



MOSSDRIP CAVERNS



HOMEBREW

A collection of monsters and dungeons found in the Mossdrip Caverns



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PART 1

MONSTERS

GIANT FLESHGORGER ANT

Probably the most common swarm-dwelling vermin, Ant colonies reside in massive mounds creating a giant network of tunnels and caves. The Giant Fleshgorger Ant is a very vicious and aggressive type which change the whole area wherever they settle down. Fitting to their name they feed on other species, most often carions but they are also fitted for hunting. There exist not a lot of species that can withstand an onslaught of hungry a Fleshgorger Ant colony.



The Giant Fleshgorger Ant should not be underestimated as its strength and aggressiveness exceed even those of much larger species.

FLESHGORGER WORKER ANT

Medium Monster, unaligned

Armor Class 10 (Natural Armor)

Hit Points 15 (2d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	1 (-5)	12 (+1)	11 (+0)

Skills Acrobatics +6, Perception +3

Senses blindsight 30ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

Powerful Build. The ant counts as one size larger for the purpose of determining its carrying capacity, the weight it can push, drag, or lift, and creatures it can grapple.

Insect Climb. The ant can climb difficult surfaces without the need of performing ability checks.

Hive Tactics. The ant has advantage on attack roles on creatures within 5 ft. of one of the ant's allies.

Hive Mind. The ant is immune to being charmed or frightened.

ACTIONS

Multiattack. The Fleshgorger Ant can make a Bite Attack and a Sting Attack on its turn.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. Creatures must succeed a DC 13 Constitution Saving Throw or take 7 (2d6) poison damage. On a successful save, it takes half damage.

FLESHGORGER SOLDIER ANT

Large Monster, unaligned

Armor Class 12 (Natural Armor)

Hit Points 34 (4d10 + 12)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	1 (-5)	12 (+1)	11 (+0)

Skills Acrobatics +8, Perception +3

Senses blindsight 30ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Powerful Build. The ant counts as one size larger for the purpose of determining its carrying capacity, the weight it can push, drag, or lift, and creatures it can grapple.

Insect Climb. The ant can climb difficult surfaces without the need of performing ability checks.

Hive Tactics. The ant has advantage on attack roles on creatures within 5 ft. of one of the ant's allies.

Hive Mind. The ant is immune to being charmed or frightened.

ACTIONS

Multiattack. The Fleshgorger Ant can make a Hive Command, Bite Attack, and a Sting Attack on its turn.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) piercing damage.

Sting. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage. Creatures must succeed a DC 13 Constitution Saving Throw or take 7 (2d6) poison damage. On a successful save, it takes half damage.

Hive Command. The Soldier Ant can command another visible ant within 30ft. of it to perform one of the following actions:

- The ant can move up to its movement speed to make an attack against a creature within range using its reaction
- The ant can use its reaction to repeat a saving throw against an effect.

Giant Fleshgorger Ants organize themselves by having different specializations between its colony members. Worker Ants gather food and material and build up the ants mound and tunnel network. Soldier Ants deal with intruders and attackers and provide safety and security for the hive. The Giant Ant Queen usually resides within the mound and is taken care by the colony members to ensure the survival of the colony.



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. A queen outside of her mound is a very rare sight and usually happens when the colony is on the move to a new territory.

GIANT ANT QUEEN

Grangantuan 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 12 (8,400 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.

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.

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 (Costs 2 Actions). 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.

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