

Space 1 ft.; **Reach** 0 ft.

SA mindburrow

STATISTICS

Str 1, **Dex** 16, **Con** 12, **Int** 1, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +2; **CMD** 7 (15 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +3 (-1 to jump), Climb -1, Perception +5, Stealth +19

ECOLOGY

Environment Temperate or warm plains

Organization Solitary, pair, nest (3-6) or colony (7-30)

Treasure Incidental

SPECIAL ABILITIES

Mindburrow (Ex) A mindburrer ankheg can make a special attack against a creature that has suffered damage from its numbing acid. Treat this as a grapple check with a +10 circumstance bonus. If the mindburrer ankheg succeeds, it enters the target creature at the base of its neck. The creature takes 1d6 damage from this event. If the mindburrer ankheg remains in the creature for more than 24 hours, the creature suffers 1 point of Wisdom damage each day. This Wisdom damage cannot be healed until the mindburrer

is removed. In addition, whenever the host creature enters combat or another stressful situation, it must make a DC 12 Will save each round or suffer from *confusion*.

The ankheg's talent at sealing the wound behind it makes it difficult to find the entry point on the host, requiring a DC 20 Perception check. If a victim is thoroughly examined, this can be found with a DC 15 Heal check instead.

A mindburrer ankheg can be removed from the host creature with a successful grapple check (though the mindburrer gains a +20 bonus to its CMD to resist, and each attempt deals 1d6 damage to the host) or a DC 20 Heal check (this deals no damage).

Numbing Acid (Ex) A bite attack by a mindburrer ankheg also deals 1d3 acid damage to the target. This acid causes no pain, instead desensitizing the victim to pain. The victim gains a +4 alchemical bonus to any saving throws against pain effects and spells with the [pain] descriptor for 24 hours. If a sleeping target is attacked in this way, they have no chance to wake up on their own. It also makes the victim susceptible to the ankheg's special mindburrow attack.

These miniature cousins of the ankheg burrow through the sand as easily as their larger kin, but it is their ability to burrow into the flesh of a living creature that gives them their dangerous reputation. Once inside a host, the mindburrer ankheg feeds on the subject's nervous system and brain, rapidly reducing the victim to a drooling husk. Making matters worse, the creatures exude a toxin that softens flesh and numbs the surrounding area. Once the ankheg is inside a host, the wound is closed behind it, appearing as little more than a small pucker at the base of the skull. Often a victim seems to just be suffering from a fever or other innocuous malady until they collapse and the mindburrer bursts out.

Though this fate is horrendous, the creatures aren't malicious on their own, and in fact are barely sentient. They seek victims as a source of sustenance and shelter, sometimes cooperating as a nest to find a location to start a new colony.

Despite the danger they present, mindburrer ankhegs are highly prized for their numbing toxins, and a live specimen can fetch as much as 500 gp on the open market. A fully grown mindburrer ankheg is about 1 foot long and weighs 10 lbs.



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