

Vermin Lords

The Vermin Lord is the Horned Rat incarnate, full of hatred and spite, vengeful and ridden with the stench of decay. It is thought that the Vermin Lord is the reincarnation of one or more of ancient Lords of Decay, but this is a semantic point debated by those who care about such matters.

Physique: Standing more than 10 feet tall, the Vermin Lord has a skull-like, elongated rat-like head bearing four horns, two of which are curled like those of rams with the other two straight and sharp. The creature walks erect on two legs with black, iron hooves. It's five-fingered hands end in large, sharp claws. The Vermin Lord's bald tail is prehensile and can easily grasp and crush a man.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	90	93	7	7	41	100	6	89	89	89	89	89	15

Psychological Traits: Standard rules for Greater Demons apply.

Special Rules: The presence of the demon causes *Terror* in creatures less than 10 foot in height. The Vermin Lord is usually armed with a Doom Glaive which inflicts 2D6 wounds (plus the daemon's S) rather than the normal 1D6. They are subject to *Instability* and cannot be wounded by normal weapons.