



“Bee Monster” by unknown artist, originally from reddit [here](#)

[Commissioned by [@menaceomysterio](#), based on the Spelling Bee from *The Phantom Tollbooth*. I imagine not all giant sapient bees are spelling specific, hence the “educated”. The artist of the above picture apparently deleted their reddit account, so I can’t give them appropriate credit (or see any resolution higher than the Google Image Preview)]

Educated Bee

CR 4 CN Magical Beast

This man-sized insect is garishly colored and covered in fur. It holds itself aloft with rapidly beating wings, and a stinger grows from its abdomen.

Educated bees are sapient, colorful vermin with more knowledge than sense. The educated bees claim that they were once ordinary insects before they took in their education, but it seems likely that that education involved physical growth and mental uplift. They are solitary bees, meaning that they don’t live in hives and are all capable of reproduction, but are social creatures, often traveling to areas where open-minded folk live in order to trade and talk. And talk and talk. All educated bees are experts in multiple areas of study, and are obsessed with sharing their knowledge with all comers, whether they want to learn or not.

Although educated bees are typically more friendly than combative, they can get into fights when they misread situations or make enemies through carelessness or rudeness. An educated bee can adjust the beating of their wings into a horrible drone that sets the teeth on edge and distracts opponents from fighting or from casting spells. Their jaws are strong and sharp, as are their stingers. Their venom is a paralytic, and educated bees have been known to sting a recalcitrant pupil into submission, and then continue on with their discourse to a literally captive audience.

An educated bee is about six feet long, with a wingspan to match.

Educated Bee CR 4

XP 1,200

CN Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +7

Defense

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 37 (5d10+10)

Fort +6, **Ref** +8, **Will** +0; +4 vs. sonic and language-dependent effects

Defensive Abilities well-versed

Offense

Speed 20 ft., fly 50 ft. (good)

Melee bite +9 (1d6+1), sting +9 (1d8+1 plus poison)

Special Attacks distracting buzz

Statistics

Str 13, **Dex** 19, **Con** 14, **Int** 16, **Wis** 9, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 20 (26 vs. trip)

Feats Flyby Attack, Hover, Skill Focus (Knowledge [arcana], Linguistics) (B), Weapon Finesse

Skills Acrobatics +12 (+8 jumping), Fly +16, Knowledge (arcana) +11, Linguistics +11, Perception +7

Languages Common, 5 others

SQ educated

Ecology

Environment temperate land

Organization solitary, pair or school (3-6)

Treasure standard

Special Abilities

Distracting Buzz (Ex) All creatures that can hear the buzz within 30 feet must succeed a DC 14 Will save or be dazzled as long as the buzzing occurs, and must succeed on concentration checks (DC = 14+ spell level) in order to successfully cast a spell. A creature that saves against this effect cannot be affected by the distracting buzz of that educated bee, but still must make concentration checks to cast spells. An educated bee can use its distracting buzz at will as an immediate action. This is a sonic effect, and the save DC is Charisma based.

Educated (Ex) An educated bee gains Skill Focus as a bonus feat for two Intelligence-based skills of its choice.

Poison (Ex) Sting—injury; *save* Fort DC 14; *duration* 1/round for 4 rounds; *effect* 1d4 Dex; *cure* 1 save. The save DC is Constitution based.

Well-Versed (Ex) An educated bee gains a +4 bonus on all saving throws against bardic performances, sonic effects and language-dependent effects.