

Mummbee Honey. This incredibly rare substance is overflowing with magical energy. A single spoonful can heal or kill a common person, which of those outcomes seems to be random. Because of these properties, it is highly sought-after arcane component. It can be refined to help cure diseases, combined with other components to increase the potency of a spell, or even smeared on a person to increase or inhibit their magical prowess. It has a pink hue and tastes like honeyed ham.

Undead Nature. The mummbee, mummbee lord, zombee, and mummbee queen heart do not require air, food, drink, or sleep.



@Snickelsox

Queen Heart

@Snickelsox

This undead queen bee is indistinguishable from other queen bees without arcane inspection as radiates an evil aura to those who can detect it. While one is needed to create a mummbee or mummbee lord, only a mummbee lord can create more of them. Once it has been used to create a mummbee lord, it carries the will and power of the lord within itself. If the mummbee lord is killed, it will flee the body and try to find another similarly sized corpse and burrow into it. Once it has consumed the corpse's heart it will exert its will on the body, reviving the mummbee lord to its full strength after 24 hours. If the mummbee queen is killed, the mummbee lord will perish permanently. Queens inside a regular mummbee are not strong enough to survive the death of their host.

@Snickelsox ZOMBEE

Medium undead, neutral evil

Armor Class 8

Hit Points 30 (4d8 + 12)

Speed 20 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	4 (-3)	8 (-1)	5 (-3)

Saving Throws Dex +1, Wis +1

Damage Immunities poison

Condition Immunities charmed, poisoned, frightened

Senses passive Perception 9

Languages bee, understands the languages it knew in life but cannot speak

Challenge 1/2 (100 XP)

Undead Fortitude (1/day). If damage reduces the zombee to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombee drops to 1 hit point instead.

Bee Filled. The bees inside the zombee will attempt to stabilize the creature, making it recover 1 hit point at the start of its turn if it is not at 0 hit points. When the zombee dies, the bees will burst out and become a Swarm of Insects.

@Snickelsox

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage and 3 (1d6) poison damage.

Bee Fling. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* 4 (1d6+1) piercing damage and 3 (1d6) poison damage.

As the name implies, these creatures are mindless undead, controlled by a smattering of isolated bees. They lack a queen within their body and rely on the instructions of nearby queens. Without instruction, they begin to shamble aimlessly towards the nearest thing they can pollinate. They are known to stomp into fruit or flower gardens, where they begin rolling around in whatever plants they can find.

MUMMBEE QUEEN HEART

Tiny undead, lawful evil

Armor Class 10

Hit Points 10 (4d4)

Speed 5 ft., burrow 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	10 (+0)	4 (-3)	12 (+1)	8 (-1)

@Snickelsox

Damage Immunities all except fire damage

Senses darkvision 60 ft. passive Perception 11

Languages bee

Challenge 1/8 (25 XP)

Flesh Burrow. The queen can burrow into flesh as easily as dirt.

@Snickelsox

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, one target in the queen's space. *Hit:* 2 (1d4) piercing damage.