



## VERMIN

*Huge monstrosity, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 243 (18d12 + 126)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +11

**Skills** Acrobatics +6, Intimidation +11, Perception +13

**Damage Immunities** cold

**Senses** blindsight 30 ft., truesight 300 ft., passive Perception 23

**Languages** understands Gnomish

**Challenge** 19 (22,000 XP)

**Alert Eyes.** Vermin cannot be surprised, and creatures cannot gain advantage against it due to being hidden.

**Halo of Flies.** Flies are permanently buzzing around Vermin obscuring everything. All creatures within 5 feet of Vermin are blinded.

**Legendary Resistance (3/Day).** If Vermin fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** Vermin can use its Living Plague action. It then makes three attacks: one with its breeding claw and two with its bite.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Breeding Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and the target must succeed on a DC 21 Constitution saving throw. On a failure, eggs are laid inside the wound.

**Living Plague.** Vermin unleashes its hordes of flies to devour its foes. Creatures within 60 feet of Vermin, including ones behind barriers and around corners, can't regain hit points until the end of Vermin's next turn.

**Lord of the Flies (Recharge 5-6).** Vermin uses one of the following abilities.

**Buzzing Death.** Vermin unleashes thousands of flies around itself. All creatures within 60 feet of Vermin must succeed on a DC 19 Dexterity saving throw or take 12d6 slashing damage and have eggs laid inside of them. On a success a creature takes half damage and isn't affected by the eggs.

**Hatch.** All eggs laid by Vermin and its spawns hatch. If they are inside a creature when they do, the creature takes 16d8 piercing damage and is incapacitated until the end of its next turn (regardless of the amount of eggs).

### LEGENDARY ACTIONS

Vermin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vermin regains spent legendary actions at the start of its turn.

**Claw Attack.** Vermin makes a breeding claw attack.

**Wing Attack (Costs 2 Actions).** Vermin beats its wings. Each creature within 10 ft. of Vermin must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vermin can then fly up to half its flying speed.



## LAIR ACTIONS

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On initiative count 20 (losing initiative ties), Vermin takes a lair action to cause one of the following effects; Vermin can't use the same effect two rounds in a row:

- Vermin summons swarms of flies to its aid. All creatures within 60 feet of Vermin must succeed on a DC 13 Constitution saving throw or take 4d10 piercing damage, as the insects eat their flesh, or half as much damage on a success. Vermin then regains hit points equal to half the total damage dealt.
- Swarms of flies cover the battlefield in a 20-foot-radius sphere centered on a point Vermin can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured for all but Vermin. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or have eggs laid under their skin and be poisoned until the end of the creature's turn.
- Vermin beats its wings violently creating an awful buzzing sound. Each creature of its choice within 60 feet of it must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute. A creature that can't hear the wings automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to shake it awake. If a creature's saving throw is successful or the effect ends for it, it is immune to this effect for the next 24 hours.

## REGIONAL EFFECTS

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The region containing Vermin's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Violent landslides are frequent in the area within 6 miles of Vermin's lair, causing swamp land to appear, ripe for colonies of flies.
- Swarms of flies roam the area within 6 miles of Vermin's lair, feasting on each creature that comes near them, laying eggs inside of them, causing the swarm to always expend, until it can choke out an entire city.
- Within 10 miles of the lair, the weakest creatures with the lowest will are often devoured by the roaming swarms of flies.

If Vermin dies, these effects fade over the course of 1d10 days.

## HISTORY

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Fourth to escape the Defiled Box, Vermin is a twisted being wanting to procreate and continue his foul line. Once a lonely gnome, Vermin was an inventor, who shut itself away from society in the name of research. In its old age it realized that he was the last of its line, and that it wouldn't leave any heir behind. It tried it's best to find a mate, but age had done ravages on it, and it's very excentric personality left it undesirable to others. In a plea for help it turned to the gods for salvations, but what came was no god.

## BEHAVIOR

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Vermin tries to unleash his offspring in the lands that are still fertile. Using the growth in the land and the population his flies will devour flesh to lay eggs to increase his swarm forever and ever, until what was once fertile land turns into an unhabitable hell. It'll hide away from sight, similar to a broodmother, letting his swarm do its bidding for it. It knows that for its swarm to survive it must stay alive.

## IN BATTLE

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In battle Vermin is a cowardly foe. It will attempt to maintain distance from any threats thanks to its flying speed. If forced to it will use it's Buzzing Death ability followed by Hatch to incapacitate foes and run away when the opportunity presents itself. If an enemy gets in melee, it will use it's breeding claw attacks, and if surrounded will use its wing attack. It is very rare to find Vermin fighting alone.

**GM Note:** If your party wishes to try unconventional methods. Dispelling the Halo of Flies could perhaps be done by burning them away or by using strong winds.