

Fleshgorger Ant

his document is a LaTeX-template for easily creating a DnD-Monster-Sheet. It provides many different environments and macros to build up many different blocks similar to the ones seen in the DnD books.

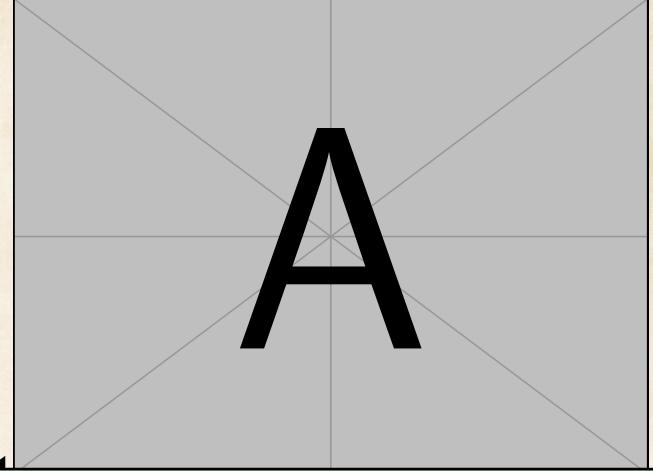
This document uses the LaTeX `dnd_template` provided in the GitHub repository:

<https://github.com/rpgtex/DND-Se-LaTeX-Template>

and requires of XeLaTeX or LuaTeX as the `fontspec` package is not part of the normal PDFLaTeX. By altering the `\inthe` in the preamble this requirement can be excluded, however, the font has to be reset to the default one.

... enjoy!

- M4RZ.



Variant: The Mysterious One

The Mysterious One is even more mysterious than the blank one.

Condition Immunities. detection

Surprise. Whenever someone sees the mysterious one it is charmed and thinks it didn't see anything

FLESHGORGER WORKER ANT

Unidentified Monster, unaligned

Armor Class 10

Hit Points 12 (1d12 + 6)

Speed 30 ft., climb 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

Senses passive Perception 10

Languages –

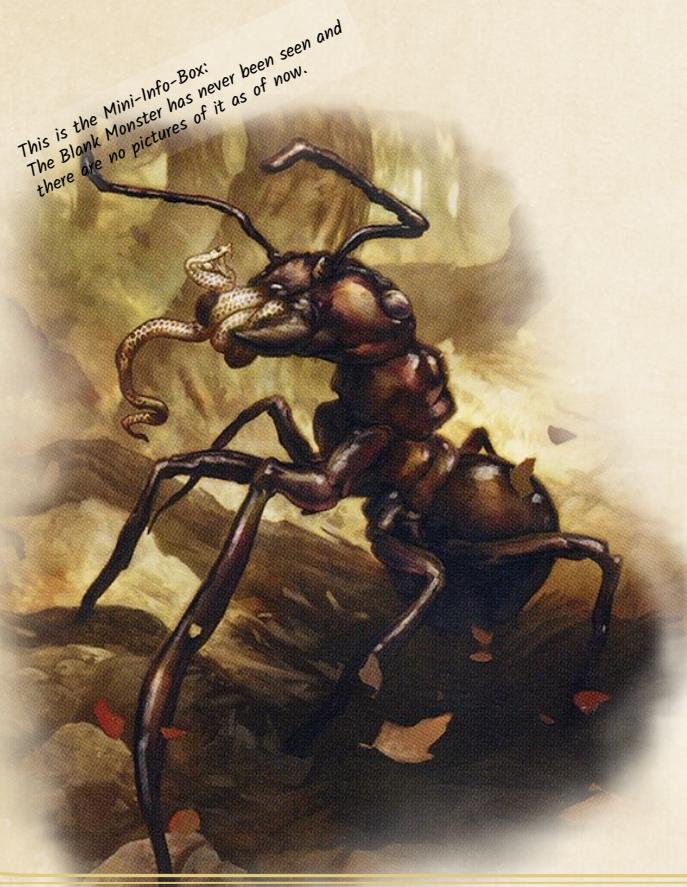
Challenge 1 (200 XP)

One of Many. The Blank Monster has advantage against being detected and on hiding in large groups.

ACTIONS

Multiattack. The Blank Monster makes two attacks with its dagger.

Dagger. Melee Weapon Attack: +3 to hit, reach 10 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.





Giant Ant Queen

The Giant Ant Queen is, at least from the perspective of an ant, considered a divine being, which the colony obeys without question. The colony provides her protection and nourishment while the queen itself is laying thousands of eggs, giving birth to the next generation of the colony.

SOUL OF THE HIVE

The very temperament and personality of the hive often reflects the nature of the queen. Some queens tend to be extremely aggressive resulting in deadly raids from ants. Others tend to be more passive and even tolerate the presence of other creatures like humanoids. Whenever a hive becomes dangerous or out of control, dealing with the queen is typically the most straight-forward solution.

GIANT ANT QUEEN

Gragantuan Beast, unaligned

Armor Class 16 (natural armor)

Hit Points 101 (7d20 + 28)

Speed 30 ft., climb 25 ft., burrow 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 10 (+0) | 18 (+4) | 10 (+0) | 15 (+2) | 21 (+5) |

Skills Acrobatics +13, Perception +7

Condition Immunities poisoned, charmed, frightened

Senses blindsight 60ft, passive Perception 17

Languages -

Challenge 10 (5,900 XP)

Insect Climb. The Giant Ant Queen can climb difficult surfaces without the need of performing ability checks.

Swarmlord. Ants that first enter or start their turn within 60 ft. of the Giant Ant Queen have advantage on attack rolls, ability checks, and saving throws of any kind.

Swarm Frenzy. Ants that first enter or start their turn within 60 ft. of the Giant Ant Queen can perform an additional Bite attack during their Attack Action.

Undying Servitude. Whenever an ant within 60 ft. of the Giant Ant Queen is reduced to 0 hitpoints, if it is not incapacitated, it can make a DC 10 Constitution Saving Throw regaining 1 hitpoint on a successful one.

Hive Mind. The Giant Ant Queen is immune to being charmed or frightened.

ACTIONS

Multiattack. The Giant Ant Queen can make a Sting and a Bite attack each turn.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 29 (4d10 + 7) piercing damage. The target must make a DC 18 Constitution Saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one.

Sting. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (4d4 + 7) piercing damage. The target must make a DC 18 Constitution Saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one.

Fury of the Swarm (Recharge 5-6). Each ant within a 60 ft. radius of the Giant Ant Queen can use its reaction to move up to its movement speed and to make an Attack Action.

LEGENDARY ACTIONS

The Giant Ant Queen can take 3 Legendary Actions, choosing from the options below. Only one Legendary Action can be used at a time and only at the end of a creature's turn. The Giant Ant Queen regains spent Legendary Actions at the start of its turn.

Vitality Command. The Giant Ant Queen can end one of the following effects on an ant it can see within 60 ft.: blinded, deafened, poisoned, stunned, paralyzed, or unconscious.

Battle Command. The Giant Ant Queen can command one ant it can see within 60ft. to move up to its movement speed and make a Bite attack against a creature of the queen's choice.

Burrow Shift. The Giant Ant Queen can travel burrow up to its full movement speed to a spot it can see. This movement does not provoke opportunity attacks.