

DESTROYER ANTS



FREQUENCY: Very rare

NO. APPEARING: 2-10 thousand on Quasar, 2-8 elsewhere

ARMOR CLASS: 4

MOVE: 15"

HIT DICE: 6+6

% IN LAIR: 0%

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 2-16

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 225 +8/hp

Destroyer ant colonies lie dormant for thousands of years in huge vaulted caverns far beneath the earth. The ceilings of such caverns are lined with thousands of green oval eggs containing the hibernating destroyer ants. Vivification of the colony will be triggered if a lightning storm occurs over the area and electricity is channeled under ground to the eggs due to lightning strikes. If such conditions are met the eggs will drop to the floor and full grown destroyer ants will hatch. The colony of destroyer ants will then rapidly tunnel to the surface and begin to march, and all organic material in the path of these monstrous insectoid ravagers will be devoured.

Destroyer ants will march endlessly in a 50 yard wide column, bunching up if the colony encounters areas of resistance to their advancement. Only the most rugged features of the natural landscape or the most powerful magics are able to divert the marching colony once a direction is set upon by destroyer ants. Destroyer ants have

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been observed to span canyons by making bridges out of their own bodies, allowing the march to continue despite such obstacles. This constant marching will continue for months, the destroyer ants devastating the lands they pass through until their hunger is sated or they are somehow destroyed or banished. Then they will burrow underground to lay eggs in order to start their bizarre life cycle over again.

Destroyer ants appear to be huge horse-sized red ants with three large black eyes. The insectoid chittering noises they make when massed and marching is deafening.

