4\\ Bee's nest in place where corpses decay. Living off the detritus of the body and most importantly the brain. They are extremely hostile when remaining in there vicinity for too long and will sting aggressors. They and their nests are extremely vulnerable to fire.
//HV-05 is something I thought of as a 'scientific name', Harvester Vespula strain five before VS did an oopsie

// Things to do: Add if lit th-2c is in room the swarm goes down.

If $player leaves room the script stops running…

//Let's get some happy little variables to make our scripts randomly make no fucking sense at all.

//Special variables we need…

%covered = is the %npc protected by suitable gear.

"bodypart" => ""left eye", "right eye", "left ear", "right ear", "head", "neck", "left shoulder", "right shoulder", "left arm", "right arm", "left hand", "right hand", "back", "chest", "abdomen", "left thigh", "right thigh", "left shin", "right shin", "left foot", "right foot", "right elbow", "left elbow" etc

Set %swarmsize 1
Set %sting 0
Set %fine 0

// The Sting loop adds a string to the swarm pose as an indicator to the %NPC if they're taking damage or not. Each sting should subtract fatigue from the %NPC and increase a beepoison variable in the %NPC. If %beepoison hits a certain level it would invoke the %beepoisoned variable.

```
label "sting"
  if equals %sting 1
    %stingstring is "You feel a sharp sting in your %bodypart"
  elseif equals %sting 2
    %stingstring is "A sharp jab snares your %bodypart. You glance down to find a
devilishly jagged bloatbee has stung you."
  elseif equals %sting 3
    %stingstring is "Your %bodypart begins to swell noticeably."
  elseif equals %sting 4
    %stingstring is "You slap your %bodypart reflexively. The gooey pop of a
bloatbees carapace stains your palm. Its large black stinger hangs from your
%bodypart defiantly."
  elseif equals %sting 5
```

```
      %stingstring is "Your hands swell comically as though they belong to
those of a clown."
   elseif equals %sting 6
      %stingstring is "You feel your tongue swelling up against your teeth."
   elseif equals %sting 6
      %stingstring is "Pain begins to swirl all throughout your body. They.
Won't. Stop. STINGING!"
   elseif equals %sting 7
      %stingstring is "Any unfortunate bit of exposed skin has begun to swell a deep
ruby."
   elseif equals %sting 8
      %stingstring is "Your skin begins to grow numb to the stings."
   elseif equals %sting 9
      %stingstring is "The bloatbees are unyielding and zealous in their protection of the
Queen and her honey. You feel your pulse stammer a bit as the stings persist. How much of
there poison is in your veins?!"
   elseif equals %sting 10
      %stingstring is "The bloatbees dance macabre all around you as they
cover every bit of you. Stinging. Over and over."
  elseif equals %sting 11 or %sting > 11
      %stingstring is "Everything begins to grow a bit dimmer as your eyes begin to swell
shut."
        Force %npc think "BEES! BEES! MOTHERBAKA'ING BEES!!!"
Elseif equals %fine > 3 and %sting = 0
Force %pc think These bees can't sting me.
Math %fine = %fine + 1
%stingstring is ""
Elseif equals %fine > 1 and %sting = 0
Force %pc think I'm okay with the events that are unfolding currently.
Math %fine = %fine + 1
%stingstring is ""
   else
      Force %pc think This is fine.
      %fine = %fine + 1
%stingstring is ""
   endif

label "swarm"
   if equals %swarm 1
      start "swarm_a"
   elseif equals %swarm 2
      start "swarm_b"
   elseif equals %swarm 3
```

```
        start "swarm_c"
    elseif equals %swarm 4
        start "swarm_d"
    elseif equals %swarm 5
        start "swarm_e"
    elseif equals %swarm 6
        start "swarm_f"
    elseif equals %swarm 6
        start "swarm_g"
    elseif equals %swarm 7
        start "swarm_h"
    elseif equals %swarm 8
        start "swarm_i"
    elseif equals %swarm 9
        start "swarm_j"
    elseif equals %swarm 10
        start "swarm_k"
  elseif equals %swarm 11
        start "swarm_l"
    else
      start "swarm_m"
    endif


label "swarm_a"
```

Tell %npc "A soft buzz emanates from somewhere nearby. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

```
label "swarm_b"
```
Tell %npc "You notice a menacingly glossy black insect reverberatingly in your direction before veering out of sight abruptly. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

```
label "swarm_c"
```
Tell %npc "A loud BuZz drones to your right."You notice a defiant little bloatbee attempting to drive its stinger into your %bodypart. %stingstring"

Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

label "swarm_d"
Tell %npc "BuZzZzing drones louder around you as several streaks of glossy black bloatbees dart through the air, circling you. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

label "swarm_e"
Tell %npc "A sharp pain stings your side as buzzing emanates all around you.%stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

label "swarm_f"
Tell %npc "You lash out at one of the ominously large bloatbees just as it nears you, swatting it from the air. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

label "swarm_g"
Tell %npc "You hold your hands out in front of you, methodically batting off the increasingly numerous bloatbees. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

label "swarm_h"
Tell %npc "The buzzing is unending and the now swarm of bloatbees refuse to yield. Even as you frantically wave your hands, they fearlessly dive at you. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

```
label "swarm_i"
```
Tell %npc "The cloud of dagger-shaped bloatbees swirls all around you. They dive-bomb fearlessly into every inch of available surface on your body. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

```
label "swarm_j"
```
Tell %npc "You struggle to see directly ahead of you as the ever-growing horde of bloatbees blotch out your surroundings. The reverberating cacophony of there buzz drones endlessly. %stingstring"
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 60 seconds
Jump "sting"

```
label "swarm_k"
```
Tell %npc "You struggle to see directly ahead of you as the ever-growing horde of bloatbees blotch out your eyes. The reverberating cacophony of there buzz drones endlessly."
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 90 seconds
Jump "sting"

```
label "swarm_l"
```
Tell %npc "You struggle to see directly ahead of you as the ever-growing horde of bloatbees blotch out your eyes. The reverberating cacophony of there buzz drones endlessly."
Math %swarm = %swarm+1
If %npc not %covered math %sting=%sting+1
Wait 90 seconds
Jump "sting"

// At this point, it's been fifteen minutes. Both the poison script and the swarming script should be running. If the NPC is wearing enough armor to avoid stings it'll loop on swarming emotes, if they are badly poisoned and being swarmed - 30 minute death script begins.

Label "swarm_m"
If %npc is beepoisoned AND Swarm > 10 AND fatigue < 10
Jump "deathswarm"
Elseif swarm > 10 AND %NPC is not beepoisoned

Jump "impervious"
else
Jump "sting"

Label "deathswarm"
//death script of bloatbees slowly stinging %npc to death. Ends with queen bee coming out of main hive to lay egg in new corpsehive which should probably be announced to the entire room..

Tell %npc "Your limbs swell and grow heavy. The bees begin to nest on you in small reverberating piles of black stingy death."
Pause 6 minutes
Tell %npc "You feel the bloatbees on your head and there fur scratching the inside of your ears. It would almost tickle if the thought wasn't absolutely horrifying. The infernal buzzing drones on and on until you can swear it is coming from behind your eyes."
Pause 6 minutes
Tell %npc "A tingling sensation writhes through your entire body as you feel yourself vibrating in tune with the bloatbees. Methodically, they needle into your now swollen flesh but the pain is gone. The jittering mass of bloatbees has almost encompassed your entire body now."
Pause 10 seconds
Force %npc think I'm going to die if I don't get help.
Pause 6 minutes
Tell %npc "You open your mouth to scream but instead you find yourself choking on bees. You gasp for air frantically as your tongue swells. You gag and spit, hissing incoherently in a struggle to keep your airway clear."
Pause 6 minutes
Tell %npc "The remaining blotches of light that you see between the slits of your swollens eyes slowly giveaway to the shadowy fastidiousness of the bloatbees. The last of your intact nerve endings are slowly devoured by there tiny razor beaks. You would scream but your swollen tongue has wedged itself halfway down your throat."
Pause 6 minutes
Tell %npc "Your mind's eye reels back in darkness. The soft, eternal buzz reverberates through you and melts away any sensation that ties you to this earthly realm. In these final moments, you are left with the horrid realization that you are just drone meant to feed the Queen."
// At this point %npc dies. :-(
end

Label "Impervious"
Tell %npc "The bees swarm feebly around you but remain unable to do anything besides buzz angrily."
end

// You get the idea. Goal is to have multiple scripts. One for actively engaging with bloatbees, one for symptoms/$disease of bloatbee stings, and one for anyone unfortunate to be rendered close to death by the bees so there's a long opportunity for them to be rescued and some drawn out bee-tality.