

🍯 Thursday Drop-In: The Honey Queen

Level Range: 1–3

Setting: Rural farming village & surrounding meadows

Tags: Fey, Horror, Mystery, Social, Wilderness

🎲 Adventure Hook



The village of Amberhollow is thriving.

Illness has vanished. Crops grow twice as large. Even old injuries seem to heal after a spoonful of the village's famous golden honey.

Travelers come from miles away seeking the miraculous treat.

But lately, villagers have become strangely devoted to the hives.

And no one seems eager to leave.

What's Going On?

Months ago, a swarm of unusual bees settled in the meadows outside Amberhollow.

The villagers welcomed the insects when their honey proved capable of healing wounds, curing sickness, and bringing peaceful dreams.

What they don't realize is that the hive is ruled by an ancient fey creature known as **The Honey Queen**.

Each taste of her enchanted honey binds mortals a little more tightly to her will. Those who consume it regularly become calmer, more obedient, and increasingly devoted to the hive.

Soon they stop dreaming of their own futures.

They begin dreaming of hers.

Key Locations

1. Amberhollow Village

A prosperous farming community overflowing with healthy livestock and smiling residents.

- *Clue:* No one can remember the last funeral held in town.
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2. The Golden Meadow

Thousands of bees drift among bright wildflowers.

- *Hazard:* Disturbing the flowers attracts defensive swarms.
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3. The Honey House

The village's communal honey store.

- Rows of golden jars line the walls.
 - Villagers become defensive if anyone questions the honey's benefits.
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4. The Queen's Grove

A hidden clearing deep within the meadow.

At its center stands a massive hive grown around an ancient oak tree.

The air hums with an almost musical vibration.



Notable NPCs or Monsters

The Honey Queen

An ancient fey spirit appearing as a beautiful woman formed from wax, honey, flowers, and swarming bees.

- **HP:** 20
- **AC:** 13
- **Attack:** Honey Lash +4 (1d8)
- **Sweet Whisper:** WIS DC 12 or target becomes friendly for one round
- **Swarm Call:** Summon a bee swarm once per encounter

Bee Swarm

A cloud of enchanted bees protecting the hive.

- **HP:** 8
- **AC:** 12
- **Attack:** Sting Cloud (1d6)

Devoted Villagers

Healthy, cheerful, and utterly loyal to the hive.

- **HP:** 2
- **AC:** 10
- **Trait:** Refuse to believe the Honey Queen means harm

Notable Loot / Oddities

- **Jar of Golden Honey** – Heals 1d6 HP when consumed
- **Queen's Honeycomb** – Grants advantage on one WIS check, then crumbles to dust
- **Wax Charm** – Prevents natural insects from approaching the wearer

Timers, Twists, & Terrors

Countdown Timer

Each day spent in Amberhollow requires a WIS save (DC 10).

Failure causes the character to crave the honey and speak positively about the village.

Twist

The Honey Queen genuinely loves her followers.

She has no intention of harming them.

In fact, she believes she has saved them from suffering, disease, and fear.

Escalation

If the hive is threatened, thousands of bees darken the sky.

Villagers willingly place themselves between the party and the Queen.

Closing Note

The Honey Queen works best when players slowly realize that everything in Amberhollow appears perfect.

The villagers are healthy.

The crops are abundant.

The sick are cured.

The question isn't whether the Honey Queen is helping.

The question is whether a life without hardship is worth surrendering your freedom.