

Apocalypse Ants

Hook Mutant ants are stealing livestock, and Purity's food supply is threatened

Background & End-goal

The colony of giant, mutated ants is depleting local food supplies. All they do is burrow, eat, and make little baby ants. Lord Drift posts a reward to be rid of them. The PCs must exterminate the entire colony—ants, eggs, and queen

Rewards Lord Drift offers \$20 for each ant killed (\$50 for the queen), plus healing/burial expenses. Advancement Roll bonuses: +1 for destroying the hidden eggs (#7); +1 for following the escape tunnel (#8) to its exit.

Epilogue If the queen escapes or any eggs remain intact, the ants will start a new colony. If the PCs succeed, they earn Drift's trust and bigger commissions.



Encounters

MAP KEY	ENCOUNTER	DETAILS
#1	Entrance	4 drones moving dirt to repair the entrance; they attack any intruder.
#2	Stinky mud	PCs can mask their scent by spending a turn covering their skin with mud; this removes the Sneak penalty against ants for 1d4 turns.
#3	Fungus farm	2 drones tending fungus; they release poison gas if threatened (floods chamber for 2d6 turns).
#4	Empty	Cluttered with gear scavenged by the ants (2 survival gear packs, 1 medical kit). Sinkhole in SW corner (Trap TN 12 or sink in 1d8 rds; Athletics TN 12 at cumulative AR -1/rd to escape, AR +2 if aided).
#5	Eggs	4 drones carrying eggs; they flee if threatened, leading PCs the egg chamber, where they make a stand.
#6	Queen's chamber	Ant queen defended by 6 warriors; if 2 warriors are slain, 4 drones arrive to move the queen into the escape tunnel (#8).
#7	Egg chamber	2 warriors with giant mandibles (Dmg 1d6) guarding 10 eggs (DF 0, WL 1 each); there are 8 more eggs hidden under the soil (Observe TN 12 to find 1d4 hidden eggs).
#8	Escape tunnel	The queen's escape route, breaks the surface in hex #0805; GM can expand into more chambers if desired.

Foes

NAME (#)	LVL	MR	WL	DF	RS	AT (IM, DMG, RNG, RoF)	AB	PK
Drone	Lvl 2	8"±1d4	2 (S)	2 (+1)	+2	1 bite +1 (IM +1, Dmg 1d4)	Fight +1, Sneak +2	Armour +1, Bug, Grip
Warrior	Lvl 3	8"±1d4"	3 (S)	3 (+1)	+3	1 bite +2 (IM +1, Dmg 1d4)	Fight +2, Sneak +2	Armour +1, Bug, Grip, Venom (TN 8, Dmg 1d4)
Queen	Lvl 4	1"±1"	5 (M)	3 (+0)	+4	by mutation	Observe +6	Mutations (poison gas, sonic wave)

All ants possess infravision (4*) and are hypersensitive (Surprise TN 12). Each ant also has a random mutation (1d6):

- poison gas (TN 8, Dmg 1d4, Rng 2") in Small blast template
- giant mandibles (Dmg 1d6)
- wings (fly MR 12"±1d4)
- sonic wave (Dmg 1d4 stun; Rng 4") in Medium blast template
- paralysis Adaptation (Resist at TN 8 (plus Athletics AR) or paralysed 1 turn/level)
- impervious (RS +4)