

Termite, Giant Harvester, Soldier  
(from the Monster Manual 2)

FREQUENCY: See below

NO. APPEARING: 3-18

ARMOR CLASS: 2/8 (head/body)

MOVE: 9"

HIT DICE: 2+2

% IN LAIR: 20%

TREASURE TYPE: See below

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: M (4½' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: II/50+3/hp

Giant termites are found in subtropical and tropical forests and jungles where large amounts of vegetation are available. The nest will consist of a stone-hard mound about 100 feet in diameter and 200-500 feet high.

There will be numerous circular openings near the top, each of 5-8 feet in diameter. These holes lead to vertical, diagonal and horizontal passages, which in turn lead to various chambers underground.

Termites are nocturnal and shun light. A group of workers numbering more than 30 will always be accompanied by 3-16 soldier termites. While the weak-mandibled worker is able to bite for only 1-2 points of damage, soldier termites have strong jaws and are able to spit an irritating fluid (similar to kerosene). This liquid will blind any creature struck unless a saving throw vs. poison is successful; blindness lasts for 5-20 rounds. The fluid will burn if exposed to flame or heat, and the effect of 1 quantity spit on a target and ignited will inflict 5-16 points of burning damage. The fluid can be spit but once per turn. Range is 1", volume is about 1 pint.

In the lair there will always be 10 times the number of workers and soldiers first encountered, but these creatures will be spread throughout the nest.

There will be the following additional giant harvester termites:

5-30 workers/attendants in egg chamber

2-12 soldier/guards in egg chamber

4-24 worker/attendants in royal chamber

2-8 soldier/guards in royal chamber

1 king (AC 5; MV 6"; HD 6+6; hp 30 or more: +1; Dmg 3-18; SA double range and quantity fluid spit possible every other round), size L.

1 queen (AC 4; MV 3": HD 8+8; hp 40 or more; #AT +1; Dmg 5-30), size L.

Obviously, the king and queen termites will be found only in the royal chamber

somewhere near the bottom of the underground levels of the nest. The egg chamber will be nearby. There will be as many eggs in this chamber as there are workers and soldiers combined. When either the egg or royal chambers are entered by intruders, all regular termites (not special attendants and guards) will begin moving to the violated area. Meanwhile, termites already there will fight fiercely to protect the place. All such workers and guards get a +1 both to hit and to damage. This applies to workers and soldiers entering later as well.

Somewhere near the royal chamber there will be a shaft leading to a repository well. There, unusable metal and mineral items are dumped. It is possible that there will be incidental treasure there. Such treasure will be rare and of small value in most cases.

The worst enemies of giant termites are formians, for formians are bigger and more intelligent, hate termites, and enjoy eating their eggs. If giant termites detect such raiders, they will immediately rush to defend their nest. Communications between giant termites are usually accomplished by touching the antennae. In crisis situations, a broadcast telepathic call is sent out.