

# MUMMBEE LORD @Snickelsox

Medium undead, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 127 (15d8 + 60)

**Speed** 40 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	11 (+0)	20 (+5)	17 (+3)

**Saving Throws** Dex +7, Con +10, Int +6, Wis +11, Cha +9

**Skills** Perception +11, History +6, Religion +6, Survival +11 @Snickelsox

**Damage Immunities** necrotic, bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Vulnerabilities** fire

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, poisoned, prone

**Senses** passive Perception 15

**Languages** bee, the languages it knew in life

**Challenge** 17 (18000 XP)

**Swarm Move.** When moving, the mummbee can choose to become a swarm of bees, collecting into a solid form again when it stops moving. As a swarm, opportunity attacks against it have disadvantage, it can move through another creature's space or through any opening large enough for a Tiny insect, and it has a flying speed equal to its walking speed. If it moves through a creature's space, that creature must make a Constitution saving throw (DC 18) taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

**Magic Resistance.** The creature has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** The queen heart of a mummbee lord will seek out a humanoid, living or dead, and replace its heart with itself. After 24 hours, the mummbee lord will be revived in the new body, regaining all its hit points and begin moving back towards its lair. @Snickelsox

**Spellcasting.** The mummbee lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The mummbee lord has the following cleric spells prepared:

Cantrips (at will): *sacred flame, thaumaturgy*

1st level (4 slots): *command, guiding bolt, shield of faith*

2nd level (3 slots): *hold person, silence, spiritual weapon*

3rd level (3 slots): *animate dead, dispel magic*

4th level (3 slots): *divination, guardian of faith*

5th level (2 slots): *contagion, insect plague*

6th level (1 slot): *harm*

## ACTIONS

**Multiattack.** The mummbee can use its Dreadful Buzz and makes one attack with its infesting whip.

**Dreadful Buzz.** The mummbee lord vibrates with a terrible magical echo. Each non-undead creature within

60 feet of the mummbee, that can hear the sound, must succeed on a Wisdom saving throw (DC 17) against this magic or become frightened until the end of the creature's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Buzz of all mummbees for the next 24 hours.

**Infesting Whip.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 13 (3d6+3) slashing damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on Constitution saving throw (DC 18) or be infested with mummbee larvae. The infested target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse as the larva consume it from the inside. If the infestation reduces the target's hit point maximum to 0, the target dies, and it becomes a mummbee in 24 hours. The infestation lasts until removed by the remove curse spell or other magic. @Snickelsox

## REACTIONS

**Swarm Dash.** After the mummbee takes damage, it can use its reaction to take the dash action.

## LEGENDARY ACTIONS

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

**Attack.** The creature makes one attack with its infesting whip or uses its Dreadful Buzz

**Blinding Pollen.** A swarm of bees swirl around the mummbee lord. Each creature within 5 feet of the mummbee lord must succeed on a DC 18 Constitution saving throw or be blinded and take an additional 3 (1d6) piercing damage from insects until the end of the creature's next turn.

**Otherworldly Buzz (Costs 2 Actions).** The creature creates a sound from beyond this realm. Each non-undead and non-insect creature within 10 feet of the creature that can hear the terrible sound must make a Constitution saving throw (DC18) or take 11 (2d10) necrotic and 11 (2d10) force damage. @Snickelsox

**Swarm Magic (Costs 2 Actions).** Until the end of the mummbee lord's next turn, any spells it casts also summon a small swarm of insects. Dealing an additional 3 (1d6) piercing damage per level of spell against the target when the spell is first cast. This only adds damage to directly damaging spells.

**Insect Vortex (Costs 2 Actions, 3/day).** The mummbee lord can move up to double its movement speed, engaging the Swarm Move ability as part of this action. When it reverts to its normal form an allied Swarm of Insects is spawned.