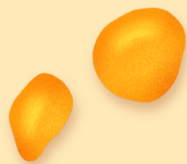




BEES

... a bee-themed supplement ...





BEES



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- ◆ **Scaling Tables:** Courtesy of Ettin Entertainment
- ◆ **Special Thanks:** Jaybird Games



CONTENT ADVISORY

This supplement draws on real-life lore about bees and insects. Nature can be disturbing at times, and it doesn't share the same morals or values as humans. While writing this content, we aimed to include nods and references to real-life facts, but we took care to handle the most unsettling aspects of nature thoughtfully.

You may encounter these sensitive topics:

Death • reproductive sacrifice • sibling combat • civilizational collapse • parasitism • body horror • forced servitude • coercion • exploitation • intrusive thoughts • exile • fall hazards

When using this supplement, be mindful of your players' boundaries and potential triggers. Feel free to soften, re-flavor, or skip any content that touches on the above triggers for your own table to make it as comfortable and fun for everyone involved!

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INTRODUCTION

WELCOME

A warm welcome to all bee enthusiasts, hobby entomologists or Daggerheart fans looking for some extra sting in their campaign.

This is BEES - a Daggerheart-compatible supplement buzzing with bee-themed adversaries, environments, equipment, NPCs, adventure ideas and much more! You will find entries for every Tier of play as well as scaling information, so that you can surprise your party with the Beenado as early as level 1. **All the additions listed in this book will fit any heroic fantasy story**, though the designs lean more towards the cozy and whimsical. But fret not, this does not mean the bees, wasps and hornets in these pages should be underestimated - on the contrary!

In addition, **our design philosophy involves getting inspired by nature itself**. As hobby beekeepers and Daggerheart enthusiasts, we aim to share our knowledge with you, dear reader. Throughout this book, you will find a lot of real-life lore to inspire and entertain you in the form of Fun Facts. For example...

DID YOU KNOW...

Bees have been brought to outer space already, and they are still able to build perfectly fine honeycombs there.

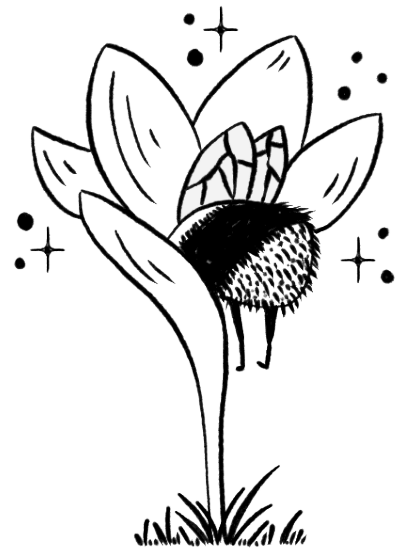
HOW TO USE THIS BOOK

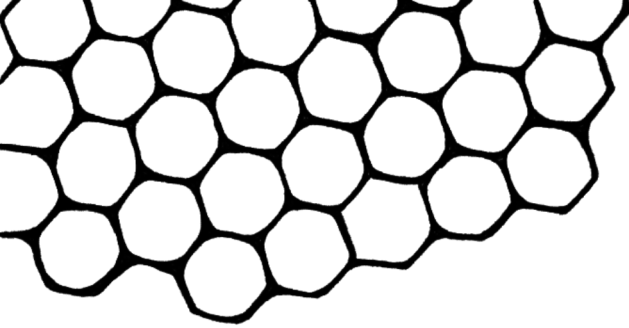
BEES is a Daggerheart-compatible supplement meant to be used by a Game Master (GM) with access to the Daggerheart Core Rule Book or the Daggerheart System Reference Document (SRD). **For rules and guidance on how to run and play Daggerheart, please read one of the above mentioned resources.**

When designing and balancing all the entries in this book, we utilized both the [official Daggerheart Homebrew Kit](#) as well as the excellent ["Guide to Making Custom Adversaries"](#) by [RightKnight](#).

Every table plays differently and we are sure that eventually some crafty players or GMs will find ways to break any or all of the following entries. This is totally expected. **We encourage everyone to reach out and let us know when they find something worth rebalancing or changing altogether!**

We challenge you and your table to spot all the references in the adversaries features!

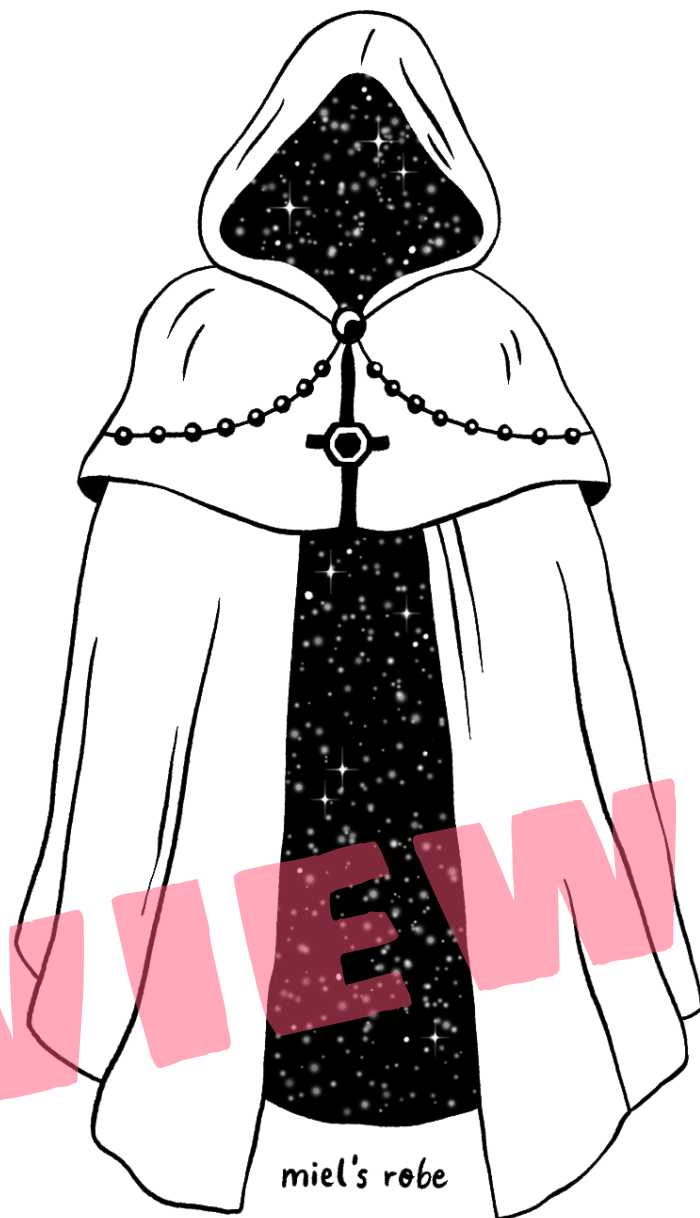




HERE IS EVERYTHING YOU WILL FIND IN THIS BOOK...

- ◆ **24 Adversaries:** Watch out for the fluffy Bumblebutt, the Wasp Scraps who never learned what personal space means or the fearsome Hornet Queen ready to defend their hive at all costs.
- ◆ **6 Environments, including 3 Adventure Environments:** Whether you want to raise your own bee, learn to fly like one or command a large aerial battle between two hives - these versatile environments will keep your table buzzing with excitement.
- ◆ **14 Equipment Options:** 6 primary and 4 secondary weapons as well as 4 armor pieces are waiting to be picked up and wielded.
- ◆ **24 Items:** 20 consumables of all rarities and 4 exciting items want to be explored and used - they are a treat for every loot-conscious adventurer!
- ◆ **5 NPCs, including Quest Hooks:** Pick up Dave and help him find a new home or meddle with Miel in powerful mellomancy! Each new NPC has their own hopes and desires and they come with two quest hooks each for you to create a story line on the spot.
- ◆ **4 Adventure Hooks:** Pick one of the hooks that come with suggested environments to kick off a one-shot or even a mini campaign filled with bees.
- ◆ **New Downtime Move:** In this book, you will find the new downtime move "Bloomcraft" using the newly provided consumable items. Refine them into much stronger versions to gain powerful personal buffs.
- ◆ **Bee Fun Facts:** 22 fun facts that you might not yet know about bees, ready to broaden your horizons. They might even make you fall in love with bees, so bee-ware!

Now, go forth dear reader and explore the following pages filled with BEES. May they bring you as much joy as they brought us in creating them!



SCALING FOR EVERY TIER OF PLAY

We want to make sure every adversary and environment in this book is accessible for each Tier of play. Regardless if your group is level 1 or level 8, we want you to have fun with Randall the Vandal, a fearsome honey badger, on any Tier.

Our friends and collaborators of [Ettin Entertainment](#) created an immensely helpful reference guide for rules and scaling. They were kind enough to let us bundle it together with this book. In there, you will find guidance on running and scaling adversaries and environments for all Tiers!

Additionally, the armor and weapons in this book will have scaling values for each Tier. The items and consumables are versatile enough to be usable at every level.

THE WORLD OF "BEES"

THE APOCRITS

To the ignorant eye, Apocrits may be mistaken for Faeries. Though their ancestors do have ties to Fae, Apocrits are distinctly their own kind. **They have membranous wings, a head with two large compound eyes and strong mandibles, a slender torso and a rather large abdomen, housing all vital organs, including a venomous stinger.**

There are different subtypes of Apocrits, ranging from bee to wasp and hornet – each stranger and richer than the last. Unlike their insectoid counterparts, **Apocrits can grow up to 7 feet tall – some were even observed acting as flying mounts for trusted adventurers.**

Apocrits live in hives of up to 10,000 individuals and **they developed the most advanced form of collaboration.** Each member has their task inside the hive and fulfills it to the advancement of the collective. Information does not need to be exchanged by words alone but can be achieved by utilizing their excellent olfactory scent and occasionally even interpretative dance. This does not mean that they never talk to each other. On the contrary – Apocrits reserve spoken language for culture and social occasions, setting aside anything unrelated to work and hive matters. For everything else, they rely on their pheromonal language.

By constantly scanning the interplay of their pheromones, the hive stays informed about the status and needs of the collective – whether more food is needed, space is running short, or danger is afoot.

Even though Apocrit hives have queens, they cannot be considered monarchies but rather technocracies: governing bodies ruled by the highly skilled workers of each hive. The exceptions are colonies of bumblebee-type Apocrits where every member bestows upon themselves a royal title.

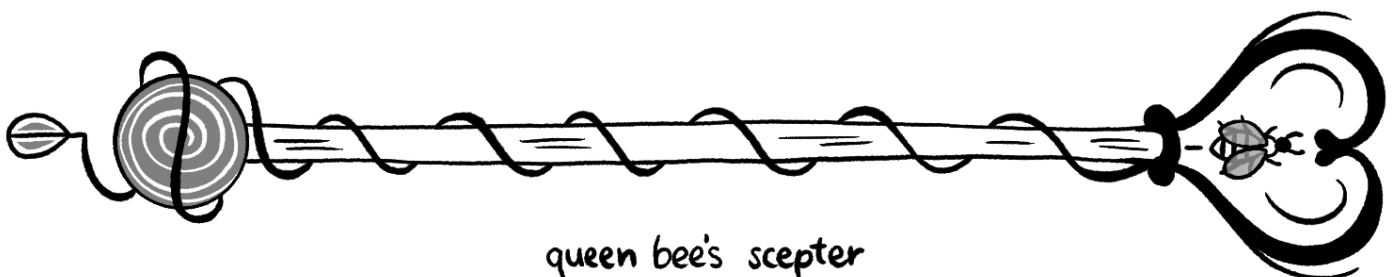
A newborn Apocrit goes through three distinct developmental stages: larval, pupal and adult stage. **As an adult, their life span is limited and based on the amount of flying activity throughout their life.** It ranges between 10 years in heavy flyers and 30 years in individuals that rarely employ their wings.

Each Apocrit hive varies in culture and behavior depending on its type. Bee-types are collaborative, efficient, and altruistic. Wasp-types, on the other hand, are chaotic, scrappy, and ruthless, whereas hornet-types consider themselves the highest form of Apocrit culture and the protectors and arbiters of nature.

To the rest of the world, Apocrits remain enigmatic as their homelands are far away from any civilization and hence, rarely visited. **There are rumors of Apocrits wielding powerful and dangerous honey magic,** though whether this is an arcane marvel or merely a campfire story is heavily debated. To those in the know, however, this magic is called **mellomancy** and as powerful as they say.

DID YOU KNOW...

"Apocrita" is the scientific name for a subgroup of insects that includes bees, wasps and even ants, making them all closely related.



DID YOU KNOW...

In 17th century New England, it was deemed essential to inform a beehive about unfortunate events in the beekeeper's life, like the death of a loved one. This ritual, known as "telling the bees", was taken very seriously as neglecting it was thought to drive the bees away or cause them to die.

MELLOMANCY

Mellomancy, in its purest form, is the art of transforming the gifts of nature into entirely new marvels. **The Apocrit call them their wonders – wax, propolis, and, most wondrous of all, honey.** Nowadays, knowledge of mellomancy is in decline and sometimes actively frowned upon. Fewer and fewer Apocrits are aware of its secrets and how to wield it, though they all remain unknowing practitioners of it. Mellomancy is not just a bodily process but a form of magic that draws on nature's own arcana.

Apocrit mellomancers throughout the ages experimented with their magic. With each advancement, more and more knowledge was gained on how to shape, form and utilize honey, wax and propolis into new and unexpected ways for the benefit of life itself. Each wonder served not one purpose alone but many. **Honey is not only a high-energy food source. When used as a spell component, it channels nature's magic directly.** The mellomancers of the past were responsible for the rapid advancement of Apocrit civilization.

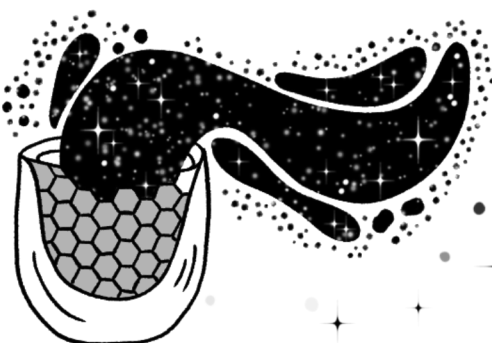
But as bright as the Apocrits' future once was, light inevitably casts shadow. Corrupt mellomantic practices were carried out in secret. For all the good this magic could do, it could also bring destruction and sorrow. And so, one day, mellomancy was employed to destroy rather than create in what was called the "Scourge". Back then, Apocrit civilization was

not as widespread as today and only confined to a single forest.

The knowledge of who unleashed the Scourge has been lost, only its aftermath remains. **A titanic arcane storm was summoned causing devastation where it went.** It seemingly fed from each and every hive, gathering strength as it marched forward, destroying flora, fauna, hives and Apocrit alike. It was a disaster hitherto unseen in this world.

The ancestors of today's Apocrits were the survivors of this catastrophe – and they were painfully few. **The survivors decided to ban open mellomancy and employ strict protective measures so that this Scourge would never be seen again.**

Nowadays, only a handful of mages actively practice and experiment with mellomancy. Interestingly, regular folk might also call themselves mellomancers. **Every adventurer who has ever used honey in their cooking has unknowingly performed a mellomantic ritual, causing the resulting dish to be magically enhanced and of an especially protective nature.** The same goes with employing wax for creating ritual candles or propolis as adhesive. **The three Apocrit wonders should never be underestimated, nor mellomancy forgotten.**



honey magic



wax candle



propolis crystal

DID YOU KNOW...

In Norse mythology, the dwarfs Fjalar and Galar killed Kvasir, a being born from two warring gods, and mixed his blood with honey, thus creating the Mead of Poetry. A mead so potent, it imbued the drinker with poetic mastery and wisdom, eventually leading to the introduction of poetry to mankind.

MIEL (THEY/THEM)

Solitary bee artificer and arch-mage of mellomancy

Brilliant, eccentric, energetic, resourceful

Difficulty: 14

Ambitions: Miel aims to find new and exciting ways to enhance everyday tools with mellomancy to create a better world for everyone in it. Though, cracking all of mellomancy's secrets and preventing any misuse by others is paramount to them.

Concerns: They fear the improper and unethical use of mellomancy. Many malicious forces have experimented with it before and created abominations. They are afraid that one day, these forces will create something that cannot be contained.

Since their larval stage, Miel has been fascinated by the three Apocrit wonders produced by their kind: wax, propolis and honey. Their grandmother, the royal mellomancer of a now lost hive, taught them the arcane knowledge hidden in these seemingly mundane substances – how to produce, shape and manipulate their flow. And so, they became a mellomancer. But where their grandmother focussed on the spiritual, their mother was more aligned with the material world. From her, they learned the craft of an artificer.

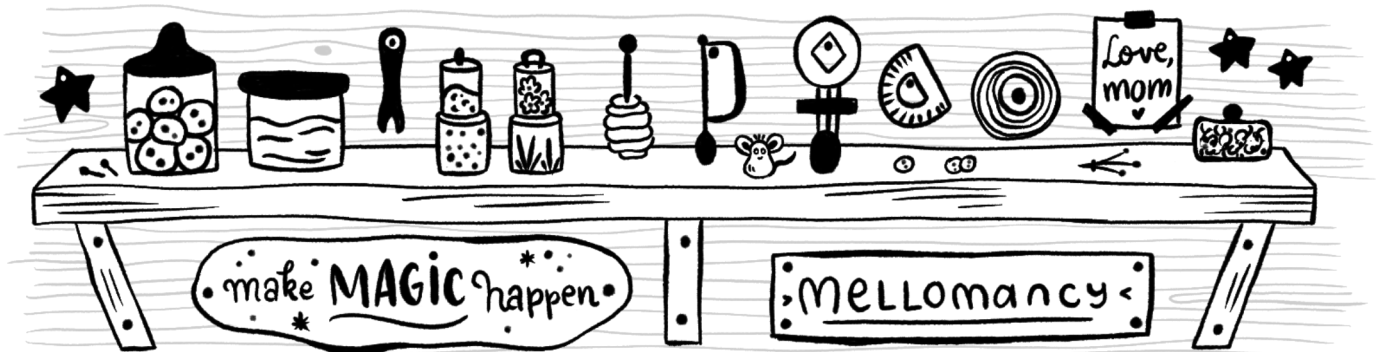


Nowadays, Miel lives alone in a hidden workshop where they are honing their skills as the first mellomantic artificer. There, they experiment with the three Apocrit wonders, fusing them into tools, weapons and armor. Even though they are usually very careful with their magic, it sometimes happens that a test backfires. However, for scientific progress, to truly understand mellomancy, they would do anything. Under their careful hand, mellomancy will see a new and safe age of recognition – that's what they promised their two mother figures.

How does the mellomancy manifest in them or their workshop? How does your character react to the honey magic?

POTENTIAL QUEST HOOKS

- ◆ Miel needs a few key ingredients for an important experiment or urgent ritual. These ingredients are hard to come by, and they cannot leave their workshop to retrieve them themselves.
- ◆ A hostile wasp hive apprehended Miel and is now forcing them to perform mellomancy against their will. There are even rumors they attempt to siphon their magic to summon the biggest scourge mellomancy has ever produced – the Beenado.



ADVENTURE ENVIRONMENTS

HIVE NURSERY

The nursery is responsible for the care and rearing of newborn Apocrits. It is a demanding task, ensuring the whole process, from egg to larva, through to the final preparation for metamorphosis, is carefully seen to.

Impulses: Educate, take responsibility, care for the larvae

Difficulty: T1: 12 | T2: 14 | T3: 16 | T4: 18

Potential Adversaries: Shield Mites

PREMISE

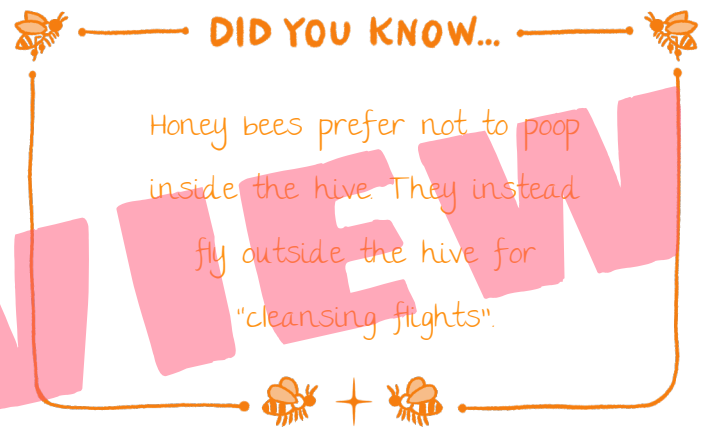
The hive nursery needs hands for a variety of jobs. The PCs can potentially even foster a bond to a newborn Apocrit, if they perform their tasks well enough:

- ◆ Building and repair of brood cells
- ◆ Cleaning out cells
- ◆ Preparation for new eggs
- ◆ Securing of eggs in prepared cells
- ◆ Constant feeding of larvae with pollen and nectar
- ◆ Mental support and education to prepare for metamorphosis
- ◆ The closing off of cells for the final step in maturation

PCs who choose to help out or willingly learn the job will be asked to make an action roll of their choice for each task to see how well they perform it.

Performing the different tasks well will lead to the respect of the hive.

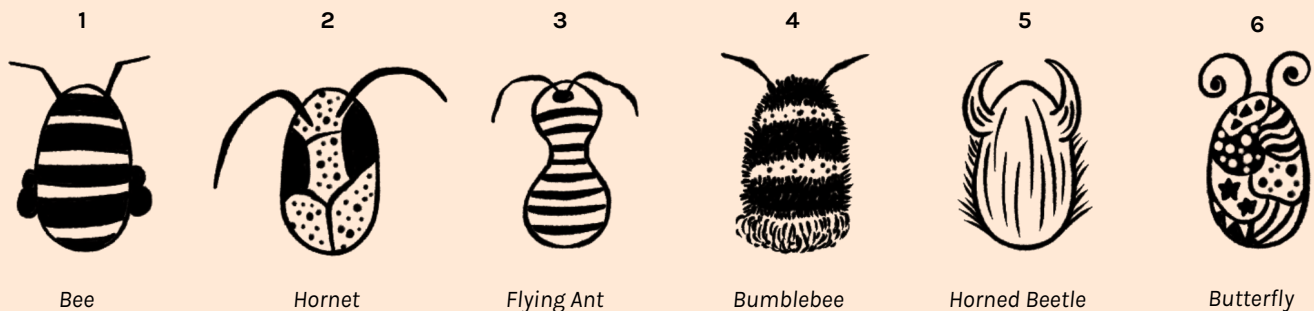
How do you react to the tasks at hand? Which tools or skills do you use to make it easier on yourself or the hive?



GAME MECHANIC

PCs can choose to become responsible for the **rearing of a specific egg and oversee its care, education and metamorphosis** - potentially even forming a bond with a particular Apocrit.

PCs may **roll a d6** or directly choose a specific Apocrit egg:



Each PC choosing an egg starts a Long-Term Countdown (4). **Once per long rest**, they can make an appropriate action roll and perform a task relevant for the current developmental stage.

DEVELOPMENTAL STAGES

Developmental stages need to be passed in the following order:

(4) Egg stage



Securing and protecting the egg in a rearing cell

(3) Larval stage



Provide uninterrupted feeding of the larva

(2) Education stage



Teach or train the larva the ways of an Apocrit

(1) Metamorphosis stage



Prepare the larva for the metamorphosis and see it through (1 long rest)

To see if and how each individual countdown ticks down after an action roll related to the specific stage, refer to the list below:

- ◆ **Critical Success:** Tick down the countdown by 1. Additionally, gain advantage on the action roll for the next stage.
- ◆ **Success:** Tick down the countdown by 1.
- ◆ **Failure: Spend a Hope** to repeat the action roll or roll your Duality Dice. When the Fear Die is higher, the hive takes over the responsibility for the egg – remove your countdown. When the Hope Die is higher, tick down the countdown by 1.

Once all stages are passed and the metamorphosis has finished, a fully developed Apocrit is born. If a PC successfully manages each step of the process, they have formed a bond to the Apocrit.

Which egg did you choose and why? How and what are you teaching your larva?

HIVE NURSERY FEATURES

Sneaky Mites – Action: Spend a Fear to summon Shield Mites equal to the number of PCs. They are Hidden and immediately take the spotlight, using their “Hold That For Me” feature to try to hide their eggs inside a rearing cell right before it is closed off for metamorphosis. Cells that hold a Shield Mite egg gain disadvantage on action rolls aimed to further their development.

What distracts you in this moment? How do you protect the cells?

Prison Break – Action: A newly formed Apocrit struggles to finish their metamorphosis or to leave a rearing cell due to different circumstances. A PC makes an action roll of their choice to help out.

How do you realize something is amiss? What do you do to help?

Slippery Larvae – Reaction: When a PC rolls a Failure with Fear during a task, they lose control of the egg or larva and it slips away, threatening to get hurt. They must succeed on an Instinct Reaction Roll or run the risk of angering the hive or even losing access to a bonding attempt.

What causes the larva to be so difficult to grasp? How do you carry yourself to not anger your hosts?

DID YOU KNOW...

The difference between a worker bee and a queen bee is their diet during childhood. The queen bee larva is fed royal jelly, a special secretion that causes it to develop into a queen bee.

ADVERSARIES

When using the following adversaries, feel free to scale them up or down, depending on your table's needs. You can find guidance to do so in the provided "Quick Reference Guide for Rules and Scaling" by Ettin Entertainment (bundled with this supplement)!

TIER 1

BUMBLEBUTT

Tier 1 Social

A giant fluffy yellow and black bumblebee-type Apocrit with a rotund body and short legs and wings. Their clumsiness causes them to be a disturbance wherever order is preferred. They know about their shortcomings and do not tire to apologize for it.

Motives & Tactics: Gather pollen and nectar, apologize for inconveniences, overwhelm with kindness

Difficulty: 10 | Thresholds: 8/16

HP: 4 ○○○○ | Stress: 3 ○○○

ATK: -3 | Headbutt: Melee | 1d4-1 phy

FEATURES

Membranous Wings - Passive: You have the ability to fly and move up to Far range during your spotlight.

Sorry, Sorry - Passive: The Bumblebutt flies around the environment in a random pattern in search for sustenance while ignoring any party currently engaged. They will move to Far range during their spotlights. If they collide with an obstacle like a solid object, they change direction and will apologize for the inconvenience. If a PC or adversary is hit, they are pushed to Very Close range.

Bumblebutt - Action: Mark a Stress to make a standard attack against a target. On a success, instead of dealing damage, a target of the same size or smaller than the Bumblebutt becomes Vulnerable until their next spotlight and marks a Stress as they are engulfed by the Bumblebutt.

Make Yourself Useful - Reaction: A Bumblebutt can be convinced to take a side and fight. A party attempting to gain the allegiance of the Bumblebutt needs to present a gift to them and succeed on a Presence Roll (12). PCs and adversaries can both attempt this. The successful party gains the Bumblebutt's allegiance until the end of the scene or when the Bumblebutt marks their last HP or Stress.

BULWARK LARVAE

Tier 1 Horde (3/HP)

A squad of blubbery, thick Apocrit larvae, encased in reinforced armor made of wax and propolis. Their strong mandibles are perfect for munching through anything that is coming close to their mouths.

Motives & Tactics: Consume, destroy defense, distract

Difficulty: 11 | Thresholds: 10/12

HP: 6 ○○○○○○ | Stress: 2 ○○○

ATK: -1 | Nibble: Melee | 1d8+3 phy

FEATURES

Horde (1d8+3) - Passive: When the Bulwark Larvae have marked half or more of their HP, their standard attack deals 1d4+3 physical damage instead.

Go For The Hard Parts - Action: Make a standard attack against a target in range. On a success, deal half damage rounded up and the target must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).

Oh, Food's That Way - Reaction: When a PC offers food to the Bulwark Larvae, they become temporarily Distracted. While Distracted, they cannot get spotlighted as they are busy devouring the food.

SHIELD MITE

Tier 1 Skulk

A puppy sized, chestnut colored mite with short legs and an uncanny ability to blend in with the environment. Their broad, oval shell resembles a shield.

Motives & Tactics: Hide in plain sight, lay eggs and spread, suck blood

Difficulty: 10 | Thresholds: 5/10

HP: 3 ○○○ | Stress: 3 ○○○

ATK: +1 | Bite: Melee | 1d4+4 phy

FEATURES

Hiding In Plain Sight - Action: Become Hidden until the Shield Mite's next attack. Attacks made while Hidden from this feature are made at advantage.

Hold That For Me - Action: While Hidden, sneak up on a PC and attempt to hide an egg inside their backpack. That PC must succeed on an Instinct Reaction Roll (12) or become Egged. While Egged, after a long rest, the egg will hatch into a tiny Hidden Shield Mite that starts sucking on the life force of their new host. The PC removes 1 HP Slot. Once per long rest, a PC may make an Instinct Reaction Roll. On a success, they realize the parasite on the Egged PC and detach it, removing the condition and with it the lost HP Slot.

DID YOU KNOW...

The scientific name for bumblebees is "Bombus".

BEE SOLDIER

Tier 1 Standard

A bee-type Apocrit soldier standing about 5 feet tall with a stinger spear and hardened wax armor, ready to defend the hive.

Motives & Tactics: Defend, drive back intruders, intimidate

Difficulty: 12 | **Thresholds:** 6/10

HP: 4 ○○○○ | **Stress:** 2 ○○

ATK: +1 | **Stab:** Very Close | 1d4+3 phy

FEATURES

Membranous Wings - Passive: You have the ability to fly and move up to Far range during your spotlight.

Swarming Tactics - Passive: If the Bee Soldier makes a successful standard attack and another Bee Soldier is within Very Close range of the target, deal **1d6+3** physical damage instead of their standard damage.

Just A Warning - Action: When there is at least one other Bee Soldier in Close range, they attempt to intimidate a target. A targeted PC must succeed on a Presence Reaction Roll or become *Intimidated*. While *Intimidated*, they must either use their next spotlight to move to Far range away from the Bee Soldier or mark 2 Stress. Either option will end the condition.



DID YOU KNOW...

Bees are not out for blood. They will only use violence and their stinger as a last resort defense mechanism, since it will kill them.



STINGER

Tier 1 Minion

A 3 feet tall bee-type Apocrit grunt ready to give their life for the hive.

Motives & Tactics: Defend, destroy, rush the attackers

Difficulty: 10 | **Thresholds:** None

HP: 1 | **Stress:** 1

ATK: 0 | **Bite:** Melee | 2 phy

FEATURES

Membranous Wings - Passive: You have the ability to fly and move up to Far range during your spotlight.

Minion (4) - Passive: The Stinger is defeated when they take any damage. For every 4 damage a PC deals to the Stinger, defeat an additional Minion within range the attack would succeed against.

Feel The Sting - Action: Rush into Melee range of a target in Far range and make a standard attack. On a success, deal standard damage and the target must succeed on a Strength Reaction Roll or become *Irritated* until they clear at least 1 HP. While *Irritated*, reaction rolls are made with disadvantage. This attack leads to the defeat of the Minion.

DID YOU KNOW...

Bees are avid dancers! They do a 'waggle dance' to communicate the location of a high-yield food source. The intensity of the waggle indicates the quality of the food source, the angle in which the bee waggles shows the direction relative to the sun and the length communicates the distance from the hive to its location.



ITEMS

POLLEN POUCH



A flaxen pouch made to collect and store pollen. Can be attached to a belt for ease of access.

Effect: When you would mark HP due to an attack from Melee range, throw some pollen towards your attacker to potentially lessen the impact.

Roll your Hope Die:

- ◆ 7+: Reduce the damage by one threshold.
- ◆ 12: Reduce the damage to 0.

You can carry two charges of this effect in the pouch. To refill the pouch, you must succeed on a Knowledge Roll while in a naturally verdant environment.

FREE-BEE



A small enchanted wood-carved and colored statue in the form of a bee, used as a gift.

Effect: Can be gifted as part of an attempt to try to convince or deceive a target. Gain a +2 bonus to that Presence Roll.

After a long rest, the Free-Bee will animate and return to its previous owner, after which it becomes an inanimate object again.

EMERGENCY WINGS



Intricately woven artificial wings made of propolis enhanced spider silk. Can be quickly deployed in a pinch.

Effect: Spend a Hope to deploy the wings and gain the ability to glide until the end of the scene. You can carry a target your size or smaller.

While the wings are deployed, mark a Stress to hover in place until the start of your next spotlight.

BEE FINDER COMPASS



A compass enchanted with mellomancy. Its readout is provided by a holographic dancing bee.

Effect: Gain a +3 bonus on action rolls aimed to find a protected place to camp or hide. On a success, roll your Hope Die:

- ◆ 1-3: The place houses an aggressive beehive.
- ◆ 4-11: The place is uninhabited.
- ◆ 12: The place houses a friendly and even helpful beehive.

NEW DOWNTIME MOVE

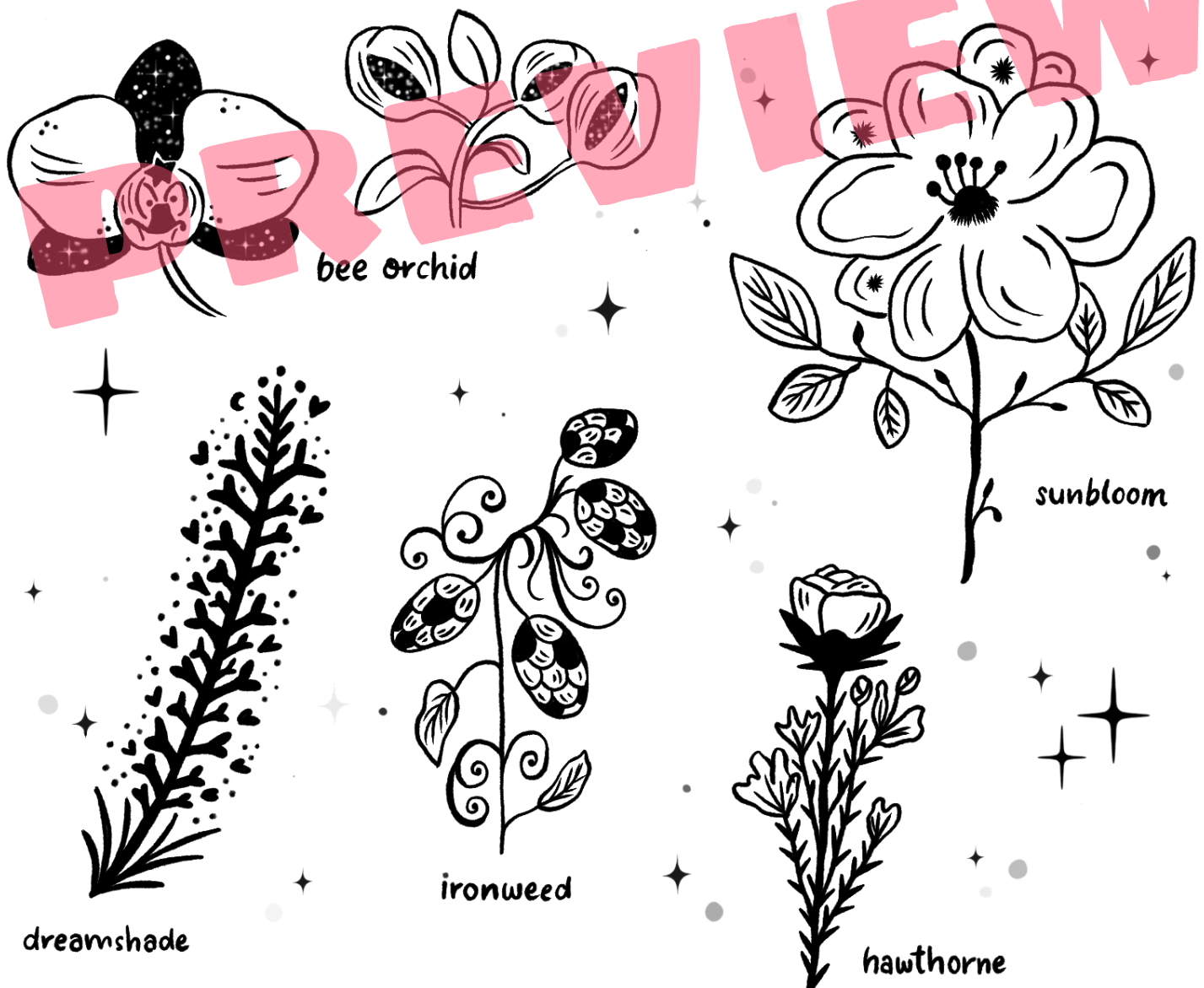
When you bring this supplement into your world, your PCs may find certain items during their adventures or when using the “Harvest Run” environment (see p. 17). These consumable items can be refined by using the downtime move “Bloomcraft”, available during both short and long rests. You may decide to have Bloomcraft only available to certain characters who have a strong connection to nature or who succeed on an Instinct or Knowledge Roll. On their own, these consumables will provide a Hope upon consumption. Though when successfully refined, they will gain powerful effects.

Bloomcraft: Describe how you refine the available items listed in the Bloomcraft table. Which tools or other materials do you use? Do you know a certain technique or spell that might aid you in the process?

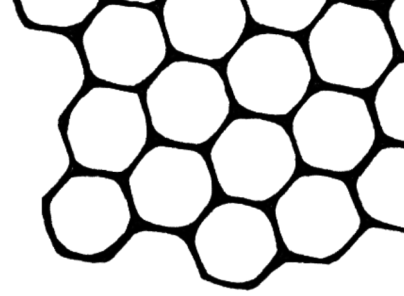
Roll your Hope Die to determine the outcome of the refinement procedure. When two PCs are working together, they roll two Hope Dice to determine the outcome and take the higher.

Bloomcraft

CONSUMABLE	RESULT: 1	RESULT: 2-8	RESULT: 9-12
Hawthorn Powder	unsuccessful; the item is lost	Gain 1 Prickly Paste	Gain 1d2+1 Prickly Paste
Dreamshade Dust	unsuccessful; the item is lost	Gain 1 Umbral Haze Dust	Gain 1d2+1 Umbral Haze Dust
Bindweed Haze	unsuccessful; the item is lost	Gain 1d2 Slither Seeds	Gain 1d4+1 Slither Seeds
Sunbloom Pollen	unsuccessful; the item is lost	Gain 1 Iboga Draught	Gain 1d2 Iboga Draught
Ironweed Bloom	unsuccessful; the item is lost	Gain 1 Propolite Resin	Gain 1d2 Propolite Resin
Bee Orchid Amber	unsuccessful; the item is lost	Gain 1d2 Umbral Veil Dust	Gain 1d4+1 Veil Dust



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honeyed bee-day cake

DID YOU KNOW...

When the weather gets hot and humid, worker bees will cluster on the outside of their hive to help regulate its internal temperature. These masses of bees can look like the hive has grown a beard, and so this phenomenon is called "bee bearding".

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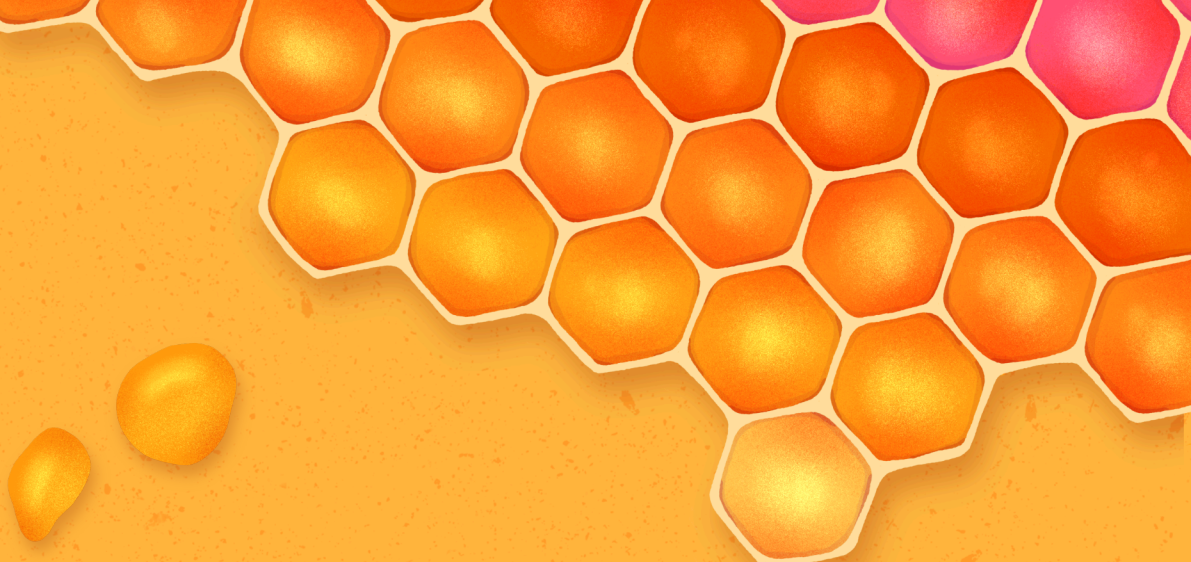
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THIS IS JUST THE BEGINNING...

That was just a tiny glimpse of what's in store for you and your players! We hope you enjoyed it.

If you want more, you can find the full version for sale on all major TTRPG platforms.

We hope to see you at the table again soon!

Bard & Raven

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