

THE BEE TRIBE OF ANCHOROME



A Preview into the
Anchôromé Campaign

by Jon Hild



LEGAL

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INTRODUCTION

This short supplement is meant to be a preview into the continent of Anchôromé and all of the potential it holds.

Anchôromé is the northwestern continent of Faerûn which was first introduced in any significant detail in the supplement **FMQ1 City of Gold** by *Jon Nephew* and *Jonathan Tweet*.

While only a small region of Anchôromé known as the Pasocada Basin was given any detail, the greater continent was hinted at. One such land beyond the basin was known as "The Land of the Insect Men," though no further detail was given.

Within a few weeks, a product known as **ANC1 The Anchôromé Campaign Guide** will be released on DMsGuild, followed closely by its first supplement, **ANS1 The Land of the Insect Men**. A bee-like race of humanoids known as the abeil will be given great detail in the supplement, and the Bee Tribe is an offshoot of this insectoid race. If you are interested in running a campaign in this setting, perhaps using one of the Bee Tribe as either a player character or an enemy to overcome could pique player interest.

Perhaps somewhere, in the distant land of Faerûn, one of the Bee Tribe has found his or her way ashore. What kind of reception might the strange creature receive in a city such as Waterdeep or Baldur's Gate?



THE BEE TRIBE OF ANCHÔROMÉ

The Great Spirits have long forsaken the Land of the Insect Men; perhaps because of the soulless, cold nature of its insectoid inhabitants. The Bee Tribe, however, might be the exception to the rule and perhaps one day soon their *Queen of Queens* will join the Great Spirits as an equal.

HISTORY

When Anchôromé appeared on Abeir after the Spellplague, residents of both worlds experienced an upheaval like never before in either of their long and storied histories.

On Anchôromé, the spirit folk known as the *Minnenewah* watched their sky change from a clear azure into the steel gray of Abeir after a wave of transformative, blue-colored energy passed over the land. Earthquakes brought terror and panic to the people, and unknown creatures tested the abilities of the greatest warriors and shamans.

At first they thought the Great Spirits had grown angry with them, but the *Blue Breath of Change* was completely unrelated to the actions of their deities, and the few spirits whom they remained able to commune with informed them of such. In time, the Minnenewah grew accustomed to their new world.

On Abeir, the great dragons were awakened by the upheaval, and tore into the bee folk known as the abeil with a vengeance previously unseen. The primordial protector of the abeil known as Ah'Muzen'Cab was killed in the skies above Anchôromé in a great battle which saw many dragon bodies fall from the sky before the massive bee-lord was taken down. Despite the death of one of their two divine patrons, the abeil also normalized in their new world over time.

The Spellplague, however, was also known for its transformative effects beyond just the geography. As if by design, an entire tribe of abeil were struck by the energy and at first there seemed to be no ill-effects. Once the first young were born to the queen, however, the transformation was plainly apparent. The bodies of the young abeil were no longer covered in bristle-like hairs and many had grown strange fleshy legs without the unguligrade form of the abeil. The abeil knew of many creatures with such extremities, but never had it been seen among them.

The new abeil started to act differently as well. Their behavior became odd as many were less dedicated to the colony and their queen. The colony started to call itself a "tribe" and started to behave much more like its Minnenewah neighbors than the hive-minded abeil. The new abeil were just as in tune with nature as their predecessors, but in some cases even more so. They also started to see their remaining primordial deity, known as the Queen of Queens, as a Great Spirit. In effect, the bee-folk became very much like their neighbor Minnenewah.

Today, the Bee Tribe acts as an intermediary between peoples. They are one of the few with a full understand of Minnenewah and abeil culture. The Bee Tribe have some enemies at home among the mantis-folk of the Land of the Mantis Men (who seem them as a particular delicacy), but otherwise they are ready to explore the rest of their new world.

TERMINOLOGY

This mini-supplement is designed to just give an introduction to the upcoming Anchôromé campaign setting, however, there are terms involved that might be confusing without a copy of *ANC1 The Anchôromé Campaign Guide* available.

Abeil. Bee-people first introduced in the third edition *Monster Manual III*. The abeil appear like elves with strong bee-like features. Their culture has a strong connection to both.

Minnenewah. The Minnenewah are a race of humaooids that are quite similar to humans in appearance and will be a prominent feature of Anchôromé when the book arrives. they primarily live in a large region dominated by open plains known as the Unole.

Great Spirits. The Great Spirits are a collection of deity-like beings in Anchôromé that are more often revered by its people than outright worshiped. Some exist in a portion of the outer plains known as the "Spirit Realm," but just as many inhabit the land of Anchôromé in physical form. The Thunderbird is an example of a Great Spirit, as is the White Bison and Red Wolf Unole. Many, but not all, have animal shapes and totems.

Ah'Muzen'Cab. A bee deity of the abeil who was a primordial of honey and protection, but was slain by a flight of red dragons. One of two divine beings worshiped by the abeil.

The Queen of Queens. The primary abeil deity and patron of the queens. She does not have a proper name and she has not been seen since the abeil arrived on Toril.



BEE TRIBE CHARACTERS

Players who choose a character from the Bee Tribe are choosing from an offshoot of bee-folk known as the abeil. They have almost as much in common with the human-like Minnenewah, however and serve as a bridge between the two species. The upcoming book **ANC1 The Anchôromé Campaign Guide** gives character descriptions for true Minnenewah and **ANS1 Land of the Insect Men** performs the same function for the abeil. This section is for Bee Tribe characters only.

FREE INSECT-FOLK

Abeil have a tendency to build grand hive-cities that could hold hundreds or even thousands of bee-folk, all under the thumb of the single queen monarch.

Of all the (non-physical) differences between the Bee Tribe and a standard abeil, the most obvious is that the members of the Bee Tribe don't share this tendency in any way. They are a free people who are not beholden to a queen, and lead a relatively nomadic existence. The Bee Tribe wanders from the plains of the Unole to the Land of the Insect Men, following a pattern of known sites where large collections of true honeybees can be found. With their ability to communicate with these tiny creatures, the Bee Tribe has formed an alliance of mutual respect with the insects.

The bees provide food in the form of honey and the Bee Tribe tends to the health of nearby flowers and chase off predators such as bears that threaten the colony. Some Bee tribe actually carry entire hives with them during their travels.

THE CYCLE OF LIFE

The Bee Tribe's men and women fall in love, have ceremonies very similar to human marriages, and raise children much like the majority of sentient races on Toril. In this, they are far more relatable to mankind than the alien abeil. Their racial memory has not allowed them to fully abandon their predecessors, however, and Bee Tribe young are generally raised by the entire community. It is not outlandish to see a completely unrelated Bee Tribe adult admonishing the child of another.

While the abeil have not typically given much thought to an afterlife, the Bee Tribe have come to accept the existence of the Spirit Realm, but they do not yet know their place in it. The recent disappearance of the Queen of Queens in physical form has many of the Bee Tribe hoping that she has gone off to the Spirit Realm to forge a Great Hive to house the souls of all bee-folk.

BEE-TRIBE NAMES

The Bee Tribe names, like the abeil themselves, have names similar to elves. However, due to their ability to communicate with subtle movements of their antennae and wings, each Bee Tribe member also has a name unpronounceable to other races, including the abeil themselves. A member of the Bee Tribe rarely uses a last name.

Female Bee-Folk Names: Amrynn, Baerinda, Chaenath, Elyon, Kavrala, Ochilyse, Shalendra, Tinesi, Yunaesa

Male Bee-Folk Names: Akkar, Cohnal, Delsaran, Eroan, Folre, Iolrath, Lorsan, Miirophys, Nasir, Rhistel, Wyrran

BEE TRIBE TRAITS

As a member of the Bee Tribe, you have each of the following traits.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity by 1.

Age. Bee Tribe individuals mature rapidly, and are both capable and expected to take on the responsibilities of an adult at age ten. They live slightly shorter lives and typically do not have elders older than 80.

Alignment. The Bee Tribe has definite tendencies towards both a neutral and good nature. There are certainly exceptions to the rule, but evil individuals in the Bee Tribe are not tolerated for long and eventually are exiled.

Size. Members of the Bee Tribe are tall and slender, but no more so than humankind. The largest known Bee Tribe member could reach up to 7 feet tall, but they average 6 to 6 1/2 feet. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have gossamer wings, but cannot fly.

Languages. You can speak, read, and write Common and one other local language of your choice. You can also communicate with other Bee Tribe using subtle movements of your wings and antennae.

Insect Eyes. Your multifaceted eyes give you dozens of images of your surroundings and make it difficult to surprise you. Creatures who are attempting to surprise you suffer disadvantage. You are also proficient in the Perception skill.

Sting. You know the *magic missile* spell which can be used once between each short and long rest. It is cast as a 1st level spell only, unless you have it from a different source and it uses Intelligence as your spellcasting ability.

Speak with Bees. You may communicate with swarms of bees and give them simple commands such as "defend," "attack," or "follow". Complex instructions are impossible, but the bees are cunning and can make many decisions themselves.

BEE TRIBE RACIAL FEATS

Each of the following feats has "Bee Tribe race" as a prerequisite, though it is possible to adapt some of these feats to other characters.

POWERFUL WINGS

Prerequisite: Bee Tribe race.

You gain 1 point of Strength. Most of your newfound strength manifests in your wings and you may use them to enact a non-magical *feather fall* as long as you are not restrained, you are conscious, and you are not wearing heavy armor.

Any form of armor or clothing that restricts the use of your wings negates this ability as well.

HONEYBEE

Prerequisite: Bee Tribe race

From your own secretions, you may produce a concoction of honey which has the effects of a *potion of healing*. The honey becomes inert within 24 hours, but is still nutritious and edible indefinitely. You may use this ability once between short and long rests.

DMSGUILD CLASSES AND SUBCLASSES

The following classes and subclasses found on DMSGuild are appropriate for Bee Tribe characters if the DM allows their use.

Honeymage Wizard Tradition + Monstrous Bees by David "Serpine" Rosson

<https://www.dmsguild.com/product/171273/Honeymage-Wizard-Tradition-Monstrous-Bees>

Druid Circle Of Insecta by Daniel Corkum

<https://www.dmsguild.com/product/242009/Druid-Circle-Of-Insecta>

Hivemaster Ranger Archetype (5e) by David Hardie

<https://www.dmsguild.com/product/269072/Hivemaster-Ranger-Archetype-5e>

MAGIC ITEMS

The following magic items are unique to the Bee Tribe, though they might be found and used by others. Bee Tribe members do not take kindly to those who they observe using such items as they assume some harm has come to the original owner.

BANNER OF SWARMS

Wondrous Item, rare (requires attunement by Bee Tribe)

The banner of swarms is typically held aloft by a Bee Tribe standard bearer should the tribe go to war. Its end is tipped with a huge honeycomb that drips with golden honey and is surrounded by a massive swarm of normal honeybees.

The holder can command the bees to attack an enemy telepathically from any distance on the same plane that the wielder can see. The swarm of bees has all the same statistics as the swarm of insects from page 338 of the **Monster Manual**, except that the swarm is Large, has 44 (10d8) hp, is CR 1, and its "bites" are each actually tiny stings which cause an additional 7 (2d6) poison damage beyond the normal 10 (4d4) piercing damage. The piercing and poison damage is halved if the swarm has 22 or fewer hit points.

The banner's user can instruct the swarm to change targets or return to the staff as an action. Once destroyed, it takes a full ten days for enough bees to return to the banner in order for it to be reusable.

When the banner is held aloft, Bee Tribe who can see the standard also gain resistance to fear effects. If the banner is destroyed during this time by an enemy, each Bee Tribe member who can see the remains conversely suffers disadvantage on fear effects.

WING OF AH'MUZEN'CAB

Armor (shield), legendary

When Ah'Muzen'Cab was slain by dragons, his corpse slammed into the earth and quickly began to sink into a bog. Upon impact, however, parts of the massive primordial's wings had been scattered nearby. Abeil and Bee Tribe individuals collected wing parts and have used powerful magic to create these patterned yellow and black shields. They are quite powerful and hold some of the protective nature of the being from whom they are formed.

The wings of Ah'Muzen'Cab each function as a +2 shield, but also confer fire resistance on the holder in order to better protect its wielder from the red dragons that took down the primordial.

Finally, once each month, the shield can be used in a manner similar to a *scroll of protection* (DMG pg 199) against both beasts and dragons.

ENEMIES

The Bee Tribe have many allies in the form of the Minnewah and the abeil, but also some dedicated enemies. They have come into conflict with the mantis-folk of the Land of Insect Men, but they reserve a particular hatred for dragons. Luckily, none have been seen in Anchôrômé for quite some time.

Currently, the Bee Tribe has had difficulties with an unnatural creature known as the howler wasp. Such creatures were created as guardians by a powerful wizard but have since spread, and a large colony has come into conflict with the Bee Tribe in recent times.



HOWLER WASP

Small aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	3 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Inciting Pheromone. When a howler wasp is reduced to 0 hit points by a melee attack, it douses all creatures within 5 feet of it with pheromones. Any howler wasp within 1000 feet of a doused creature can smell the pheromone and is drawn toward the doused creature to attack. A howler wasp gains advantage on attack rolls against doused creatures.

ACTIONS

Multiattack. The howler wasp makes three attacks: two with its claws, and one with its bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 3 (1d4+1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.
Hit: 3 (1d4+1) piercing damage and 5 (2d4) poison damage.

HOWLER WASP QUEEN

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Senses darkvision 60 ft. passive Perception 12

Languages -

Challenge 5 (1800 XP)

Inciting Pheromone. When a howler wasp queen is reduced to 0 hit points by a melee attack, it douses all creatures within 5 feet of it with pheromones. Any howler wasp within 1000 feet of a doused creature can smell the pheromone and is drawn toward the doused creature to attack. A howler wasp gains advantage on attack rolls against doused creatures.

ACTIONS

Multiattack. The howler wasp queen makes three attacks: one with its bite, one with its claws, and one with its sting.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.
Hit: 11 (2d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6+4) slashing damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.
Hit: 8 (1d8+4) piercing damage and 10 (3d6) poison damage.

CREDITS

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INSPIRATION FOR HOWLER WASP STATS

Third to Fifth

OTHER ART

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