

# Species, Breed: Bee, Honey, Giant

Type: Not applicable.

Class: Insect (Monster).

Align: Not applicable. Basic instinct creature.

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

Level: 1-D6 +1 will be the level of all giant bees present.

Number encountered: The level x 10 will be the number of bees encountered.

Experience points: 10 x level.

## Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 30

Coordination: 25

Dexterity: 26

Intelligence: 3

Mental-strength: 4

Strength: Not applicable.

Wisdom: 2

## Movement:

Flying: 36

Grounded: 12

Swimming: Can't

Luck: None

Oxygen-points: 12

Blood-points: 90

## Attack descriptions

Sting: 1

Damage: 1-D6

Range: 1 space (5')

Attack type: Sharp

Special: Poison sting (the poison from a Giant bee will continue to damage its target for 3-D12 hours (each hour 6 more point 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: 26

Offense: 26

Damage-Points: Roll 1-D10 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 96+ to have 2-D100

Bronze: 96+ to have 1-D100

Silver: 96+ to have 4-D20

Electrum: 96+ to have 3-D20

White-gold: 96+ to have 1-D20

Yellow-gold: 96+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 96+ to have 1-D8

UnCommon: 96+ to have 1-D6

Rare: 99+ to have 1

Legendary: 00+ to have 1

Note:

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

# Description:

**Annihilation Strike?:** No

**Description:** Amber with a golden hue in color. About 2'-0" in length. Clear membrane wings.

**Dislikes:** Anything near their nest and queen.

**Disposition:** Docile unless they feel threatened. When a honey bee stings, it does so only save its life or the life of the hive. When a honey bee stings, it will die within 1-D12 +3 minutes after doing so.

**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:** None.

**Life-span:** Incredibly, the queen will live about 350 years while her workers will live for approximately 175 years. When the weather becomes warm, they will hatch from their larva stage. When the winter comes on they will not die, as does the common honey bee, but will sleep with their queen and her larva for the cold season.

**Likes:** Flowers. Their queen and her larvae.

**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 Honey Bee will produce about 3-D6 helpings of honey per week. One helping will be one day's food supply for the average sized human. Honey is valuable in that Inns and Provision Shops will most always buy it. The average price for one day's worth of honey is as follows: 1. Raw in the wax: 5 Electrum. 2. Cured and bottled: 2 white-gold, 5 Electrum.

**Special Abilities:** None

**Special Defenses:** None.

**Special Offenses: Swarm:** When a bee attacks while not in a swarm it will gain a normal chance to strike based on its level and dexterity adjustment to strike. When it attacks within a swarm it will gain a +10 to strike per 10 bees attacking.

**Susceptibilities:** In modest amounts, smoke will make them docile and sleepy.

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