

Species, Breed: Bee, Hamanatra

Type: Not applicable.

Class: Insect (monster).

Align: Not applicable. Basic instinct creature. The Hamanatra are flawlessly loyal to their queen.

Gender: All are males. The queen of the hive is the female.

Level: 1-D8+2

Number encountered: 3-D6

Experience points: 10 x level.

Characteristics

Awareness: 80 (awareness checks will be for smell and hearing (not sight)).

Charisma: Not applicable.

Constitution: 35

Coordination: 40

Dexterity: 40

Intelligence: 12

Mental-strength: 30

Strength: 18

Wisdom: 12

Movement:

Flying: 30

Grounded: 10

Swimming: 5

Luck: 75

Oxygen-points: 90

Blood-points: 105

Attack descriptions

Stings: 2

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

Special: Poison sting (the poison from the Hamanatra will continue to damage its target for 3-D12 hours (each hour 6 more points of poison damage will be taken to all areas of the body x the number of stings sustained). This poisoning will be accompanied with fever and delusions. See: "Special Offenses".

Defense: 40

Offense: 40

Damage-Points: Roll 2-D20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 16+ to have 2-D20

Bronze: 26+ to have 1-D20

Silver: 36+ to have 1-D12

Electrum: 46+ to have 1-D10

White-gold: 56+ to have 1-D8

Yellow-gold: 66+ to have 1-D6

Black-gold: 76+ to have 1-D4

Treasure item(s):

Common: 66+ to have 1-D8

UnCommon: 76+ to have 1-D6

Rare: 86+ to have 1

Legendary: 96+ to have 1

Note:

Any Treasure found will be found at the bees hive on fallen creatures.

Description:

Annihilation Strike?: No

Description: This creature appears to be a yellow-jacket, mingled with the characteristics of humanoid.

Eye color: Black.

Eye shape: Medium-sized and round.

Height: 2'-0" Standing or not.

Length: 2'-0" Standing or not.

Skin color: Amber with a golden hue in color.

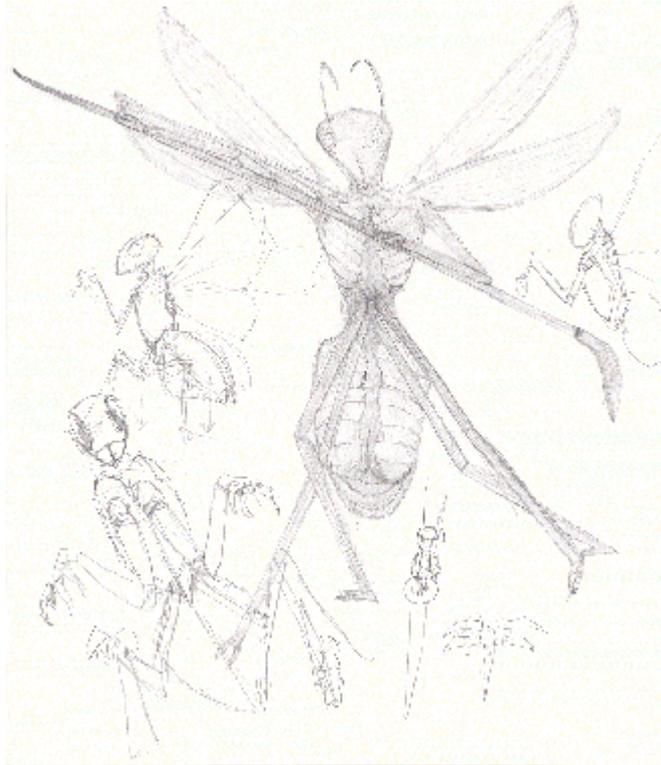
Skin texture: Hard.

Posture: Bee.

Weight: 40 lbs.

Wing contour: Membrane.

Wingspan: 6'-0"



Dislikes: Anything near their nest and queen.

Disposition: Apprehensive of all creatures not belonging to their nest. Unlike the bees within the nest, when they sting, the Hamanatra do not die.

Fears: Unknown..

Habitat: Cliffs (not to an elevation where cold temperatures persist). Deserts (Highland and Savanna). Forest (Common and Dense), Grasslands, Mountains (not to an elevation where cold temperatures persist).

Immunities: Charm and sleep spells and abilities.

Life-span:350 years. The Hamanatra will die in 3-D8 days after their queen dies. When the weather becomes warm, they will hatch from their larva stage. When the winter comes on they will neither die, nor sleep, as does the common honey bee, but will stand guard about the hive, protecting it always.

Likes: The hive, their queen and her larva.

Needs: The queen. Without the queen, the bees will become disoriented and eventually void of purpose. They will begin to wander and eventually death will be their end.

Note: The Hamanatra are guardians to a hive of giant honey bees. This is their soul purpose in life, and they preform their task unceasingly. They do not sleep, but rest in a state of half consciousness when they need to rest (which is during the nighttime hours). If an intruder trespasses, an awareness check vs. that creature must be successful, or it will not detect it.

Special Abilities: Night-Vision: As the Psychic spell.

Special Defenses: Damage-reduction: 1 vs. physical attacks.

Special Offenses: Swarm: When a Hamanatra attacks while not in a swarm it will have the normal chance to strike. When two or more Hamanatra attack each will gain a +15 to strike and +15 defense.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) weapon to harm.