

# The Giant Ant Nest

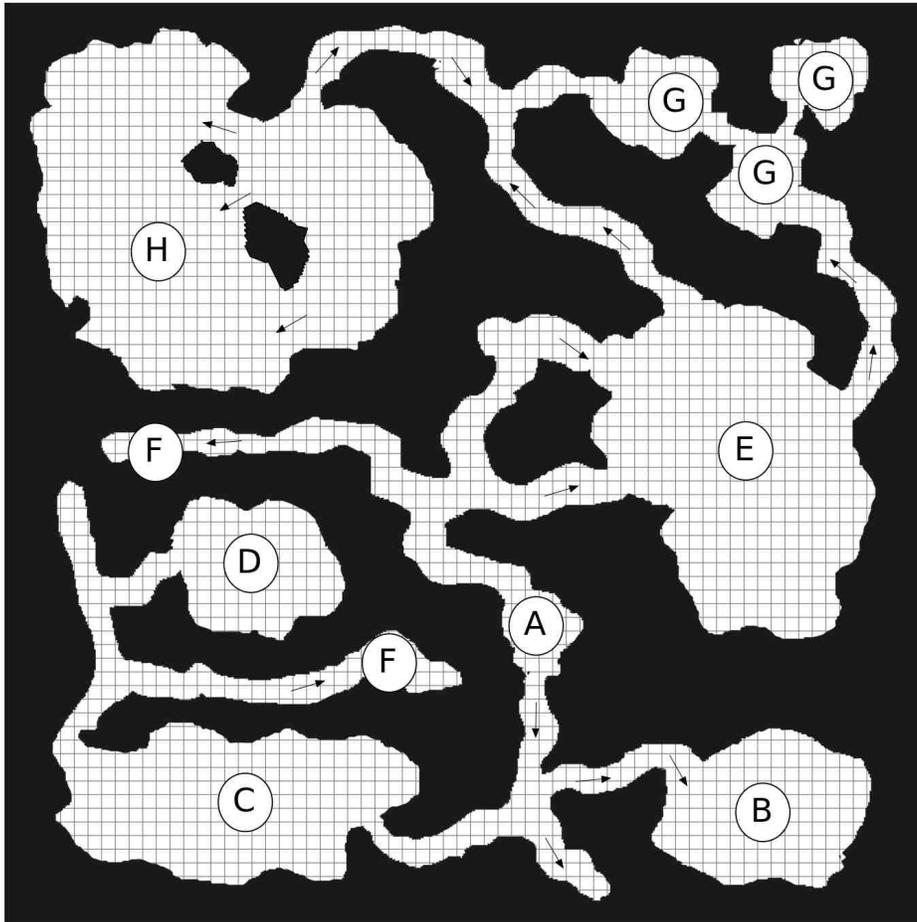
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"The ants are stripping the land bare. Something must be done!"



## Wandering Monsters

(1 in 6 chance each turn)

### Roll 1d10

1 - 6 1d4 Giant Ant Workers

(bite, no sting)

7 - 8 1d2 Giant Ant Soldiers

(bite, poisonous sting)

9 Giant Ant Drone

(harmless, if attacked they call 1d4 soldiers)

10 Giant Spider

(on the hunt, otherwise in chamber D)

**Slope:** Make Dexterity check (or a save of GM's choice) or else slide down the slope in the direction of the arrows. 1d4 damage, alert 1d2 soldiers.

**Loot:** There is a chance in every chamber and tunnel to find a few rough gems or valuable nuggets.

### A) Entrance

A 20' tall, 50' diameter mound of dirt. In the top is a tapered hole going down 60' (rope is required for all but a thief). Opens into small chamber with two other exits. 2d4 workers, 1d4 soldiers here.

### B) Flooded Chamber



The floor has a couple inches of standing water and deep mud. Tall purple mushrooms growing on walls, their hallucinogenic spores fill the air. Something glitters in the water.

### C) Aphid Ranch Chamber

A herd of giant translucent green aphids contentedly munching on leafy tree boughs. 1d6 workers collecting aphid milk (drinking the milk cures fatigue and satisfies hunger).

### D) Storage Chamber

Piles of livestock and ant corpses fill the chamber. A giant spider is hiding under the bodies.



### E) Living Chamber

Lots of resting ants. 2d6 workers, 1d6 soldiers.



### F) Cave In!

Just walking in here causes a cave in. 1d8 damage, and buried.

### G) Storage Chamber

Lots of dead creatures, a few dead humanoids (possible treasure to found on them), branches with fruit on them, and one barely alive gnome. 1d6 workers, 1d2 soldiers.

### H) Egg Chamber

d100+50 giant ant eggs (collectors pay good coin for these). 2d10 workers, 1d4+4 soldiers, 10+1d6 drones, giant ant queen.