

## Giant Ants

The giant ants presented in the *Labyrinth Lord* rulebook can present quite a challenge to characters. They have good hit dice, low armor class, and a fairly strong attack. The statistics presented do a fair job of approximating a six-foot-long giant insect. However, they fail to capture the diverse types of ants that can be found in a typical nest. They also only account for the common, non-venomous varieties of ant.

The following corrects both of these deficiencies. I have included statistics for all of the common types of ants that can be found in a typical nest, along with appropriate mechanics for giant fire ants.

### Ant, Giant

	<i>Minor Worker</i>	<i>Median Worker</i>	<i>Soldier</i>	<i>Male</i>	<i>Queen</i>
No. Enc.:	3d4 (10d6)	3d4 (6d6)	2d4 (4d6)	0 (2d4)	0 (1)
Alignment:	-----		Neutral	-----	
Movement:	120' (40')	180' (60')	180' (60')	180' (60')	120' (40')
Fly:				120' (40')	120' (40')
Armor Class:	4	3	3	3	2
Hit Dice:	2	3	4	3	8
Attacks:	-----		1	-----	
Damage:	1d6	2d4	2d6	2d4	2d8
Save:	F1	F2	F2	F2	F6
Morale:	7	7	7	7	9
Hoard Class:	-----		VI	-----	
XP:	20	50	80	50	560

Giant ants are hardy and adaptable. They eat almost anything, since they are omnivores, and will never retreat if defending the nest. They will tend to only have a small amount of treasure around, from past opponents, but in some rare instances giant ants will inexplicably mine precious metals. This occurs in about 30% of nests, and there will be as much as 1d10x1000 gold pieces worth of raw gold nuggets.

Minor workers form the bulk of a nest. They are about 2-3' long. Median workers are found in slightly smaller numbers and are a little larger, normally between 4' and 6' long. Soldiers are the largest of the workers in a nest. They are between 6' and 8' long. All of these kinds of giant ants will be found scattered throughout a nest. They are normally intermingled.

Males are about the same size as median workers and have wings. They are normally found close to or in the presence of the queen. The queen also has wings and is the largest ant in the nest.

A nest will also contain eggs and pupae each numbering about half the total adult population of the nest. If the nest is threatened, half of the workers and soldiers will defend the nest while the remainder move the eggs away from the threatened area.

**Giant Fire Ants:** Giant fire ants have most of the same characteristics as normal giant ants, but their bite causes a severe, painful rash. Anyone bit by a giant fire ant suffers a -2 on to hit rolls for a day or until a *cure light wounds* is applied. A giant fire ant queen's bite carries more venom and is more dangerous. It causes the victim to suffer a -4 on to hit rolls for a day and -2 on to hit rolls for an additional day. These effects can be negated by two *cure light wounds* spells, or a single *neutralize poison* or *cure serious wounds* spell.

They are also more aggressive. Giant fire ants have a +2 to their morale.

Giant fire ants are worth 29, 65, 135, 65, and 1050 XP for minor workers, median workers, soldiers, males, and the queen respectively.

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