

Cult of the Swarm

Swarm Fiend

Huge swarm of medium beasts, chaotic evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 16

Languages Abyssal, Common, Undercommon

Challenge 8 (3,900 XP)

Swarm Tyrant. The swarm fiend commands any type of swarm beast within 60 feet (insects, serpents or vermin).

Swarm Beast. The fiend is a swarm of medium beasts. While it has more than one beast in its swarm, the fiend has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the swarm fiend takes 25 or more damage in a single turn, one of its beasts dies. If all its beasts die, the fiend dies.

At the end of its turn, it grows two beasts for each of its beasts that died since its last turn, unless it has taken radiant damage since its last turn. The fiend regains 10 hit points for each beast regrown in this way.

Reactive Swarm. For each beast the swarm fiend has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the swarm fiend sleeps, at least one of its beasts is awake.

Actions

Multiattack. The swarm fiend makes as many bite attacks as it has beasts in its swarm.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and 5 (2d4) poison damage.

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.

Swarm Fiends are the ultimate form that a cultist of the Swarm Lord can attain. After a vile ritual of sacrifice to the demon lord, a high priestess or zealot may be gifted with ascendancy into this powerful form.

The swarm fiend is a perpetually generated swarm, constantly producing more of its kind to fulfill its vile task. Ascendancy into this horrific form can only be achieved through an endeavor of such vile and despicable debasement that it makes the cultist truly evil.





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