

Species, Breed: Bee, Honey, Common

Type: Not applicable.

Class: Honey

Align: Basic instinct creature.

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

Level: The hive as a whole is considered as a level. For every 100 bees the hive will be considered as level #1. Roll 3-D30 +1 keeping the lowest of the 3 rolls to determine the hives level. When a bee is grounded, it will get a -60 on defensive rolls. In the air, however, it gains the adjustment of having a 30 coordination. This is only due to their size of course.

Number encountered: As "Level".

Experience points: 1 x level.

Characteristics

Awareness: 20 (individual), and 90 (collective).

Charisma: Not applicable.

Constitution: 10 (individual), and 30 (collective).

Coordination: 30 as a collective.

Dexterity: 25 (individual), and 70 (collective).

Intelligence: 1

Mental-strength: 1

Strength: Not applicable.

Wisdom: 2

Movement:

Flying: 12

Grounded: 1 space (5') / 2 turns (10 seconds).

Swimming: Can't

Luck: None

Oxygen-points: 3

Blood-points: 3

Attack descriptions

1 sting: 1 / Immediate space attack / Sharp attack (the number of stings that a hive will effect upon a single target, if a successful strike occurs, will be 1-D12, each sting causing only 1 single point of damage. Roll for a random area where each sting will strike to the body.

Special: Poison sting (the poison from a honey bee will continue to damage its target for 3-D12 hours (each hour 1 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: 25 (individual) / 70 (collective)

Offense: 25 (individual) / 70 (collective)

Damage-Points: Each bee has 1 single damage-point. So it is relatively easy to kill one. But killing many is hard to do without some form of an "Area of Effect" attack.

Treasure: %Roll needed to have money and treasure:

Copper: 00+ to have 2-D100

Bronze: 00+ to have 1-D100

Silver: 00+ to have 4-D20

Electrum: 00+ to have 3-D20

White-gold: 00+ to have 1-D20

Yellow-gold: 00+ to have 1-D12

Black-gold: 00+ to have 1-D10

Treasure item(s):

Common: 00+ to have 1-D8

UnCommon: 00+ to have 1-D6

Rare: 00+ 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 1/3" 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 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: Unknown.

Life-span: When the weather becomes warm, they will hatch from their larva stage. When the winter comes on they will die, leaving only the queen and her larva to sleep for the cold season. The queen will live for about 12 years.

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 100 bees attacking.

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

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