

Cult of the Swarm

Repulsive Zealot

Medium humanoid (any race), chaotic evil

Armor Class 18 (chain mail, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Skills Deception +4, Intimidation +4

Damage Resistances poison

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Swarm Keeper. The zealot's armor is infested with a swarm of vermin. This swarm assists the zealot on combat. A melee weapon deals one extra die of its damage when the zealot hits with it (included in the attack).

Spellcasting. The zealot is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The fanatic has the following paladin spells prepared:

1st level (4 slots): *faerie fire*, *inflict wounds*, *shield of faith*

2nd level (2 slots): *spike growth*, *web*

Actions

Multiattack. The zealot makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Summon Swarm (1/day). The zealot's armor can belch forth a swarm of insects. The swarm is completely under the zealot's control. It remains for 1 minute or until destroyed.

Cult of the Swarm Lord

The most vile of all the demon lords is the lord of the swarm, who seeks only for the flesh and souls of humanoids. The Swarm Lord's followers seek to sow corruption and destruction in the cities of the world.

To become a zealot of the Swarm Lord a creature must first prove itself by stripping naked and entering subterranean tunnels. There they must perform the Ritual of Corruption. Such a ritual requires three acts:

Act of Destruction. First, the Swarm Lord blesses the initiate by sending a swarm of giant insects to kill the initiate. The initiate must destroy these foes with their bare hands.

Act of Debasement. Second the initiate must bathe themselves in the blood and viscera of these creatures, never to be cleansed.

Act of Abusement. Finally, the initiate must ingest the flesh of these creatures. Thick with poisons and toxins, this act is deadly to most. For those who survive, their body adapts a resistance to poisons.

When an initiate returns, they bring with them the bodies of the Swarm Lord's gift. The remains are then fashioned into the zealot's Chiton Armor.



Credits

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