



"REVENGE OF THE ANT-GOD"

The Fall City-State Installment.

by Bob Bledsaw
Bob Jasper
Mark Holmer



Table Of Contents

History of the Area	35
Parchment Scraps	38
City of Juring	39
Judge's Notes	40
Encounter Tables	41
Ant Colony Description	42
Section A.	42
Sections A and B.	43
Sections B, C, and D	44
Pull Out Map Section	45
Sections D and E.	53
Sections E and F.	55
Sections F, G, and H	56
Sections H and I	57
Sections I and J.	58
Sections J and K	59
Sections K and L.	61
Universal Format Explanation	62
Treasure Vault	64

Designed by Bob Bledsaw, Bob Jasper, and Mark Holmer

Maps by Bob Bledsaw and Bob Bledsaw, Jr.

Cover Art by Wes Crum

Interior Art by Bob Bledsaw, Jr.

Layout by Mark Holmer

Composing by Debye Pruitt



**This Adventure
Belongs To: _____**



Copyright © 1982 by Judges Guild Incorporated, R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, ILL 62522 . . 9989. All rights reserved. This product is a playing aid designed to be used with a set of Role Playing Game Rules. The contents of the product may need to be changed by the individual Judge to suit the campaign he or she moderates. No similarity between any of the names of characters, persons, and/or institutions in this publication with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the United States of America.

Revenge of the Ant God

History

In the forgotten mists of time, a kindly Wizard protected the lost city of Juring. The city prospered under the influence of the powerful Mage although located on three hills in a tundra plain far from the coast and without any great resources upon which to draw. The Wizard developed a strain of Giant Ant which, in the course of spinning their cocoons, generated an exceptionally fine and strong silk. Trade routes opened to the coast, and, soon, the city filled with newcomers seeking their fortunes in the silk trade. The silk was gathered by young warriors who ventured deep into the Giant Ant colony protected primarily by a substance which was attractive to the Ants and prevented them from becoming aggressive. This substance, called Phorbid, was collected from a Giant Parasitic Ant which secreted it in order to live in harmony within the Ant colony.

Seeking additional ways to assist the city, the Wizard introduced different types of Ants into the nest, both to increase its size and to provide a source of domestic insects capable of protecting the city and acting in lieu of draft animals. The increased output of silk dropped its market value, and it was found that the new types of Ants had virtually no means of orientation and became confused at night. The confused Ants frequently attacked their masters. More complications set in as the colony began to send out scouting parties of Soldier Ants to gather food. The Soldier Ants cut swaths of destruction across the meagre farms and even into the city itself. The Juring city councilors demanded that the Wizard do something immediately; the kindly Mage fell from being the "city protector" to being the "popular nuisance" (meaning well but too abstract in his thinking to consider the consequences of his actions). The Wizard acted within two months of the request, but it was not soon enough to prevent a drop in the fall harvest by over fifty percent, the loss of almost all domestic animals, the collapse of several buildings and fences, and the destruction of two caravans, almost halting trade with the coast.

The Wizard introduced blind Hypogoric Ants into the colony, which oriented themselves by feel, and developed the use of a liquid called Phorage that was secreted by Scouting Ants which became excited upon finding food and could be used to guide the Ants on preselected trails. He then had constructed a more direct route via stairs and sliding poles deep into the colony where the cocoons were buried in the soft earth. The Wizard introduced Harvester Ants, Fungus Ants, Dairying Ants, Honeydew Ants, and Replete Ants to provide the colony with a more vegetarian diet and a steady supply of food to reduce the need for scouting parties. The Dairying Ants needed Aphid Cows and Scale Insects, which the Wizard located and genetically altered in the second month along with Parasitic and Minute Ants to control the population size of the colony.

Thus, the fall season was an economic disaster for the city, and, before the caravans could resume trade, much of the new wealth was depleted, and many of the new fortune seekers departed. Faced with starvation, the populace began to consume roasted Giant Ants and larvae. The Wizard was shunned, and rabble rousers began a hate campaign against the kindly old benefactor. Seeking to further control the colony, the Wizard melded the psyche of an argumentative but obedient Imp into the Queen Ant. He sought the counsel of the Druids to gain further knowledge and methods of control. The Druids could offer little help but suggested that adding to the colony the more primitive and Wasp-like Bulldog Ants would eventually lower the average intelligence and, thus, make the colony more obedient to the Queen Ant.

The spring offered new hope as the caravans resumed, fences were mended, and less danger in gathering the cocoons resulted in fewer deaths of warriors. The summer months found the city returning to a more peaceful routine, and grumbling about the Wizard all but vanished. The city even began the export of decorative objects made from the Ants' shells and antennae. Unfortunately, a scouting party from the colony inadvertently led a Giant Lizard back to the nest, and a terrible battle ensued when Soldier Ants swarmed out of the earth to attack the intruder. Catastrophe resulted when half the city militia attempted to aid the colony by advancing upon the Lizard. The Soldier Ants killed the whole troop and many spectators besides in their battle frenzy. The Lizard was killed with the aid of the Bulldog Ants which jumped upon its back and stung it several hundred times. Although the size of the colony was reduced by a third, the wrath of the citizens against their former benefactor increased tremendously as their relatives were gathered by Giant Worker Ants and carried beneath the ground to be devoured. Distraught, the gentle Wizard introduced Black Carpenter Ants to fell the incredibly tough trees of the tundra, Tree Ants to increase the fungus gardens in the colony and turn the colony further away from its carnivorous ways, and Dolchoderinae Ants to repel any future attacks by Tundra Lizards with its nausiotic spray. These steps did not allay the fears of the citizens of Juring. Except for a few forays by Harvester Ants into the paltry farms near the city and the exodus of these farmers soon after, the balance of the year was uneventful, and some prosperity returned for the local merchants.

With the new year came a new crisis when many callow Ants (young adults freshly molted) were killed by a party of cocoon-gathering adventurers. The Queen Ant demanded a sacrifice of one citizen per month from the city for the balance of her lifespan as recompense for her loss. Fearing reprisals too awful to contemplate, the city councilors agreed and began the execution of criminals through sacrifice. Later, when the councilors discovered that the Queen would live almost 150 more years, they accused the Wizard of trickery and deceit. Fear of the Wasp-like Bulldog Ants increased the rumors that the city itself was in league with monsters, and the caravan merchants spread the story in an effort to keep outsiders from venturing to the city and cutting into their trade. Occasional raids that summer by Giant Falcons upon the colony were cheered by the citizens from the city, further increasing the Queen Ant's hostility. The Ants became more aggressive when a Giant Spider invaded the colony and spread her webs in several chambers. When the Giant Spider's eggs hatched that winter, the Queen Ant reluctantly asked the Wizard for assistance. The Wizard gave the colony several Fire Ant eggs, an action which caused a riot in the city. A group of adventurers, under the guise of gathering cocoons, attempted to locate the Fire Ant eggs to destroy them and were themselves killed by Soldier Ants.

That summer, it was found that Giant Flies were laying their eggs in the large refuse mound created near the city walls by the Ant colony. The Giant Flies became a real menace because their bites drove the few remaining domestic animals insane and caused the last caravans of the year to turn back toward the coast. A disease broke out which further depleted the population and caused most of the wealthier merchants to move to "more civilized areas away from the Ants, Lizards, Birds, Spiders, Flies, and Wizard." With the departure of most members of the council, a Druid assumed control of the government and, proclaiming the Queen Ant to be a goddess, set up a theocracy. The sacrifices were increased to abate the ire of the Queen Ant against the citizenry, and the state (meaning the Druid and his acolytes) took possession of the property of the sacrificial offerings. The theocracy increased its influence when it caused the Giant Flies to depart. The Druid stopped all caravans from trading directly with the city and arranged to meet the caravans halfway to the coast with bearers. Incensed by this blatant attempt at monopoly of trade, the merchants retaliated by forming a cartel and dropped the trade volume considerably by increasing prices substantially. Trading became an annual ritual for the next six years as the population of the city was depleted.

The Wizard was filled with despair and loathing for the Druid whom he had originally invited to the city to advise him on control of the Ant population. When the Druid confided to him that he had put the Giant Fly eggs into the refuse heap to create the theocracy and prevent the exploitation of the Ants, the Wizard departed in disgust, never to be heard from again. As a parting gesture, the Mage created some traps to prevent the Druid's warriors from taking more cocoons and then attracted some Red Amazon Ants to the colony. The Amazon Ants, slavers which kidnapped pupae, reduced the size of the colony by raiding with large armies. The Ant Queen reacted by having her Soldier Ants kidnap some of the Druidic acolytes, and, taking advantage of her reputation as a goddess, she forced the acolytes to collect all the salvageable tomes, scrolls, equipment, and items of power left within the Wizard's Tower and the city treasury. Only four acolytes returned, bearing two sacks full of parchments, a magic sword, two potion flasks, and some partially-burned scraps of parchment from the Wizard's furnace.

From the Wizard's notes, the Queen obtained the necessary spell to imbue a Giant Ant with a higher intelligence, and, remembering her former existence as an Imp, she set about capturing or attracting a similar being to be her companion. The problem was simplified by the acolytes' knowledge of Spells of Banishment used to rid homes of household Imps. Within a fortnight, three other Giant Ants were melded with Imp intellects.

The Amazon Ant slavemakers attacked soon after but were beaten off, although exacting very heavy losses from the Ant colony. Almost all of the callow Ants and pupae were killed or carried away, and the greatly reduced city population was nearly obliterated. Because of the loss of all cocoons that season and the subsequent loss of foreseeable revenue for the year, the Druid sold his Temple to an ambitious follower and departed from the city with most of his acolytes and guards. Seeking to appease the Ant Goddess, the new Hymenoptera High Priest offered four captured Amazon Red Ants in addition to an arcane scepter that had been left within the nearly-abandoned city. The Queen accepted the gifts but also demanded that the remaining city defenses and siege engines be destroyed and a tribute of ten Humanoid slaves per year, half the temple treasury, an artificer for making snares and locks against intruders, a cartload of sugar cane delivered every summer month, and stone-works from the city walls and building to make the colony chambers more secure be given her. In exchange, she promised 200 cocoons every fall season.

The High Priest agreed, and the sacred silk of the Ant Goddess once again began to be traded with the coast. The secret Hymenoptera Cult spread to other villages, but the location of the lost city was never divulged, and the caravan merchants and cartographers of the region that had knowledge of its location began to disappear over the next decade. The Queen-Goddess increased the intellect of the captured Amazon Ants and organized her Soldiers around these fierce warriors who declared their undying loyalty to her. Then, the slavemaker Amazon Ants returned to attack the colony and avenge their route. This time, the attack was stopped with heavy losses to the Amazons, and they were chased back to their own nest where a terrific battle resulted in a Pyrrhic victory for the defenders. Among the casualties, however, was the Ant Queen-Goddess herself. A particularly aggressive, intelligent Amazon Red Ant from the Ant Queen's colony then took over the colony and proclaimed himself the Ant God. To assert his authority over the Human followers, he demanded a living sacrifice every week, a suspension of cocoon shipments until an obedient Mage was delivered to him, an enlargement of the Temple, and the building of a connecting passage from the Temple to the underground colony to permit his "appearance" before his followers once per week. Human guards to aid in the outer defense of the colony, and strict obedience to his "brother gods," the intelligent Ants, who would wear gold necklaces to identify them to their followers. All this the High Priest agreed to accomplish, but he balked when, the next month, new demands were placed upon the Hymenoptera Cult. The Ant God's further demands included half of the Temple treasury, the tribute of one magical item or artifact every full moon, and the sacrifice of one Amazon Red Ant as a "false god" during the Spring Equinox after a punitive expedition to the Red Ant colony. The High Priest was sacrificed shortly thereafter, and the cult proclaimed undying obedience to the Ant God. The expedition resulted in the total destruction of the enemy colony as well as the reduction of the cult to seven Priests and forty-five secret members in distant villages and cities.

The Ant God's colony was greatly diminished also, and, seeking to increase its size, he ordered the Mage to attack the Giant Spiders, Parasitic Ants, and Minute Ants. Fearing the cult's hostility to anyone who harmed even the smallest Ants (except those that were proclaimed "false gods"), the Mage agreed but secretly decided to depart as soon as possible with some magic items and gems from the treasury. The Mage discovered that one magical treasure was a powerful scroll which would place all who ventured within 120' of the active rune, which it would conjure, in a state of suspended animation until Dispelled or the spell wore off in a decade or so. Obtaining the use of the scroll ostensibly to subdue the Giant Spiders, the Mage set about his betrayal by attempting to enlist the aid of one of the few Human guards left in the colony. The Human guard, however, went immediately to one of the Ant God's brothers and confessed all. The Ant God's wrath was terrible, but the Mage

managed to set the rune before attempting his escape through the fungus gardens. There, the Mage was trapped by a rusted artificer's trap and devoured by the Fungus Ants. Because the Ant God and his brothers were among the first to succumb to the rune, many others fell to the same fate, including four of the remaining Priests of the Hymenoptera cult. With the loss of the knowledge of Phorbid, harvesting of cocoons ceased, and, since only unintelligent Giant Ants remained, the sacrifices also stopped. The remaining cult Priests sought to re-establish a true god to the colony and searched for the next three years upon the tundra plain. Due to the weakness of the colony, the Priests shut up the entrances except for ventilation shafts and stepped up their program of assassinations to eliminate any remaining knowledge of the lost city. They fed the remaining Ants via the secret entrance in the crumbling Temple. The god-seekers of the tundra were killed by nomadic Legionary Ants, but one hapless Priest managed to drug three Legionary Ants and convince a Barbarian Warrior to take them back to the lost city for a reward. The Priest then succumbed to the wounds inflicted in his conflict with the Legionary Ants and died happy in the knowledge that he had fulfilled his geas.

The Warrior found the Temple and, leaving the drugged Ants outside, descended into the colony through the secret passage of which the now-dead Priest had told him to seek the fabulous treasure and magic Sword supposedly hidden within the God Chamber by the dead Hymenoptera Priests. The Warrior managed to avoid the traps, found the hoard, including the Sword, for which he promptly discarded his old weapon, and a collection of parchments, some written by the first Wizard and some by the last Mage, detailing the history of the lost city of Juring, which he stuffed under his belt, and started back for the surface. However, he was ambushed by 9 Giant Ants who sprayed venom upon him from a side passage, all but blinding him and causing him to drop the Sword and booty except for the parchments which remained secure in his belt. Stumbling out of the Temple, the Warrior found his horse and rode swiftly away from the deserted city. He wandered blindly for days, finally reaching the coast before falling on the beach in his death throes. There, a fisherman's son found him and attempted to nurse him back to health with herbal tea. In his gratitude, the Barbarian told the boy about the lost city and its hidden treasures before dying the next morning. After removing the parchments from the dead Warrior's belt, the boy read the history of the fall of Juring and was able, in some measure, to piece together its approximate location. He withheld the information from his father, fearing he would be beaten for telling false tales.

The following week, Viking raiders carried the boy and his family away and sold them as slaves in the city of Tlan. The parchments, which the boy had hidden under his straw tick, were destroyed in the fire set by the Vikings in the course of pillaging the small village in which the boy lived. The boy was purchased by a merchant ship captain who plied his trade between Tlan and Dragonsharp. Although glad to be free of his stern father, the boy soon found that he was in the clutches of a cruel and merciless master. He escaped his bondage by hiding in the baggage of a caravan in Dragonsharp and, after many adventures, found service as a mercenary at the age of seventeen. After seven years, he managed to loot enough wealth to buy passage back to his homeland, having gained, in that time, the skills and confidence necessary, he felt, to win the fortune in the treasure trove of the Ant God.

During the ten years which the Ant God and his followers spent in suspended animation, the unintelligent Giant Ants set about bringing the Ant colony back to normal. They spent no time in construction, but they continued to tend the fungus gardens and groomed one of their members to become the egg-laying Ant Queen. Though unintelligent, the Ant Queen was prolific, and, because the danger of cocoon raiders had diminished, the colony began to grow and function as a normal Ant colony. At the end of the ten years, however, the suspended animation spell wore off and the Ant God and his followers were released. The Ant God was quite surprised to discover what had occurred in his "absence;" creatures in the suspended animation field did not feel the passage of time. However, one of his followers, the new High Priest, Pharampe, discovered the truth of what had transpired and informed the Ant God of the spell which had caused him and his followers to become victims of suspended animation. The Ant God, seeing that the colony was on the way to being rebuilt, was not unhappy with the turn of events, and it did not take him long to adjust to the situation and take control, once more, of the colony. He ordered the suspended animation area reset as a trap for intruders and, with his followers, set about hatching plans for the rebuilding of the colony to greater strength than before, the ultimate purpose of which was to be the invasion and subdual of the Humanoid world. Unfortunately, the egg-laying Queen was not especially hardy and died soon after the return of the Ant God. The Ant God decided to allow the situation to remain as it was for the time being to allow himself to assess his positions of strength as well as his weak points in terms of the colony as a whole. He ordered Torien Fawnleef, one of his followers, to assume responsibility for the reproduction and food production of the colony and to begin the grooming of a new egg-laying Queen to continue the growth of the colony. Then, with his High Priest, he began to formulate plans for the subjection of the world to the will of the Ant God.



**Parchment Scraps From the Diary of Kerspagaris, Archmage of Jamal Juring
and Keeper of the Rune-Stones of the Ember Seas**

There are twelve scraps which are partially burned but will yield some useful information to a careful reader. The following summary describes each scrap, which will require at least one hour of study less the character's Intelligence in minutes to decipher.

Scrap One: This scrap is a map of the original ant colony before enlargements, stoneworks, and traps were installed. It does show the location of the Queen's Chamber, Fungus Gardens, Ant Cows' Pens, Nursery, Ventilation Chamber, and Minute Ant passages along with useless notes on food consumption rates and population.

Scrap Two: The methods used in the manufacture of silk are described, including the preparation of a solution which will cause the silk cloth to harden to a leather-like toughness although remaining very light in weight. Sea water and Ale are the main ingredients of this preparation. One cocoon will make five suits of armor or twenty shields.

Scrap Three: The formulae for the rendering of a super-sticky glue like tar is described. The substance is noted to never harden and is made from cocoons and common tree leaves steeped in boiling water. One cocoon yields two quarts of the super glue, which requires a combined strength of 50 to break free of if one becomes stuck to it.

Scrap Four: A description of an attempt at creating artificial life is contained within. It involves enchanting the growth of amoebas into an amorphous, semi-translucent jelly which bloats itself on any living matter and can lie dormant for several months at a time. The mindless entity may be created in 8 months at an expense of 266 GP in common supplies. It cannot reproduce and will live up to 140 years. It is 4 Hit Die and AC 3 with only 1D6 damage per attack. No special abilities are listed other than that of staying alive up to 6 months with no food. The beast has no mouth but flows around any luckless creature that happens to cross its path, totally encompassing it, suffocating it, and then dissolving it and absorbing the fluids. **Judge's Note:** One special ability which should not be divulged is the creature's extraordinary growth of 10 cubic feet for every 100 pounds of living matter that it absorbs and the ability to flow through cracks as small as one one-hundredth of an inch. Should such a creature attain a size of 60 cubic feet, it will gain a heightened intelligence and the use of ordinary tools and weapons by forming hands and fingers at will. The creature takes triple damage from weapons dipped in water and will dissolve slowly in any rain shower.

Scrap Five: This scrap contains the methodology for creating giant creatures from common-sized species of various types including ants, earthworms, snakes, and beetles. The notes are not in the same handwriting as other notes and are, in fact, the class notes of the Wizard's apprentice. Only those methods described for creating giant snakes after 3 generations (which can be magically shortened to one year each) will work. Each experiment will take from 1 - 6 years to complete at a cost of 20 - 120 GP per year in addition to a reasonable time to care for the creatures. Only one giant snake may be grown per three-year period.

Scrap Six: A spell for increasing the yield of common crops is described, but a key word has been obliterated, and, if used, the spell will cause the crops to become ripe over-soon and thus yield half the normal production.

Scrap Seven: Descriptions of promotions for the marketing of dried Ant meat as a foodstuff are contained on this piece.

Scrap Eight: Some of the testing methods for choosing individual Ants for a breeding program designed to create a strain of fire-resistant Ants are described.

Scrap Nine: A very detailed description of deriving a one-pint vial of Type 3 poison from a Fire Ant is set down. It concludes that the Ant must be alive for the poison to be potent and that extreme care must be taken not to be stung by the Ant during the process.

Scrap Ten: This contains notes on the appearance of mutant Ants with such variations as Ants that spit acid, jumping Ants, huge, legless Ants, and Ants with four sets of eyes.

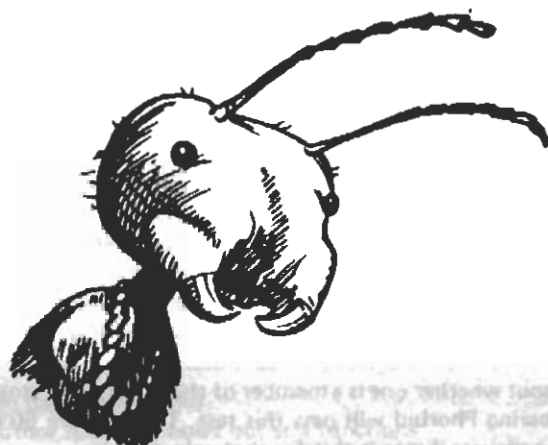
Scrap Eleven: A spell for turning Spider webs into ash is written on this scrap. **Judge's Note:** It doesn't mention that the spell puts any Spider within 100' into a blind rage, giving the Spider +2 to hit.

Scrap Twelve: A command spell over all types of giant insects is contained within. Upon failing Saving Throws, the giant insects must obey the commands of the caster unless it will result in direct injury to the creature. Duration of the spell is 1D6 turns.

The City of Juring

Encounters (Roll 1D10)

- 01 A band of 2 - 7 raiding Brigands, AC 3, AT 1 - 6, HD 1
- 02 One Grizzly Bear, AC 4, AT 1 - 6/1 - 6/1 - B, HD 5
- 03 One Bulldog Ant, AC 6, AT 3D6, HD 3
- 04 One Spectre of the Mage, AC 8, AT 1 - 8 + Drain, HTK 38
- 05 1D4 Caribou, AC 3, AT 2 - 5, HD 3
- 06 2D6 Rats, AC 3, AT 1 - 3, HD 1 - 2
- 07 One Wolverine, AC 5, AT 1 - 4/1 - 4/2 - 5, HD 3
- 08 1D4 Rattlesnakes, AC 3, AT 1 - 2 + Poison, HD 1 - 2
- 09 1 Soldier Ant, AC 6, AT 4D6, HD 4
- 10 2 - 7 Wolves, AC 3, AT 2 - 5, HD 2



Building A

This building is in a low area in Juring, and, because of recent rains and clogged storm drains, it stands in 1 - 2 feet of water. Inside, the cool, moist conditions have promoted a lush growth of fungi. Two 5' long Fungus Ants, AC 6, AT 1D6, HTK 5 - 6, have inhabited this dwelling after becoming separated from the colony. Anyone stepping into the building will make enough splashing noises to arouse the Ants. The Ants are located on the ceiling and will jump upon and attack anything that moves in order to protect their gardens.

Building B

The side of this building is collapsed, and much of the furniture is broken. A foul stench pervades the area. Broken bones and bits of fur and clothing lie scattered about. In the back room, a Cave Bear is devouring a recently-captured Moose. Under a pile of clothing is a pouch containing 22 GP and a small Sapphire worth 50 GP. The Cave Bear, AC 4, AT 1 - 8/1 - 8/1 - 12, HTK 28, has a +1 magic Dagger imbedded in its side, a souvenir of a past encounter.

Building C

The doorway of this building is blocked by an overturned table propped up with chairs. This is the living quarter of Rimagor the Nimble-fingered, a Thief in search of the treasure of the Ant God. Rimagor wears Studded Leather armor and is armed with Nuisal, a +2 Broadsword that glows when it is within 15' of more than 10 pounds of gold. Under his cot is a chest containing 150 SP, 7B GP, a bejeweled necklace worth 150 GP, and a large, golden key worth 20 GP which is intended to open the now-broken hatch in the temple. On a table is a bottle of Phorbid which Rimagor smears on his body before entering the Ant colonies. Rimagor will offer to help the party if he finds himself in a tight spot, but, instead, he will try to lead the party into a trap.

Rimagor the Nimble-fingered

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LEN	005	021	030	053	144	102	156	115	178	123	154	137	098	124	011	VBS

Building D

A fallen, scarred sign on the ground reads, "The Belly Sting Inn." All the rooms are deserted and look as if something or someone had rummaged through them. An open trap door in the kitchen leads to the cellar, where a 10' long Honeydew Ant is crushing open kegs of molasses and wine. The Ant, AC 6, AT 2D6, HTK 11, will climb the wall and attack anyone entering the room. All melee fighting in this room is at -2 to hit because of the thickness and the stickiness of the spilled molasses.

Temple of the Ant God

The Temple floor is covered with bone shards and bits of debris. The guardians, two 10' long Bulldog Ants, AC 6, AT 3D6, HTK 17 - 18, will attack anything entering the building unless it is another Ant. Of course, wearing Phorbid also restrains the attack. One of the Ants lurks in the shadows by the door, and one hangs from the ceiling above the altar. Anyone listening successfully can hear their chattering noises. In one of the rooms in the back, folded neatly on a table, is an old robe worn by one of the Hymenoptera Priests.



Judge's Notes

This adventure should take several gaming sessions to complete due to the sheer size of the sprawling ant colony. The Giant Ants contained herein are not the common variety of Giant Ants found in the wilderness. Giant Ants in the wilderness range from 1' to 6' in length with corresponding hit dice, but the Giant Ants herein are generally 5' to 30' long without a large increase in hit dice. This is due to the kindly Wizard's desire to create a self-perpetuating species which would not be overwhelmingly dangerous. The Ants can crawl on ceilings and walls and are generally extremely strong in comparison to body weight (treat as 18 Strength). Except for the intelligent Ants, the colony members are prone to continue about their normal business unless a non-member is detected. If killed in melee, the insects will continue to move their extremities for several rounds in their death throes. The Ants are very light in comparison to length; they are around 3 pounds in weight per foot of length and, therefore, will float on water, but they will drown in 3 - 18 rounds due to confusion unless they are intelligent. Their complex system of communication involves odor, taste, feel, and chittering. Blind Ants and Ants which are uneasy about whether one is a member of the colony will stop the creature and feel it with their antennae and forelegs. Only creatures wearing Phorbid will pass this test. The ants are 50% resistant to magic and take double damage from fire-based attacks. Let the players discover this for themselves.

Many of the traps involve magical activation and will have a magical aura if detected properly. The citronella odor alarm sprayed by the Ants is slightly nauseating but will not harm the adventurers. This adventure uses the Judges Guild system of Poison Effects. Use the following table.

Additional Effects if Save Not Made

Poison Type	Rounds Effects Delayed	Points of Damage/Number of Rounds*	Height or Length		
			3' - 7'	7' - 20'	20+'
0	9	0/0	½ Action	---	---
1	8	1/1	Coma	½ Action	---
2	7	2/2	III	Coma	---
3	6	3/3	Paralyzed	III	½ Move
4	5	4/4	III	III	½ Action
5	4	5/5	Paralyzed	Paralyzed	III
6	3	6/6	Coma	Coma	Paralyzed
7	2	7/7	III	Paralyzed	Coma
8	1	8/8	Paralyzed	Paralyzed	Paralyzed
9	0	9/9	Coma**	Coma**	Coma**

* If Saving Roll is made, halve damage and rounds suffered (drop fractions).

** Coma drops Dexterity -1 permanently.

Coma Duration

3' - 7'	1D10 Days
7' - 20'	10D6 Hours
20+'	6D6 Rounds

Treat all Ant stings as Poison Type 2 except that other Ants have partial immunity and always Save. While it is true that virtually all Ants have the ability to sting, this ability has been stunted by the Wizard's genetic manipulations.



Acid Damage to Armor

Armor Type	Rounds to Completely Disintegrate	Effect of Water Applied to Acid-Drenched Armor in Round						
		1 - 5	6 - 10	11 - 15	16 - 20	21 - 25	26 - 30	Over 30
Cloth	5	C	---	---	---	---	---	---
Leather, Padded Armor	10	B	C	---	---	---	---	---
Studded Leather, Ringmail	15	B	B	C	---	---	---	---
Scalemail, Chainmail	20	A	B	B	C	---	---	---
Splinted or Banded Mail	25	A	A	B	B	C	---	---
Platemail	30	A	A	A	B	B	C	---
Wooden Shield	5	C	---	---	---	---	---	---
Metal Shield	20	A	B	B	C	---	---	---

A No damage to armor

B Armor has small holes but still functions

C Armor is in need of major repairs; treat as AC one level lower (i.e. Chainmail at C level would be treated as Ringmail).

--- Completely disintegrated

Encounters

Roll	Monster
02	Maniac
03	Giant Bats
04	Giant Snake
05	2D6 Worker Ants
06	1D6 Giant Worker Ants
07	Ant Patrol
08	Parasitic Ant, AC 5, HD 3, 3D6 Damage
09	Harvester Ant, AC 9, HD 2, 2D6 Damage
10	Giant Mosquito
11	Giant Fly
12	Giant Spider

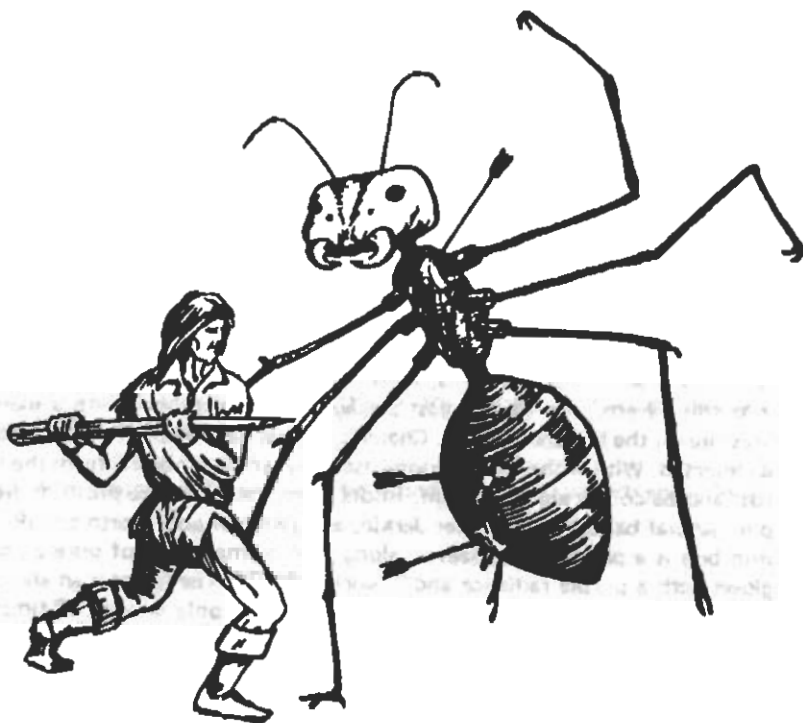
Effects of Suspended Animation

1D8 Roll	Additional Time Spent in Dungeon*
1	3 days
2	15 days
3	30 days
4	45 days
5	60 days
6	75 days
7	90 days
8	100 days

*Due to being subjected to suspended animation

Patrol

Roll	
02	Four Bulldog Ants, AC 6, HD 3, 3D6 Damage
03	One Soldier Ant, AC 6, HD 3, 3D6 Damage
04	Two Soldier Ants, AC 6, HD 3, 3D6 Damage
05	Three Soldier Ants, AC 6, HD 3, 3D6 Damage
06	Four Fire Ants, AC 2, HD 2, 2D6 Damage
07	One Fire Ant, AC 2, HD 2, 2D6 Damage
08	Four Cultists, AC 3, LVL 2, 1D6 Damage
09	One Minute Ant, AC 3, HD 1, 1D6 Damage
10	One Dolechoderinae Ant, AC 9, HD 1, No Attack
11	Hymenoptera Priest, AC 2, LVL 8, 2D6 Damage
12	Two Amazon Red Ants, AC 4, HD 2, 4D6 Damage



Ant Colony Description

A1 This is a drainage reservoir filled to a depth of 20' with rain water. It has been lined with stone slabs to allow seepage downward to the west. Mold clings to the tunnel, making it extremely slippery (Save vs Dexterity if within 40' of the entrance to avoid falling). Snakes appear to be floating on the surface but are, in fact, sticks of wood and other debris.

A2 This drainage chamber is completely filled with rainwater which has turned putrid with micro-organisms (treat as Poison Type 0).

A3 Ten Giant Worker Ants, AC 6, HD 1, HTK 4 - 3 - 6 - 1 - 1 - 2 - 3 - 4 - 5 - 5, Bite 1D6, are busily carrying food (pieces of Giant Earthworms) from the east exit to the south exit and returning to the east exit. Any intruders into the area will be detected by the single-minded workers (2% chance per member of the adventuring party per turn that they are in this chamber). If detected, a terrific odor will fill the chamber as the alarmed Ants seek to alert the Army Ants, and the workers will attack the party. The workers never achieve surprise due to their rote adherence to established patterns and their confusion when confronted with something "abnormal." The west exit has a deadfall trap which will activate unless the entering creature has no metal headgear. The huge block of granite (5' x 4' x 10' wide) will fall within 3' of the passage floor before grating to a stop due to misalignment in its parallel guides. Anyone activating the trap takes 3D6 subdual damage unless a Save vs Dexterity is made. Activation of the trap will cause a deep, resonant voice to announce booming, "The wrath of the Ant God is upon you!"

A4 This chamber contains the remains of several adventurers stripped clean to the bone. The metal armor is rusted and torn, but a Mallet and four iron spikes may prove useful. Within a rotting leather pouch is 12 CP, 5 SP, 3 GP and a stoppered vial filled with Bats' wool. Within a moldy belt's secret compartment is an Onyx ring engraved on the inside of the band with cryptic hieroglyphics. It is the Shadow Ring of Ouphe, and, while worth only 65 GP if its properties are undetected, it will glow with a phantom light when anything is hiding in the shadows within 120' of the wearer. One particular skull has an odd appearance; the hapless warrior once had his name tatooed on his forehead, and this has dyed the bone beneath. "Dralsk" will probably intrigue the Mages in the party into wasting a few spells. A broken Doublet with two Rubies worth 45 GP each lies beneath the pile of bones.

A5 This is the chamber where the Ants have stored stone slabs, bricks, and other construction materials for their former Human artificer. Bricks, rough-hewn timbers, a marble pillar, kegs of rusted spikes, and intricately-carved fresco slabs are neatly stacked along the east wall. On the north wall hang a rusty saw, a pair of tongs, a crowbar, and a sledgehammer. A workbench below contains a bleeding bowl, leather needles, a pile of wooden pegs, and a small pottery jar with oiled iron nails. A small coffer in a secret space under the bench contains four spearheads, six Caltrops, and a vial of weapon poison (Type 3). Behind the timber are two wedges and an Axe. Beside the bench is a work chest with several locks, chains, and hinges. A rusty lamp sits on the chest, but it is out of oil. A torch bracket on the wall has an unlit taper, and covered with baked clay in the bottom of the bracket are four Emeralds worth 26 GP each and a large Ruby worth 848 GP. A goatskin tunic with a ball of fine wire in its single pocket is draped on a slab of basalt.

A6 In this chamber are sticks of root and wood arranged in groups according to color, texture, age, and taste by the Carpenter Ants. Two Black Carpenter Ants, AC 6, HD 3, HTK 12 - 14, are perched on the east wall arranging a pile of sticks. The only entrance is trapped in such a manner that the antennae of the Ants or some rope-like object must brush along the tiny holes in the ceiling just prior to entering, or an iron grating will fall from a disguised slot in the entrance ceiling. The grate is made of iron bars a quarter-inch thick, and it will lock in place. Due to the rusted condition of the lock, it cannot be picked. Fearing he would someday entrap himself, the artificer buried a small barrel in the northeast corner of the room containing the key, but it won't work, either. Also in the barrel are two candlesticks, a pouch of moldy dried apricots, a tinder box, a knife, and a decanter (worth 16 GP) full of sour wine. Under the wood near the slight depression, a poisonous Racer Snake, AC 5, ½ HD, HTK 1, Poison Type 3, has its lair.

A7 Six Black Carpenter Ants, AC 6, HD 3, Bite 3D6, are busily trimming the new growth of leaders from roots protruding into this cavern. The middle east passage has been trapped with a snare net mounted above the entrance and activated by pressure on the threshold stone. Characters must Save vs Dexterity to avoid being trapped under the wire mesh unless the trap is detected. Within the musty room itself are wooden objects from the ruined city above. Benches, chairs, tables, carved frescos, and balconies are piled high. Roots from the giant tree protrude from the ceiling. In a locked wooden chest beneath the pile, several bandages, a leather Jerkin, an anklet of gold worth 55 GP, and a small iron box cover an amber cape. Within the iron box is a pouch of tea leaves, along with a small flask of pure alcohol, a clay pot of ink, a quill, and an oval Onyx that glows with a purple radiance and is worth 586 GP. The Onyx is an enchanted Touchstone of Silence which deadens all sound within 40' of the gem when touched. The gem may only be used 32 times before losing all of its magical properties.

A8 Five Tree Ants, AC 8, HD 1, Bite 1D6, are arranging decayed roots in layers and dampening them with mud balls. The damp, acrid smell of the chamber is heightened by the grisly remains of a solitary Goblin carefully layered into the pile. If the putrid remains are searched, a silver locket worth 16 SP and 9 CP may be found in a moldy belt pouch along with a broken Short Sword. Written in Trollish on the split shield is the name of the Goblin, "Yazranur," and the emblem identifies him as a subchief of the Adder's Tongue Tribe.

A9 The entrance to this chamber appears to be guarded by a large Efreet which is, in fact, a large statue from the ruined city above. The statue's head and right arm move very slightly due to counterbalanced weights with vanes which catch the slight draft. The Efreet is trapped such that, if the right arm is pulled downward or removed, a pattern of six iron Spears will plummet from the ceiling to the floor between the statue and the entrance (three of the Spears are rusted to the extent that they will merely fall downward two feet and grind to a halt still protruding from the ceiling). The chamber itself contains seven large, broken statues and sixteen empty stone sarcophagi.

A10 Three Tree Ants, AC 8, HD 1, HTK 5 - 3 - 6, Bite 1D6, are chewing on a large oaken table. There is a hidden compartment in the table containing one of the twelve parchment scraps (roll 1D12). The Tree Ants will discharge an alarm odor and attack if any intruders are detected.

B1 Five Army Ants, AC 6, HD 4, HTK 19 - 17 - 22 - 15 - 23, Bite 4D6, are busy lapping up a sticky substance (produced by the Dairying Ants) which has been brought to them by the Worker Ants. The Ants will attack if intruders are detected.

B2 Crushed bones lie scattered over the entrance to this cavern. A trap will activate if pressure of more than one hundred pounds is placed upon the threshold. A huge, spiked ball attached to a chain will drop from the ceiling and land in the center of the entrance doing 4D8 points of damage to anything caught beneath. The ball is 20' in diameter, and, after hitting, it will slowly rise as a counterweight pulls it back into place.

Ba In this small hole are a rusty Barbarian Sword and a small chest. The lock on the chest has a needle trap smeared with a Type 3 poison which will prick the opener of the chest unless a roll under DEX is made. The chest contains 350 SP and 57 GP.

Bb Water slowly drips from the cavernous ceiling into this hole, at the bottom of which are several shiny objects. The objects are stalagmites glistening in the adventurer's light which will do 5D6 points of damage to anyone jumping or falling into the pit.

B3 A large Mining Beetle, ARM 135, HD 6, HTK 27, Damage 4D6/1D6/1D6, scavenges through a brownish mold and will attack anyone entering this cavern.

B4 Empty except for Bc.

Bc This hole is the lair of an Annid, a large, carnivorous Worm. The Annid is blind, but its skin is very sensitive, so, quite often, it will have felt the vibrations caused by approaching prey and will be in ambush in its hole. If the prey enters the hole, the Annid will extend its mouth against the tunnel walls so that the prey will unknowingly climb into its gullet. However, if the prey moves away from the hole, the Annid will strike out of its hole to capture its prey. The Annid will never entirely leave its lair because the lair is an effective defense. Scattered around the top of the hole are 17 GP and 31 SP spilled by the Annid's last victim in his attempts to escape.

Bd This is a small pool of fresh drinking water.

B5 Four Harvester Ants, AC 9, HD 2, HTK 7 - 5 - 1 - 9, Bite 2D6, are stripping branches from trees to carry to the Honeydew Ants in J6. If aroused, they will emit a nauseating odor to alarm the Soldier Ants in B8 before attacking.

B6 A colony of eight Giant Rats, ARM 048, HD 1, HTK 5 - 3 - 3 - 2 - 6 - 4 - 5 - 3, Damage 4/1/1 + 5% chance of rabies, reside in the rocks and debris piled in this room. They will attack anyone entering this cavern. In the debris are a bejeweled belt and Dagger worth 150 GP and a pouch containing 78 SP and 31 GP.

B7 This cavern has many stalagmites dripping water into a large, shallow pool. The sound of rushing water is quite loud.

Bf Water from the pool cascades through this hole to D9. Anyone close to this hole has a 30% chance of slipping and being pulled through the hole, taking 1D6 points of damage in the fall.

B8 Three Soldier Ants, AC 6, HD 3, HTK 15 - 13 - 16, Bite 3D6 + Sting, will attack any detected intruder entering this cavern and will respond to any alarm odor within 1D4 turns.

B9 Two Harvester Ants, AC 9, HD 2, HTK 7 - 11, Bite 2D6, are chewing the meat from two bodies. Blood spattered on the wall attest to the recent deadly encounter. A crack in the wall leads to M8 on the A Level.

Be A frightened Halfling is hiding from the Harvester Ants in this small hole. Erard Fuzzytoes and his companions were attacked by Soldier Ants, and Erard hid in this hole while his friends were killed and left for the Harvester Ants. Erard has with him his Thieves' tools and 50' of rope as well as a Crossbow and 14 Quarrels. He is wearing Leather armor. He is perched precariously on a small ledge protruding from the side of the hole. Beneath him is a drop of 30' ending in a pile of jagged rocks. Falling to the rocks below will produce 4D6 points of damage. Beside many broken skeletons and rusty armor and weapons on the rocks is a magical Staff which will flame at one end like a torch upon command and will burn for 1D6 hours. There are 17 charges left in the Staff, and it cannot be recharged.

Erard Fuzzytoes

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	NGN	061	021	020	121	124	113	163	155	176	149	145	175	095	159	094	WPB

B10 A Hypogoric Ant, AC 9, HD 2, HTK 9, Bite 2D6, dangles from the 40' high ceiling. After feeling the vibration of the party as they pass, the Ant will climb down, following behind the party to investigate.

Ca This shaft leads to the water cache used for fungus growth. Due to the slickness of the sides of the shaft, there is a 40% chance of anyone entering the shaft to slip and slide into the deep pool.

C1 The floor of this cavern is completely covered with mushrooms 3' to 10' tall. Fourteen Fungus Ants, AC 6, HD 1, HTK 2 - 5 - 6 - 3 - 5 - 5 - 4 - 1 - 4 - 1 - 3 - 5 - 6, Bite 1D6, are tending the mushrooms. Any detected intruders will be attacked.

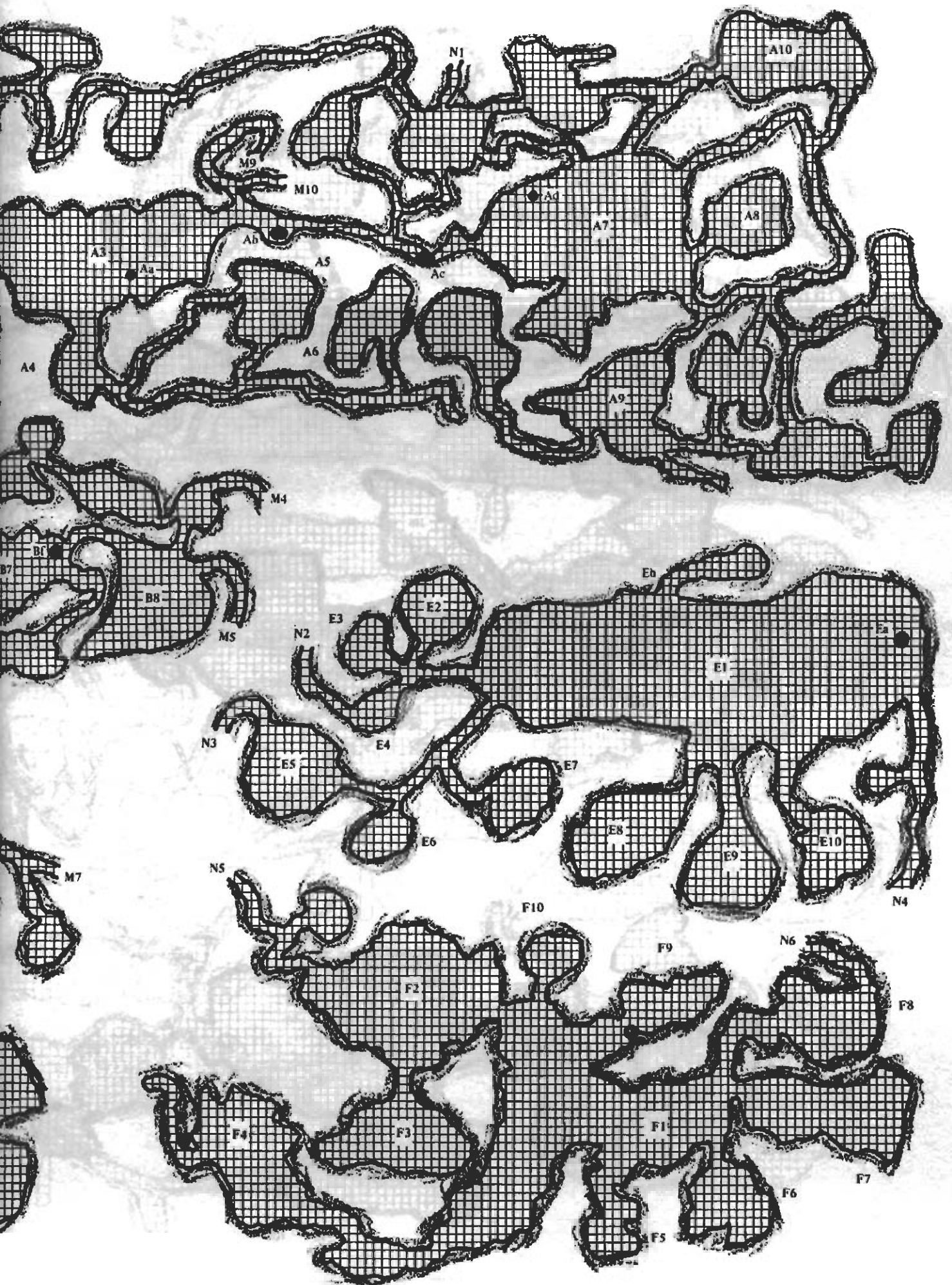
C2 There is a pile of bones in the corner, and a Giant Worker Ant is bringing the skeleton of a Giant Snake from C1 to add to the pile. Any intruders caught on this level are used by the Fungus Ants to nourish the mushrooms. In the pile of bones are 33 SP and 7 GP in a pouch and a +2 shield with magic runes that enable the user to Save vs Magic attacks at +4.

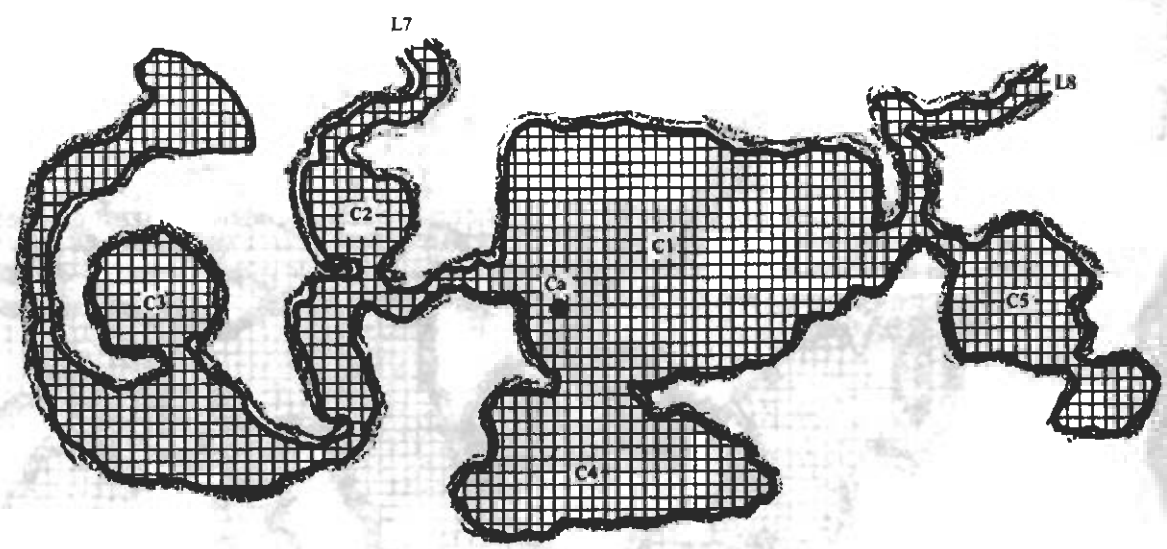
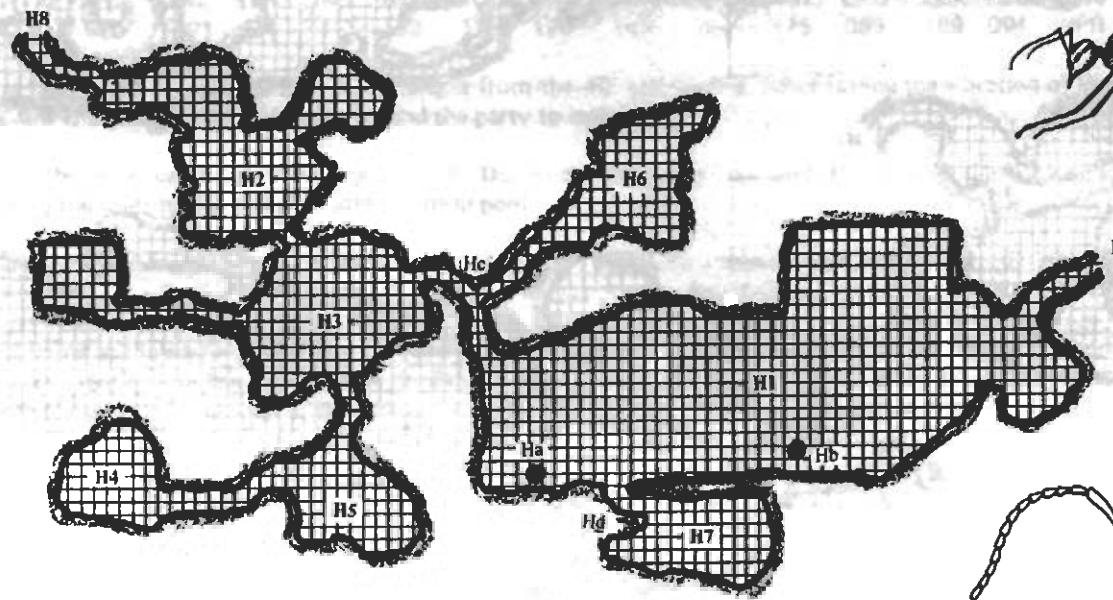
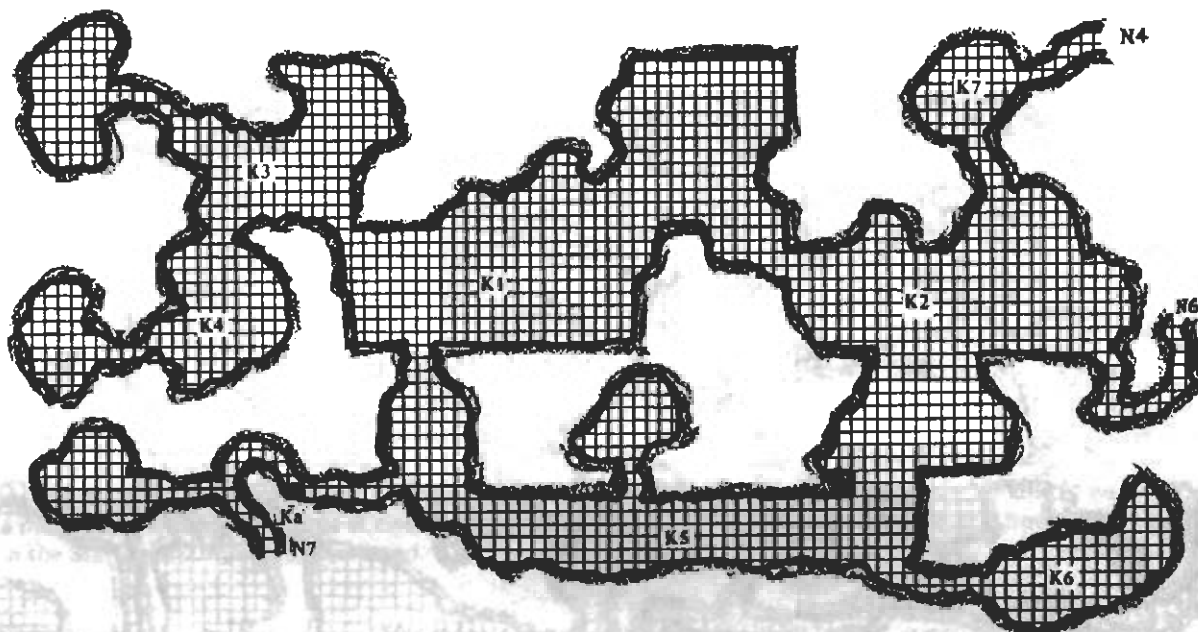
C3 Three Fungus Ants, AC 6, HIT 1, HTK 5 - 10 - 7, Bite, 1D6, are tending their mushrooms. As they tend the mushrooms, four Army Ants, AC 6, HIT 4, HTK 18 - 17 - 11 - 20, enter from C2.

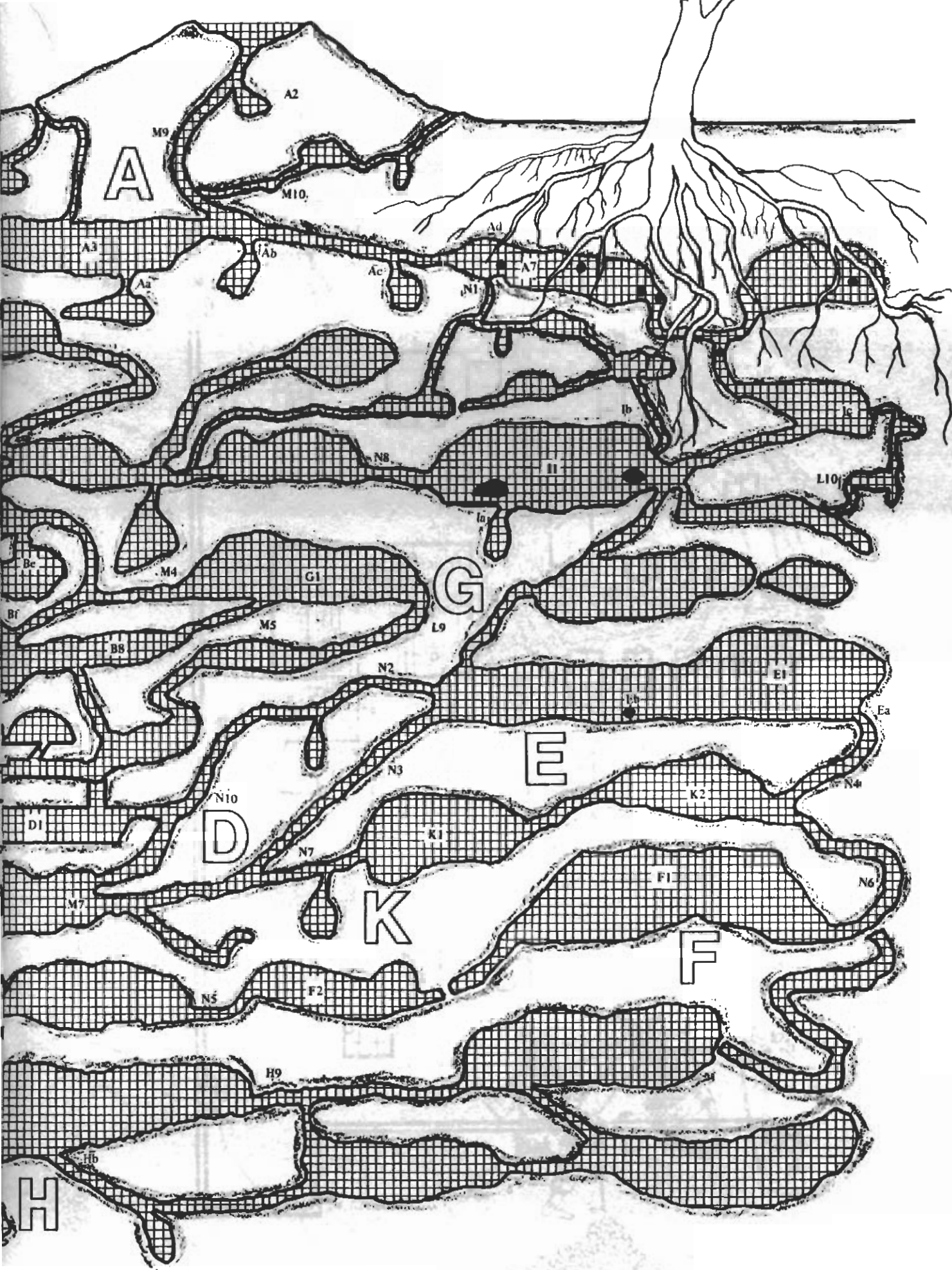
C4 This part of the cavern is just an expansion of the mushroom field from C1. There are four Fungus Ants, AC 6, HD 1, HTK 6 - 4 - 3 - 5, Bite 1D6, tending the mushrooms. In the east side of the cavern is a suit of Dwarven armor, +2, slightly dented but still usable. Beneath the armor is a Giant Spider, AC 3, HIT 2, HTK 8, Bite 3D6.

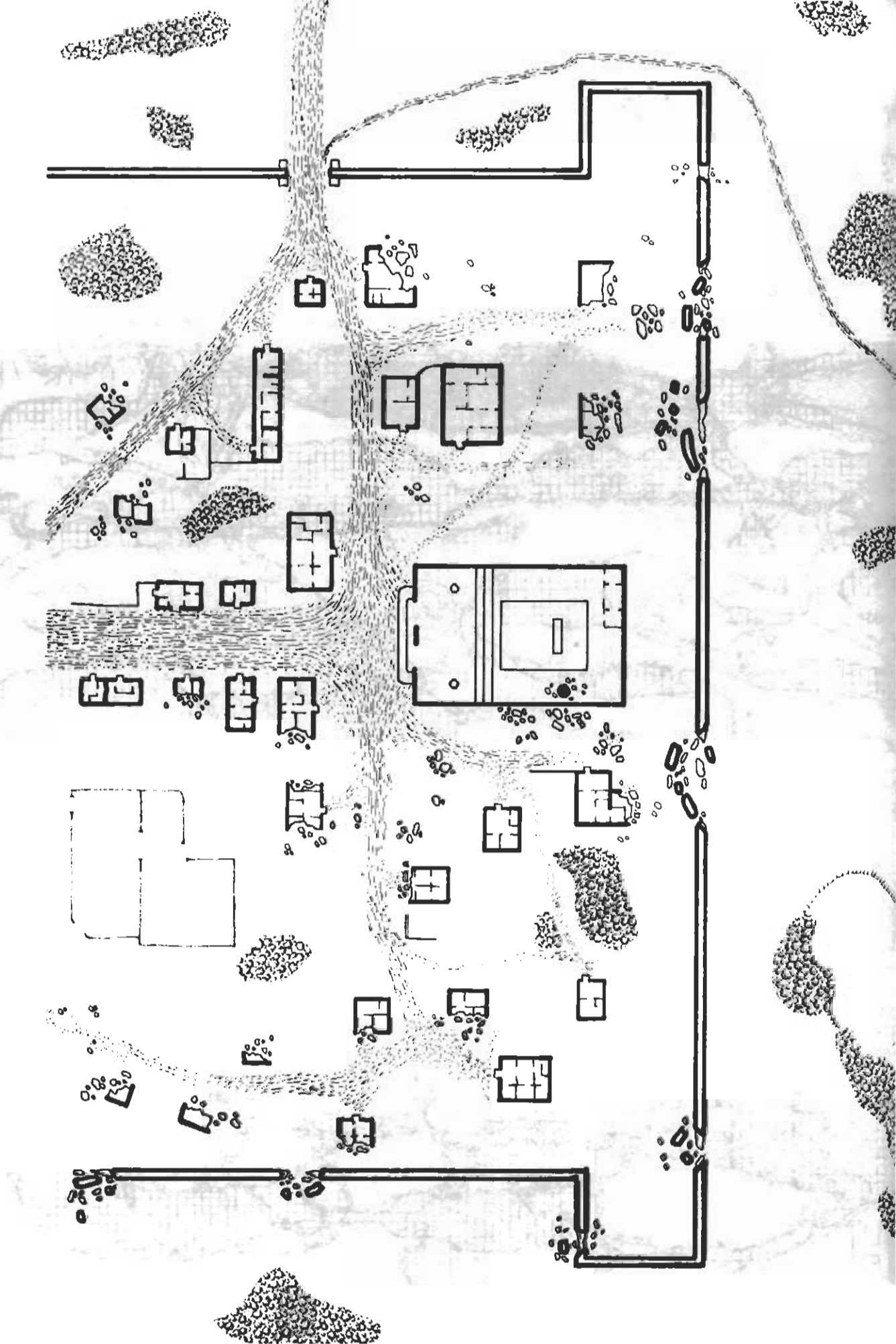
C5 This 110' x 90' cavern contains a different breed of mushrooms than that in the other rooms of this level. These mushrooms are purple with red splotches. If eaten by Humans, they increase STR by one point. However, this effect lasts only 2D6 rounds; then, further consumption of the mushrooms will have the adverse effect of removing two points of STR permanently. In the smaller cavern of C5 are two Human skeletons lying face down in the fungus that grows on the floor of the cavern. One of the skeletons is clutching a silver medallion. It is worth 60 GP at face value, but, when any light source is reflected in the medallion in the sight of any of the Ants, with the exception of the blind Ants, they will flee until they are no longer able to see the medallion. The medallion is called the Hymenoptera Medallion.

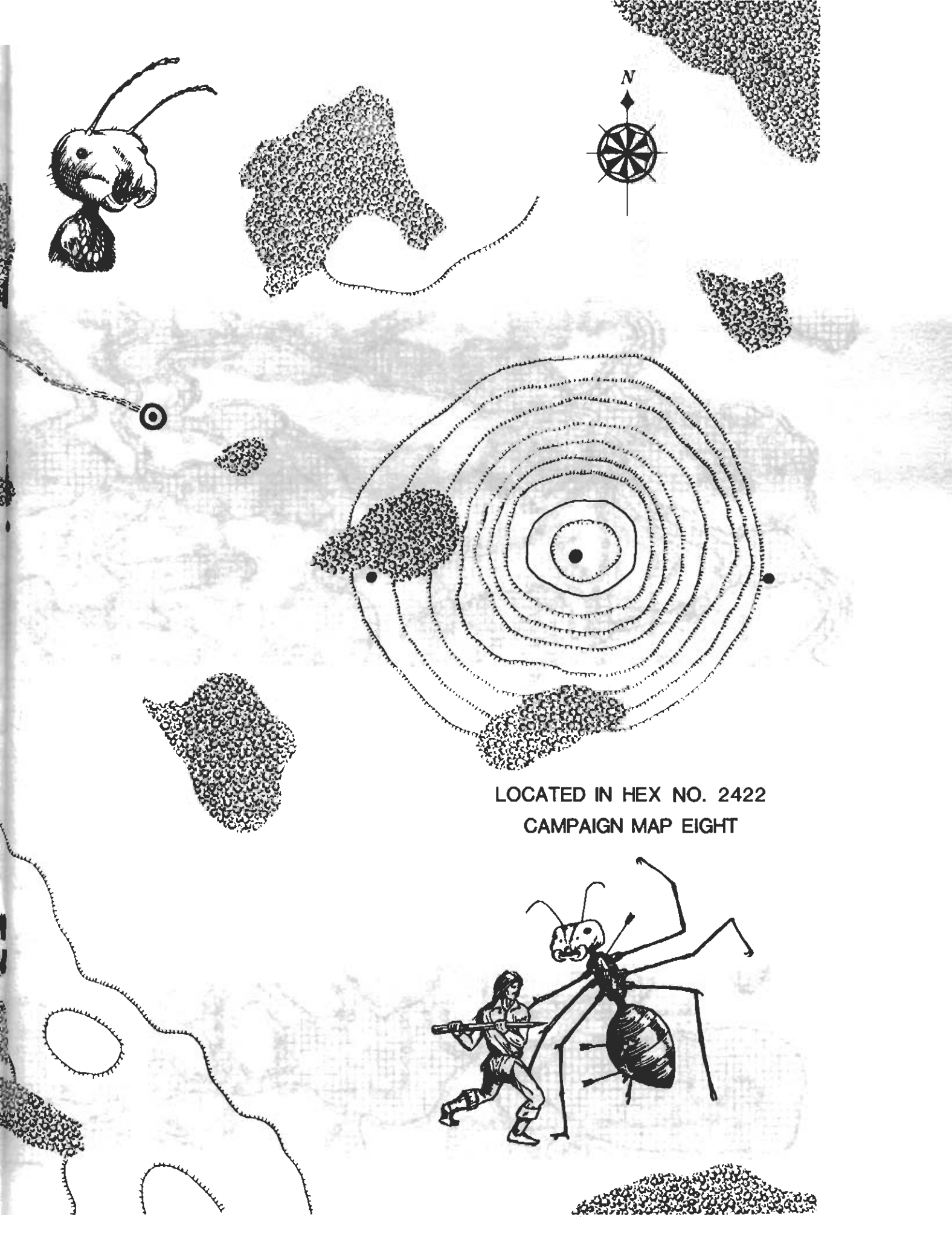
D1 This is the cavern in which the Mage conducted his experiments in the development of the many strains of Ants. Along the walls are several shelves containing potions and books. There are 18 books, one on each of the Ant types. There is a 5% chance per book that any Magic User will be able to understand the instructions. If a Mage deciphers all of the books, it will raise his INT by one point. Two large tables, 10' long by 3' wide stand in the middle of this room. Hiding under one of the tables is an Amazon Red Ant, AC 4, HD 4, HTK 22, Sting/Bite 4D6 damage. This Amazon Red Ant is wearing a gold necklace worth 142 GP.



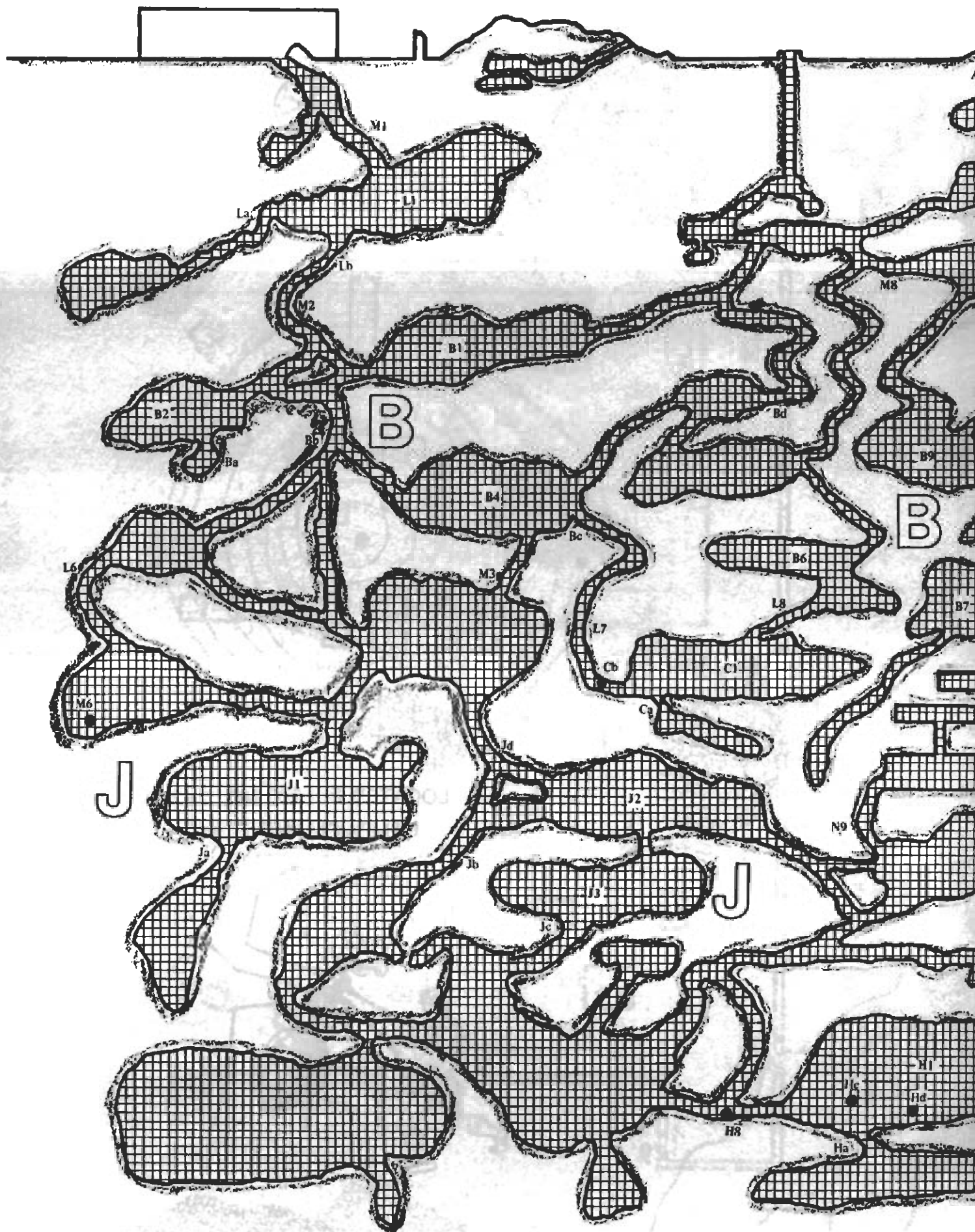


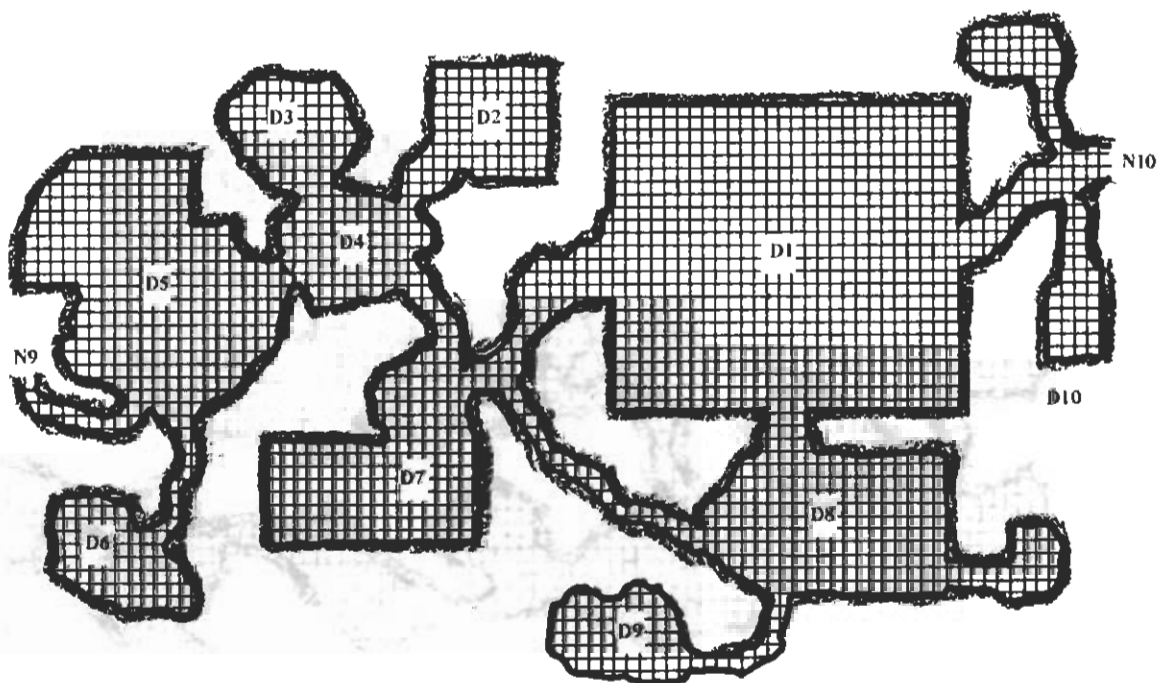
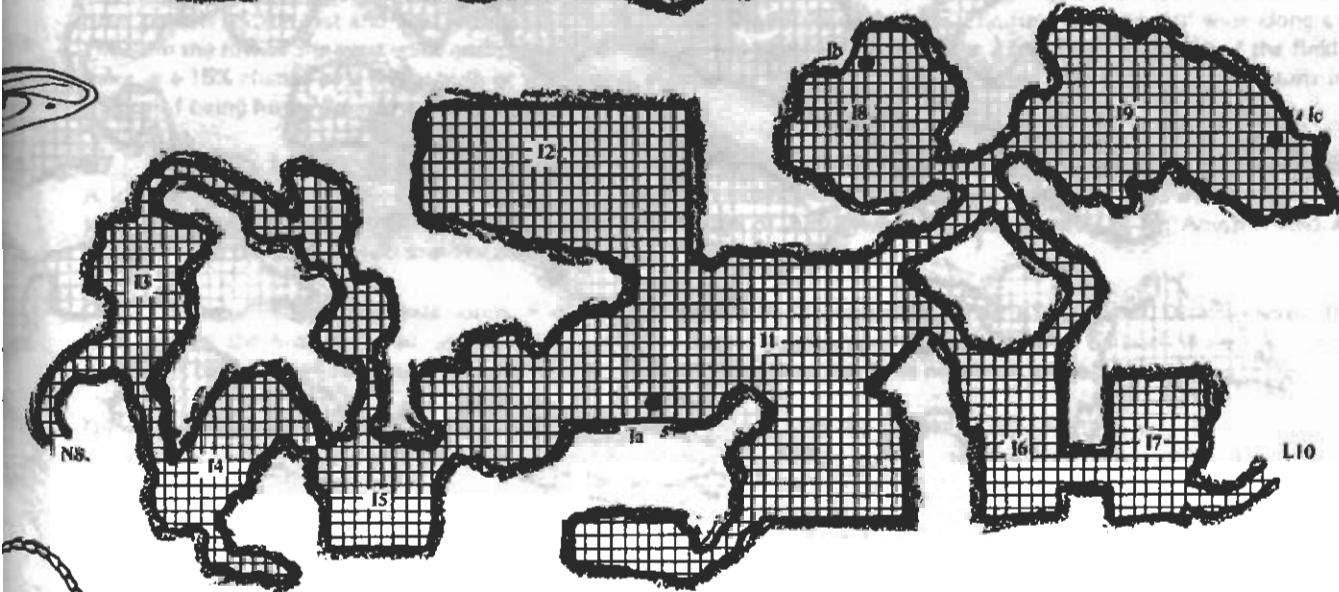
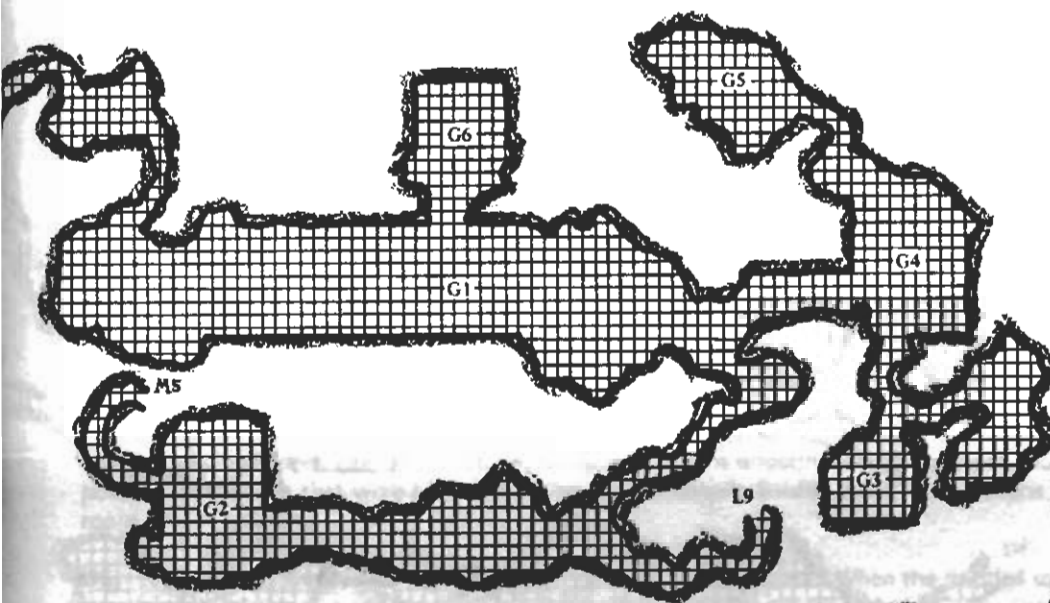


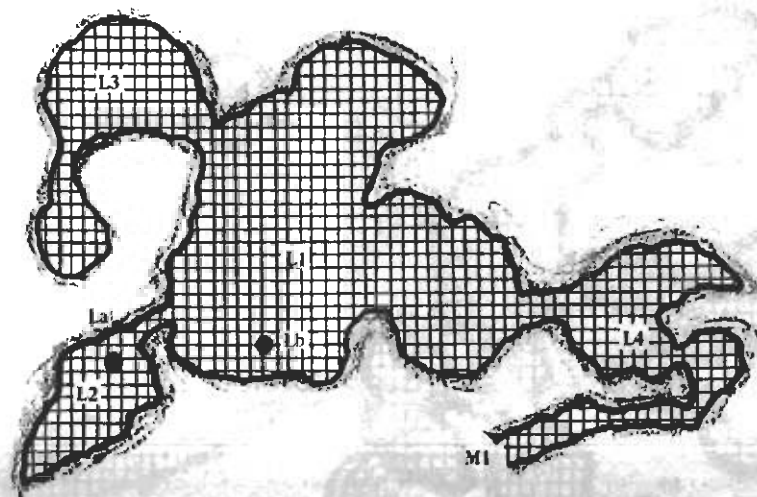




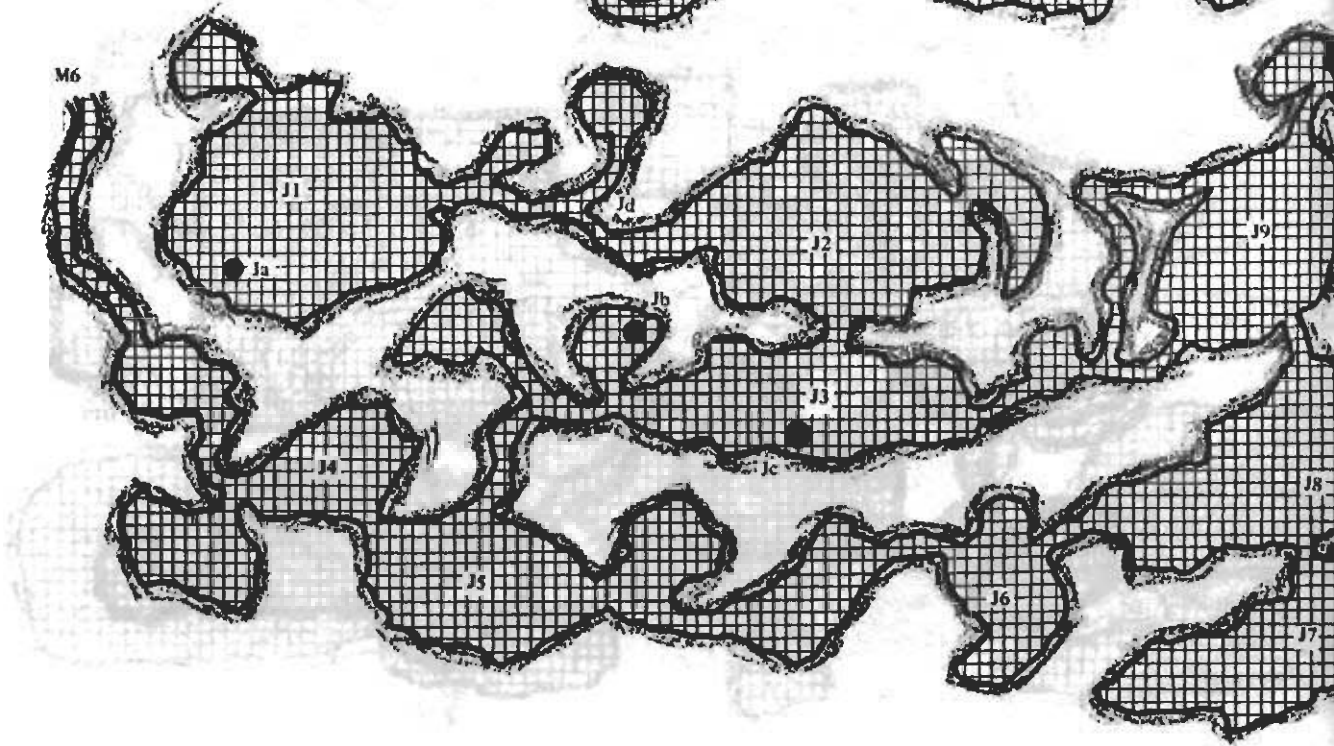
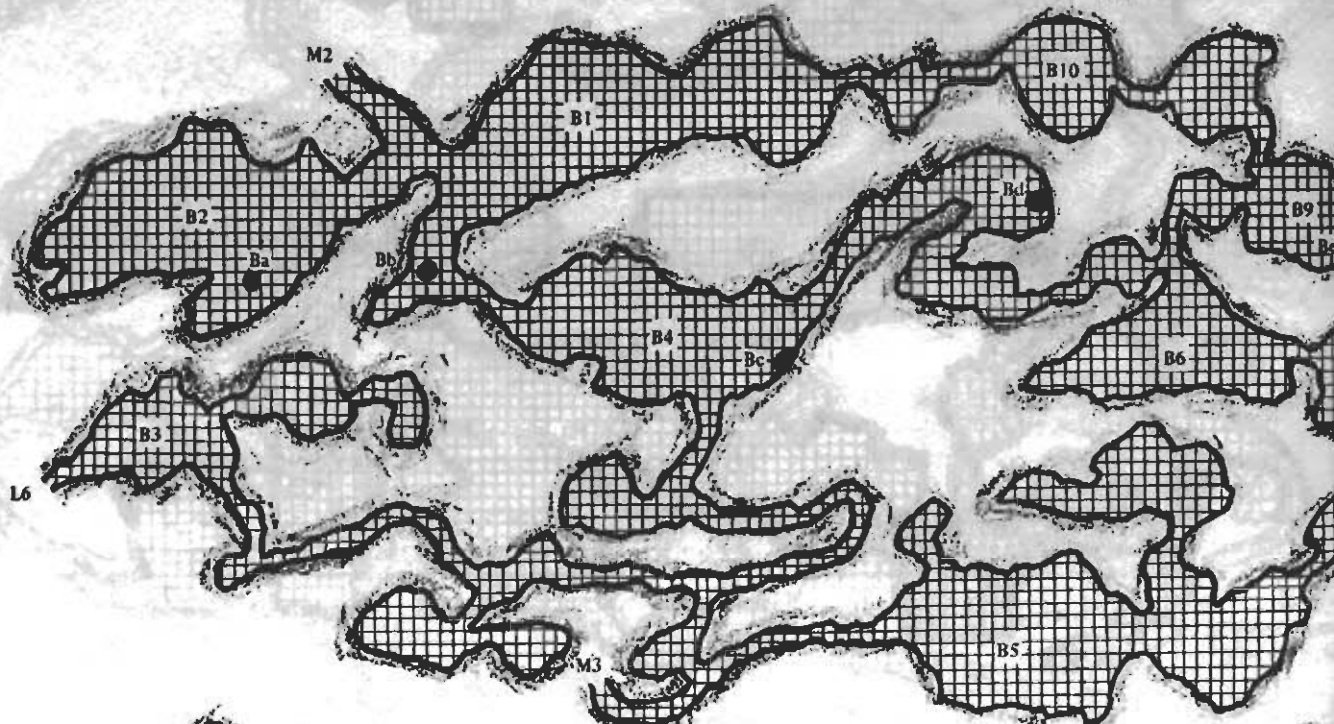
LOCATED IN HEX NO. 2422
CAMPAIGN MAP EIGHT







M8



D2 Four Amazon Red Ants, AC 4, HD 4, HTK 22 - 18 - 19 - 23, Sting/Bite 4D6, are finishing off what is left of a Human. Beside the body are a +1 shield and a magic Sword +2 vs Trolls and Goblins. A small sack lies beneath the shield and contains a Ruby worth 2000 GP, 150 GP, and one of the Hymenoptera Medallions that repels Ants.

D3 Six Fungus Ants, AC 6, HD 1, Bite 1D6, are searching for small fungi and mushrooms. A niche is in the north wall. It appears that, at one time, a small statue stood there. There is a 15% chance of finding a tiny gold ring worth 20 GP in a patch of fungus by the west wall.

D4 In the passageway leading from D7 is a small trap. The trip square is marked with an X on the map. There is a 10% chance of tripping it. If tripped, the floor of the passageway falls away at that point, dropping the unfortunate victim 15' to a 20' x 20' water catch.

D5 An Amazon Red Ant, AC 4, HD 4, Sting/Bite 4D6, is directing 20 Worker Ants, AC 2, HD 1/2, 1/100, 1 damage, to dispose of 20 cocoons that were ripped apart by some renegade Soldier Ants. The cocoons are in the northwest corner of the room.

D6 This room is empty except for a trap in the center of the room. When the trapped square is stepped upon, 6 Spears fire from portals on the east and west sides of the room, doing 1D8 points of damage. The field of fire is 10' wide along a straight line from the east to the west walls and passing through the trip square. For each 1 or 2 feet from the edges of the field of fire, there is a 15% chance of a hit by each of the Spears. A position 3' or more from the edges of the fields of fire results in a 20% chance of being hit by each one of the Spears.

D7 The chains hanging on the walls indicate that, at one time, creatures, probably Humanoids, were confined in this room. A lone Elf named Kendalor, ARM 010, HTK 005, has been hanging by his wrists here for several days without food or water. Kendalor explains that he was wandering through the village of Juring when he was captured by an Amazon Red Ant and brought here. If asked, he will join the party, but he will require a weapon.

D8 This was the Mage's private room. A desk and chair are in the northeast corner of the room. Directly across from the desk, against the southeast wall, are a cot and a small bookcase holding several reading books. Beneath the cot is a small chest which has been broken open and is empty. Inside the desk are papers that have no particular value.

D9 A waterfall pours from the mouth of a huge statue carved into the southern wall of this cavern. The statue is that of a large Amazon Red Ant Head atop a Humanoid body squatting beside a small, deep pool. The mouth of the statue is 4' in diameter. Glistening gems can be seen at the bottom of the pool, and small fish dart about in the water. The gems are actually attached to the back of a huge, blind, underwater Frog by a mucus secretion. The Frog, AC 4, HD 3, HTK 15, Bite 2D6 + 15% chance of being swallowed whole, is hungry and will investigate any disturbance of the pool. He will only swallow one person before diving back to the bottom of the pool. There are 325 GP worth of gems attached to his skin. The waterfall comes from Bf on the B level. A ragged crack in the wall leads to L9 on the G level.

D10 Large wooden shelves line the walls of this room. This was once a storage closet for the old Mage. Nothing of value is left here; a few rats prowl through a small pile of trash in the southwest corner of the room.

E1 Sanctum Sanctori. This chamber is the sanctuary of the Hymenoptera High Priest and his personal companions. It has been ensorcelled with protection spells to prevent structural damage, and the walls will absorb any magical spell directed at them without taking any damage or having any openings be formed. The High Priest, Pharampe, and his companions wear Helms of the Ant God which permit telepathic communication within 30' of each other. At present, only Pharampe is occupying this room.

High Priest Pharampe

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LEN	143	052	020	108	134	154	176	165	156	153	144	137	175	124	032	VOS

Besides the magical Helm, Pharampe possesses a Staff of Stings with twenty charges. The Staff is +3 to hit, and anyone struck with the Staff will have a poisoned splinter (Poison Type 5) imbedded under the skin. There is no method for recharging the Staff. The weapon will penetrate any type of armor and is effective against non-corporeal or ethereal forms. Pharampe wears a Ring of Chittering with which he is able to communicate with any Ants within hearing range of his voice twice per day for 3 turns. The ring appears worthless. Under his cape, a pouch containing 4 Emeralds worth 150 GP each and 5 GP hangs from his belt.

The chamber itself contains an ornate table with a candelabra worth 220 GP, two chests, a bed, and several carved chairs. The chest near the bed along the north wall contains a poison-treated Dagger (Poison Type 4), several tomes, books, and scrolls which are non-magical and related to the study of various insects, a crown worth 1,250 GP, and a magical gem. The gem is in a pouch along with a piece of parchment describing its history. It is called the Gem of the Timeless Cry (worth 4,900 GP), and it whimpers when it is near water. The legend claims it contains the spirit of a Water Sprite. The chest near the south wall is trapped with a poisoned needle (Poison Type 4) and contains a jeweled necklace worth 325 GP, a silver chain worth 315 SP, and two bottles of wine. In a wooden closet on the north wall is the Scroll of Imp Melding, 4 flasks of Phorbid, and 8 flasks of Phorage.

The Scroll of Imp Melding contains three spells which are only effective if an Imp is within hearing range of the spells when they are chanted. The scroll is written in ancient Altanian, and this language is required of the character attempting to use these spells. The first spell renders the Imp completely submissive; the second spell sets magical wards about the character which protect against interference by any enchanted creature or related Imps or Demons, and the last spell installs the psyche of the Imp into any object of the character's choosing. To complete the enchantments successfully, the user must roll under his INT with 3D6 three times. Failure on any roll indicates that the entire procedure must be repeated after a rest of two hours minus the user's CON in minutes. If all three spells are chanted incorrectly, the scroll will fly apart as if torn assunder by an invisible force, accompanied by a terrible, howling noise. Any future encounters with Imps by the hapless character should be treated as "vengeance attacks" and the number of Imps present increased four-fold.

Phorbid is the distilled secretions of Giant Parasitic Ants used to communicate a friendly signal to ordinarily hostile Ants. It is particularly effective if touched by the antennae of Termites, Wasps, or Ants and has a calming effect within 60' of the source. This light blue liquid tastes slightly sweet and is highly toxic if swallowed (treat as Poison Type 3). It is properly applied to the bare skin, so the heat of the body will slowly vaporize the liquid. One application of two ounces will last for around two hours. Termites, Wasps, and Ants within range will not interfere with the wearer, and those insects that touch the potion with their antennae will become docile and cooperative enough to mount or lead. Confused insects should always be considered dangerous, however. Insects thus controlled will remain hostile to non-colony members that are not wearing the potion, and, unless some form of communications is established other than simple proding and pushing, the insect will tend to act in an otherwise normal manner.

Phorage is made from the distilled secretions of Scouting Ants and may be used to create a trail to lead Termites, Wasps, or Ants in any direction desired unless the creatures are already in a battle frenzy. A brownish syrup, this liquid tastes similar to bitter coffee and, although nauseating, is not poisonous. One ounce spilled every 36' is sufficient to create a trail, and all insects not assigned to guard duty will follow the trail within 1D6 minutes if within 60' of it or an insect already following the trail. At the end of the trail, the insects will expect some prey or food, and, if it is not present, they will become confused for 3D6 minutes before returning along the same route. This potion loses all effectiveness after ten hours of exposure to air.

E2 A small wooden table littered with papers stands in the center of the room. A bookcase against the southeast wall of the room holds many books describing the area surrounding the temple. If the third book on the second shelf is pulled out, a Dagger will be fired from out of the bottom of the bookcase. It will hit the character that disturbed the book on a roll of 1 or 2 on 1D6, doing 1D8 points of damage. On a roll of 3 on 1D6, it will hit someone else, doing 1D4 points of damage. If the fifth book on the first shelf is pulled out or even moved, a nauseating gas will be released, filling the room with the concentrated odor given off by the Dolechoderian Ant. By rolling 3D6 under CON, one can avoid being nauseated. A miss indicates that one becomes physically ill for 1D8 turns and must rest for 1 hour after that. The gas will dissipate in 1D10 hours.

E3 Empty.

E4 Two Fire Ants, AC 5, HD 2, Sting 2D6, HTK 6 - 6, are guarding this passageway. Ants are not allowed in this section of the complex. A small pile of straw rests along the north wall, and a torch is hanging on the south wall.

E5 Four Fire Ants, AC 5, HD 2, Sting 2D6, HTK 8 - 6 - 5 - 5, guard this entrance to the Sanctum Sanctori. They will not leave this area under any circumstances. Four piles of straw lie along the south and west walls.

E6 Atop a pedestal in the center of this room is a bowl full of cool water. The bowl replenishes its supply of water whenever any is removed, so it is constantly full. A towel hangs on a hook below the bowl.

E7 Against the east wall of this room, a 1' tall Jade statue of an Ant stands on a small dais flanked by two large oil pots that burn with a long, steady flame. Around the neck of the Jade Ant is a platinum necklace. The necklace, if placed around the neck of a Human, will immediately summon the Ant God from his lair in K1, as well as four Amazon Red Ants, AC 4, HD 4, Sting/Bite 4D6. The Ant God and the four Amazon Red Ants will attack the wearer of the necklace. The Jade statue is worth 2,300 GP, and the necklace is worth 1,500 GP.

E8 This is the bedchamber of Beylard the Hairless. A bed stands near the west wall of the cavern. A table and two chairs are near the north wall. Beylard is standing near the east wall by a bookcase containing books, rolled-up scrolls, and several potions.

Vicar Beylard the Hairless

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LNE	082	036	040	053	165	142	167	155	143	104	152	129	155	173	064	VFM

Beylard wields a +1 Mace and has a pouch of six Tanglements. The Tanglements burst upon being thrown, covering an area of 10' in diameter with sticky webs like Giant Spider Webs. Hanging on a silver chain, worth 110 SP, around his neck are the many keys to the colony locks and traps.

E9 This bedchamber is exactly the same as E8. A table and two chairs are positioned near the north wall. Along the east wall is a bookcase containing books, rolled-up scrolls, and several potions. Beneath the bed by the west wall is a small, locked chest containing two vials. One is a vial full of Phorbid, and the other is half full of Phorage. Curate is leaning under the bed, pulling out the chest.

Curate Byam

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
CLR	LEX	103	042	040	093	095	143	155	143	154	135	152	127	135	114	060	WQS

Byam possesses an ornate Quarterstaff tipped with poison-treated barbs at each end (Poison Type 2). In a satchel purse strapped to his left side is correspondence from the last seven secret cult agents whom he is charged with administering. The satchel has a magic rune upon it which will stun up to 30 levels of creatures of other than LEX alignment if an attempt is made by such creatures to open the satchel (40' radius of effect).

E10 Empty.

F1 An eerie blue light illuminates this room. It appears to originate in one of the other caverns opening to this cavern (F7). The floor is littered with assorted bones from a variety of animals and humanoids. A huge Spider, AC 7, HD 6, HTK 31, Bite 4D6, lurks in a cage above the chamber. The Spider can project one web every other turn, covering a 10' x 10' area. In addition, the Spider can produce a dark vapor that covers a 30' x 30' area and obscures vision past 10'. There is a 55% chance of tripping the trap which releases the Spider from its prison in the ceiling and a 5% chance of detecting the trap. The Spider is highly intelligent and very quiet, and, if it traps a prey in its web, it will draw the web together and pull it toward the ceiling where it will proceed to encase its victim in more of the sticky substance from which its web is made. It will attach the victim to the cage using these sticky strands in order to enjoy its intended meal at leisure. If the Spider does not capture any of the party, there is a 50% chance that the noise they make in avoiding it will arouse the Subterranean Lizard in F6, who will come to investigate. The Lizard will attack any intruders, but, if successful in capturing one, the Lizard will retire to its lair, dragging its prey with it, intending to eat its lunch in peace.

F2 Five Dairying Ants, AC 6, HD 2, HTK 7 - 12 - 9 - 9 - 10, Bite 2D6 + Sting, are devouring decaying logs and secreting a sweet, sticky substance. Worker Ants are gathering this substance and carrying it away to other areas in the colony. A huge Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, wearing a gold necklace worth 142 GP, is chittering to the other Ants. If it detects intruders, it will send the Worker Ants for reinforcements and then attack with the Dairying Ants.

F3 The disembowled corpse of an Elven Fighter lies on the floor of this room in an advanced state of decay. Pinned to the wall by a Sword is a rotting Giant Beetle. The Sword appears ancient and rusty; however, if anyone of Good alignment grasps the hilt, the blade will glow a brilliant yellow. The Sword is Anvil, a +3 Sword that will penetrate 3" into rock and will cleave wood.

F4 The treasure room contains many chests covered with cobwebs. In the chests are a total of 4,000 CP, 1,000 SP, 570 GP, two gems worth 50 GP, one gem worth 100 GP, one gem worth 250 GP, and a golden chalice worth 1,150 GP.

F5 Empty.

F6 In this room lives a Subterranean Lizard, AC 7, HD 5, HTK 24, Damage 2/2/12. He feeds on whatever the Spider misses that wanders into F1, and he guards a large Emerald worth 700 GP.

F7 There is a large pool in this cavern. On all the walls and on the ceiling is a phosphorescent fungus that casts an eerie blue glow into F1.

F8 One Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, stands as a guard to F1. A small gong in the northwest corner of the cavern is used by the Ant to alert the Ants above of any intruders.

F9 If this room is entered, there is a 45% chance of releasing a rusty porticulus which will block the entrance. Once sprung, there is a 60% chance that the porticulus will be jammed into place and cannot be lifted.

F10 Empty.

G1 There are 78 cocoons worth 50 GP each for their silk in this chamber. They are being attended by twelve Worker Ants, AC 2, HD ½, HTK 3 - 2 - 2 - 3 - 2 - 3 - 3 - 1 - 2 - 3 - 2 - 3, Bite 1. Upon detecting intruders, the Workers will produce an alarm odor that will attract the Soldier Ants in G5 and B8. The Worker Ants will then try to carry the cocoons to G2.

G2 This is the molting chamber. There are three adults here, emerging from cocoons, in addition to seven adults drying after breaking free from their cocoons. They are relatively helpless during this stage, AC 2, HD 1, HTK 6 - 5 - 3 - 3 - 4 - 5 - 3 - 2 - 1 - 4, Bite 1. Five Workers, AC 2, HD ½, HTK 3 - 2 - 1 - 1 - 2, Bite 1, are busy cleaning the callows. If intruders are detected, the Workers will emit a nauseating odor.

G3 Five Minute Ants, AC 3, HD 1, HTK 6 - 4 - 3, Bite 1D6, have just tunneled into this chamber and will attack anything in the room.

G4 Seven Worker Ants, AC 2, HD ½, HTK 3 - 2 - 2 - 3 - 1 - 2 - 3, Bite 1, are closing up the opening to G5 with a sticky substance produced by the Dairying Ants. An Amazon Red Ant, AC 4, HD 4, HTK 19, Bite 4D6 + Sting, is chittering at the Workers. The Amazon Red Ant wears a golden necklace worth 142 GP. Sounds of combat emanate from the northern corridor (G5).

G5 Three Soldier Ants, AC 6, HD 3, HTK 12 - 11 - 18, Bite 3D6 + Sting, are fighting ten Minute Ants, AC 3, HD 1, HTK 4 - 5 - 4 - 6 - 3 - 4 - 2 - 3 - 3 - 4, Bite 1D6. Two Soldier Ants and seven Minute Ants lie dead or dying on the floor. Anyone entering this chamber risks becoming embroiled in the conflict and being attacked by either side randomly.

G6 A powerful magnet has been magically activated in the northern wall of this chamber in front of which is a 20' wide pit with a pool of bubbling hot tar at the bottom. Anyone wearing metal armor will be pulled to the magnet unless he or she is able to roll STR or less on 3D6. Any hand-carried weapon made of metal or containing metal will be pulled out of the bearer's hand unless a roll of STR or less on 3D6 is made. Falling into the tar pit will inflict 1D6 points of damage plus an additional 2D6 damage points each successive turn that the person remains in the tar. On the magnet is a Giant's shield mounted with an Amethyst worth 200 GP in the center and a +2 Two-Handed Sword.

H1 Five Fire Ants, AC 5, HD 2, Sting 2D6, HTK 4 - 5 - 3 - 6 - 3, are rummaging through a large rubbish pile. Several broken weapons and pieces of armor can be seen in the pile. Underneath the pile is the corpse of a Dwarf. Around the neck of the corpse is a silver chain bearing one of the Hymenoptera medallions. The necklace itself is worth 210 SP. There is nothing else of any value in the rubbish pile.

H2 This 110' x 80' cavern contains 10 Giant Rats, AC 4, HD 1, Bite/Claw/Claw, 4/1/1 (3 attacks), HTK 6 - 5 - 3 - 8 - 7 - 5 - 6 - 4 - 2 - 7; they are asleep. On a roll of 1 or 2 on 1D6, they will awaken. On the northeast wall hangs a rusty old lantern. Despite its appearance, the lantern contains some oil and is in working condition.

H3 In the center of this room is a pedestal upon which sits a black, enchanted Diamond worth 4,200 GP. The Diamond emanates continual darkness in an 80' radius around the pedestal. If the stone is removed from the pedestal, the continual darkness will be limited to a 10' radius. If the Diamond is covered, the continual darkness is dispelled for the time the Diamond remains covered. Five Hypogoric Ants, AC 9, HD 2, HTK 9 - 10 - 7 - 9 - 12, Bite 2D6, are hanging on the walls and will investigate anyone entering the room. The western corridor from this room leads to a small room in which the Mage has hidden a chest containing 300 SP and 100 GP.

Ha This tunnel leads to a large, barren cavern where a Parasitic Ant, AC 5, HD 3, HTK 17, Bite 3D6, waits in ambush.

Hb This tunnel leads to a large, barren cavern where a Parasitic Ant, AC 5, HD 3, HTK 17, Bite 3D6, waits in ambush.

H4 A Druid, Porduec, ALN LNN, LVL 6, ARM 010, AGL 132, HTK 018, WPN Staff, is chained to the north wall of this small cavern. He has been confined here for some time, and, for some reason unknown to him, the Ants have been feeding him somewhat regularly and releasing him occasionally for exercise. He is 90% sure that he can find the passage leading out through the Temple. He has not seen the treasure room and does not know where the Ant God stays.

H5 One Amazon Red Ant, AC 4, HD 4, Sting/Bite 4D6, HTK 17, and four Fire Ants, AC 6, HD 2, Sting 2D6, HTK 9 - 7 - 10 - 6, have been placed in this cavern to guard Porduec the Druid in H4. The Druid's Staff and the little amount of treasure he had, 12 GP, 5 SP, and 14 CP, are in a small, wooden closet. Beneath the closet is a cache. Inside the cache is an iron-bound chest containing a golden statue of an Ant about 1' tall. It is worth 4,000 GP, but, if it is removed from this room, ten Fire Ants, AC 6, HD 2, Sting 2D6, HTK 8 - 6 - 3 - 5 - 7 - 7 - 8 - 7 - 3 - 4, will appear and attack.

H6 A huge, sticky web covers the entrance to this room, and it will take 2 - 5 turns to cut through or 2 turns to burn through. A huge, 30' long Hypogoric Ant is convulsing in the center of the room. Actually, the Ant is quite dead, but a huge Spider laid her eggs in the body. The small Spiders are breaking free after taking their sustenance from the interior parts of the Ant. It is their efforts to free themselves from the body of the Ant that gives it the appearance of convulsing. There are twenty Spiders that will burst out of the Ant and attack anything living. The young Spiders, AC 3, HD 1/2, HTK 3 - 1 - 1 - 3 - 2 - 1 - 2 - 3 - 2 - 1 - 1 - 2 - 3 - 1 - 2 - 2 - 3 - 3 - 1 - 2, Bite 1 - 3, are very quick and will always strike first. A suit of Dwarven Plate Mail lies in the corner in a pile of rubbish.

H7 Empty.

I1 Royal Molting Chamber. There are two Amazon Red Ants, AC 4, HD 4, HTK 19 - 17, Bite 4D6 + Sting, in this chamber, watching a Giant Worker Ant, AC 6, HD 1, HTK 5, Bite 1D6, help two callows, AC 2, HD 1, HTK 3 - 4, Bite 2D6, struggle out of their cocoons. Both the Amazon Red Ants wear gold necklaces and will attack anyone entering the room after sending the Giant Worker Ant to summon reinforcements from I4. There are three unopened cocoons, worth 50 GP each for the silk, against the northern wall.

Ia This tunnel leads to a small water cache 2' wide and 10' deep. There is a 40% chance of slipping in the hole when climbing in because of the damp, slick sides. Anyone falling in will receive 1D6 points of damage and has a 10% chance of becoming stuck.

I2 Royal Nursery. Seven larval grubs and two eggs are being attended by a Giant Worker Ant, AC 6, HD 1, HTK 4, Bite 1D6. If an intruder is detected in this cavern, the Worker Ant will release an alarm odor and attack the party.

I3 Crushed bones and broken armor and weapons lie scattered about the floor of this room.

I4 One Amazon Red Ant, AC 4, HD 4, HTK 23, Bite 4D6 + Sting, guards the entrance to this level and will respond to an alarm odor in 1D4 turns.

I5 In the center of this room are the cold remains of a fire. Broken water pots lie strewn about, and a partially burned scroll rests at the edge of the fire circle. The scroll is written in the Dwarvish tongue and reads:

"...buried with the others... Emerald... size of Narvin's head... dreaded beast... spits
fire... Sword Vendril in its chest... gold..."

A broken, rusty Battle Axe lies on the floor of the corridor leading to 11.

16 A scarred stone statue of a Giant with a huge Battle Axe stands in the center of this room. If anyone enters the corridor between 16 and 17, the statue will become animated and will fight anyone entering either of the two rooms until the intruders are destroyed. The statue will then drag all the remains into 17 and return to its original position. The statue is AC 7, HD 4, HTK 21, Battle Axe 1D10.

17 Several decaying corpses and dismembered Ants lie strewn about this room. The room also holds 3 chests containing a total of 1,200 CP, 400 SP, and 125 GP, a small coffer holding an Emerald six inches in diameter which, because of flaws, is only worth 975 GP, and an assortment of broken and rusty armor.

18 Two Soldier Ants, AC 6, HD 4, HTK 15 - 20, Bite 4D6, guard the level at this entrance. They will respond to an alarm odor in 1D6 turns.

1b This tunnel leads to N1 on the A level.

19 There is a large Amazon Red Ant, AC 4, HD 4, HTK 23, Bite 4D6 + Sting, devouring a huge Spider in this room. The Spider appears to have large burns on its body. Actually, this mutant Ant has the ability to spit acid up to 60' every other turn, doing 3D6 points of damage (2D6 if the character is wearing armor). The Ant will attack anything entering its domain. A Sword is deeply imbedded in its chest. The Sword is Vendril, a +1 Dwarven Cutlass that is +3 vs Goblins and Hobgoblins. Check the Acid Damage to Armor chart to find the effects of the Ant's spittle on the character's armor.

1c There is a 35% chance that anyone entering the tunnel will trigger eight Short Spears rigged to spring from concealed portals in the walls, meeting in the middle of the passage in a formation resembling the spokes of a wheel and doing 1D6 points of damage.

J1 This is the main nursery chamber. The Ant larvae are brought into the J level, where they are fed and groomed by 1' long Worker Ants. Twelve Worker Ants, AC 2, HD ½, HTK 1 - 2 - 1 - 2 - 2 - 3 - 2 - 3 - 2 - 1 - 2 - 2, Bite 1, are tending seventeen larval grubs. Upon detecting intruders, the Workers will release a nauseating odor and begin taking the larvae to Ja, after which they will turn and fight at +4 to hit with 2 attacks per turn.

Ja This chamber is the last defense for the larval grubs. The tunnel leading to this chamber is wide enough for one Human-sized character to squeeze through it, fighting at -2 to hit and ½ damage due to confinement. Four Worker Ants can attack simultaneously at these close quarters.

J2 Seven callows (freshly molted adults), AC 2, HD 1, HTK 3 - 5 - 6 - 5 - 4 - 2 - 4, Bite 2D6, are devouring fungus and the remains of an Elf. Two Worker Ants, AC 2, HD ½, HTK 2 - 3, Bite 1, are cleaning the callows while they eat. If an intruder enters, the Ants will release an alarm odor to summon the Soldier Ants and then scurry up the walls to the dark ceiling above. The dead Elf still wears a silver necklace worth 35 GP and +1 Bracers of Defense.

Jb There is a 75% chance of springing the trap upon entering this tunnel. The trap is a set of 5 Spears rigged to shoot across the tunnel, doing 1D6 points of damage each. Torlien resets and oils the trap daily.

J3 This is the refuge of Torlien Fawnleaf, a Hymenoptera Priest who records the reproduction and food production of the Ants. His table is covered with parchments recording this information. He makes rounds to the various rooms of this level to check on the progress of the Ants. Torlien is insane; he will immediately show adventurers his charts and graphs, but each successive turn spent with him carries a 20% chance that he will summon the Soldier Ants by means of a small gong in his room. Torlien Fawnleaf is armed with a +2 Mace and wears a Hymenoptera medallion and Chainmail. He also has three doses of Phorbid in a vial on his table. Torlien will cast a *Rock to Mud* spell under the characters if they attack him, causing them to sink to their knees in mud and fight at -2 to hit due to the inhibiting effects of the mud.

Torlien Fawnleaf

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
DRD	LEX	092	033	050	062	109	083	157	174	125	123	149	147	134	129	011	VFM

Jc Gnark Snorfal, AC 2, HD 3, HTK 13, WPN Club 1D6, is a Goblin that lives in this tunnel. Whenever Torlien is on his rounds, Gnark sneaks out to hunt for something to eat or steal. He wears a Hymenoptera medallion and Leather armor and is armed with a Club. He also wears a Ring of Regeneration. In his tunnel, Gnark has collected a suit of Human Chainmail, two wineskins of Honeydew Wine, 57 GP, and a silver Dagger.

Jd This tunnel is very wet and slippery. There is a 40% chance of slipping and sliding into a pool of water 1' deep at the end of the passage when walking in the passage. On the walls and ceiling around the pool, a black fungus grows which, when there is a disturbance within 30' of the pool, releases its spoor, causing blindness for 1D6 hours to anyone who fails a Saving Throw of CON or less on 3D6.

J4 A wide variety of bones is scattered about the room.

J5 Two 15' long Amazon Red Ants, AC 4, HD 4, HTK 20 - 24, Bite 4D6 + Sting, guard the entrance to this level. If any Ant on this level releases an alarm odor, these Ants will arrive at the location of release 1D4 turns afterward.

J6 50 eggs guarded by three Soldier Ants, AC 6, HD 4, HTK 19 - 20 - 15, Bite 4D6 + Sting, are contained in this chamber.

J7 Twenty Giant Aphids, AC 3, HD 2, HTK 10 - 6 - 9 - 9 - 7 - 5 - 11 - 7 - 8 - 5 - 7 - 12 - 10 - 6 - 9 - 7 - 5 - 11 - 7 - 9, No Attack, are busy eating greens brought to them by Honeydew Ants. Three Honeydew Ants, AC 6, HD 2, HTK 9 - 10 - 11, Bite 2D6, are milking the Aphids. In the corner is a huge statue of an Ant. The eyes are Rubies worth 200 GP each. It was brought here by Human followers of Torlien Fawnleaf. Runes of Protection are around the base of the statue and will do 2D6 points of damage to any who touch the statue.

J8 Six Honeydew Ants, AC 6, HD 2, HTK 7 - 9 - 10 - 11 - 5 - 7, Bite 2D6, are carrying greens to the Aphids in J7 and draining their honeydew into 3 huge vats. Ten Worker Ants, AC 2, HD ½, HTK 1 - 2 - 1 - 3 - 1 - 2 - 1 - 3 - 3 - 2, Bite 1, are drinking from the vats. Two kegs of Honeydew Wine sit against the wall.

J9 Two Amazon Red Ants, AC 4, HD 4, HTK 12 - 21, Bite 4D6 + Sting, guard this entrance to the J level. They will go to defend the colony from intruders if any Ant on this level releases an alarm odor and will arrive at the necessary location to do so in 1D4 turns after the alarm odor is released. In the most northern corridor is a dead Human Fighter hanging from a noose, a Battle Axe still clutched in the stiffened fingers. There is a 15% chance of springing another of these traps for each 20' traveled in this corridor. The noose will swing across the corridor at about head-height and then rise up 15' in the air. Being hanged in this manner does 2D6 points of damage at the outset and an additional 3D6 points of damage for each successive melee round that the character remains hanging.

K1 Four Fire Ants, AC 5, HD 2, HTK 12 - 10 - 10 - 9, are taking instructions from the Ant God, an Amazon Red Ant, AC 5, HD 6, HTK 48, wearing a gold medallion worth 142 GP. Perched above the eastern entrance, on the ceiling, are two Minute Ants, AC 3, HD 1, HTK 4 - 5, which will ignore the party unless attacked. If attacked, the Amazon Ant will use the medallion to summon a Demon-Shade, AC -4, HD 6, HTK 40, which will appear in 1D6 rounds. The Demon-Shade is pitch black and, although unarmed, does 4D6 points of damage per hand due to its crushing grip. If caught by the Demon-Shade, the victim will continue to receive "crushing" damage each round until death occurs, either for the victim or for the Demon-Shade. The medallion may only be used three additional times before forty identical Demon-Shades appear to kill every living thing within 40' of the medallion and carry it back to their Nether-Plane. A broken Bard's mandolin and a rusted Battle Axe are lying behind a boulder along the north wall. Two unlit torches are mounted in sconces along the south wall, and a green robe is draped across a banded chest in a niche in the northeast corner of the massive chamber. The chest contains a small mirror worth 3 GP, a silver door handle worth 238 SP, a small, golden urn worth 943 GP, a horned Helm chased with silver runes (raises AC by two), a pouch containing 5 CP, 3 SP, and a small, gem-encrusted Dagger worth 520 GP, and a +1 Shield made of Dragon scales and named Dark-Wind which, when struck with any weapon, makes a sound like a night breeze instead of the usual clanging metal.



K2 At the spot marked X (what else) on the map is the active Rune set by the Mage. The Rune creates a state of suspended animation. Anyone within 120' of the Rune is affected. Within this area are three Amazon Red Ants, AC 4, HD 4, HTK 17 - 21 - 15, all wearing golden necklaces worth 142 GP and standing completely still in various poses. There is also a huge Mining Beetle, AC 13, HD 6, HTK 27, Damage 4D6/1D6/1D6, standing motionless. A Halfling poses with Arrow barely loosed from his bow. He is apparently opposed by a huge Goblin, AC 3, HD 2, HTK 11, which appears to be readying a Spear to throw at the Halfling. The Goblin carries a pouch with 37 GP and a notched Scimitar. The Halfling wears Chainmail and is armed with a Short Sword and a Bow with 11 Arrows. In his backpack is a gold goblet worth 20 GP and 50' of rope. A pouch on his belt contains 18 GP and a ring worth 30 SP. The effect of the Rune is that every action outside the range of the Rune appears, from inside the range of the Rune, to speed up tremendously. Anyone entering the area will feel that he or she is moving at normal speed, but, to someone watching from outside the area of effect, the same person will appear to be frozen in place. Anyone subjected to suspended animation must roll on the **Effects of Suspended Animation** table after leaving the dungeon to determine the additional time spent in suspended animation. Tapestries cover the wells leading to K1.

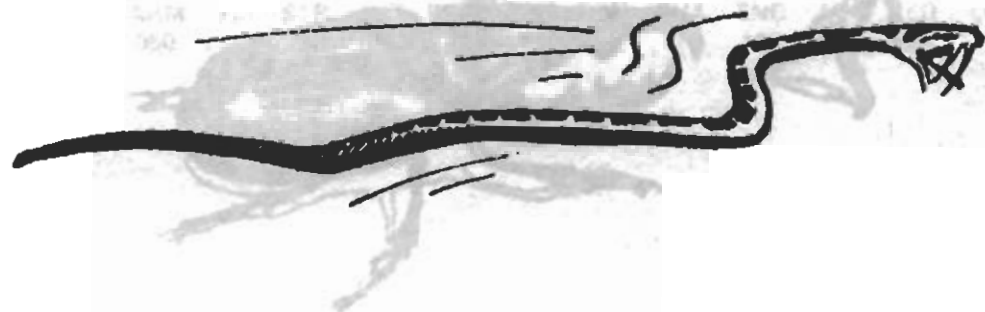
Daren Tenderpass, the Halfling

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
FTR	NGN	072	028	060	127	133	127	154	165	168	143	159	145	124	173	013	ISS

K3 Two Fire Ants, AC 5, HD 2, HTK 8 - 14, guard this little-used chamber. Skulls and broken bones litter the area near the northwestern passage. One passage leads to a half-finished chamber which is filled with broken sarcophagi and ornate coffins; the digging of this chamber undermined an ancient burial ground. The facade of an ornate crypt protrudes from the west wall 26' from the floor. Within the crypt lies the body of a beautiful Altanien woman encased in a crystal dome. The woman is preserved with powerful magic runes scrawled on the base of the dome, and only a counter-spell combining the abilities of at least 25 Magic User levels will suffice to break the enchantment, causing the dome to disintegrate with a tinkling sound. The woman is a princess of a forgotten kingdom and lived 2,600 years ago, but attempts to resurrect her may be performed as if she died yesterday. The crypt is further protected by an Efreet residing in a crystal Scrying Glass set in a niche beyond the dome. The Efreet, AC 1, HD 9, HTK 55, Damage 4D6, is doomed never to venture more than 180' from the Scrying Glass or suffer 2D6 points of damage per turn of rotting and advanced aging. Within the dome is a tiara worth 3,750 GP and an ancient map of lost kingdoms, cities, and castles.

K4 Two Fire Ants, AC 5, HD 2, HTK 7 - 11, Sting 2D6, guard the entrance to this chamber. There is a large, shallow pool inside. On the west wall, a dais rises out of the water and holds a stone table. There is a large hole in the wall above the table. On the table is a chest trapped with explosive runes which do 1D6 points of damage when the chest is opened to anyone within 30' of the chest. Beside the chest is an Ant carved of a single Amethyst and set with Emerald eyes. The 3" long figure is worth 1,250 GP. If the water is entered, the guardian, a Giant Snake, AC 3, HD 3, HTK 17, Bite 1D6 + 15% chance of constriction, will be aroused. If the Snake constricts a character, it inflicts 2D6 points of damage each round and will continue to constrict until either the character or the Snake is dead. The Snake will crawl out of the hole above the table and will retreat back into it if badly wounded.

K5 Three Fire Ants, AC 5, HD 2, HTK 13 - 10 - 9, are dragging a dead Puma toward the west exit. A rope ladder hanging near the eastern side of the northeast entrance leads up 40' to a suspension bridge for Human-sized pedestrians that stretches directly west for 100' and sags to within 30' of the floor at the center. Lying in the middle of this bridge is a turban stained with blood and a notched Scimitar. Beneath a loose stone set in the wall at the western end of the bridge is a decanter containing a Healing Potion (2D6 - 2) and a jeweled goblet worth 325 GP. A non-poisonous Snake rests in the goblet; if surprised, the hapless discoverer of this Snake could fall 40' unless a Saving Throw of AGL or less is made on 3D6. A frescoed arch decorates the westernmost exit, and a stone brazier containing burned charcoal and sandalwood stand 30' south of the exit. A moldy wicker basket containing four wooden platters, a bladder of rancid wine, and two brass spoons is hidden behind the brazier, and an hourglass lies in the dust nearby. A low stone table (3' x 9') stands against the northeastern wall, and four sets of manacles and chains are fastened to the stone pillars upon which the table rests. A cowed figure crouches in the darkness beneath the table. He is Grayrath Bandogar, a Halfling Thief.



Grayrath Bandogar

CLS	ALN	LVL	HTK	ARM	PSL	STR	INT	WIS	CON	DEX	CHA	END	AGL	LED	LCK	PSY	WPN
THF	LNN	041	017	060	114	125	131	154	144	137	108	108	135	098	127	066	VSS

Grayrath is armed with a +1 Sword and is carrying a gold bracelet worth 120 GP, a belt pouch containing 21 SP and 2 GP, a gold ring on a fine silver chain about his neck worth 240 GP, and a backpack with 40' of rope and a grappling hook, a half-eaten cake, and an empty wineskin. Grayrath will join any party promising an equal share and six meals a day.

K6 Anyone successfully listening before entering this cavern can hear crunching sounds. Inside, a hideously decaying Ghoul is devouring a man dressed in ragged robes. This is the lair of Krahn Lavore. Krahn found a Ring of Prolonged Life in the Ant God Temple; however, the Ring had been cursed with *Leprosy*. Krahn has lived in these caves for 140 years and has gone quite mad, eating anything he can get and wasting away to a living Skeleton. Krahn hates all living things. Krahn Lavore is AC 4, HD 4, HTK 8, Damage Poleaxe. Inside this cavern are 385 SP, 897 CP, and 78 GP. There is also a vial of a Healing Potion (2D6 -2) in a small crevice in the wall.

K7 Two Giant Flies, AC 3, HD 3, HTK 12 - 15, Bite 1D6, are feasting on decaying debris. They will attack the characters from the air (-3 to hit) and have a 40% chance of extinguishing torches. In the pile of debris is an Onyx-handled gold Dagger worth 135 GP.

Ka This is a crevice 15' above the floor of this corridor. Once inside the crevice, a small tunnel can be seen leading to a tiny chamber. A skeleton rests here, wearing Chainmail and with a +2 Battle Axe at his side. An empty lantern and a wineskin half filled with a sour liquid of some sort sit close by. A small chest with an explosive rune on the lock (1D6 of damage upon everything in the room when opened) sits between the skeleton's legs. Inside the chest is a Jade carving of an Amazon Red Ant with Ruby eyes. The statuette is worth 1,250 GP. On the wall of the cavern, written in blood in the Common tongue are the words, "Ware the watcher of the water."

L1 Six Bulldog Ants, AC 6, HD 3, HTK 12 - 15 - 13 - 18 - 10 - 14, Bite 3D6 + Sting, are feeding on the remains of four Caribou which wandered into the Temple.

L2 This room is littered with bits of leather and debris. In the corner are what appear to be huge, white Pearls. The hole in the floor is covered by a trap door built by a Giant Trapdoor Spider. The debris is all that remains of its victims, and in the corner are its pearl-like eggs. Once the party has entered the room, the Giant Spider, AC 6, HTK 19, Bite 2D4 + Save vs Poison, will sneak up behind the party and attack.

La At the bottom of the hole, beneath rusty weapons and debris, are an empty brass lantern and 38 GP.

L3 The drainage reservoir above leaks into this chamber to form a foul-smelling mudhole 3' deep. The Ants stay out of this area. In the small room on the far side of the mudhole is the rotting body of a would-be adventurer contorted in his death throes. In its bony hands is a muddy sack containing a single cocoon worth 50 GP for its silk.

L4 Empty.

L5 A cool breeze wafts through this shaft and will extinguish a normal flame. A blind Hypogoric Ant, AC 6, HTK 11, Bite 2D6, is climbing up the shaft and will attack anyone without the protection of Phorbid.

