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Mummbees

Forbeeden Undead

Mummbees are a peculiar type of mummy, born of the horrible union of dark magic and bees. Their base appearance is not much different than a traditional mummy, except for their wrappings, which follow an alternating black and yellow pattern. When close to a mummbee (a place no sane adventurer should be) a dreadful buzzing can be heard. Even closer inspections will reveal a hive carved into the desecrated flesh of their torso. @Snickelsox

Dreadful Deaths. Mummbees are created in much the same way as other mummies, with a few major exceptions. A corpse's organs are removed, all except the heart, which is preserved to be as fresh as possible with special herbs and oils. Then an undead insect, a Mummbee Queen, is placed in the open chest. It begins devouring the heart, intertwining its energy and will with the host body. While the heart is consumed, all the other internal organs are placed back into the body, having been treated with the same preserving salves as the heart. The creature is then wrapped in its arcane linens and laid to rest.

Dark Harvest. After the ceremony, the Mummbee queen will begin the work of creating a colony inside its new body. The remaining internal organs are quickly consumed by the queen and its hungry offspring. In a wretched attack against nature, every larva is born undead, the evil magic inside the abomination allowing them to grow into full sized bees, despite this vile oxymoron. The hive will use the organs to create mummbee honey, storing it in the skull of their host for later use. After a few weeks of activity, the bees will become dormant, waiting until they are awakened by trespassers or the will of whatever evil thing created them.

MUMMBEE

Medium undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 105 (14d8 + 42)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	12 (+1)

Saving Throws Dex +3, Wis +3

Damage Immunities necrotic, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Vulnerabilities fire

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

Senses darkvision 60 ft. passive Perception 10

Languages bee, the languages it knew in life

Challenge 5 (1800 XP)

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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 14) taking 7 (2d6) piercing damage on a failed save, or half as much on a successful one.

ACTIONS

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

Dreadful Buzz. The mummbee vibrates with a terrible magical echo. Each non-undead creature within 30 feet of the mummbee, that can hear the sound, must succeed on a Wisdom saving throw (DC 12) 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 (but not mummbee lords) for the next 24 hours. @Snickelsox

Infesting Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on Constitution saving throw (DC 14) 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 zombee in 1 week. The infestation lasts until removed by the *remove curse* spell or other magic.

REACTIONS

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