

FORMIANS: SYSTEMATIC CONQUERORS

Formians hail from planes devoted to law. They seek to colonize all that they see and incorporate all living things into their hive as workers. Expansionist in the extreme, their goal is to spread colonies until they have taken over everything and their order is unquestioned. To further this end, they attack all other creatures, usually to put them to work building and expanding cities. Formians maintain these “conscripted” workers as well as those mentally dominated by the power of their taskmasters.

A formian resembles a cross between an ant and a centaur. All formians are covered in brownish-red carapace—their size and appearance vary by type.

THE SCION QUEEN MOTHER

While the formians have no known gods and are widely believed to be areligious, there are ancient formian queens among them who are as powerful as some intermediate deities.

The most well known of these great queens is the Scion Queen Mother of Mechanus. The Scion Queen Mother is as large as an ancient red dragon and possesses psychic abilities that could rival some of the greatest elder brains.

All formians are said to originate from the Scion Queen mother. The Scion Queen Mother and her original progeny are the model likeness for nearly all formians.

HIVE COGS

Formians are attracted to law and order. Naturally, they maintain an incredible presence in Mechanus where they build build fabulous hive-cities on both faces of a cog they colonize.

Each colonized hive-cog holds thousands of workers, warriors, and taskmasters, as well as several dozen or more myrmarchs. However, each cog has only one queen, whose commands are absolute law on the hive cog. Other queens rule other cogs. Usually two queens cooperate with each other, unless each wishes to colonize the same cog, in which case the law of the formians demands warfare. If a queen chooses to colonize a cog by sending a contingent guarding a precious queen larva, she is not swayed if other creatures already reside there. After all, what are warriors for, if not to make a cog ready for formian colonization? Luckily, the birth of a fledgling queen from the many eggs laid happens only once every one hundred to one thousand years. Otherwise the formians would hold much more of Mechanus than they already do.

THE PLAGUE OF MECHANUS

Travelers who move through the void of Mechanus in the direction from which the formians originate find that the formian-colonized cogs become more and more frequent until noncolonized cogs are nonexistent—millions of cogs, or perhaps more, all crawling with formians.

At the heart of the formian realm, surrounded in all directions by colonized cogs, lies the centermost cog where the Scion Queen Mother resides.

Formian myrmarchs believe that the Scion Queen Mother's cog, which has a diameter of at least three thousand miles, is the center cog for all Mechanus and imparts movement to all the other cogs of the plane. Whether true or simply a belief, the grandeur of the two-sided hive-city that covers the surface area of the cog is godly in its splendor. The Scion Queen Mother herself claims the power of an intermediate deity, though this claim is difficult to scrutinize. Thirty-three gargantuan formian queens of maximum advancement attend the Scion Queen Mother at all times, and even her escorts are still dwarfed by the Scion Queen Mother's bulk.

FORMIAN TACTICS

Formians are frequently praised by scholars of warfare for their machine-like approach to warfare. As part of the hive-mind, formians understand that they are not individuals. As such, they willingly throw themselves at enemies and rarely retreat. Only a command from a high-level myrmarch or the Queen itself would cause a formian to withdraw its offense.

STRENGTH IN NUMBERS

Formians never instigate combat if they lack sufficient numbers to overwhelm opponents. Generally, formians will lead attacks with ratios of two-to-one and preferably higher. Because they have such great numbers, they will even attack with as many as two to three squads against a single combatant.

SLAVE MASTERS

Understanding the value of strong creatures, Formian will try to avoid killing whenever possible. After all, a corpse is of no use to the hive. Formian taskmasters accompany most formian warbands with the intent of dominating and capturing new stock for work in the colony.

CONQUER, FORTIFY, SPREAD

Once formians swarm enemy lands, cities, and civilizations, they quickly fortify the area and implant a new queen. The queen then lays eggs which quickly grow into new workers and soliders who in turn support the new hive. When the new investment is sufficiently protected, the formians turn towards their next target and continue their interminable spread.

MASTER STRATEGISTS

While formian conquests seem like the spreading of a virus to those unfamiliar with their psychology, the formians follow plans carefully laid out by their queens and myrmarchs years in advance. As planar travelers, formians know the value in securing strategic locations quickly such as permanent planar gates and resource lines. If a particular pocket dimension presents itself as a better use of resources, the formians may favor it over a weakened city or a mine rich with resources.

TREASURE

A formian egg holds more value to a formian queen than any amount of gold. That being said, formians still capture and hold powerful relics, artifacts, and other magic items which could help them in their conquests.

Myrmarchs and taskmasters might properly equip themselves with such items in times of war. Warriors rarely, if ever, are allowed weapons and armor beyond their own natural defenses.

All goods of value discovered by low-ranking formians are awarded to the nearest taskmaster or myrmarch who in turn presents it to the queen. This is always done for the good of the colony, and a formian presenting such a gift never expects (nor receives) praise for its findings.

LANGUAGE

Clicks, wheezes, and screeches make up the bulk of the Formian language. In addition, formians sign with their claws and mandibles to express emotions while speaking.

All formians can communicate with each other telepathically. Less intelligent than higher-ranking formians, workers offer simple imagery in their mental messages. At the other end of the formian telepathic spectrum, formian queens offer vivid imagery in their telepathic communication. Non-formians that have had the rare opportunity to communicate with a queen remark that the experience is bewildering, beautiful, and sickening all at once.

ROLEPLAYING FORMIANS

The majority of low-ranking formians—warriors and workers—are near carbon copies. They lack any sort of real individualism or personality. Myrmarchs and taskmasters may have a few individual ideals and traits of their own, but ultimately are a product of the hive.

The real variation in formians emerges from the queens. Each hive queen is its own individual and the actions and personalities of the hive as a whole reflect its way of thinking.

Granted, there are not many opportunities to interact with formians anyway. Worker formians never turn from their task, even if faced with danger. And warriors, taskmasters, and myrmarchs see any non-formian as either a threat and/or a slave to be dealt with.

Formians never parley.

FORMIAN HIVE PHYSICAL FEATURES

d12 Physical Feature

- 1 Nobby and rough carapaces
- 2 Dark red stripes
- 3 Thick hairs around neck and lower carapace
- 4 Hunched backs
- 5 Fungus growing in patches
- 6 Pinkish splotches
- 7 Strong smell of ammonia
- 8 Longer legs than normal
- 9 Yellow mandibles
- 10 Covered in fine, white dust
- 11 Hoarse breathing
- 12 Head bobs

HIVE/QUEEN PERSONALITY TRAIT

d6 Physical Feature

- 1 All non-formians are to be destroyed or enslaved.
- 2 We shall not rest until formians cover every corner of the multiverse.
- 3 The universe is without order; we must bring order and unity to it.
- 4 Chaos is to be stamped out whenever discovered.
- 5 We are nothing and no one; our death serves the greater good of the formian hive.
- 6 There is no value in the material; true wealth is found in the larvae of our young.

HIVE/QUEEN IDEALS

d6 Ideal

- 1 **Domination.** We must enslave any creature we can. While flawed, these slaves possess value that should not be wasted. (Lawful)
- 2 **Xenophobia.** Only formians possess the correct psychology to serve the hive. All other creatures must be eradicated. (Lawful)
- 3 **Law.** Each creature has its place in the cosmos. The tenets of chaos endanger our well-being. (Lawful)
- 4 **Endurance.** We must persist beyond our own individual needs for the greater good of the hive. (Any)
- 5 **Evolution.** Those removed from the Scion Queen Mother have been naturally selected to rule. With each new egg, we become more powerful. (Neutral)
- 6 **Hive.** We are not individuals. We are formians. (Law)



HIVE/QUEEN BONDS

d6 Bond

- 1 Our lives are in service of the queen.
- 2 Our positions are given to us at birth; there is no room for individuality, dreams, or anything beyond our station.
- 3 Within the hive, weakness is frowned upon and strength is cherished.
- 4 Every formian follows the tenets set forth by the Scion Queen Mother.
- 5 Death is of no consequence to the queen.
- 6 Chaos is a plague and its existence endangers the hive.

HIVE/QUEEN FLAWS

d6 Flaw

- 1 Our mindless devotion to the hive puts our individual lives in jeopardy.
- 2 We must attack chaos wherever we find it, even if it surrenders our strategic advantage.
- 3 I wish to rebel against the greater hive, and carve out my own formian dynasty.
- 4 In the absence of direction, I cease to function.
- 5 We always consider ourselves superior to beings if chaos, even if we are sorely outmatched.
- 6 We never question the greater authority of the formian empire, even if it means ultimate destruction.

HIVE NAMES

A hive and its queen rarely, if ever, awards itself a name. A formian hive is a formian hive is a formian hive. However, other creatures who pit themselves against the mettle of more than one formian dynasty may grant a hive a nickname to help differentiate it from others.

d12 Hive Name

- 1 Blood Ants
- 4 Colony Seven
- 2 Crimson Scourge
- 3 Hell's Hive
- 5 Killer Ants
- 6 Marching Million

d10 Hive Name

- 7 Plague of Mechanus
- 8 Razor Jaws
- 9 Redbacks
- 10 Red Horror
- 11 Relentless Horde
- 12 Scarlet Slavers

ANATOMY OF A COLONY

Formians are born into their station, with no ability to progress. Workers obey orders given by warriors, myrmarchs, or the queen. Warriors carry out the will of their myrmarch commanders or the queen. Myrmarchs take orders only from the queen herself, although they have different ranks depending on services rendered. These are not positions of power but of prestige. The most prestigious of the myrmarchs guard the queen. Taskmasters are equal in rank to warriors but seldom interact with other formians.

WORKERS

The size of dogs, with clumsy claws usable only for manual labor, workers are the lowest-ranking and most common formians.

They exist only to serve, performing all the necessary, lowly tasks that the hive needs. While they cannot speak, they can convey simple concepts (such as danger) by body movements. Through the hive mind, however, they can communicate just fine—although their intelligence still limits the concepts that they can grasp.

SLAVES

Creatures that are dominated by the hive's taskmasters become slaves. Slaves hold the same, if not worse, rank as workers. Slaves can come from any race, although large beasts of burden and humanoids are preferred by the taskmasters.

WARRIORS

Warriors exist only to fight. Just slightly above workers, warriors can communicate more efficiently through the hive mind, but only to communicate battle plans and make reports to their commanders. They cannot speak otherwise.

Warriors are the size of ponies, and their claws are designed specifically for combat.

TASKMASTERS

Taskmasters resemble warriors with no mandibles—no apparent mouth at all, in fact. These formians communicate only telepathically and derive sustenance from the mental energies of those they dominate.

A taskmaster's duty is to gather and control non-formians for integration into the hive. Put simply, taskmasters enslave other creatures. They do not enjoy controlling others but believe it is the only efficient way to spread the hive to all places, a desirable end for all rational creatures. If a taskmaster can manage to "conscript" a laborer without using its dominate person ability, it will

Those few souls who have escaped refer to formian hive-cities as "work pits." While the formians are not cruel, they are still emotionless—and pitiless.

MYRMARCH

Myrmarchs are the elite of formian society. Much more than those beneath them, these creatures individuals, with goals, desires, and creative thought. Very rarely do these ever conflict with the wishes of the queen, though—most myrmarchs are still very loyal to her.

Myrmarchs are commanders in formian armies and leaders in formian communities. They are the hands of the queen, carrying out her direct orders and making sure everything goes as exactly as she desires. Myrmarchs also have a secondary role: stamping out chaos wherever and whenever they can. Those who foment disorder, and particularly creatures that revere or exemplify it (such as slaadi), are the hated foes of myrmarchs.

Myrmarchs are the size of horses and have claws capable of fine manipulation, like human hands. They wear bronze helmets to signify their position (the more elaborate the helm, the more prestige).

HIVE QUEEN

The queen sits at the center of the hive-city, her bloated form never moving from the royal chamber. She is served and guarded by twenty of the most loyal myrmarchs.

The queen is half again as big as a myrmarch, with atrophied legs—she cannot move. With her telepathic abilities, though, she can send instructions to and get reports from any formian within her range.

The queen does not fight. She has no ability to move. If necessary, a team of workers and myrmarchs (or dominated slaves) haul her enormous bulk to where she needs to go. This is very rare, however, and most of the time the queen remains within her well-defended chambers.

ALLIES

On rare occasions, formians will work alongside creatures that share their love for law and order but they are unable to bend into slavery. The makeup of the allies depends on the plane of existence the formians' hive is found. For example, in the Nine Hells of Baator, formians may ally themselves with devils, especially against the hordes of the abyss. In limbo, formians work alongside githzerai to rid the plane of slaad and other chaotic beings.

Such alliances are often temporary as the formians look down upon non-formian creatures.

CREATING A FORMIAN WAR BAND

To include a formian war band in your campaign, or if you need to generate one quickly for use in an encounter, use the tables in this section. Roll on each one in turn to determine the war band's components and overall purpose.

The War Band Composition table determines how many formians the band contains. The War Band Leadership table indicates the war band's commander (if it has one) and gives a modifier to apply to the composition results.

For each taskmaster that the band includes, roll once on the War Band Slaves table to determine the composition of the warband's slaves.

Finally, the War Band's Shared Purpose table is to give the warband a specific task it is determined to complete on behalf of the hive. Some of the tasks may even make the war band neutral to the presence of creatures.

WARBAND COMPOSITION

War Band Composition	Number Appearing
Formian workers	6d6 + 4
Formian warriors	2d6 + 2
Formian taskmasters	1d4 + 1

WAR BAND LEADERSHIP

d6 Leader	Number Appearing	Modifier
1 Myrmarch	Double	
2-4 Taskmaster	None	
5-6 None	Half	

WAR BAND SLAVES

d20	Slave(s)
1	1 earth elemental
2-5	3d6 goblins
6	1d2 fire giants
7	1 stone giant
8-10	1d10 hobgoblins
11-12	2d4 lemures
13-16	3d6 commoners
17-18	1d2 centaurs
19	1 bulette
20	1 hydra

WAR BAND SHARED PURPOSE

d10	Shared Purpose
1-3	Collect food for the colony
4-6	Scout for forward positions
7	Eradicate chaos wherever it is found
8	Search for new slaves
9	Kill any creatures the war band comes across
10	Relocate the colony to a safer location

FORMIAN HIVES

A formian hive is a dizzying network of tunnels, nests, caverns, and chimneys created by the formians to host their growing colony. Each element of the formian hive serves a specific purpose.

Because of the incredible size and complexity of a formian hive, instead of mapping a hive out, use the following random tables when characters explore the hive.

FINDING THE ENTRANCE/EXIT

If characters are searching for a formian hive and there is a formian queen within 10 miles of their current location, have one of the characters make a DC 10 Intelligence (Nature) check. On a successful check, the characters discover an entrance to the formian hive. For each point the characters succeed the check by, reference the Formian Hive Entrance table below.

There is a 50% chance that an entrance is vertical, requiring a DC 12 Strength (Athletics) to climb up and down the passage.

FORMIAN HIVE ENTRANCE/EXIT

d6 Entrance
0-4 Large tunnel well guarded by 3d6 + 3 formian warriors, 1d4 + 1 formian taskmasters, and 1 formian myrmarch
5-9 Small tunnel guarded by 1d6 + 1 formian warriors and 1 taskmaster
10+ Long forgotten tunnel without any guards

FORMIAN HIVE ENCOUNTERS

d20 Encounter

- 1-6 4d6 **formian workers** toil away in the dark. The workers are guarded by 1d4 + 1 **formian warriors** who attack intruders on sight.
- 7-9 A formian patrol comes into view. The patrol consists of 1d6 + 3 **formian warriors** led by a **formian taskmaster**. The formians attack intruders on sight. They attack on sight.
- 10 A **formian myrmarch** leads a congregation of 1d6 + 3 **formian warriors**.
- 11 A **formian taskmaster** leads 2 slaves through the area. Use the slave tables under the taskmaster stat block to determine the nature of the slaves.
- 12 Formian food supplies fill the area. There are 3d6 + 3 **formian workers** here lead by 1d4 + 1 formian warriors.
- 13 The area is full of formian waste. 3 enslaved **otyughs** lumber through the area, eating the waste. They ignore the characters unless attacked.
- 14 1d6 + 1 **formian warriors** lead by a **formian taskmaster** are currently battling a random creature that's found its way into the formian hive. As long as the creature lives, the formians will ignore the characters.
- 15 The characters enter a room full of formian larvae. Treat the larvae as non-combatants with 3 hp and 10 AC. The larvae are attended by 2d6 + 2 **formian workers** and guarded by 1d4 + 1 **formian warriors**.
- 16 The characters stumble upon a stockpile of discarded treasure. Roll a d6. On a result of 1-2, the characters find random coins; roll on the Treasure Hoard: Challenge 5-10 to determine what coins the characters find. On a result of 3-5, the characters find random gems or art objects; roll once on the Treasure Hoard: Challenge 11-16 table to determine the nature of the treasure. On a result of 6, the characters find random magic items; roll once on the Treasure Hoard: Challenge 11-16 table to determine what magic items they discover. The treasure is left unguarded.
- 17 Part of the chamber or tunnel that the characters have entered is submerged in water. If the characters decided to continue through the submerged area, roll a d6 for each minute that they are underwater. On a roll of 1-2, the characters remain underwater. On a roll of 3-6, the characters enter a dry tunnel. Otherwise, they will have to spend 1 hour backtracking to avoid the water.
- 18 The passageway becomes incredibly narrow. Creatures of size Small or smaller have no trouble moving through the passage. Large or larger creatures can't pass through. Medium creatures must make a successful DC 10 Strength (Athletics) check to continue. On a failed check, it is impossible for that character to continue that way. If the characters avoid the narrow passage, they must spend 1 hour backtracking to avoid the passage.
- 19 The characters find an exit.
- 20 The characters discover an egg chamber with hundreds of eggs. There is a 50% chance that the **formian queen** is present. If she is present, she is guarded by two War Bands (see above) each lead by a **formian myrmarch**. She is serviced by 5d10 **formian workers**. The other formians will protect the queen at all costs, including the workers.

TRAVEL IN THE HIVE

Hives are monstrous lairs that can span for many miles in all directions including down. Treat travel through the hive the same as if it was travel through the Underdark.

Travel Pace. Travel pace through a formian hive is slower than even travel overland thanks to narrow passages that can rise and descend at any moment.

FORMIAN HIVE TRAVEL PACE

Pace	Miles Per Hour	Effect
Fast	1	-5 Penalty to passive Wisdom (Perception) scores
Normal	3/4	-
Slow	1/2	Able to use stealth

Traveling at a fast pace makes ambushes harder to spot as well as items of interest. Plus, characters have trouble foraging.

Meanwhile, traveling at a slow pace allows for stealth, and potentially offers opportunities to surprise creatures.

Navigating. Thanks to the labyrinthine-like nature of formian hives, becoming lost is a serious risk. For each hour of travel, and any time the characters set out after finishing a short or long rest, the party's navigator makes a DC 10 Wisdom (Survival) check.

If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, while a fast pace imposes a -5 penalty. A failed check result means the characters become lost, wandering in a random direction for 1d6 hours before the navigator can make a new check to find the right path.

Mapping. A character not focused on any other task—including watching for danger while traveling—can record the group's progress through the formian mine and create a map of the route. Such a map allows the party to navigate that area without any chance of becoming lost.

Random Encounters. For every 20 minutes that the characters spend in a formian hive, roll a d20. On a result of a 16-20, consult the Random Encounters table.

If the characters are looking for a specific location within the hive and they are moving at a slow pace, allow them to make a DC 15 Intelligence (Nature) check. On a success, they can add a second d20 when rolling for Formian Hive Encounters. They may choose which d20 result to keep.

Marching Order. Make sure that the players know the marching order for their characters both for single-rank and double-rank. When an encounter occurs, roll a d6.

On a roll of 1-2, the encounter occurs in a narrow passage that's no wider than 5 feet.

On a roll of 3-4, the encounter occurs in a wide passage that's 10 feet wide.

Finally, on a roll of 5-6, the encounter occurs in a chamber. To determine the size of the chamber, roll 3d4 and multiply the result by 5. That is the maximum width of the chamber.

Illumination. Formians can see in the dark, however, many of their slaves cannot. For this reason, formian hives are lit with light sources throughout, either in the form of phosphorescent fungi, glowing crystals, or even traditional light sources such as lanterns and torches.

FORMIAN STAT BLOCKS

What follows are the most common types of formians encountered in formian hive minds listed in order of social status: formian worker, formian warrior, formian taskmaster, formian myrmarch, and formian queens.

FORMIAN WORKER

Small fiend (formian), lawful neutral

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	9 (-1)

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrification, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Formian but cannot speak

Challenge 1/8 (25 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with all other formians that are also within 50 miles of the same queen. While telepathically connected to the hive, the formian has advantage on initiative saving throws.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

FORMIAN WARRIOR

Medium fiend (formian), lawful neutral

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities petrification, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Formian but cannot speak

Challenge 3 (700 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with all other formians that are also within 50 miles of the same queen. While telepathically connected to the hive, the formian has advantage on initiative saving throws.

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The warrior makes four attacks: one with its sting, two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

WARRIOR TACTICS

All formian warriors are born with an innate combat sense. As long as formians have the numerical advantage, they will send forward the toughest warriors to act as defenders; these defenders take the Dodge action each turn. From there, the remaining formians stay behind the defenders, stepping forward only to attack. When a defender falls, another formian steps in to take its place.

FORMIAN TASKMASTER

Medium fiend (formian), lawful neutral

Armor Class 16 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Int +5, Cha +7

Skills Insight +6, Perception +6

Damage Resistances fire, lightning, thunder

Damage Immunities cold, poison

Condition Immunities charmed, frightened, petrification, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Common and Formian but cannot speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with all other formians that are also within 50 miles of the same queen. While telepathically connected to the hive, the formian has advantage on initiative saving throws.

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The formian makes three attacks: one with its sting and two with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

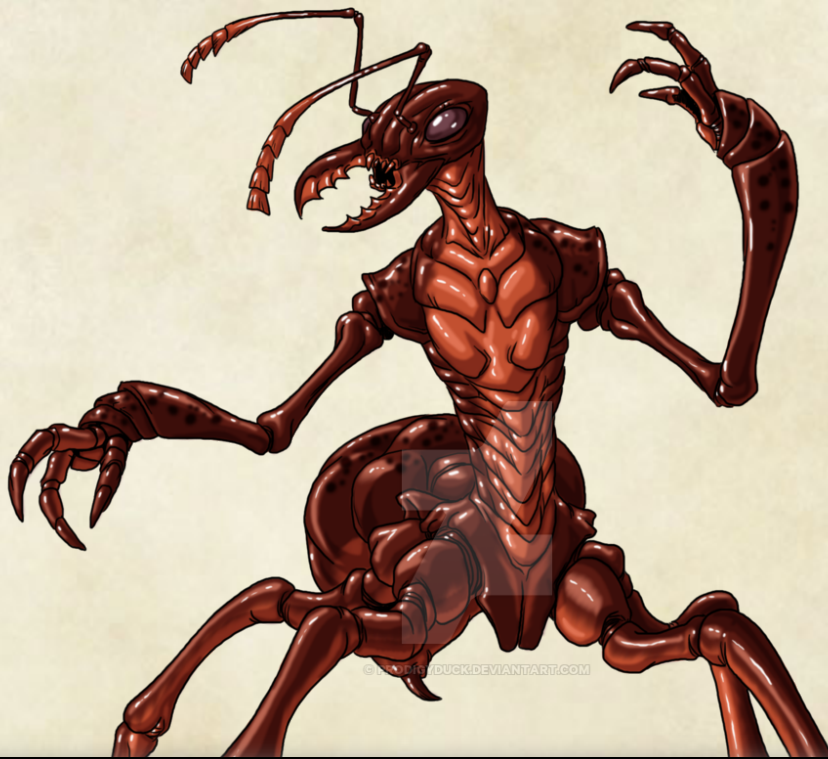
Enslave. The formian targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically charmed by the formian for 1 day, or until the formian dies or is more than 1 mile from the target. The charmed target obeys the formian's commands and can't take reactions, and the formian and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success. The formian can enslave up to four creatures at a time with this ability.

FORMIAN SLAVES

The following list includes other examples of common formian slaves. Certain slaves may be more common than others depending on the plane of existence where the taskmaster's hive is found.

COMMON FORMIAN SLAVES

d100	Slave	d100	Slave
1-3	1d4 aarakocras	53-54	1d4 hook horrors
4	1d2 ankhegs	55	1 hydra
5	1 azer	56	1 jackalwere
6-7	1d4 basilisks	57	1 kenku
8	1 behir	58-60	1d4 kobolds
9-10	1d4 bugbears	61-62	1d4 kuo-toa
11	1 bulette	63	1d4 lizardfolk
12-13	1d4 bullywugs	64-65	1d4 magmin
14	1d2 carrion crawlers	66	1 manticore
15	1d2 centaurs	67	1 medusa
16	1 chimera	68	1d2 mezzoloths
17	1d2 chuuls	69	1d4 myconid adults
18	1 cloaker	70	1 nothic
19	1d4 commoners	71	1 nycaloth
20	1d2 death dogs	72	1d4 ogres
21-23	1d4 duergar	73-74	1d4 orcs
24	1 earth elemental	75	1d2 otyughs
25-26	1d4 ettercaps	76	1 owlbear
27	1 ettin	77	1 peryton
28	1d2 fire giants	78-79	1d4 quaggoths
29	1d4 flumphs	80	1 remorhaz
30	1 fomorian	81	1d4 rust monsters
31-32	1d4 gargoyles	82	1d4 sahuagins
33	1 giant ape	83	1d2 salamanders
34	1d4 giant spiders	84	1d3 thri-kreen
35	1 gladiator	85-87	1d4 troglodytes
36	1d4 gnolls	88-89	1d2 trolls
37-40	1d4 goblins	90-91	1 umber hulk
41	1 gorgon	92	1 werebear
42	1d2 grells	93	1 wereboar
43	1d3 gricks	94	1d4 wererats
44	1d3 griffon	95	1 weretiger
45	1d4 grimlocks	96	1d3 werewolves
46	1 harpy	97	1d4 winged kobolds
47	1d2 hell hounds	98	1d4 worgs
48	1 hill giant	99	1 wyvern
49	1 hippogriffs	100	1 xorn
50-52	1d4 hobgoblins		



FORMIAN MYRMARCH

Large fiend (formian), lawful neutral

Armor Class 20 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +7

Skills Insight +7, Perception +7

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, frightened, petrification, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Common and Formian but cannot speak, telepathy 120 ft.

Challenge 6 (2,300 XP)

Detect Chaos. The formian can sense the presence of chaotic creatures up to 100 feet away. It knows the direction they're in but not their exact location.

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with all other formians that are also within 50 miles of the same queen. While telepathically connected to the hive, the formian has advantage on initiative saving throws.

Innate Spellcasting. The formian's innate spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring no material components:

At will: *clairvoyance*, *detect thoughts*, *teleport*

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Actions

Multiattack. The formian uses its Charm if it is able. Then it makes three attacks: one with its bite, one with its sting, and one with its javelin.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or take 10 (3d6) poison damage.

Javelin. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Charm (Recharge 4-6). The formian targets one creature that it can see within 30 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the formian. The charmed target regards the formian as a trusted friend to be heeded and protected. Although the target isn't under the formian's control, it takes the formian's requests or actions in the most favorable way it can.

Each time the formian or the formian's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, until the formian is destroyed, or the formian is 1 mile or further away from the target, or the formian takes a bonus action to end the effect.

FORMIAN QUEEN

Large fiend (formian), lawful neutral

Armor Class 18 (natural armor)

Hit Points 210 (20d10 + 64)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	5 (-2)	20 (+5)	20 (+5)	20 (+5)	21 (+5)

Saving Throws Con +11, Int +11, Wis +11, Cha +11

Skills Insight +11, Perception +11

Damage Resistances fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities charmed, frightened, petrification, poisoned, prone

Senses truesight 120 ft., passive Perception 21

Languages understands Common and Formian but can't speak, telepathy 120 ft.

Challenge 18 (20,000 XP)

Detect Chaos. The formian can sense the presence of chaotic creatures up to 100 feet away. It knows the direction they're in but not their exact location.

Hive Mind. If the formian is within 50 miles of a formian queen, it can communicate telepathically with all other formians that are also within 50 miles of the same queen. While telepathically connected to the hive, the formian has advantage on initiative saving throws.

Legendary Resistance (3/day). If the queen fails a saving throw it can choose to succeed instead.

Innate Spellcasting. The queen's innate spellcasting ability is Charisma (spell save DC 19). It can cast the following spells, requiring no material components:

At will: *clairvoyance*, *detect thoughts*, *divination*, *hold monster*

1/day: *forcecage*, *maze*

Magic Resistance. The formian has advantage on saving throws against spells and magical effects.

Actions

Stupify. The queen targets one creature it can see within 120 feet of it. The target takes 4d6 psychic damage and must make a DC 19 Intelligence saving throw.

On a failed save, the creature becomes stunned for 1 minute. At the end of each of the creature's turns, it can repeat its saving throw, ending the effect on itself with a success.

Charm (Recharge 4-6). The queen targets one creature that it can see within 30 feet of it. The creature must succeed on a DC 19 Wisdom saving throw or be charmed by the queen. The charmed target regards the queen as a trusted friend to be heeded and protected. Although the target isn't under the queen's control, it takes the queen's requests or actions in the most favorable way it can.

Each time the queen or the queen's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, until the queen is destroyed, or the queen is 1 mile or further away from the target, or the queen takes a bonus action to end the effect.

Reactions

Share Damage. When a creature the queen can see hits it with an attack, the queen can use its reaction to transfer half of the damage it takes (rounded up) to any formian it can see within 30 feet of it.

Legendary Actions

The queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The queen regains spent legendary actions at the start of its turn.

Command Formian. The queen commands a formian it can see within 30 feet of it to make an attack against a target. If the target is within range of the commanded formian, the formian must use its reaction to make a melee or ranged weapon attack against the target. Otherwise, the formian uses its reaction to take the Dash action to get as close as it can to the creature.

Stupify (Costs 2 Actions). The queen uses Stupify.

Psychic Wave (Costs 3 Actions). The queen emits a wave of psychic energy in a 60-foot radius sphere centered on itself. Each creature of the queen's choice within the area must make a DC 19 Intelligence saving throw. On a failed saving throw, a creature takes 14 (4d6) psychic damage plus an additional 3 (1d6) psychic damage for each additional formian within 60 feet of the queen. A target takes half as much damage on a successful saving throw.