

WIZARD: SCHOOL OF BEES!

"Why are you naked!"

"There is no need for clothes within the hive..."

"Please, cover yourself up!"

"If you insist."

"Oh Pelor, not in bees!"

A NEW COLLEGE

There is no greater teacher than the queen, no greater power than the collective, and no greater magic than honey. You have learned all you know of the arcane from the dazzling hexagons and precise dancing of the hive. All your magic is crafted through the ether bending practices of the bees, mimicking their behaviors to twist the universe to your desires. Dripping in honey, shaking to the rhythm of their languages, you are an oddity to our world but a god in theirs.

VENOM SAVANT

Beginning when this school chooses you at 2nd level, the gold and time you spend to copy a spell that deals poison damage, or that results in the poisoned condition, into your spellbook is halved.

Additionally, you can use honey as a substitute for any spell component that does not have a gp value.

BEE BOOST

When this school chooses you at 2nd level, your cantrips are enhanced by the power of bees. Whenever you cast a cantrip, it deals an additional 1d4 poison damage. This increases to 2d4 poison damage at 6th level, 3d4 at 10th level, and 4d4 at 14th level.

FLIGHT OF THE BUMBLEBEE

At 6th level, you have begun to master the power of flight. You learn the *fly* spell if you don't already know it and can cast it on yourself without expending a spell slot. You can use this feature once before finishing a long rest. At 14th level, you can use this feature once before finishing a short or long rest.

Additionally, you can speak bee.

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HONEY RESISTANCE

At 6th level, your exposure to the bees has given you some extra heartiness. You have resistance to poison damage and have advantage on saving throws to resist being poisoned.

At 14th level, you are immune to poison damage and to being poisoned.

BEE BLAST

At 10th level, your enhanced spells are further empowered by bees. Whenever you cast a spell with a spell slot higher than its original level, you can choose for the spell to deal an additional 1d6 poison damage for every level the spell was cast above its original. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest.

FUZZY SHIELD

At 14th level, the bees have become almost like a part of you. You can cast the spell *Swarm Shield* without using a spell slot a number of times equal to your Intelligence modifier (minimum of once) before finishing a long rest. In addition, allied creatures who are within 5 feet of you are considered to have the spell on them as well, so long as they remain within 5 feet of you.

SWARM SHIELD

1st level Conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dab of honey and a bee stinger)

Duration: Concentration, up to 1 minute

Classes: Druid, Glitch Hunter, Henshin, Warlock, Wizard

You cause a swarm of insects to surround you. Any creature within 5 feet, who make an attack against you, must succeed on a Constitution saving throw or take 1d6 piercing and 1d6 poison damage.