

Exalted Vermin Lord

The Vermin Lords are the arch-daemons of the Skaven god the Horned Rat, and embody all that is foul and cruel in that misbegotten race of rat men. At once mighty and vile, cunning and savage, they are creatures of creeping decay and lightning-fast fury—they are ruin made manifest. Huge yet lithe, Vermin Lords are horrific creatures to behold, somewhere in form between plague rat, human and daemon-beast. No two are quite identical, but each is marked with the signs of rank and potency in the Horned Rat's service, with great spiralling horns crowning their heads and black burning blades and glaives clutched in their grasp.

Even the lesser amongst their kind are beings of great power, malevolent intelligence and incalculable malice, and for one to be summoned to the world of mortals is a dire matter that no Grey Seer engages into lightly and without fear, for a Vermin Lord is no brute beast to be controlled, but a being with its own malign agenda and is wiser and more treacherous than any living Skaven could hope to be. But even within the ranks of such impossibly powerful entities there are those whose dark majesty exceeds that of their brethren, these so-called Exalted Vermin Lords may only ever be summoned across the veil of realities in times of great slaughter, suffering and death, and when the winds of magic howl in tempest. Even more dangerous and intractable than their nightmare kin, they demand the death not of mere sacrifices or the carrion of the battlefield as their due, but rather the destruction of entire cities and the ruination of nations for their pleasure before their power is wedded to any cause, even that of the great Lords of Decay.

	M	WS	BS	S	T	W	I	A	Ld	Type	Unit	Points
Exalted Vermin Lord	8	8	4	7	7	7	9	7	9	Monster, Character	1	775

MAGIC

An Exalted Vermin Lord is a Level 4 Wizard who uses the Skaven Spells of Ruin and the Skaven Spells of Plague, and has access to the *Dreaded Thirteenth Spell*.

EQUIPMENT

- Direglaive (hand weapon, see Special Rules below)

SPECIAL RULES

Always Strikes First, 5+ Ward save, Large Target, Terror, Unbreakable, Daemonic Attacks, Direglaive, Withering Flame, Unstable & Loremaster (Skaven Spells of Ruin and Skaven Spells of Plague).

Daemonic Attacks: Being a corporeal manifestation of the malignity of the Horned Rat, all of the Exalted Vermin Lord's attacks are magical.

Direglaive: Attacks made with the Direglaive have the Multiple Wounds (D6) special rule.

Withering Flame: The Exalted Vermin Lord can unleash a cascade of withering green flame that corrodes metal and blisters flesh. Withering Flame is a shooting attack with the following profile:

	Range	Str	Special Rules
Withering Flame	12"	3	Multiple Shots (D6), Quick to Fire, Poisoned Attacks.

Recently come into my possession is a scroll purported to summon and command an 'Exalted Master of the Endless Host'. I purchased the document from my contact in the Tourmaline Fellowship, who claimed to acquired it from some Deistro recently returned from Tilea, who claimed to have retrieved it himself from a ruined city swallowed by an enormous swamp. Old Hildegard tried to impress me with some gibberish about rats that walk like men, but I am no mere dabbler in the forbidden to be taken in by such mythical nonsense.

Perhaps this creature is some kind of daemon, fancifully named by an errant scholar? Yet according to the accompanying notes the creature is 'lithe and possessed of horrifying vigour'. This sounds unlike any daemon I have yet encountered. It is an intriguing, but easily solved mystery. It will take perhaps a day to set wards which will contain any daemon born of the powers of Chaos, and then we shall see exactly what this creature may be and what secrets I can wrest from it.

The final pages of Maximilian Von Vendich's journal, discovered in his blood-soaked mansion by Witch Hunters of the Order of Sigmar's Wrath