

ANTEATERS

ANTEATER LORE

Nature DC 10: Despite their poor vision, weak hearing, and lack of any teeth, anteaters are among nature's most voracious predators, consuming north of 30,000 ants or termites a day with their sticky, spined tongues that can reach 1/3 their body length. The largest anteaters can wreak similar devastation on goblin and halfling settlements, though they are careful to never completely deplete a possible future food source.

Nature DC 15: The anteater's shuffling gait is due to their oversized, bladed claws which they keep balled into fists beneath them while traveling to avoid dulling. Though somewhat clumsy, these claws are able to slice through the daub of both termite mounds and goblin burrows with relative ease.

Nature DC 20: When frightened or roused to violence, anteaters assume a standing pose, spreading their arms wide to display their terrifying claws.

ANTEATER TACTICS

When facing things they regard as threats, anteaters assume their Threatening Pose and bellow, swinging wildly with their claws at any who approach them. If outnumbered by dangerous foes, they use their Clumsy Tumble at the first opportunity, and dash away at the first opportunity after being injured.

GIANT ANTEATER TACTICS

If facing creatures they regard as prey, anteaters try to swallow as many creatures as they can manage, starting with the smallest, and fleeing once they have devoured all of their Small opponents, or once reduced below half hit points. They use their Perilous Hug on the first Medium or larger creature to enter their reach, and use their Bristled Sweep only to clear a path toward more food, or when they intend to flee.

As long as they have Small prey to go after, they use their Vacuum Tongue Flick and Suck Up each turn, hitting as many Small opponents as possible.

SILKY ANTEATER

Tiny beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 7 (2d4 + 2)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	8 (-1)	12 (+1)	2 (-4)	11 (+0)	6 (-2)

Skills Intimidation +0, Survival +2

Damage Resistances Acid

Senses Darkvision 30 ft. (blind beyond this radius), Passive Perception 10

Challenge 0 (10 XP)

Keen Smell. The anteater has advantage on Wisdom (Perception) checks that rely on smell.

Prehensile Tail. If the anteater falls prone while climbing, it may make a DC 10 Strength (Athletics) check. On a success, the anteater catches itself and does not fall.

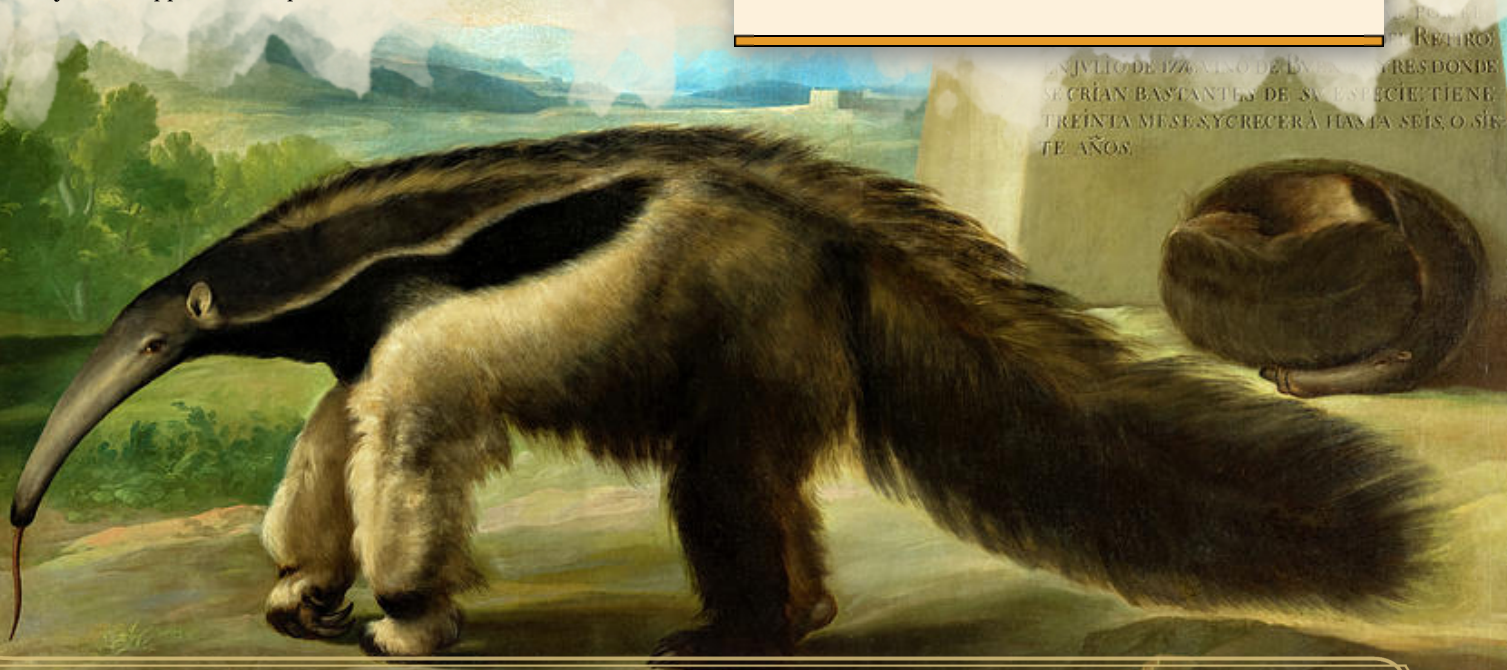
Actions

Nestripper Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Sticky Tongue Pluck. One creature within 5 feet must succeed on a DC 10 Dexterity saving throw or have one item it is carrying that weighs 1 lb or less stolen by the anteater.

Reactions

Clumsy Tumble. As a reaction when a creature hits the anteater with a melee attack, the anteater forces the creature to reroll the attack, taking the second result, then falls prone.



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AÑOS.

ANT-BEAR ANTEATER

Medium beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	2 (-4)	11 (+0)	8 (-1)

Skills Intimidation +1, Survival +2

Damage Resistances Acid

Senses Darkvision 30 ft. (blind beyond this radius),
Passive Perception 10

Challenge 1/4 (50 XP)

Keen Smell. The anteater has advantage on Wisdom (Perception) checks that rely on smell.

Bristle-Tail Shade. The anteater has advantage on saving throws against effects that deal radiant damage.

Actions

Multiattack. If the anteater is standing with its Threatening Pose, it makes two attacks with its Earthgouge Claws.

Earthgouge Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

This attack is made at disadvantage against any creature not grappled by the anteater.

Sticky Tongue Pluck. One creature within 5 feet must succeed on a DC 12 Dexterity saving throw or have one item it is carrying that weighs 1 lb or less stolen by the anteater.

Threatening Pose. The anteater rears on its hind legs and spreads its arms. Until the anteater lowers itself as a bonus action or falls prone, its speed is reduced to 0.

Reactions

Clumsy Tumble. As a reaction when a creature hits the anteater with a melee attack, the anteater forces the creature to reroll the attack, taking the second result, then falls prone.

DIRE ANTEATER

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	11 (+0)	8 (-1)

Skills Athletics +6, Intimidation +1, Survival +2

Senses Darkvision 30 ft. (blind beyond this radius),
Passive Perception 10

Challenge 2 (200 XP)

Keen Smell. The anteater has advantage on Wisdom (Perception) checks that rely on smell.

Bristle-Tail Shade. The anteater has advantage on saving throws against effects that deal radiant damage.

Actions

Multiattack. The anteater makes two attacks with its Balled Claw Fist.

If the anteater is using its Threatening Pose, it may instead make two attacks with its Earthgouge Claws.

Balled Claw Fist. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Earthgouge Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

This attack is made at disadvantage against any creature not grappled by the anteater.

Sticky Tongue Pluck. One creature within 5 feet must succeed on a DC 14 Dexterity saving throw or have one item it is carrying that weighs 1 lb or less stolen by the anteater.

Threatening Pose. The anteater rears on its hind legs and spreads its arms. Until the anteater lowers itself as a bonus action or falls prone, its speed is reduced to 0.

Reactions

Clumsy Tumble. As a reaction when a creature hits the anteater with a melee attack, the anteater forces the creature to reroll the attack, taking the second result, then falls prone.

Perilous Hug. As a reaction when a creature makes a melee attack against the anteater while the anteater is using its Threatening Pose, the anteater forces the attacker to succeed on a DC 14 Strength saving throw or be grappled (escape DC 14).

HINSCOURGE ANTEATER

Huge beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points XXXX (7d12 + 21)

Speed 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	21 (+5)	2 (-4)	11 (+0)	8 (-1)

Skills Athletics +7, Intimidation +1, Survival +2

Senses Darkvision 30 ft. (blind beyond this radius),
Passive Perception 10

Challenge 5 (1,800 XP)

Keen Smell. The anteater has advantage on Wisdom (Perception) checks that rely on smell.

Bristle-Tail Shade. The anteater has advantage on saving throws against effects that deal radiant damage.

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

Actions

Multiattack. The anteater makes two attacks with its Balled Claw Fist, or makes three attacks with its Vacuum Tongue Flick.

If the anteater is using its Threatening Pose, it may instead make two attacks with its Earthgouge Claws.

Balled Claw Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

On a hit or miss, the target must succeed on a DC 16 Strength saving throw or fall prone.

Stonecutter Claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) slashing damage.

This attack is made at disadvantage against any creature not grappled by the anteater.

Vacuum Tongue Flick. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 7 (1d4 + 5) slashing damage and the target is pulled up to 10 feet toward the anteater.

The target gains no benefit from cover or obscurement against this attack, so long as an uninterrupted path exists between it and the anteater.

Bristled Sweep. The anteater sweeps its tail in a 15 foot cone. Each creature in the area must succeed on a DC 16 Strength saving throw or take 14 (4d6) bludgeoning damage and be pushed up to 15 feet away.

Bonus Actions

Threatening Pose. The anteater rears on its hind legs and spreads its arms. Until the anteater lowers itself as a bonus action or falls prone, its speed is reduced to 0.

Suck Up. Each Small or smaller creature within 10 feet of the anteater that it hit with its Vacuum Tongue Flick this turn must succeed on a DC 16 Strength saving throw or be Swallowed (escape DC 16).

A creature swallowed in this way takes 4 (1d8) bludgeoning damage at the beginning of each of the anteater's turns.

Reactions

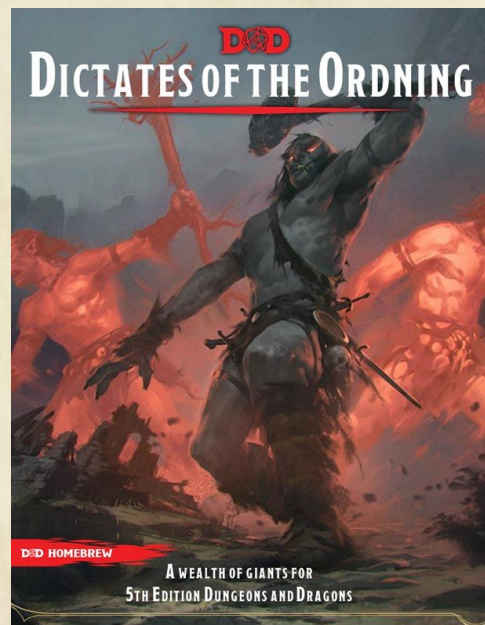
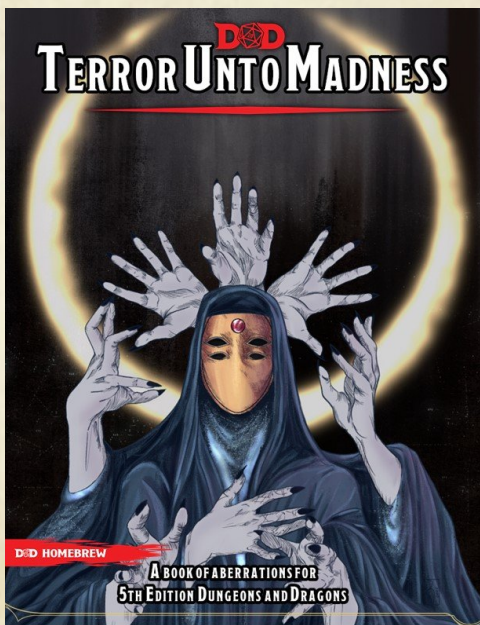
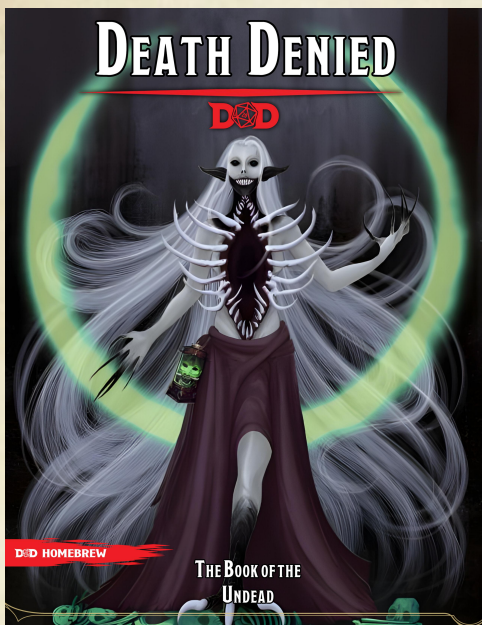
Clumsy Tumble. As a reaction when a creature hits the anteater with a melee attack, the anteater forces the creature to reroll the attack, taking the second result, then falls prone.

Perilous Hug. As a reaction when a creature makes a melee attack against the anteater while the anteater is using its Threatening Pose, the anteater forces the attacker to succeed on a DC 16 Strength saving throw or be grappled (escape DC 16).

ART CREDITS

- His Majesty's Giant Anteater by Francisco de Goya
- Bisk, Goblin King by [Rae Elderidge](#)

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A large illustration of a green goblin-like creature with a crown, sitting on a pile of gold coins. The creature is holding a glowing blue orb. Surrounding the creature are various items: a stack of gold coins, a pineapple, a bunch of grapes, a banana, a small blue dragon, a small orange lion, a stack of books (one titled 'CONFLUX CREATOR'S NASTY BOYS'), a stack of scrolls, and a small box labeled 'EROTI'. Several red buttons with the Patreon logo and the text 'Become a patron' are scattered around the illustration. A large red button with the Patreon logo and the text 'Become a patron' is at the bottom center. A small logo with the text '2022' is in the bottom right corner.