ANT LION

Large Vermin
Hit Dice: 8d8+8 (44 hp)
Initiative: -1 (Dex)
Speed: 30 ft, burrow 10 ft
AC: 18 (-1 size, -1 Dex, +10 natural)
Attacks: Bite +8 melee
Damage: Bite 2d8+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, tear
Special Qualities: Vermin
Saves: Fort +7, Ref +1, Will +3
Abilities: Str 16, Dex 9, Con 13, Int –, Wis 13, Cha 11
Skills: Listen +7, Spot +7
Climate/Terrain: Temperate and warm desert, forest, hill, plains, and underground
Organization: Solitary or nest (mated pair and 1-4 noncombatant young)
Challenge Rating: 5
Treasure: 1/10 coins; 50% goods; 50% items
Alignment: Always neutral
Advancement: 9-12 HD (Large); 13-24 HD (Huge)

The ant lion is a huge, vicious insect that lurks at the bottom of deep pits, feeding on creatures unlucky enough to fall in.

The ant lion resembles a cross between a mole and a giant ant. Its body, gray or sandy brown in color, is covered completely by a leathery exoskeleton with patches of coarse black bristles that are sensitive to movement and odor. It has deep-set beady eyes, rows of jagged teeth capable of both tearing and grinding, and six thick legs with sharp claws and flat bristles. The claws are used for digging while the bristles sweep away the loose soil. The ant lion's most prominent features are its mandibles, silvery gray and razor-edged, extending three feet from its mouth. A single barb centered on the inner ridge of each mandible is used to impale and hold prey.

COMBAT
The ant lion seldom stalks its prey. Instead, it digs deep, tapering pits about 60 feet in diameter, buries itself at the bottom beneath a covering of sand, gravel, and stone, and waits for its prey.

When a victim lands in the bottom of the pit, the ant lion bursts from its covering of sand and stones and attempts to grab its foe with its mandibles. If successful, the ant lion will not release its prey until either it or the prey is dead.

**Improved Grab (Ex):** To use this ability, the ant lion must hit with its bite attack.

**Tear (Ex):** An ant lion automatically hits a held opponent with its bite attack each round it maintains the hold.

**Vermin:** Immune to mind-influencing effects. Ant lions have darkvision with a range of 60 feet.

The Ant Lion first appeared in the 1e MM II (Gary Gygax, 1983).