

HIVE

In regions where the Demon Lord's shadow has become the darkest, seeping into even the most remote swamps and bogs is where you'll find hives. Tears in the void open up beneath these still waters, distorting and corrupting all the flora and fauna they feed. As a result there are a myriad of insect-infused undead that dwell in these regions, and the hive is one of the more common.

Hives are the undead husks of people thought to be once possessed by a malignant insect spirit. The reality though, is that of a parasitic hivemother born of the void that feeds on her victim little by little and eventually turns the entire host body into a hive itself. As it hatches thousands of larvae, the hive structure itself blossoms from the chest cavity, splaying the ribcage open and causing the spinal column to sag, held leaning over by the weight of the remains of its head.

The host's vocal chords somehow remain intact during this transformation, allowing hives retain the ability to produce loud, wheezy, choked moans and screams. These screams are the only semblance of humanity left within a tangled mess of protruding bones, ravenous insects, and rotting flesh.

HIVE

DIFFICULTY 10

Size 1 frightening undead

Perception 10 (+0); shadowsight

Defense 9; **Health** 25

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 12 (+2)

Speed 8

Immune damage from disease and poison; gaining insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned.

Headshot When the total of an attack roll with a weapon against a hive is 20 or higher, the hive takes damage equal to its Health instead of the weapon's normal damage.

Disconcerting Moan The hive emits an incessant and preternatural wail when it senses living creatures within short range. Creatures hearing this for the first time must make a Will challenge roll or gain 1 insanity. Creatures that already have at least 1 insanity make this roll with 1 bane.

Piercing Scream Any living creature that comes within reach of the hive causes it to begin screaming. These screams can be heard within 20 yards.

ATTACK OPTIONS

Claw (melee) +2 with 1 boon (1d6 + 1)

SPECIAL ACTIONS

Unleash the Swarm The hive releases a cloud of bees that fills a cube of space, 1 yard on a side, to attack one creature it chooses within short range. The cloud remains until the target creature becomes incapacitated or the hive is destroyed, at which point the cloud dissipates. When the cloud appears, the target creature must get a success on a Strength challenge roll with 1 bane or take 1d6 damage and become poisoned for 1 minute. If the target is already poisoned, it instead takes 1d6 extra damage from the poison.

At the end of each round until the cloud dissipates, it moves up to 8 yards toward the target creature. If the cloud enters the target's space, the target must repeat the challenge roll as described above.



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