



VERMIN LORDS

These demonic rat beings serve as the avatars of their verminous demon lord. They tower above mortals, their twisted forms a mixture of rat, human, and fiendish features. Their heads are topped with mighty horns, and the flesh peels away from their rat-like skulls, revealing bone etched with demonic sigils. Their long, muscular limbs can wield massive weaponry, yet they are dexterous and nimble with their movements, able to dash across the battle and swiftly dismember foes in the blink of an eye. When not taking action, vermin lords are intensely twitchy and prone to pacing about with a rat-like restlessness.

Mortal ratfolk regard vermin lords with a mixture of fear and reverence. They only summon these terrifying demons in the most significant of situations, such as when the machinations of their demon lord are in play. Vermin lords always hold the highest position of authority amongst ratfolk, who show them grudging subservience. As instruments of their demon lord's will, they serve to guide his mortal pawns and ensure his schemes come to pass.

Vermin lords come in different variants, and the type of demon to step into the mortal world depends on its summoners and the needs of its verminous demon lord.

VERMIN LORD CORRUPTER

Vermin Lord Corrupter These pestilent demons represent the virulent diseases unleashed into the world by their demonic rat lord. They are magical maladies shaped into a fiendish rat form, and where ever they roam, they leave plagues in their wake. They are most often summoned by those ratfolk who revel in disease and spreading sickness, and these vermin lords consider it their sacred duty to spread their master's diseases across the mortal realm.

In combat, vermin lord corrupters unleash a slew of pestilent magics capable of rotting away most foes before they can even reach the demon. Those who attempt to engage it in melee combat will find themselves assaulted by waves of biting parasites whittling away their vitality. The vermin lord will then summon a pair of sickle blades to quickly dispatch its weakened and rotting enemies in short order.



VERMIN LORD CORRUPTOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 287 (23d12+138)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	18 (+4)	22 (+6)	18 (+4)

Saving Throws Str +10, Con +11, Wis +11, Cha +10
Skills Athletics +10, Deception +14, Perception +11,

Intimidation +14, Nature +14

Damage Immunities poison, necrotic

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 21

Languages all, telepathy 300 ft.

Challenge 16 (13,000 XP) **Proficiency Bonus** +5

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Living Plague. The vermin lord is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or lesser restoration, it takes 20 radiant damage.

Overwhelming Mass (5). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

Vermin Could. Parasitic creatures swarm around the vermin lord in a 15-foot area around it. This area is difficult terrain for other creatures, and creatures in the area have half cover from effects and attacks originating from outside the area. Any creature that ends its turn in the area takes 9 (2d8) poison damage.

Actions

Multiaction. The vermin lord makes three attacks.

Plaguereapers. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or become infected by a disease of the vermin lord's choice described by the *contagion* spell. If the target is already infected this way and fails this saving throw, it also counts as a failed save against its ongoing disease.

Prehensile Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the vermin lord may push or pull it up to 15 feet away from or towards itself.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *dispel magic* (5th level), *stream of corruption**
3/day each: *inflict rot**, *stinking cloud*
1/day each: *cloudkill*, *insect plague*

Bonus Actions

Pestilent Breath. The vermin lord casts *stream of corruption*

*New spells listed at end of document

VERMIN LORD DECEIVER

These devious demons represent their demonic rat lord's cunning and duplicitous nature. They are shadowy fiends whose size and power belies the stealth and subtlety with which they can move and act, always lurking out of sight until an opportunity presents itself. Vermin lord deceivers are summoned when subtlety and guile are needed rather than conspicuous displays of force, and these cunning fiends manipulate enemy and ally alike to facilitate the schemes of their demon lord. They are most commonly served by assassin clans of ratfolk, and are supreme assassins themselves, able to stalk and slay even the most formidable and well-guarded of targets before disappearing into the shadows.

VERMIN LORD DECEIVER

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 220 (21d12+84)

Speed 80 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Dex +12, Con +10, Int +11, Wis +12

Skills Acrobatics +18, Deception +17, Insight +18, Perception +12, Sleight of Hand +12, Stealth +18

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 22

Languages all, telepathy 300 ft.

Challenge 18 (18,000 XP) **Proficiency Bonus** +6

Avoidance. If the vermin lord is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Crevise Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Freedom of Movement. The vermin lord ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 6 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

In combat, vermin lord deceivers utilize stealth and misdirection to attack from unexpected directions and prevent enemies from surrounding them. They prefer to attack from a distance, utilizing a massive throwing star capable of cutting a swath through armored soldiers before flying back into the demon's claws. When engaging in melee combat, the vermin lord utilizes its deadly warpstiletto, a massive dagger the length of a man and capable of piercing through shield and armor alike.

Shrouded in Darkness. While in darkness, vermin lord is invisible to any creature that relies on darkvision to see it in that darkness.

Spider Climb. The vermin lord can climb difficult surfaces, including upside down on ceilings while leaving its hands free, without needing to make an ability check.

Actions

Multiattack. The vermin lord makes three attacks.

Doom Star. *Ranged Weapon Attack:* +12 to hit, range 60/120 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage. If the attack had advantage and the target is a creature, it must succeed on a DC 20 Constitution saving throw or be blinded until the end of the turn.

Prehensile Tail. *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the vermin lord may push or pull it up to 15 feet away from or towards itself.

Warpstiletto. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 14 (4d6) psychic damage if the target can't see the vermin lord. The target must then make a DC 20 Constitution, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. The poison damage ignores immunity and resistance if the creature is in darkness.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *dispel magic* (7th level), *silence*, *smoke shroud**
3/day each: *major image*

1/day each: *mislead*, *steel wind strike***

Reactions

Uncanny Dodge. The vermin lord halves the damage that it takes from an attack that hits it. The vermin lord must be able to see the attacker

*New spells listed at end of document

**Spell found in *Xanathar's Guide to Everything*

VERMIN LORD WARBRINGER

These brutal demons represent their demonic rat lord's arrogance and ferocity. They are the most common and most warlike of the vermin lords. Their awe-inspiring presence rallies the normally cowardly ratfolk and drives them into battle with bloody-minded ferocity. Warbringers revel in their effect on others, making dramatic entrances whenever possible and striking majestic poses before their followers.

In battle, vermin lord warbringers will often initially lead from the back, driving their minions into the fray. When it comes time for them to join combat, they wield mighty war glaives capable of cleaving through swaths of enemy soldiers. Should the vermin lord fight a powerful foe, they will utilize a brutal spike-fist capable of inflicting horrendous wounds. These weapons are also useful for delivering underhanded strikes against already overwhelmed enemies. Regardless of the circumstances, when a warbringer slays a foe, it is always sure to do it in the most dramatic and gory way possible, leaving minions struck with awe and foes struck with terror.



VERMIN LORD WARBRINGER

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 287 (23d12+138)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Str +10, Dex 11, Con +10, Cha +11

Skills Athletics +16, Acrobatics +17, Deception +17, Perception +11, Performance 17, Intimidation 17

Damage Immunities poison, lightning

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 21

Languages all, telepathy 300 ft.

Challenge 17 (15,000 XP) **Proficiency Bonus** +6

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

Actions

Multattack. The vermin lord makes three attacks.

Doom Glaive. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 6) slashing damage.

Prehensile Tail. *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the verminlord may push or pull it up to 15 feet away from or towards itself.

Spike-fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage. If the target is a creature, it suffers a vicious wound.

Whenever a creature with a vicious wound takes piercing, slashing, or bludgeoning damage, it takes an additional 2 (1d4) necrotic damage for each vicious wound it has. The wounded creature can make a DC 20 Constitution saving throw at the end of each of its turns, ending the effect of all vicious wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 21 Wisdom (Medicine) check, ending the effect of all vicious wounds on itself on a success.

Summon Rat Pack Up to 5 **Monstrous rats** (stat block at end of document) appear in unoccupied spaces within 30 feet of the vermin lord and remain until destroyed. The rats have their own turns but use the vermin lord's initiative and take their turns immediately after the vermin lord. The verminlord can have up to 5 Monstrous rats summoned by this ability at a time.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Charisma as its spellcasting ability (spell save DC 20):

At will: *death frenzy* (5th level)* *dispel magic* (6th level), *lightning bolt*

1/day: *earthquake*

Bonus Actions

Death Frenzy. The vermin lord casts *death frenzy**.

Reactions

Sucker Punch. Whenever a creature within 5 feet of the vermin lord is hit by an attack made by another creature, the vermin lord may make a spike-fist attack with advantage against the creature that was just hit.

*New spells listed at end of document

VERMIN LORD WARPSEER

These scheming demons represent their demonic rat lord's plotting and manipulative nature. While all vermin lords scheme, warpseers carry out plots within plots within plots. All their actions serve to advance the inscrutable and long reaching schemes of their verminous master, and the world's mortals are simply the tools through which they achieve their ends. They are most often summoned by other so-called "masterminds" among the ratfolk who serve the demonic rat god and require aid in carrying out his schemes.

Warpseers are aided in their plotting by the scryorbs they carry. These large crystal balls enable them to peer into a myriad of different futures and determine how each potential action can further their schemes.

VERMIN LORD WARPSEER

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 287 (25d12+125)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Con +11, Int +12, Wis +12, Cha +12

Skills Arcana +12, Deception +18, History +12, Insight +18, Perception +12, Religion +12

Damage Immunities lightning, poison, psychic

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 22

Languages all, telepathy 300 ft.

Challenge 19 (20,000 XP) **Proficiency Bonus** +6

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Scry-orb. The vermin lord can perform a 1-hour ceremony to create a scry-orb from nothingness. This ceremony can be performed during a short or long rest, and any previous scry-orb is destroyed if it still exists. The scry-orb vanishes when the vermin lord dies. The scry-orb is a magic item, and while the vermin lord holds it, it is under the effects of the *foresight* spell. The scry-orb can be attacked while the vermin lord is holding it. It has AC 16 and 90 hit points and is immune to poison and psychic damage. Attacks against it have disadvantage if they are made from more than 5 feet away.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

In dire circumstances, the warpseer can shatter the scryorb, unleashing all its mind-shattering knowledge at once. Creatures caught in its proximity will have their psyches torn apart as they are overwhelmed by the near-infinite possibilities they are suddenly exposed to.

However, these mighty fiends are rarely pushed to use such measures, for they wield arcane power beyond even their other vermin lord kin. While all vermin lords can channel magic, warpseers alone are capable of calling down bolts of arching lightning, hurling balls of fire, and unleashing earthquakes capable of leveling settlements.

Warpstorm. Whenever the vermin lord calls down lightning with the *call lightning* spell, it first creates another storm cloud centered on a point it can see within 60 feet of it. It then calls down a bolt of lightning from each cloud it has created. A creature can only be damaged by a single bolt at a time. All clouds disappear when the spell ends.

Actions

Multiaction. The vermin lord makes three attacks.

Doom Glaive. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Prehensile Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. If the target is Large or smaller, the verminlord may push or pull it up to 15 feet away from or towards itself.

Shatter Scry-orb. The vermin lord throws its scry-orb at a point within 90 feet of it, causing it to shatter and unleash horrifying visions. Each creature within 30 feet of that point must make a DC 20 Wisdom saving throw, taking 55 (10d10) psychic damage and becoming blinded on a failed save, or half as much damage and not being blinded on a successful one. A creature blinded this way repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Rat Tide. Up to 3 **rat tides** (stat block at end of document) appear in unoccupied spaces within 30 feet of the vermin lord and remain until destroyed. The rat tides have their own turns but use the vermin lord's initiative and take their turns immediately after the vermin lord. The vermin lord can have up to 3 rat tides summoned by this ability at a time.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Intelligence as its spellcasting ability (spell save DC 20):

At will: *call lightning* (5th level), *fireball*, *dispel magic* (8th level) *

3/day each: *counterspell*, *stinking cloud*, *clairvoyance*, 1/day each: *earthquake*, *scrying* (requires its scry-orb)

Bonus Actions

Master of Lightning. The vermin lord casts *call lightning* or calls down lighting from a *call lightning* spell it is currently concentrating on.

DEATH FRENZY

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V S M (A sharp tooth)

Duration: Concentration, Up to 1 minute

Classes: Bard, Sorcerer, Warlock

You send a creature into Frenzy the push the creature to its limits. Choose a willing creature that you can see within range. Until the spell ends, The creature takes 1d10 necrotic damage at the start of each of its turns and has advantage on weapon and unarmed strike attack rolls until the turn ends. This damage can't be reduced or prevented in any way.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target on additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

INFILCT ROT

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Classes: Druid, Cleric, Warlock

Make a melee spell attack against a creature you can reach. On a hit, it takes 3d10 necrotic damage and is afflicted with a disease that lasts until the spell ends.

A creature afflicted by this disease takes 3d10 necrotic damage at the end of each of its turns and must then make a Constitution saving throw, ending the disease on a success.

If a diseased creature drops to 0 hit points before this spell ends, you can end the disease on the creature and cause it to unleash a wave of rot. Each creature of your choice that you can see within 30 feet of it must make a Constitution saving throw, taking 3d10 necrotic damage on a failed save or half as much damage on a successful one. You may choose to have one of the creatures that failed the saving throw become infected with the same disease, which lasts for the remainder of the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, each time it would deal damage, it deals an additional 1d10 necrotic damage for each slot level above 4th.

SMOKE SHROUD

3rd-level transmutation

Casting Time: bonus action

Range: Self

Components: S M (A pitch of ash)

Duration: 1 round

Classes: Bard, Ranger

A 20-foot-radius sphere of smoke appears centered on yourself. It lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, you may then move up to 60 feet and you do not provoke opportunity attacks.

STREAM OF CORRUPTION

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone) or 100 feet

Components: S, M (a vial of meltwater)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Bile spews forth from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

When you cast this spell, you may instead choose a creature within 100 feet of you that you can see and force it to make a Constitution saving throw. On failed save, it takes 3d8 necrotic damage, and you may cause the cone of bile described above to spew forth from the creature in the direction you choose. On a successful save, a creature takes half as much damage and does not spew bile.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the necrotic damage dealt to targeted creatures and creatures in the area of the cone of bile by 1d8 for each slot level above 2nd.

RAT, MONSTROUS

Medium beast, unaligned

Armor Class: 12

Hit Points: 11 (2d8+2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	4 (-3)

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: —

Challenge: 1/4 (50 XP)

Proficiency Bonus: +2

Crevice Crawler. The rat can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (2). The first time each turn that the rat hits a creature with an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The rat can benefit from up to 3 allies this way.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) piercing damage.

Reactions

Scurry Away. When an enemy the rat can see ends its turn, the rat can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the rat can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

RAT TIDE

Large swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 72 (16d10-16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	9 (-1)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (2). The first time each turn that the swarm hits a creature with a weapon attack, it deals an extra 2 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 6 extra damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack The swarm makes two attacks or one attack if the swarm has half of its hit points or fewer.

Bite. Melee Weapon Attack: +4 to hit, reach 0 ft., one target in the swarm's space. **Hit:** 10 (3d6) piercing damage.

Reactions

Scurry Away. When an enemy the swarm can see ends its turn, the swarm can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the swarm can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

VERMIN LORDS IN YOUR ADVENTURES

The following table provides you with some ways you can incorporate different types of vermin lords into your adventures.

VERMIN LORD ADVENTURES

d8

Plot Hook

- 1 A haughty and affluent noble thinking himself above the need to honor the gods has earned their ire in the form of a **vermin lord corruptor** who now unleashes waves of plagues and monstrous rats across his lands.

- 2 Multiple riverways are becoming corrupt and leaving thousands sickened. All the riverways lead back to the same brackish lake where a **vermin lord corruptor** amasses power.

- 3 Powerful religious figures are being assassinated by a **vermin lord deceiver** who desecrates their shrines and temples with tributes to its demonic rat lord.

- 4 A clan of ratfolk assassins, led by a **vermin lord deceiver**, are carrying out a series of sabotages and assassinations designed to spark a war between several city-states.

- 5 A knight asks the players for aid in reclaiming his homeland, which has been overrun with verminous ratfolk led by a brutal **vermin lord warbringer**.

- 6 A **vermin lord warbringer** is traveling from one ratfolk clan to another and subjecting each of their warlords. Should it carry out its mission, it will be in command of a near-unstoppable verminous army.

- 7 The players find a strange talisman which sometimes grants them visions of nearby monsters and potential treasures to be had. Little do they know it was planted for them to find by a **vermin lord warpseer** who is manipulating their actions to further its schemes.

- 8 A criminal organization once ruled by a beholder has been taken over by a **vermin lord warpseer** who now leads the criminals as their de facto demon rat kingpin.



ART CREDIT

- Age of Sigmar Soulbound Verminlord - Pasi Juhola
- Verminlord Corrupter, Warhammer Age of Sigmar - Games Workshop
- Verminlord, Warhammer Fantasy - Games Workshop
- Fyreslayers vs. Pestilens, Warhammer Age of Sigmar - Games Workshop

CHANGE LOG

1.0.0

- Public release

1.1.0

- Add stream of corruption spell

REFERENCED CONTENT

- Death Frenzy 1.0.0
- Inflict Rot 1.0.0
- Smoke Shroud 1.0.0
- Stream of Corruption 1.0.0