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The Chronicles of Mhoriedh™

GODS, DEMI-GODS, AND CULTS™

Vol. 1 – Chaos Queen of Ants

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&
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GODS, DEMI-GODS, AND CULTS #1

CHAOS QUEEN OF ANTS

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Find out more information about the Olden Lands™, the Chronicles of Mhoriedh™, and other products from James Mishler Games at <http://jamesmishlergames.blogspot.com> or e-mail us at jamesmishler@gmail.com

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INTRODUCTION

This is the first in a series of **Gods, Demi-Gods, and Cults** products that are designed to provide a Judge with complete details on the gods, demi-gods, quasi-deities, exalted beings, religions, temples, and cults of the Olden Lands.

Each GDC module includes the history of the deity, a detailed description of its personality and plots, cult and followers, and complete stats for **Castles & Crusades** and **Labyrinth Lord**. Also included are any new spells, monsters, and magic items germane to the deity, its powers, and cult.

While designed to be used with the Olden Lands campaign setting as described in the **Chronicles of Mhoriedh** series, any GDC deity can be readily adapted to just about any other campaign setting, whether High Fantasy, Low Fantasy, Sword & Sorcery, or Historical Adventure.

This first offering in the line presents the Chaos Queen of Ants, a popular Chaos Beast quasi-deity of the South. As such, some detail on the nature of and differences between the exalted Animal Lords and the quasi-deital entities known as the Chaos Beasts is in order:

ANIMAL LORDS

The Animal Lords are gods of lesser sort, ascended animals of field and stream, mountain and sky. They attained their divine status through natural ascension, being the object of devotion of their species, or an object of terror for their prey, or the subject of adulation of others. Most Animal Lords are unknown to the races of man, unknown, unknowable, and unsought. But others are more important in the lives and deaths of men, and thus are revered or propitiated.

Followers of the Animal Lords usually are not fully dedicated to the Animal Lord; he or she is an adjunct to a different, more important cult. It is usually in the terms of the other cult that worshippers find their guidance to an afterlife. Barring that, however, reincarnation as a superior individual of the respective species is the norm for those who please their Animal Lord. The usual punishment for failure is reincarnation in the Hells in the form of an animal preyed upon by the Animal Lord.

CHAOS BEAST CULTS

In the long ago days when the Elysians first arrived in the Olden Lands, they discovered that most of the savage peoples of Kryx and Eosha, and many of the southern Guidhel, whether tribal and rural or from the small, decadent city-states, followed cults of Chaos and Evil dedicated to savage beasts. Each of these cults was usually local, though similar and sometimes related cults could be found elsewhere. Most revered carnivores, scavengers, or vermin. A few cults held herbivores in esteem, but in all cases they were horribly transformed, such as with KHYPAAH, the Hippopotamus Cult of Niryan, in which case the vile power of Chaos warped the nature of the beast into a man-eating behemoth.

This Chaos-tainted worship of the “Beast Cults” is to be distinguished from reverence of the Animal Lords, who are ascended to divine power through natural processes. Rather than understanding and revering the animal and the spiritual relationship between it, the worshipper, and life in general, as do the followers of the Animal Lords, the Beast Cults exist merely as a personification of Chaos worship. The beast is simply a medium for worship, not the true focus of the worship. The most prominent and public of the current beast cults is that of ÖRÜMDJAK THE SPIDER GOD, revered in the mountain city of Paúkgrad in the Mordhlagh Mountains of Lower Bagaudia.

The original southern cults survived well into the late Elysian Kingdoms era, but most were extinguished or had gone underground during the time of the Empire of Elysion. They were revived again in the last century of the empire, and became quite common during the Dark Age. North of the Serene Sea they were suppressed and returned underground following the rise of the Temple of Law, but in the south they continue on to this day, despite the best efforts of the imams of the three Caliphates to stamp them out. Kryx is ambivalent about their existence; provided that the worshipers regard him as superior to their beast-god, he does not care; otherwise he exterminates them and slaughters their “god.”

Each cult has its own traditions, requirements, and canon; usually simple, but in all cases always mysterious and exclusive. Most priests of the Beast Cults possess the ability to utilize a combination of potent curses; spells that grant strength, celerity, and stamina; lesser spells of divination and enchantment; and now and again some more extraordinary eldritch sorcery, usually tied to the nature of the cultic beast. Most cults are small and by nature, secretive, with many levels of induction. Most priests and followers are debauched, decadent, and depraved, and often cannibalistic; worship cuts across all social strata.

The afterlives promised by the cults are as varied as the cults themselves. Most promise no reward in the afterlife, merely that the Reaper claims all and that the rewards of the faithful are in this life, to be enjoyed while they can. Others claim the soul of the faithful shall join and merge with that of the cultic beast in one of the Heavens or Hells. Still others promise reincarnation as a powerful version of the revered beast in this world; these are the cults that usually care for, pamper, and hold sacrosanct the mortal brethren of their cultic beast.

For example, the Cult of Örümdjak promises the faithful rebirth in the form of one of Limitless Spawn of Örümdjak, to enjoy eternal life as a giant spider in the Underworld. Those who fail to follow the cult’s dictates are cursed to forever be reborn as giant flies, food for the Limitless Spawn or, if consumed by Örümdjak herself, to burn in her gullet for all eternity.

CHAOS QUEEN OF ANTS

Ants are often ignored by the common lot of folks, who rarely if ever even notice them as they trod them underfoot. Few bother to study their intricate society or their amazing capabilities. The few who do bother with such creatures are invariably those who live too close to the lairs of giant ants, which cannot readily be trod underfoot and can all too often be a real and present danger to life and limb!

Cults dedicated to the Chaos Queen of Ants are usually found in areas where giant ants are most common. Cults dedicated to the Chaos Queen of Ants are most commonly found in Mandayan, Eosha, Kryx, Deshret, and on the Purple Plains, though they can be found anywhere, including in the Cold North.

One of the most prominent cults is the Cult of Khraliche Karinkhamür, revered and feared among peoples of the south from the Purple Plains to Eosha. Other major cults include the Cult of Larenn Zobwatètoumi, the Zombie Queen of Ants found in Eosha, Mandayan, and the Isles of the Steaming Sea; and the Cult of Drønning Eldjurmør, the Chaos Queen of Fire Ants in the Northern Wilds, the Gorge of Ogroth, and the Frymthrs Fells. Let not the names fool you; they are all avatars of the Chaos Queen of Ants, though the disparate cults (even of the same incarnation) get along no better than colonies of different ants.

Followers propitiate the Chaos Queen of Ants in order to keep ants from destroying their crops and undermining their lands. They also seek her out for secrets, as ants are everywhere and hear things that even flies on the wall might miss. They propitiate her in such cases to ask both that their own secrets be kept secret and that they might learn the secrets of others from her and her priests. Finally, the cults are also usually patrons of covens of assassins, for ants, being everywhere, are never noticed... before it is too late!

CULT OF KHRALICHE KARINKHAMÜR

Khraliche Karinkhamür is an ancient Chaos Beast, said to have been revered and feared by primitive man since the days before the Empire of Deshret. Survival of her cult in the face of great competition by other deities, Chaos Beasts, and the various crusaders of Law is attributed to the fact that she is not incarnate in a single body, but in many avatars. Her worship originated in Mandayan, and in the Olden Lands she is most popular in Eosha, Kryx, Deshret, and the Purple Plains.

During the Dark Age after the Doom of Elysion the priesthood in the Olden Lands was overwhelmingly formed from Kartaghans, and thus today the liturgical tongue of the cult is a variant of Kartaghan, and many of the lesser folkways of the cultists and their co-religionists are of Kartaghan extraction, even among the Manday of the far south. Her priests in Kryx have a long-standing alliance with the God-Emperor, acting as his spies in his own land and elsewhere; thus they are not trusted by their brother cultists from other lands.

AVATAR

The avatar of Khraliche Karinkhamür takes the form of a giant winged ant queen, purple, black, red, or orange in color, with appropriate markings for the colony or super-colony. Size ranges from 6' to 24' in length, depending on the size of the giant ant colony or super-colony associated with the temple or shrine. Her large and distended abdomen is not used for laying eggs; rather it is a container for the souls she has consumed during sacrifice, which at times try to bulge and scream out from her pulsing flesh. She lairs at the heart of the temple complex, where she receives adulation, sacrifices, and holds audiences with her Evil High Priest and champions.

The avatar of Khraliche Karinkhamür immanent at each temple or shrine has the statistics of a queen ant of the size of the local giant ant colony, with maximum hit points based on hit dice. Unlike most queens, the avatars keep their wings. The bite of the avatar deals normal damage and, if the victim does not make a Charisma save [LL: Save versus Death] drains levels; one level for a small avatar, two levels for a medium avatar, and three levels for a large avatar.

Avatars are immune to normal weapons, being able to be struck only by enchanted weapons. If the avatar is a small giant ant queen she has SR 2, medium giant ant queen SR 5, and large giant ant queen SR 10 [LL: The avatar has Magic Resistance of 5% per point of SR]. Finally, the avatar has the spell casting abilities of a cult priest of a level equal to her hit dice.

SACRIFICES AND TREASURES

Sacrifices to Khraliche Karinkhamür are made in the inner sanctum and usually consist of beautiful maidens from enemy tribes (i.e., potential "queens" of enemy "colonies"). The best sacrifice one can make is of a true queen or princess from an enemy realm. Other, lesser sacrifices are acceptable, but the further from the ideal, the more offerings must be made.

Sacrifices are made on a monthly basis, on the night of the waxing crescent moon, and are consumed alive directly by the avatar, who first drains their life energy and then consumes the body whole. Sacrifices that are consumed this way cannot be raised or resurrected unless the avatar who consumed their soul is slain and the soul released from its imprisonment. There is, however, a 1% cumulative chance per month the soul is trapped that it is consumed utterly and so destroyed beyond even the power of a *wish* to recall.

Offerings of wealth and treasure are, as usual with such things, split equally between the priests and the goddess, with her treasures being left to her in her lair. The goddesses' personal treasures are usually guarded exclusively by her personal retinue of giant ants and formicians. The treasures of the priests are used for the upkeep of the temple, with surplus and special items being hidden away in vaults deep in the giant ant colony, though the vaults are often guarded by human guards as well as giant ants and formicians.

FOLLOWERS AND CANON

The many irregular followers of Khraliche Karinkhamür are usually lower or middle-class, particularly farmers, ranchers, laborers, and artisans. They fear and respect the Chaos Queen of Ants for her control over the great swarms of ants that can strip a man bare in minutes. They propitiate her to protect their crops and livestock, to grant them strength in their labors, and to enable them to better understand and appreciate the mindset of ants, which are able to labor in their castes without worry or misery.

The few true adherents of the faith seek the meditative depths of the philosophical underpinnings of oneness with ants, in order to lose oneself in the overriding needs of the temple and society, to ensure a better position in that society in a future incarnation. To lose oneself in the greater whole; it is a path to oneness in nothingness, a way to seek a surcease of pain through oblivion. They believe that the ant is a superior species, and their great hope is to be reincarnated as a giant ant, to directly serve Khraliche Karinkhamür, and eventually to join with her in her perfection.

The truth as is known to the Inner Circle (all priests of Krizalit rank and above) is that the Chaos Queen of Ants is simply another form of Chaos Incarnate. The souls of those who are sacrificed to Khraliche Karinkhamür, and the souls of true believers who are reincarnated and eventually become one with the Chaos Queen, are actually transformed into pure Chaos, enabling Chaos to grow further in its eternal quest to consume all of the creation of the Elder Titans.

Common followers and sacrifices are consumed and transformed. The souls of priests, on the other hand, are rewarded otherwise for their service, if they are found worthy. A priest has a chance equal to 5% per rank plus 1% per level upon death of being incarnated as an avatar of the Chaos Queen of Ants; though much of their personality is subsumed by that of the Chaos Queen, enough remains that each such avatar is individual in desires and goals. This is, in part, a reason for the internecine warfare between the various cults of the Chaos Queen of Ants, as the reincarnated priests of the Chaos Queen each seek their own glory in her name as part of the immanent goddess.

RACIAL AFFINITIES

The cult of Khraliche Karinkhamür is very humanocentric. Few non-humans worship the goddess, and even fewer serve as priests; most such are half-breeds, notably gnoles, goblin-men, and half-orcs. Dwarves, elves, gnomes, and halflings universally regard her as an abomination, especially as her followers from the Underworld often compete with them for living space and resources.

The gnoles and half-orcs of the South are likely followers, but their full-blooded cousins see little sense in revering a deity dedicated to *ants*. The goblin-men of the North sometimes revere her in her incarnation as Drønning Eldjurmør, the Chaos Queen of Fire Ants, but even these are rare, her followers mostly being half-ogres or fire giants.

CULT HIERARCHY

The temple hierarchy is very strict, as befits followers of an ant goddess, even one of Chaos. Advancement is through attrition, with duels and assassinations being common. Khraliche Karinkhamür accepts only males as her priests; they serve her in the same fashion as do drones. To this end, all priests of Khraliche Karinkhamür must accept being gelded at entering the priesthood, and so all her priests are eunuchs.

CULT RANKS

Rank	LVL	Salary
Yatishitirmak [Propitiator] (Irregular)	--	None
Yumurta [Egg] (Adherent)	--	None
Enazdökme [Least Molt] (Acolyte)	1+	10 gp
Dahazdökme [Lesser Molt] (Adept)	2+	25 gp
Üstdökme [High Molt] (Priest)	3+	50 gp
Krizalit [Pupa] (Elder)	5+	100 gp
Anakarinkha [Master] (Bishop)	7+	250 gp
Büyüküstak [Grand Master] (Patriarch)	9+	500 gp
Bashkahin [Ascended] (Hierophant)	13+	1,000 gp

Salaries are paid on a monthly basis only to those priests who serve in the temple; they are not paid to adventuring priests. This is in addition to their 10% share of all fees for services provided (the other 90% going to the temple) plus any and all bribes and blackmail the priest can earn without overstepping his rank. Adventuring priests do not earn a salary and are expected to tithe at least 20% of their earnings and treasures won to the temple; certainly never less, and definitely more, if they wish to remain in good standing.

Temple priests are provided food and lodging on top of their salary; lodgings vary from a small bare cell for acolytes to a fine, luxurious suite for bishops and patriarchs. Adventuring priests are able to claim food and accommodations when visiting the temple, but the quality of them will depend strongly on their regular tithes and additional bribes.

A 0-level priest starts out as a provisional *Enazdökme* (Acolyte). This requires no less than nine months of study, less the Wisdom bonus of the character in months. During the day-long ceremony wherein the character becomes a priest, he must first offer the monthly sacrifice to the avatar of his temple, and then offer *himself* as a sacrifice to the avatar. If he is found lacking (a chance equal to 18% less the character's Wisdom score), the avatar consumes him whole. If he is found acceptable, the avatar merely requires that the propitiator be gelded. At the end of the ceremony he is a full *Enazdökme*.

At each level he attains thereafter, and whenever the priest performs a great service for the temple above and beyond the call of duty, or makes a large enough a bribe, the priest has a chance to advance up through the ranks, providing there is an opening at that level in the hierarchy. To advance, he must make a class-based Charisma check with a CL equal to the minimal class level required to earn the rank. If the check fails with a Natural 1, he not only does not gain the new rank, he loses a rank, as he has somehow overreached and upset the hierarchy. [LL: The priest must make a save versus Spells with

a penalty equal to half the minimum required level, rounded up.]

Losing rank is easy; all you have to do is fail in your duties or assigned missions. A generous Judge might allow a Charisma saving throw against being broken in rank if the player can provide a good explanation and plenty of bribes to his superior. An Enazdökme who fails severely enough to be broken in rank is instead sacrificed to the avatar of the goddess.

Note that the level of a priest in the hierarchy has nothing to do necessarily with their class level as a priest. The class levels indicated on the table are minimal, but higher class-level priests might never exceed the hierarchical rank of a mere Enazdökme.

Hierarchical titles are also separate and distinct from the title of the high priest of a temple; the *Kötülük Yashkin Rahip* must be at least an Üstdökme. Allied priests of higher rank at the temple of a lower-ranking Kötülük Yashkin Rahip are provided with the same courtesies as the Kötülük Yashkin Rahip, but the local high priest's word is law over theirs.

Temple priests add the term *Tapinak Rahibi* to their title; thus a regular priest at a temple is a Tapinak Rahibi Üstdökme, while the elder high priest at a temple would be a Kötülük Yashkin Rahibi Krizalit. Adventuring priests are termed *Macera Rahip*; thus a 1st level adventuring priest would be titled Macera Rahibi Enazdökme.

PRIEST CLASS BASICS

Priests advance as per clerics, with the same hit dice, combat progression, and spell casting abilities (as modified below). Instead of turning or commanding undead, priests can command ants and turn or command demons (see below).

While followers may be of any non-Lawful alignment, priests must be Neutral, Evil, Chaotic, or Chaotic Evil. Those who are Neutral are limited to 6th level of advancement; those who are Evil are limited to 8th level. Those who are Chaotic or Chaotic Evil are unlimited in advancement.

[Note: The Olden Lands uses a seven-fold alignment system: Lawful Good, Lawful, Good, Neutral, Evil, Chaotic, and Chaotic Evil. Most beings are neither Lawful nor Chaotic, as such is not merely an ethical philosophical state, it is also a spiritual state of alignment with a metaphysical state of reality. Most sentient beings are Good, Evil, or simply Neutral with respect to Law and Chaos.]

RAIMENT & UNHOLY SYMBOL

Priests of the cult wear robes of black or purple, red or orange, trimmed with white or yellow. The main body of the robe is embroidered with the markings of the related ant colony or super-colony in copper, silver, or gold. Stylized ants are embroidered in the trim in copper, silver, or gold; worker ants for lower level priests, soldiers for upper-level priests, and

depictions of a winged queen reserved for the Evil High Priest of the cult. The holy symbol is, of course, an ant, usually a lifelike metallic statuette of a winged queen ant 2" to 4" long, enameled black, red, orange, and/or purple or covered in like gems (the best the cultist can afford).

WEAPONS & ARMOR

Priests can wear any armor, favoring splint and plate. Their helmets and the helms of the temple guards are designed to look like the heads of ants, complete with antennae in the same shape as their related colony or super-colony. Weapons allowed to the priests include daggers, picks (designed to look like an ant stinger), short and broad swords (designed to look like a soldier ant's mandible), and slings. They may use poison, and are experts at wielding vials filled with acid, which is harvested from their giant soldier ant allies.

COMMAND ANTS AND DEMONS

Priests of Khraliche Karinkhamür do not have the ability to turn or control undead. Instead they command ants, giant ants, formicians, and demons. Ant swarms and giant ants are commanded as though they were of half their actual hit dice, rounded up. Demons are treated as per their normal hit dice. A priest may command a total number of hit dice equal to five times his level, with ants, giant ants, and formicians counting as only half their actual hit dice, rounded up.

CULT SPELLS

As a Chaos Beast, Khraliche Karinkhamür does not herself grant spells to her priests; they must learn the rites and rituals of sorcery through the cultic hierarchy, and through those rites cast the spells that call upon Chaos to provide them the results they seek. Her priests must maintain a ritual book that contains the rituals they have learned. Priests begin play with a certain limited number of spells in their ritual book, just like a wizard, and are supposed to learn new spells only through advancement in the hierarchy; this rule is honored more in the breach than otherwise, but to be caught is to lose rank or even one's life, especially if dabbling in forbidden magic!

As priests of Chaos deities use sorcery rather than true divine magic, they must maintain a ritual book, much as a wizard must maintain a spell book. They are usually limited to learning specific spells directly from their superiors, and often in a specific order. Spells listed below may be learned by the same methods a wizard learns, scribes, and memorizes a spell. Spells that are normally reversible are considered two separate spells; thus a priest might know *bless* but not *bane*, even if both are on the cult spell list.

Priests may also learn spells of other priesthoods, wizard spells, illusionist, and witch spells; they cannot learn the spells of the clerics of the God of Law, as such are not truly spells, but are instead miracles, and are not written down as such (nor could they be leaned and "cast" even if they were). The spells of other cults can be learned at one spell level higher than normal; thus a 1st level spell from another cult must be learned, memorized, and cast as a 2nd level spell. Wizard,

illusionist, and witch spells can be learned as though they were two spell levels higher than normal. Each cult varies on its treatment of priests who learn and cast other spells; in some it is the norm, in others it is considered heresy and punishable by death.

New and variant spells are noted with an asterisk (*). These are described in the New Spells section, below. Italicized spells are not actually available in the Olden Lands, but are retained here for those who wish to use the cult and its spells in other settings.

CASTLES AND CRUSADES

0th Level: *Detect Good, Detect Law, Detect Magic, Detect Poison, Endure Elements, Know Direction, Message.*

1st Level: Alarm, Ant Climb*, Ant Friendship*, Bane, Bless, Calm Ants*, Cause Fear, Cause Light Wounds, Command, Curse Water, Detect Secret Doors, Minor Poulitice of Healing*, Pass Without Trace, *Protection from Good, Protection from Law, Remove Fear, Resist Elements, Shield of Faith, Summon Giant Ant Familiar*, Ward of Protection**.

2nd Level: Acid Missile*, Ant Messenger*, Ant Armor*, Augury, Cause Paralysis*, Charm Ant*, Darkness, Delay Poison, Detect Thoughts, Detect Traps, Enhance Strength*, Hold Ant*, Hold Person, Remove Paralysis, *See Invisibility, Silence, Speak with Ants**, Spiritual Weapon, Summon Ant Swarm*, Summon Giant Ants I*.

3rd Level: Bestow Curse, Cause Blindness or Deafness, Cause Disease, Cause Serious Wounds, Clairaudience & Clairvoyance*, Create Golden Ant*, Dispel Magic, Fly*, Glyph of Warding, Lesser Poulitice of Healing*, Locate Object, *Magic Circle against Good, Magic Circle against Law, Magic Circle of Protection**, Meld into Stone, Prayer, Remove Curse, Shape Stone, Spoil Food and Water.

4th Level: Cipher, Dismissal, Divination, Freedom of Movement, Life Drain, Polymorph Other to Ant*, Polymorph Self to Ant*, Reincarnate as Ant*, Sending, Stones to Ants*, Summon Giant Ants II*.

5th Level: Anathema*, Ant Growth*, Atonement, Awaken Ant*, Cause Critical Wounds, Commune, *Dispel Good, Dispel Law, Greater Poulitice of Healing**, Insect Plague*, Passwall, Scrying, Telepathic Bond, Transmute Rock and Mud, Wall of Stone.

6th Level: Aimless Wandering, Banishment, Find the Path, Geas, Harm, Legend Lore, Move Earth, Stone Tell, Summon Earth Elemental*, Summon Giant Ants III*.

7th Level: Creeping Doom*, Finger of Death, Greater Scrying, Major Poulitice of Healing*, Phase Door, Unholy Word.

8th Level: Ant Shapes*, Discern Location, Earthquake, Hide Location, Mass Harm, Maze, Summon Giant Ant Swarm*, Summon Planar Ally, Unholy Aura.

9th Level: Energy Drain, Imprisonment, Summon Earth Elemental Swarm*.

LABYRINTH LORD

1st Level: Ant Climb*, Ant Companion*, Cause Fear, Cause Light Wounds, Command, Detect Magic, Message, Minor Poulitice of Healing*, Pass Without Trace, *Protection from Evil, Putrefy Food*

and Drink, Remove Fear, Resist Cold, Speak with Ants*, Summon Giant Ant Familiar*, Ward of Protection*.

2nd Level: Acid Missile*, Ant Armor*, Augury, Bane, Bless, Charm Ant*, Delay Poison, *Detect Evil*, ESP, Find Traps, Hold Ant*, Hold Person, Holy Chant, Resist Fire, *See Invisibility, Silence, Spiritual Weapon, Strength, Stumble, Summon Ant Swarm*, Summon Giant Ants I**.

3rd Level: Acid Bolt*, Bestow Curse, Cause Blindness or Deafness, Cause Disease, Cause Serious Wounds, Clairaudience*, Clairvoyance*, Continual Darkness, Create Golden Ant*, Dispel Magic, Fly*, Glyph of Warding, Insect Swarm*, Lesser Poulitice of Healing*, Locate Object, Magic Circle of Protection*, Paralyze, Prayer, *Protection from Evil 10' Radius, Remove Curse, Stone Shape.*

4th Level: Divination, Fumble, Move Earth (Lesser), Polymorph Other to Ant*, Polymorph Self to Ant*, Sending, Stones to Ants*, Summon Giant Ants II*.

5th Level: Anathema*, Ant Growth*, Atonement, Cause Critical Wounds, Commune, *Dispel Evil, Greater Poulitice of Healing**, Insect Plague*, Passwall, Transmute Rock to Mud, Wall of Stone.

6th Level: Arcane Window, Find the Path, Geas, Harm, Legend Lore, Maze, Move Earth, Reincarnate as Ant*, Stone Tell, Summon Giant Ants III*.

7th Level: Animate Earth*, Conjure Earth Elemental*, Creeping Doom*, Earthquake, Finger of Death, Greater Scrying, Major Poulitice of Healing*, Phase Door, Summon Demon, Summon Giant Ant Swarm*, Unholy Word.

SHRINES AND TEMPLES

Temple complexes are designed like large, concentric ant hills, with the central temple being a cone-like dome inside which is found the Holy of Holies, the lair of the immanent avatar of the Chaos Queen of Ants. There are numerous entrances to the ant super-colony that underlies the temple; some of these colonies can be massive, housing numerous colonies of giant ants of the appropriate size.

The number of ant colonies present at the temple is reflected in the size and grandeur of the temple complex itself. At the center is the domed temple, and around it stands one to nine walls, with the taller, thicker walls in the center guarding the Holy of Holies. The area between the walls is a warren of buildings housing priests, guards, slaves, store rooms, and so forth. Entrances to the colonies below can be found anywhere, as can the giant ants, which are more welcome in the temple and its confines than most of the human worshippers.

Temples, like the ants themselves, are usually competitive between colonies and super-colonies. Those of the same coloration band together most readily, as do those of the same pattern of markings and marking colors. Reds are always enemies with blacks, oranges always enemies with purples, and coppers are always enemies with golds. It is not unheard of for cults to engage in all-out war. Competition and war is the way of ants, it is the way of Chaos, and it is the way of Khraliche Karinkhamür.

TEMPLE ANT COLONY TABLE

D100	Temple Ant Colonies
01-30	One Small
31-50	Two Small
51-65	Three Small
66-80	Three Small, One Medium
81-90	Three Small, Two Medium
91-95	Three Small, Three Medium
96-97	Three Small, Three Medium, One Large
98-99	Three Small, Three Medium, Two Large
100	Three Small, Three Medium, Three Large

TEMPLE HIGH PRIEST AND FORMICIANS

Colonies	High Priest Level	Formicians?
1	3+1d3	5%
2	4+1d3	10%
3	5+1d3	15%
4	6+1d4	30%
5	7+1d4	40%
6	8+1d4	50%
7	9+1d8	75%
8	10+1d8	99%
9	11+1d8	99%

Add the level of the high priest of the temple to determine the percentage chance of a colony of formicians being present. If a colony is not present, then there is a chance equal to double the level of the high priest that 1d8 formicians are otherwise present. If formicians are present, any formician priests do not count against the total number of human priests at the temple.

The overall number of priests at the temple is determined by halving the level of the high priest of the temple, rounding up each time, to determine the levels of the lower-level priests present. There are two priests of the level of the first halving, four priests at the level of the second halving, eight priests at the level of the third halving, and so forth, down to the 1st level priests. For example, if the high priest of a temple is 9th level, there are two 5th level priests, four 3rd level priests, eight 2nd level priests, and 16 1st level priests present at the temple. These levels and numbers can be adjusted as the Judge desires. There will also be 1d4 0-level priests-in-training per level of the high priest.

TEMPLE GUARDS

Human guards present depend on the level of the high priest and the size of the colony or super-colony. Add the number of colonies present to the high priest's level and roll that many times on the following table. Temple guards are all of 0-level men-at-arms quality. For every 10 guards there will be an additional 1st level corporal (usually a fighter, sometimes a barbarian or ranger); for every 20 guards there will be an additional 2nd level sergeant; for every 30 guards there will be an additional 3rd level lieutenant; for every 40 guards there will be an additional 4th level captain; for every 50 guards there will be an additional 5th level champion. If there is an anti-paladin champion, he will be the marshal of the guards; if

there is no anti-paladin champion, there will be an additional marshal 1d3 levels higher than the highest-level fighter.

If there are two wizards one will be of 3rd to 5th level, the other 6th to 8th level. If there are three one will be of 2nd to 4th level, one of 5th to 7th level, and one of 8th to 10th level. Any further wizards will be 1st level.

If there are two anti-paladin champions one will be of 3rd to 5th level, the other 6th to 8th level. If there are three one will be of 2nd to 4th level, one of 5th to 7th level, and one of 8th to 10th level. Any further anti-paladin champions will be 1st level.

TEMPLE GUARDS TABLE

D100	Temple Guards
01-40	1d6 Light Infantry with padded armor, shield, spear, and club.
41-60	1d6 medium infantry with ring mail, short bow, and light pick.
61-70	1d6 medium infantry with chain mail, halberd, and light pick.
71-80	1d4 heavy infantry with splint mail, shield, broad sword, and heavy pick.
81-90	1d6 light cavalry with studded leather, shield, short bow, and light pick.
91-95	1d4 medium cavalry with chain mail, shield, lance, broad sword, and light pick.
96-98	1d4 heavy cavalry with plate mail, shield, lance, broad sword, and light pick.
99	1 Wizard [LL: Magic-user] of 5 th to 7 th level; he has a 10% chance per level each of having a magical rod, staff, or wand; a magical ring; a miscellaneous magic item; and 1d4 potions.
100	1 Anti-Paladin Champion of 5 th to 7 th level, with plate mail, shield, lance, broad sword, and light pick. 10% chance per level that each item is at least of magical +1 enchantment.

TEMPLE ASSASSINS AND SPIES

There is a 5% chance per level of the high priest that the temple is host to a coven of assassins and spies, unholy slayers and sneaks in the service of the Chaos Queen of Ants. If so, the chief assassin is one level lower than the level of the high priest; determine the number of lower-level assassins and thieves as one would determine the number of lower-level priests at the temple, above, based on the chief assassin's level. Lower level members of the coven are divided equally among assassins and thieves, though the chief is always an assassin.

NEW MONSTERS

ANT, GIANT (SMALL)

CASTLES & CRUSADES

No. Enc: 10d6 (10d10 x10 in lair)
Size: S (18" long workers, 3' long soldiers, 6' long queens)
HD: 1 (d6) Worker, 2 (d8) Soldier, 5 (d8) Queen
Move: 50'
Burrow: 20'
Climb: 20'
Fly: 60' (Queens only)
AC: 16
Attacks: Bite (Worker 1d3, Soldier 2d3, Queen 3d3)
Special: Acid Sting, Darkvision 60', Scent, Twilight Vision
Saves: P
Int: Animal
Alignment: Neutral
Type: Animal
Treasure: Special
XP: Workers 5 + 1/hp
Soldiers 20 + 2/hp
Queens 80 + 5/hp

LABYRINTH LORD

No. Enc.: 10d6 (10d10 x10)
Alignment: Neutral
Movement: 180' (60')
Burrow: 90' (30')
Climb: 90' (30')
Fly: 210' (70')
Armor Class: 3
Hit Dice: 1/2 Worker, 2 Soldier, 5 Queen
Attacks: 1 Bite or 1 Sting (Soldier only)
Damage: Worker 1d3, Soldier 2d3, Queen 3d3
Save: 0-Level Worker, F1 Soldier, F5 Queen
Morale: Worker 7, Soldier 12, Queen 10
Hoard Class: Special
XP: Workers 5
Soldiers 29
Queens 200

ANT, GIANT (MEDIUM)

CASTLES & CRUSADES

No. Enc: 5d6 (10d20 in lair)
Size: S (3' long workers, 6' long soldiers, 12' long queens)
HD: 2 (d8) Worker, 4 (d8) Soldier, 10 (d8) Queen
Move: 50'
Burrow: 20'
Climb: 20'
Fly: 90' (Queens only)
AC: Worker 16, Soldier 17, Queen 19
Attacks: Bite (Worker 1d6, Soldier 2d6, Queen 3d6)
Special: Acid Sting, Darkvision 60', Scent, Twilight Vision

Saves: P
Int: Animal
Alignment: Neutral
Type: Animal
Treasure: Special
XP: Workers 10 + 2/hp
Soldiers 80 + 4/hp
Queens 600 + 10/hp

LABYRINTH LORD

No. Enc.: 5d6 (10d20)
Alignment: Neutral
Movement: 180' (60')
Burrow: 90' (30')
Climb: 90' (30')
Fly: 300' (100')
Armor Class: 3
Hit Dice: 2 Worker, 4 Soldier, 10 Queen
Attacks: 1 Bite or 1 Sting (Soldier only)
Damage: Worker 1d6, Soldier 2d6, Queen 3d6
Save: F1 Worker, F2 Soldier, F10 Queen
Morale: Worker 7, Soldier 12, Queen 10
Hoard Class: Special
XP: Workers 20
Soldiers 135
Queens 1,000

ANT, GIANT (LARGE)

CASTLES & CRUSADES

No. Enc: 2d4 (5d10 in lair)
Size: S (6' long workers, 12' long soldiers, 24' long queens)
HD: 4 (d8) Worker, 8 (d8) Soldier, 20 (d8) Queen
Move: 50'
Burrow: 20'
Climb: 20'
Fly: 150' (Queens only)
AC: Worker 16, Soldier 18, Queen 20
Attacks: Bite (Worker 2d6, Soldier 4d6, Queen 6d6)
Special: Acid Sting, Darkvision 60', Scent, Twilight Vision

Saves: P
Int: Animal
Alignment: Neutral
Type: Animal
Treasure: Special
XP: Workers 40 + 4/hp
Soldiers 650 + 8/hp
Queens 5,750 + 20/hp

LABYRINTH LORD

No. Enc.: 2d4 (5d10)
Alignment: Neutral
Movement: 180' (60')
Burrow: 90' (30')
Climb: 90' (30')
Fly: 480' (160')
Armor Class: Worker 3, Soldier 1, Queen -1

Hit Dice:	4 Worker, 8 Soldier, 20 Queen
Attacks:	1 Bite or 1 Sting (Soldier only)
Damage:	Worker 2d6, Soldier 4d6, Queen 6d6
Save:	F2 Worker, F4 Soldier, F20 Queen
Morale:	Worker 7, Soldier 12, Queen 10
Hoard Class:	Special
XP:	Workers 80
	Soldiers 1,060
	Queens 3,250

Giant ants are humongous versions of the common ant, ranging from 18" long to 24 feet long. They live in colonies ranging from five to 1,000 individuals, which together may be part of a super-colony of as many as nine colonies. 75% of the population of a colony is made up of workers, the other 25% consists of soldiers; the queen(s) of the colony or super-colony do not count against the listed totals. Giant ants encountered outside of the colony are 50% likely to be workers, 25% likely to be a mix of 75% workers/25% soldiers, and 25% likely of being all soldiers. Queens are only found outside of the nest when they are en route to form a new colony; there is a 1 in 100 chance when giant ants are encountered outside of a colony that this is the case, in which the giant ant queen is accompanied by a full force, half workers and half soldiers.

Though they are by nature neutral with respect to Law and Chaos, they are often associated with Chaos, due to the prominence of the Chaos Queen of Ants.

ORGANIZATION: Giant ants have a true hive mind under the control/leadership of their queen. The hive mind communicates through a combination of pheromones, empathy, and true telepathic communication. They live in great colonies or even super-colonies. The conical mound-like openings to their nests often stand as tall as the queen ant and two to 10 times that in diameter. The nest itself can stretch for miles in all directions and many hundreds or thousands of feet deep, into the bowels of the Underworld.

ECOLOGY: Giant ants are omnivorous, consuming plant material, carrion, and live, screaming victims. They store food in chambers in their colony; live food is often sealed in mud or stone-sealed chambers until needed (such victims are not fed or watered, and often die of dehydration or starvation). Giant ants are often the apex predators of their territory, other predators not liking being the prey...

TREASURE: Giant ants do not collect treasure, as such, but often their colonies dig into veins of gold, silver, and precious gems (30% chance). Also, as they bring the bodies of their victims back to the colony, there is an additional 30% chance they have treasures left over from their victims just lying around the corridors and chambers of their lair.

RANGE: Giant ants are usually found in arid hills, scrublands, plains, and wastelands. They are rare elsewhere, though the Underworld is laced with their nests, as colonies subsist entirely on the creatures of the Underworld, often never even seeing the light of the sun.

COMBAT: Generally only soldiers fight, though all giant ants fight to defend themselves against personal direct attacks. All ants can bite, while soldiers can sting with a terrible stinger that injects acid. In their rigid caste society, the workers work, the soldiers fight, and the queens lead and reproduce. Workers often continue working on their projects even as the soldiers fight enemies, though all giant ants defend the colony lair to their utmost, placing no value on their own lives and defending the queen savagely (Morale of 12 and +2 bonus to hit if in the same chamber as the queen).

ACID STING: A giant soldier ant has a stinger and an acid-producing gland in its abdomen. If it successfully bites an opponent, the following round it can attempt to sting the unfortunate victim (bonus of +3 to hit). A hit with the sting attack deals both regular damage and acid damage. A small giant soldier ant deals 1d2 points of damage and 1d4 points of acid damage (CL 2 Dexterity save for half). A medium giant soldier ant deals 1d4 points of damage and 2d4 points of acid damage (CL 4 Dexterity save for half). A large giant soldier ant deals 1d8 points of damage and 4d4 points of acid damage (CL 8 Dexterity save for half). While using its stinger it cannot bite, and its grip can be broken with a successful Strength check. [LL: Save versus Wands to take only half damage from the acid.]

ALTERNATE SOLDIER STINGS

Some ant breeds might have soldiers with special stings, producing unusual effects rather than the normal acid effect. These are usually rare and isolated, such as the zombifying effects of the Skull-Head Giant Ants of Mandayan or the fire-spitting ants of the Magma Ants of Frymthrs Fells.

COLD: Instead of acid, the ant injects a cold, freezing fluid. Those who fail their saving throw suffer the damage and are *slowed* as per the spell for a number of rounds equal to the damage they suffered; those who make the saving throw suffer only half damage and do not suffer a slowing effect. If the initial damage from the freezing fluid is enough to kill the victim outright, he is transformed, flesh and bone, into ice (his items are otherwise unharmed).

ELECTRICITY: Instead of acid, the ant releases a burst of electrical energy when it stings. Those who fail their saving throw suffer the full damage and are stunned for 1d4 rounds; those who make the saving throw suffer only half damage and are not stunned. If the damage from the electrical attack is enough to kill the victim, her body explodes violently, and all items carried or worn must make a saving throw against electricity or be destroyed.

FIRE: Instead of acid, the ant injects a burning, flaming fluid, much like Greek fire. Those who fail their saving throw suffer the damage and catch fire, suffering 1d6 points of damage per round until they put out the flames; those who make the saving throw suffer only half damage and do not catch fire. If the initial damage from the burning fluid is enough to kill the victim outright, he bursts into flames and is reduced to a pile of ashes and bone within 1d6 rounds. All items worn and

carried must make saving throws versus fire or also be destroyed.

PARALYZING: Instead of acid, the ant injects paralytic venom. Those who fail their save are paralyzed for 2d4 x 10 minutes; if the save is failed with a Natural 1, they are permanently paralyzed, and require potent magical healing such as a *heal* or *restore* spell to regain their movement. Those who make their saving throw avoid the venom altogether.

POISON: Instead of acid, the ant injects a deadly toxin. Those who fail their saving throw die after 1d6 x 10 minutes of shrieking pain and agony; those who make their saving throw avoid the toxin altogether.

RADIOACTIVE: Instead of acid, the ant injects a radioactive goop; sometimes this glows green, sometimes red, other times it is colorless or a rainbow color. Those who fail a Constitution saving throw [LL: Save versus Wands] suffer both the regular damage and, every 1d6 hours thereafter, suffer one point of damage to a random attribute, for a total number of points of attribute damage equal to the number by which the target missed his saving throw. If this reduces any attribute to zero, the character dies.

The character cannot be healed by any form, including magic, until the radioactive attribute damage runs its course. Once the damage has run its course, the character can be healed through magic or heal normally. If the character suffers physical damage (Strength, Dexterity, or Constitution) such that he is reduced to 1 point in such an attribute yet survives, he gains a physical mutation. If the character suffers mental damage (Intelligence, Wisdom, or Charisma) such that he is reduced to 1 point in such an attribute yet survives, he gains a mental mutation/psychic power.

If the initial saving throw was made, the victim suffers only half normal damage, and no radiation damage.

ZOMBIFYING: Instead of acid, the ant injects a mind-numbing toxin that makes the victim susceptible to the control of the ant queen and her hive mind. The victim who fails his saving throw falls into a paralytic status not dissimilar to death for 2d4 x 10 minutes; during this time his breathing slows, his pupils dilate, and his overall bodily functions slow to a crawl. If he makes a subsequent Charisma save [LL: Save versus Spells] he awakens and returns to normal.

If he fails this saving throw, he rises from his stupor absolutely under the control of the hive mind and at the beck and call of the colony queen. The ants now know everything he knows, and can act upon that knowledge. The victim gets subsequent saving throws to break the control of the hive mind; these saves occur on the following schedule: a Charisma score of 3-8 grants a new save once every month, a Charisma of 9-12 grants a new save each week, and a Charisma score of 13-18 grants a new save once every day. Control of the individual is so complete that he will perform suicidal actions, though he

gains another saving throw just before he would perform the action.

ANT SWARM

CASTLES & CRUSADES

No. Enc: 1 (1d3+1 from super-colony)
Size: M or L (5' x5' per HD)
HD: 1 (d8) per 5' x 5' area, Usually 2 to 4 HD
Move: 20'
Burrow: 10'
Climb: 10'
AC: 12
Attacks: Special
Special: Darkvision 60', Distracting, Scent, Twilight Vision, Weapon Immunity
Saves: P
Int: Animal
Alignment: Neutral
Type: Animal
Treasure: Nil
XP: 2 HD: 25 + 2/hp
3 HD: 50 + 3/hp
4 HD: 100 + 4/hp

LABYRINTH LORD

No. Enc.: 1 (1d3+1)
Alignment: Neutral
Movement: 90' (30')
Burrow: 60' (20')
Climb: 60' (20')
Armor Class: 7
Hit Dice: 1 per 5' x 5' area, usually 2 to 4
Attacks: Special
Damage: Special
Save: F1/F1/F2
Morale: 11
Hoard Class: None
XP: 2 HD: 47
3 HD: 95
4 HD: 265

Ant swarms form when an ant colony is severely distressed. Thousands of worker and soldier ants crawl in from under the floor, along the walls, and down from the ceiling, often piled inches deep as the creatures crawl all over each other to get at the subject of their wrath.

ORGANIZATION: Ant swarms are temporary manifestations of the rage and hunger of an ant colony. However, in the Yasduhn Jungle and in some areas of Mandayan, ant swarms are the norm, as many ant breeds of the region are nomadic. These vast swarms can extend for hundreds of feet in every direction and denude an area of all living things, flora and fauna, in a matter of days.

ECOLOGY: Ant swarms, save for the above note concerning some ant breeds in the South, are only temporary constructs formed by colonies of ants for defensive purposes.

TREASURE: None.

RANGE: Ant swarms can be found virtually anywhere.

COMBAT: A swarm of ants literally swarms over its targets, each 5' x 5' section attacking one medium-sized creature or two adjacent small-sized creatures. The swarm causes 2 points of damage to each target per round, regardless of armor, Dexterity, or magical protections (save those that protect against any sort of contact whatsoever). If the ant breed is one of unusual nature, such as fire ants or ice ants, the damage dealt per round is 3 points of damage. Note that if they are summoned using the *summon ant swarm* spell, they count as summoned beings for the purpose of the *ward of protection* and *magic circle* spells.

DISTRACTING: Victims caught in the swarm must make a Wisdom save [LL: Save versus Spells] each round or be unable to do anything but slap and swat at the creatures ineffectually. Even if a spell caster makes this save, he must make a separate, additional Concentration Check [LL: Save versus Spells] when engulfed in order to successfully cast a spell. If the ant breed is an unusual one, such as fire ants or ice ants, the damage is so intense that these saves are made with a -2 penalty.

WEAPON IMMUNITY: Ant swarms are immune to slashing and piercing weapons. Only bludgeoning weapons, such as fists, clubs, and maces can deal damage. Fire, cold, wind, water, and other such forms of damage work normally, though fire ants are immune to fire and ice ants are immune to cold.

FORMICALION

CASTLES & CRUSADES

No. Enc: 1 (1)
Size: M (12' long)
HD: 12
Move: 50'
Burrow: 20'
Climb: 20'
AC: 18
Attacks: 2 Claws (2d4), Bite (4d6)
Special: Acid Sting, Darkvision 60', Fearless, Roar, Scent, Track, Twilight Vision
Saves: P
Int: Low
Alignment: Chaotic
Type: Aberration
Treasure: Nil
XP: 3,175 + 12/hp

LABYRINTH LORD

No. Enc.: 1 (1)
Alignment: Chaotic
Movement: 180' (60')
Burrow: 90' (30')
Climb: 90' (30')
Armor Class: 1

Hit Dice: 12
Attacks: 2 Claws and 1 Bite and/or 1 Sting
Damage: 2d4/2d4/4d6
Save: F6
Morale: 12
Hoard Class: None
XP: 4,400

A formicalion is an unnatural creation, a combination between a lion and a giant ant. It has the six-legged body of a large giant soldier ant, complete with stinger, with the very large head and forepaws of a lion. These creatures result from an alchemical ritual known to the priests of the Chaos Queen of Ants, though the spell has gone further afield and has been adapted by wizards for their own use. The creature counts as both a lion/mammal and ant/insect for spell-casting purposes.

ORGANIZATION: Formicalions are solitary; if they ever encounter another member of their aberrant species they will battle to the death.

ECOLOGY: Formicalions are unnatural creations of sorcery. As such, though they can eat, food does not process properly in their aberrant body, and thus they eventually starve to death. While on a mission for their master they avoid hunting, but when otherwise left to their own devices they hunt for food and sport. Whatever they eat, however, provides them no sustenance, and thus they weep with frustration even as they consume their prey.

TREASURE: Formicalions do not collect treasure, though they are often found guarding the treasures of their creator.

RANGE: Formicalions can be found anywhere, as they are often sent on missions far and wide. However, as their creation requires both the egg of a large giant ant and the still-beating heart of a lion, they are usually only found in the South, where such things are not rare, but also not terribly common.

COMBAT: If at all possible, a formicalion will attack with surprise via ambush, by first burrowing into the sand or soil and hiding therein. Formicalions attack first with their roar and then have at their opponents with bite and claw. If the bite attack hits, the next round the formicalion attacks the same target with its sting attack, and gets a +3 bonus to hit with its claw attacks at the same target in the same round, though it cannot also bite while it is stinging.

ACID STING: A formicalion has a stinger and an acid-producing gland in its abdomen. If it successfully bites an opponent, the following round it can attempt to sting the unfortunate victim (bonus of +3 to hit). A hit with the sting attack deals 1d8 points of damage and 4d4 points of acid damage (CL 8 Dexterity save for half). While using its stinger it cannot bite, and its grip can be broken with a successful Strength check. [LL: Save versus Wands to take only half damage from the acid.]

FEARLESS: Formicalions are immune to all forms of natural and magical fear.

ROAR: All creatures within 120 feet must make a Charisma save [LL: Save versus Death]. If the save is failed, a victim is shaken, suffering a penalty of -2 on attack rolls, saving throws, skill checks, and ability checks for 12 rounds. A formicalion can use this ability once every 10 rounds.

TRACK: The formicalion can track with the same ability as a 12th level ranger.

FORMICIANS [ANT-FOLK]

CASTLES & CRUSADES

No. Enc: 4d4 (6d10 in nest)
Size: M (6' tall)
HD: 2
Move: 40'
Burrow: 10'
Climb: 10'
AC: 16
Attacks: Bite (1d6) or By Weapon
Special: Darkvision 60', Scent, Twilight Vision
Saves: P
Int: Low
Alignment: Usually Chaotic
Type: Humanoid
Treasure: 2
XP: 10 + 2/hp

LABYRINTH LORD

No. Enc.: 4d4 (6d6)
Alignment: Chaotic
Movement: 150' (50')
Burrow: 60' (20')
Climb: 60' (20')
Armor Class: 3
Hit Dice: 2
Attacks: 1 Bite or 1 Weapon
Damage: 1d6
Save: F1
Morale: 9
Hoard Class: XIX
XP: 20

Formicians are an artificially-created race, arising from the use of the *awaken ant* spell by the priests of Khraliche Karinkhamür. They do not function completely well as ants or as humanoids, but they are useful due to their loyalty to the goddess and by association, to the priests. Originally only created singly on an at-needed basis, once enough of them gather in one place, one of them mutates into a formician queen; the queen is, for all intents and purposes, equivalent to a medium giant ant queen.

Formicians are not as advanced and capable as other similarly-created races, such as the gnolls. Other than the basal types, there are only formician priests, who can advance to no higher than 6th level due to limited spiritual capabilities. All of

these tend to remain with the queen, guarding her, or with the avatar of Khraliche Karinkhamür, should they be found in conjunction with a temple of the goddess.

ORGANIZATION: Formicians are organized like giant ants, though there are no separate castes other than the common formicians and the priests. Each formician works at a single job for his entire life, though all come to the defense of the nest should such be necessary. For every 10 there will be a 1st to 3rd level priest. For every 20 there will be a 2nd to 4th level priest. For every 30 there will be a 3rd to 5th level priest. If the nest has more than 50, there will be a 6th level priest. Each nest has only one queen. Formicians do not form super-colonies.

ECOLOGY: Formicians are omnivorous, like giant ants, and are notably anthropophagic and cannibalistic. They happily feast upon those who were captured to be sacrificed to the avatar but were found, for whatever reason, to be left wanting. Formicians are inimical to formicians from other nests.

TREASURE: Formicians gather treasure, being smart enough to recognize its value and beauty. All treasure they gain is divided between the avatar and their own queen. The treasures of the nest are usually kept in the queen's chambers. Much of the treasure may be in the form of raw nuggets of precious metals or in raw, uncut gemstones.

RANGE: Formicians are found wherever the temples of Khraliche Karinkhamür have spread. Often independent nests can be found deep in the Underworld far from these temples, or where temples once stood but now are found only as ruins.

COMBAT: Most formicians simply attack with a bite from their vicious mandibles. Some formicians are armed with weapons, usually provided by the priests or taken as loot. They prefer to wield picks if given a choice.

NEW TREASURES

CLOCKWORK ANT OF IRGEN-KHYAR

This large clockwork construct was created by the wizard-priest Irgen-Khyar of Zagigi, the City of Magicians, in Eosha during the time between the First and Second Caliphates. Steeped in sorcery and eldritch wizardry, Irgen-Khyar built this device in emulation of his beloved queen Khraliche Karinkhamür.

The clockwork ant is a 24'-long winged giant ant queen made of copper, silver, gold, and gems. Clockwork gears and strange devices form most of the body. The head is adorned by two large transparent glass-steel eyes that open like doors. The head is hollow and fitted with chairs, such that two passengers can sit side-by-side comfortably within and see through the eyes. The passenger on the left controls the flight and movement, while the passenger on the right controls the attacks. Controls take the form of sticks, levers, and buttons. There are no remaining copies of the instructions, if ever there

were any, so control must be established by trial and error, often with dangerous results.

The clockwork ant has the abilities of a large giant ant queen of maximum hit points, with an AC 24 [LL: -5]. Flight can continue uninterrupted for hours or days, provided the ant has enough power remaining. The ant is powered with gemstones fed into it in the cockpit; it can also consume gems through its mandibles. The ant consumes 100 gp in value of gems for every hour of operation.

The clockwork ant was lost over the Yasduun Jungles more than a century ago by unnamed adventurers.

THE CRYSTAL ANT

Legends say the crystal ant was found, not created, by a priest of the goddess exploring in the Underworld. It is a foot-long perfect representation of an ant made from a single clear crystal. A priest of Khraliche Karinkhamür must attune himself to the crystal ant by permanently sacrificing a point of Constitution. Thereafter he can memorize one additional cult spell of every spell level known, and any cult spell he casts is cast as though he were one level higher in spell-casting ability; these powers function at any range. If the attuned priest is within 120 feet of the crystal ant, he and his allies are affected as though a *bless* spell had been cast, while his enemies in that area are under the effect of a *bane* spell. The crystal ant is said to be held by the high priest of a seven-colony temple in the heart of Eosha.

ALTERED SPELLS

The following lists the modified spells and their alterations and additions.

Acid Missile: As per *magic missile*, but the damage is acidic rather than magical force.

Acid Bolt: This spell is the same as the *lightning bolt* spell, save that the damage dealt is acid damage and the initial damage is 1d4 points of damage per level of the caster. The acid remains thereafter, up to one round for every three caster levels, each round dealing 1d4 points of damage unless it is neutralized with water.

Anathema: This spell is the reverse of the *atonement* spell. It places the target under an anathema, that is, the target cannot gain any benefit from beneficial spells cast by any priest of the cult, and if targeted by a beneficial spell by another priest (though not a cleric of the God of Law), must make a Charisma save [LL: Save versus Spells] in order to benefit from the spell or the spell fails. If targeted by a harmful spell cast by a priest of this cult, the target suffers a -2 penalty to his saving throw. The anathema spell has unlimited range; the target must be an adherent of the cult, i.e., must have undergone a ceremony or ritual to join the cult, not merely propitiated the cultic deity on occasion. The target gets no saving throw against the spell. *Anathema* can only be lifted through the casting of *atonement* by the original caster of the

anathema, a superior member of the caster's cult, or his successor.

Animate Earth: As per *animate mineral*, but only applicable to earth or stone. It can also be used to animate a portion of a larger bit of earth, i.e., to cause a fist to strike out of a stone wall, but cannot cause the whole larger volume to move or animate.

Ant Armor: As per *barkskin*, but rather than bark, the subject's skin takes on an ant-like, chitin form. The target also grows antennae during the duration of the spell.

Ant Climb: As per *spider climb*.

Ant Companion/Ant Friendship: As per *animal companion/animal friendship*, except it can only be used on ants or giant ants. As such, the caster may have up to 3 HD of such companions and friends per level.

Ant Growth: As per *animal growth*, but only affects ants. It turns normal ants into small giant ants, small giant ants into medium giant ants, medium giant ants into large giant ants, and transforms large giant ants into truly colossal beasts!

Ant Messenger: This version of *animal messenger* can be cast on a large group of normal ants (hundreds of small ants, enough to carry a scroll) or a giant ant.

Ant Shapes: This version of *animal shapes* enables the caster to transform the subjects into any type and size of giant ant.

Awaken Ant: This version of *awaken* must be cast on a normal colony of ants or the egg of a giant ant. If the spell is cast on a normal colony, the colony forms an intelligent ant swarm 5' x 5' in size per level of the caster above 8th level. If the spell is cast on the egg of a giant ant, the giant ant hatches 1d6 x 10 minutes later as a formician.

Calm Ants: As this version of *calm animals* applies only to ants; it applies to 4d4 HD plus twice the level of the caster in HD ants of all sizes.

Cause Paralysis: This is a reverse of the spell *remove paralysis*. Once the spell is cast, the caster has 1 round per level to complete a touch attack; the target must be touched with a touch attack for the effect to occur. The touched target gets a Constitution save [LL: Save versus Spells] to avoid the effect. The paralysis lasts for 1 turn per caster level.

Charm Ant: As per the *charm person or mammal* spell, effective only on giant ants of any size.

Clairaudience & Clairvoyance: The visions gained by this spell are through the eyes of ants, thus the spell can only be used where ants might be found. As the vision granted is that of ants, the viewer effectively "sees" with clairvoyance using both Darkvision and Twilight Vision, as ant sight is a combination of sight, scent, and other factors. Similarly, clairaudience

allows a wider range of sense than just hearing, as ants hear using both sounds and scents.

Conjure Earth Elemental: As per *conjure elemental*, but only earth elementals can be conjured. The earth elemental takes the form of a giant ant made of stone.

Creeping Doom: All the insects summoned are ants, which doesn't really change the effect of the spell much...

Enhance Strength: As per *enhance attribute*, but only Strength may be enhanced.

Fly: The caster of this spell grows a pair of wings, like a queen ant.

Hold Ant: As per *hold animal*, limited to a normal swarm of ants or a single giant ant.

Insect Plague: As per the normal spell *insect plague*, but with ants instead of locusts, and the effect subsumes the effects of the *insect swarm* spell to all within its environs.

Insect Swarm: As per the normal spell *insect swarm*, but the caster can designate one target per level.

Magic Circle of Protection: This operates in all ways as the normal *magic circle against (alignment) or protection from evil 10' radius* spell, but there is no alignment requirement; the effects apply to any being attacking the protected being(s). There is no magic in the Olden Lands that detects or protects against a specific alignment.

Polymorph Other to Ant: This spell is like the *polymorph other* spell that can be used to transform the target into a normal ant or giant ant. It can be cast as either a friendly spell or a baneful spell; the friendly version is temporary, and can be undone at will by the subject of the spell. If the ant form is normal, the spell lasts as long as desired by the subject. If the form is that of a giant ant, the spell lasts for one minute per caster level at most. In either case, when the casting is friendly, the subject has no chance of losing his normal mentality. If the casting is baneful, the subject gets his normal saving throw, cannot undo the casting, and is permanently transformed, with the normal chances of losing his mentality.

Polymorph Self to Ant: As per the *polymorph self* spell, except the size is limited to 2 HD equivalent per level of the caster, and of course is limited in shape to that of a swarm of ants or a giant ant. The caster also gains all the abilities of the ant type, including unusual sting types as a soldier ant and swarm abilities of an ant swarm. This version of the spell lasts one hour per level.

Reincarnate as Ant: As per the *reincarnate* spell, except the subject is reincarnated as a giant ant or formician, at the caster's option.

Speak with Ants: As per *Speak with animals*, but the duration is one hour per level.

Stones to Ants: As per *sticks to snakes*, but the stones are transformed into 1d4 x2 small giant soldier ants.

Summon Ant Swarm: This spell summons a swarm of normal ants, 1 HD per caster level. The spell lasts for 1 minute per level.

Summon Earth Elemental Swarm: As per *summon elemental swarm*, but only earth elementals are summoned. All summoned elementals have the form of giant ants.

Summon Earth Elemental: As per *summon elemental*, but only earth elementals are summoned. All summoned elementals have the form of giant ants

Summon Giant Ant Familiar: This variant of *summon familiar* calls forth a small giant soldier ant to serve as the familiar of the caster. The spell can only be cast in the priest's home temple, and the soldier ant comes forth from the temple's colony or super-colony. The soldier ant has heightened Intelligence as per a normal familiar, and provides the caster with all the usual benefits (and dangers). As it is a fiendish, Chaos-tainted giant ant, in addition to its normal form, the familiar is able to take on the shape of a strange, malformed two-year old human child; a small-sized formician; or the size and form of a normal ant.

Summon Giant Ants I, II, III, Swarm: *Summon giant ants I* summons 2d4 small giant ants; *summon giant ants II* summons 2d4 medium giant ants or 4d4 small giant ants; *summon giant ants III* summons 2d4 large giant ants, 4d4 medium giant ants, or 6d4 small giant ants. A *summon giant ant swarm* spell summons 2d4 large giant ants, 4d4 medium giant ants, and 6d4 small giant ants. If the ants are workers summoned for construction or giant soldier ants summoned to defend a temple, shrine, or special area, they remain for one hour per level. If they are soldier ants summoned for immediate battle, they remain for one minute per level. Giant worker ants only defend themselves if attacked, and giant soldier ants summoned to defend a temple only defend the temple and its environs, and cannot leave the area to attack.

Ward of Protection: This spell functions as per the *protection from (alignment)* spell, but there is no alignment requirement; the effects apply to any being attacking the protected being. There is no magic in the Olden Lands that detects or protects against a specific alignment.

NEW SPELLS

CREATE FORMICALION

SORCERY/ELDRITCH WIZARDRY

LEVEL 6 PRIEST/WISDOM [6TH LEVEL PRIEST]

LEVEL 7 WIZARD/INTELLIGENCE [7TH LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: None

Spell Resistance: No

Components: V, S, M, DF

This alchemical ritual results in the creation of a formicalion, an unnatural combination between a giant ant and a lion. The spell requires that the caster sacrifice a live lion and bathe the egg of a large giant ant with the lion's heart blood; the size of the giant ant egg is irrelevant to the ritual. The ritual also requires 100 gp in rare and unusual herbs and materials per level of the caster (the Judge might require the priest to personally acquire these rather than purchase them). At the end of the casting of the spell, the formicalion hatches, ready to serve its master, to whom it is absolutely loyal.

Formicalions are solitary creatures; if they ever encounter another member of their aberrant species they will battle to the death. A formicalion only survives for one week per level of the caster who created it, after which it dies of starvation after 1d3 days of agony during which it attacks anyone in sight, including its creator.

CREATE GOLDEN ANT

SORCERY/ELDRITCH WIZARDRY

LEVEL 3 PRIEST/WISDOM [4TH LEVEL PRIEST]

LEVEL 4 WIZARD/INTELLIGENCE [4TH LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: None

Spell Resistance: No

Components: V, S, M, DF

This alchemical ritual results in the creation of a special giant ant. The spell requires that the caster have prepared a fine dust made up of 100 gold piece value each of copper, silver, electrum, gold, and platinum. The dust is slowly applied to a giant ant egg (the egg can be of any size of giant ant) during the ritual.

At the end of the casting of the spell, the giant ant hatches; regardless of the size of the egg, the giant ant is in all respects equivalent in size and attributes to a medium giant worker ant, about 3' long. It has a metallic skin, a whirling combination of all the precious metal colors, though primarily gold. It is absolutely loyal to its creator. The ant is able to detect copper, silver, electrum, gold, and platinum, in raw or processed form, within a 120 foot radius.

The golden ant eats normal foods, but also requires at least one gold piece value in precious metals per day to survive, or it can starve. It can otherwise live for 5d6 years.

LESSER POULTICE OF HEALING

LEVEL 3 PRIEST/WISDOM [3RD LEVEL PRIEST]

LEVEL 3 WIZARD/INTELLIGENCE [3RD LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: Constitution negates (H) [LL: None]

Spell Resistance: Yes

Components: V, S, M, DF

A lesser poultice of healing takes the form of a paste that must be applied to wounds through use of a bandage. The poultice heals 2d4 hp damage at a rate of 1 point per 10 minutes. A creature may only benefit from the application of one poultice per set of wounds.

The creation time for the lesser poultice is for one dose. The poultice may only be stored for one month before it loses its effectiveness. The base material components for the creation of the poultice are ground bone, a pint of fresh human blood, 25 gp in rare herbs, and in the case of the formula used by the Cult of the Chaos Queen of Ants, the complete molt skin of a giant ant reduced to a thick paste.

GREATER POULTICE OF HEALING

LEVEL 5 PRIEST/WISDOM [5TH LEVEL PRIEST]

LEVEL 5 WIZARD/INTELLIGENCE [5TH LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: Constitution negates (H) [LL: None]

Spell Resistance: Yes

Components: V, S, M, DF

A greater poultice of healing takes the form of a paste that must be applied to wounds through use of a bandage. The poultice heals 3d4 hp damage at a rate of 1 point per 10 minutes. A creature may only benefit from the application of one poultice per day.

The creation time for the greater poultice is for one dose. The poultice may only be stored for one month before it loses its effectiveness. The base material components for the creation of the poultice are ground bone, a pint of fresh human blood, 50 gp in rare herbs, and in the case of the formula used by the Cult of the Chaos Queen of Ants, the complete molt skin of a giant ant reduced to a thick paste.

MAJOR POULTICE OF HEALING

LEVEL 7 PRIEST/WISDOM [7TH LEVEL PRIEST]

LEVEL 7 WIZARD/INTELLIGENCE [7TH LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: Constitution negates (H) [LL: None]

Spell Resistance: Yes

Components: V, S, M, DF

A major poultice of healing takes the form of a paste that must be applied to wounds through use of a bandage. The poultice heals 4d4 hp damage at a rate of 1 point per 10 minutes. The poultice also doubles the subject's normal healing rate for that day. A creature may only benefit from the application of one poultice per day.

The creation time for the major poultice is for one dose. The poultice may only be stored for one month before it loses its effectiveness. The base material components for the creation of the poultice are ground bone, a pint of fresh human blood, 100 gp in rare herbs, and in the case of the formula used by the Cult of the Chaos Queen of Ants, the complete molt skin of a giant ant reduced to a thick paste.

MINOR POULTICE OF HEALING

LEVEL 1 PRIEST/WISDOM [1ST LEVEL PRIEST]

LEVEL 1 WIZARD/INTELLIGENCE [1ST LEVEL MAGIC-USER]

Creation Time: 8 hours

Range: Touch

Duration: Permanent

Save: Constitution negates (H) [LL: None]

Spell Resistance: Yes

Components: V, S, M, DF

A minor poultice of healing takes the form of a paste that must be applied to wounds through use of a bandage. The poultice heals 1d4 hp damage at a rate of 1 point per 10 minutes. A creature may only benefit from the application of one poultice per day.

The creation time for the minor poultice is for one dose. The poultice may only be stored for one month before it loses its effectiveness. The base material components for the creation of the poultice are ground bone, a pint of fresh human blood, 10 gp in rare herbs, and in the case of the formula used by the Cult of the Chaos Queen of Ants, the complete molt skin of a giant ant reduced to a thick paste.

SUPERSTITIONS

Followers of the Chaos Queen of Ants, and many of the peasants and lower-class folk of the area, often have the following superstitions:

- Finding ants in the sugar or grain stock is a lucky thing, and you will be blessed by the Chaos Queen if you let them eat their fill;
- If you accidentally step on an ant, you may have killed the incarnation of an ancestor, and must atone by making an offering at the temple. Usually one week's worth of wages is the right amount;
- If you see a single ant in your dreams, someone you know is about to die;
- If you see many ants in your dreams, war is coming;
- If you find a new ant hill, you should leave offerings of honey, sugar, and green leaves by it. If you do so, you will be blessed;
- If you find a trail of ants marching without food, follow them, for there will be something worthwhile at the end of the trail;
- If you find a trail of ants marching with food, do not step over it, lest the shadow of Khraliche Karinkhamür fall upon you as well;
- Any wealth you find on the ground was placed there for you by the will of Khraliche Karinkhamür, and so you should always give half of it back to her as an offering.

MINOR TRADITIONS

The disparate cults of Khraliche Karinkhamür each have their own minor traditions. Among these are:

- Slathering the human sacrifice in honey and/or dusting her with sugar, to make her sweeter for the avatar;
- Requiring a circuitous pilgrimage for propitiator followers to perform before they are considered adherents of the faith;
- Requiring those who wish to engage their services to undergo the Test of the Swarm, in which an ant swarm is summoned to engulf them. The swarm is ordered not to do any damage, but if the one undergoing the test fails to still his hand and swats at the ants, he is cast out from the temple after being scourged;
- Instead of keeping slaves for the common labor in the temple, some temples exclusively use or partially use the services of old grandmothers who have lost their sons and daughters, calling them "Queens of Sorrows." These temples tend to be friendlier with the locals and have a better relationship with the commoners.

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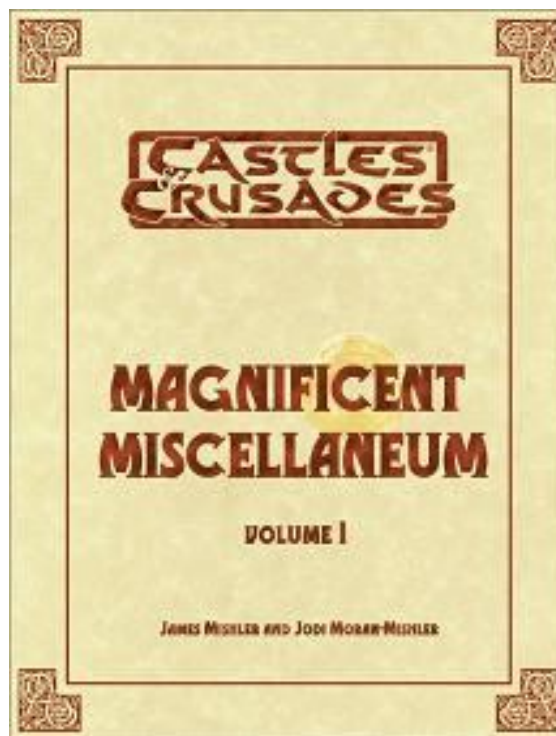
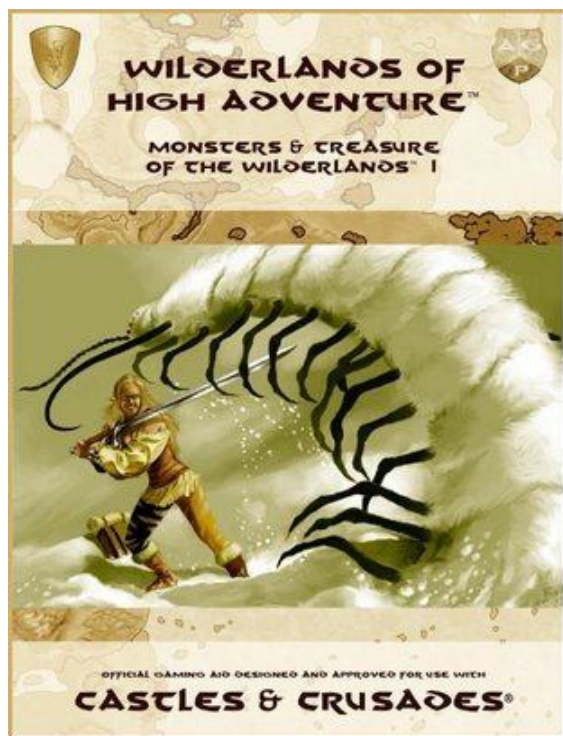
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- 100 Street Vendors of the City State
- 2008 Wilderlands Jam
- Wilderlands Bundle

The following products are available through
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 - 100 Calamitous Curses
 - Monstrous Menaces #1
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 - Monstrous Menaces #3
- 100 More Calamitous Curses
 - Monstrous Menaces #4
 - Monstrous Menaces #5

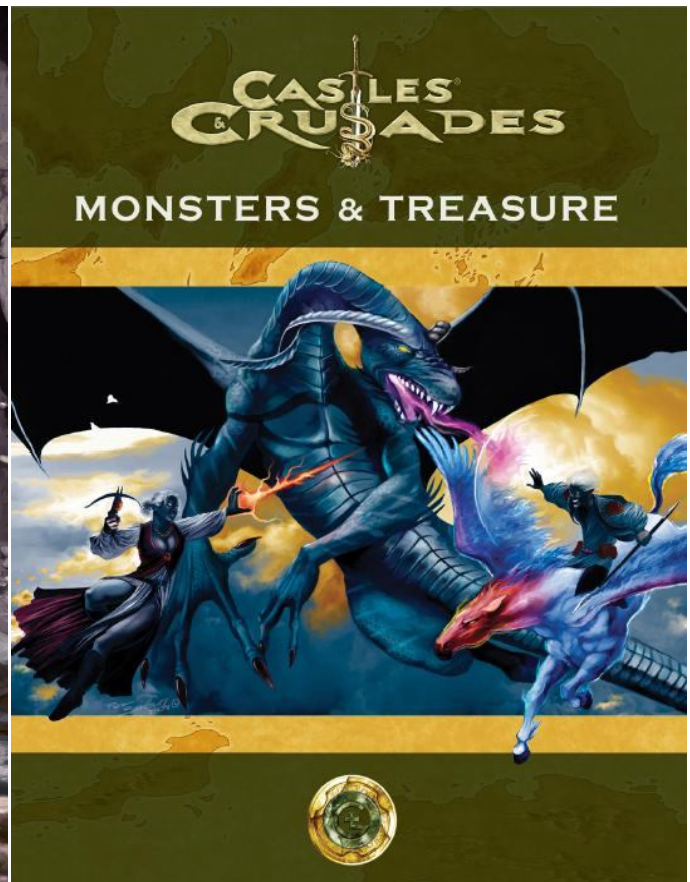
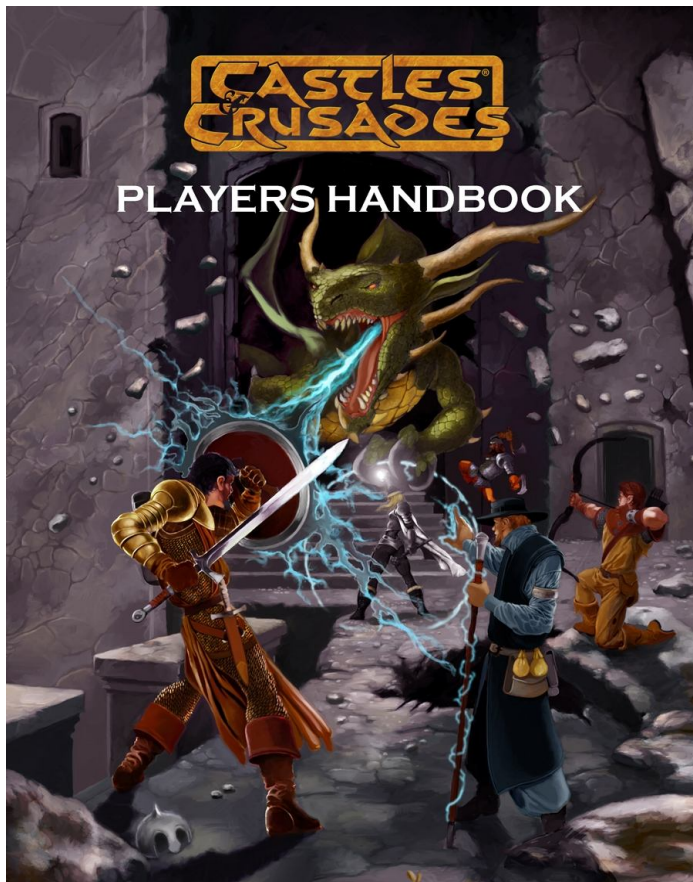
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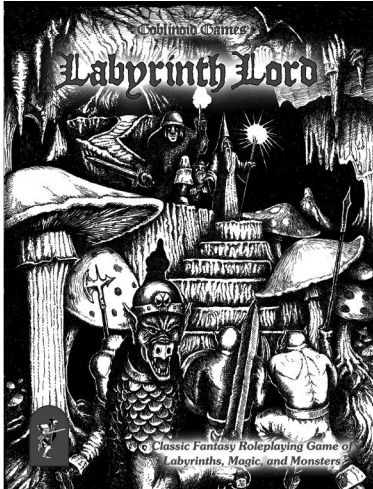
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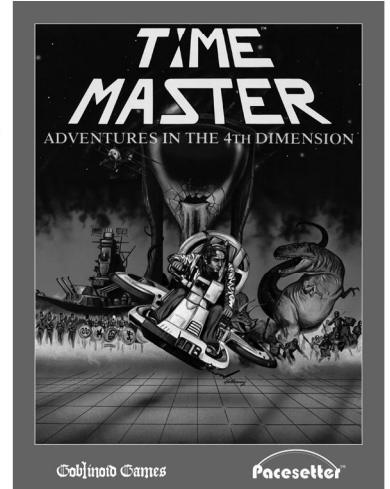
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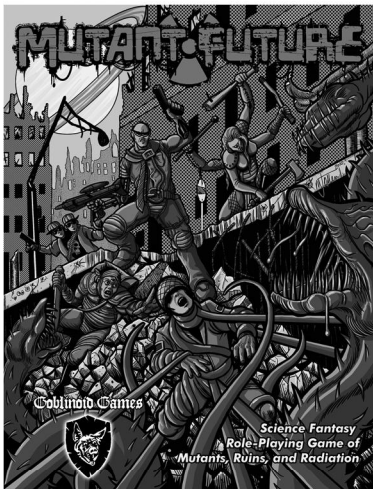
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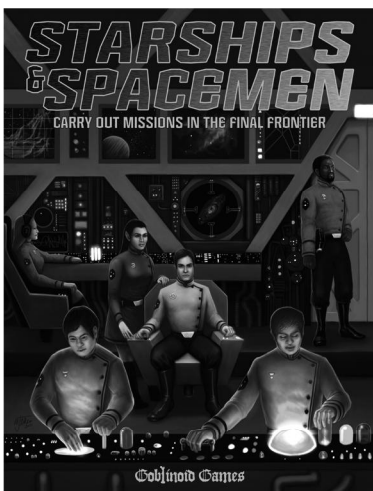
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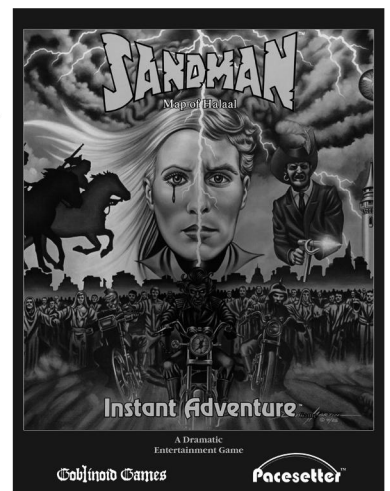
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