

# Cult of the Swarm

## Repellent Necromant

Medium humanoid (any race), chaotic evil

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 49 (9d8+9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (−1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** Cha +6, Wis +4

**Skills** Arcana +3, Deception +5

**Damage Resistances** poison

**Senses** passive Perception 11

**Languages** Abyssal, Common, Undercommon

**Challenge** 6 (2,300 XP)

**Swarm Ruler.** The necromant commands any one type of swarm beast within 30 feet (insects, serpents or vermin).

**Spellcasting.** The necromant is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The mage has the following spells prepared:

Cantrips (at will): *chill touch*, *light*, *mage hand*, *shocking grasp*

1st level (4 slots): *color spray*, *mage armor*, *ray of sickness*, *shield*

2nd level (3 slots): *blindness/deafness*, *suggestion*

3rd level (3 slots): *bestow curse*, *counterspell*, *slow*

4th level (3 slots): *dominate beast*, *giant insect*

5th level (1 slot): *contagion*

### Actions

**Swarm Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. one creature. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

## 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.

**Repellent Necromants** are the high priests and priestesses of the Swarm Lord. They seek only to sow sickness and disease. Their power grants them rulership over beasts of the swarm, such as serpents, insects and vermin.

Ascendancy to the rank of necromant requires that a cultist performs the Ritual of Corruption, but instead of the Acts performed by mere zealots, aspirants must perform Deeds.

**Deed of Destruction.** By their actions, the necromant must ensure the destruction of a settlement the size of a small town or village.

**Deed of Debasement.** By their actions, the necromant must ensure the corruption of more followers to the Cult of the Swarm.

**Deed of Abusement.** The necromant must enter a pool filled with swarms of vermin, insects and vermin. For those who survive the Swarm Lord grants rulership over one type of swarm beast. These beasts become theirs to command.

### Credits

**Story and Mechanics:** Ninetoes82

**Illustrations:** Rad Loot





**BINDER**

WWW.GMBINDER.COM

THIS DOCUMENT WAS LOVINGLY CREATED  
USING **GM BINDER**.

If you would like to support the GM Binder developers,  
consider joining our [Patreon](#) community.