



PACT OF THE VERMIN LORDS



VENTURE
4TH

a new warlock pact for 4e

PACT OF THE VERMIN LORDS

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Pact of the Vermin Lords is the first of a series of new warlock pacts for 4E from Adamant Entertainment.

Though seemingly insignificant, the sheer abundant life-force of spiders, flies, centipedes and their ilk has attracted the patronage of many powerful gods. The earliest warlocks learned these Vermin Lords granted boons not just upon their subjects, but also on anyone willing to congress with them.

PACT OF THE VERMIN LORDS

You have forged a pact with rulers of the squirming hordes. You can call upon the powers of arachnid, worm and insect to poison foes, sicken them with pestilence and consume their very flesh.

Stinging Bolt: You know the *stinging bolt* at-will spell.

Gift of Carrion: Your tribute to the Vermin Lords garners you extra power. You have the Gift of Carrion pact boon. When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you can add to a warlock attack power you hit with before the end of your next turn, either ongoing poison or acid damage (save ends) equal to your Intelligence modifier.

CLASS FEATURE

The warlock with the Vermin Lords Pact gains *Recognize the Master* class feature.

Recognize the Master Warlock (Vermin) Feature

The creatures that crawl, writhe and buzz understand you are a favored of their lords. After a demonstration of your power, vermin-kind hesitate to attack you.

Encounter*Arcane, Implement

Standard Action

Close burst 2

(5 at 11th level, 8th at 21st level)

Target: Each ant, centipede, beetle, scorpion, worm or spider [keyword] in burst.

Attack: Constitution vs. Will

Effect: Affected targets are pushed a number of squares equal to 1 + your Charisma modifier and are immobilized until the end of your next turn.

Secondary Effect: The targets take a penalty to attack rolls against you equal to 3 + your Charisma modifier (save ends).

Special: Your Warlock's Curse can not be used while this power is in effect. If your Warlock's Curse is on an enemy when you use this power the curse is immediately lifted.

LEVEL 1 AT-WILL SPELLS

Stinging Bolt

Warlock (Vermin) Attack 1

Barbs of magical poison launch from your hands and strike a foe. The more he moves, the farther the toxin spreads.

At-Will *Arcane, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 1d6 + Constitution modifier poison damage. If the target takes more than a single action (excluding free actions) before the end of your next turn, it suffers an extra 1d6 + Constitution modifier poison damage. Increase damage and extra damage to 2d6 + Constitution modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS

Dread of Yolkuth

Warlock (Vermin) Attack 1

Vile Lord of Consumption, Yolkuth, grants you his favor. You cause rot grubs to burst from the flesh of an enemy. The severe pain weakens him.

Encounter*Arcane, Implement, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier damage, and the target takes a -1 penalty to Fort defense until the end of your next turn.

Vermin Lords Pact: The penalty to Fort defense is equal to 1 + your Intelligence modifier.

LEVEL 1 DAILY SPELLS

Spider Queen's Embrace

Warlock(Vermin) Attack 1

You channel the power of the Dark Lady of the Abyss, wrapping a foe in strands of life-draining webs.

Daily*Arcane, Implement, Necrotic

Standard Action Ranged 5

Targets: One creature

Attack: Constitution vs. Reflex

Hit: 3d6 + Constitution modifier necrotic damage, and the target is immobilized until the end of your next turn.

Effect: The target takes a -2 penalty to AC and Reflex defense (save ends).

LEVEL 2 UTILITY SPELLS

Child of Gath

Warlock (Vermin) Utility

You grow the extra eyes of a spider, and your body sprouts hairy, segmented legs.

Encounter*Arcane, Polymorph

Minor Action Personal

Effect: You gain a +5 power bonus to your next Perception, Acrobatics or Athletics check during this encounter.

Shed the Husk

Warlock (Vermin) Utility 2

Your skin hardens and sloughs away, revealing fresh growth underneath.

Daily*Arcane, Healing

Standard Action Personal

Effect: You make a saving throw with a +2 bonus and can spend a healing surge.

Vermin Lords Pact: You gain an extra number of hit points equal to 1 + your Intelligence modifier.



LEVEL 3 ENCOUNTER SPELLS

Dark Wind of Pestilence Warlock (Vermin) Attack 3

You infect an adversary with the insect-borne disease known as bone wrack. The foe's every movement becomes sheer agony, and it spreads the contagion to allies.

Encounter*Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier damage, and the target is slowed until the end of your next turn.

Sustain Minor: The target is slowed (save ends).

Vermin Lords Pact: At the start of your turn, as long as the target is slowed all of your enemies within 2 squares of it take damage equal to your Intelligence modifier.

Aspect of the Mantis Warlock (Vermin) Attack 3

Your jaws turn into great insect mandibles, snapping at an enemy who gets too near.

Encounter* Arcane, Implement, Polymorph

Immediate Interrupt Melee

Trigger: An opponent attempts to grab you.

Target: The attacking creature

Attack: Constitution vs. AC

Hit: 2d8 + Constitution modifier damage, and the grab attempt fails.

Vermin Lords Pact: Gain a bonus the attack roll equal to your Intelligence modifier.

LEVEL 5 DAILY SPELLS

Eruption of Worms Warlock (Vermin) Attack 5

At your invocation worms spill from an enemy's nose and mouth, suffocating the foe and causing great pain.

Daily*Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier damage

Effect: The target takes ongoing 5 damage (save ends).

Vermin Lords Pact: The target takes a -2 penalty to saves to end the ongoing damage.

LEVEL 6 UTILITY SPELLS

Scarab Rising Warlock (Vermin) Utility 6

You invoke the power of the scarab beetle, a symbol of life and regeneration.

Daily*Healing, Arcane

Immediate Reaction Personal

Trigger: You are bloodied.

Effect: You can spend a healing surge.

Vermin Lords Pact: You gain an additional number of hit points equal to 3 + Intelligence modifier.

LEVEL 7 ENCOUNTER SPELLS

Worms of the Earth Warlock (Vermin) Attack 7

You call upon the earth's burrowing creatures. They open the ground beneath your foe, and then bury him.

Encounter*Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier damage, and the target is immobilized until the end of your next turn.

Vermin Lords Pact: As a minor action you may sustain the immobilized condition (save ends).

LEVEL 9 DAILY SPELLS

Curse of Xag

Warlock (Vermin) Attack 9

With the power of the Multilegged Lord, you transform two limbs of your foe into stinging centipedes. They attack at your command, and when they move, your enemy is dragged along with them.

Daily* Arcane, Polymorph, Poison

Standard Action

Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier poison damage, and you slide the target three squares. Make a secondary attack.

Secondary Target: Primary target or one creature adjacent to the primary target.

Secondary Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier poison damage.

Miss: Half damage, and you do not slide the target.

LEVEL 10 UTILITY SPELLS

Swarm of Death

Warlock (Vermin) Utility 10

For insects there is no death, only metamorphosis.

Daily* Arcane, Healing, Polymorph

Immediate Reaction

Personal

Trigger: You are reduced to 0 or fewer hit points.

Effect: You transform into a swarm of shadowy, winged insects. You shift a number of squares equal to 3 + your Intelligence modifier and return to your original form. After the move, you regain hit points equal to one-half your level.

LEVEL 13 ENCOUNTER SPELLS

Favored of Glaak-Yibll

Warlock (Vermin) Attack 13

Lord of Beetles, Glaak-Yibll, comes to your aid. You vomit a glob of slippery, acidic phlegm. It clings to a foe, causing horrible burns and interfering with his actions.

Encounter* Acid, Arcane, Implement

Standard Action

Ranged 10

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier acid damage.

Effect: Until the end of your next turn the target takes a penalty to all attack rolls and Strength- and Dexterity-related skill and ability checks equal to your Intelligence modifier. During this time if the target moves more than 2 squares it falls prone.

Vermin Lords Pact: The target takes a penalty to attack rolls and skill checks equal to 2 + your Intelligence modifier.

Reactive Sting

Warlock (Vermin) Attack 13

Thinking you are vulnerable, an enemy strikes out at you, only to be met with horrible pain as a wasp's stinger lances from your hand into its flesh. From then on the foe is more wary.

Encounter* Arcane, Implement, Poison

Immediate Reaction

Melee

Trigger: You are attacked by an enemy that has combat advantage against you.

Special: You may use this power even if you are surprised.

Target: Attacking creature

Attack: Constitution vs. AC

Hit: 2d8 + Constitution modifier poison damage, and you shift 2 squares.

Effect: The target takes a -2 penalty to attack rolls against you (save ends).

LEVEL 15 DAILY SPELLS

Black Flies of the Tomb Warlock (Vermin) Attack 15

The flies trapped inside a tomb do not simply wither -- they transform into unliving insects of pure darkness. These creatures appear at your invocation and consume the flesh of your enemies. You can use the spectral vermin to herd your foes in a specific direction.

Daily *Arcane, Implement, Necrotic, Zone
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst.

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier necrotic damage, and creatures outside the zone have total concealment from any targets until the end of your next turn.

Effect: The burst area creates a zone of flies that last until the end of your next turn. You can slide the zone a number of squares equal to your 1 + Intelligence modifier. All creatures in the burst area damaged by your original attack roll must move with the zone of flies.

Sustain Standard: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier necrotic damage and you can slide any damaged targets along with the zone a number of squares equal to your Intelligence modifier. If you miss all targets in the zone you can not sustain this power.

LEVEL 16 UTILITY SPELLS

Squirming Horde Warlock (Vermin) Utility 16

The insects consuming a dead body are yours to command. With sudden push of arcane energy the dead around you walk again.

Daily * Arcane
Minor Action Ranged 10

Effect: You animate one creature that has dropped to 0 hit points or fewer. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move.

LEVEL 17 ENCOUNTER SPELLS

Weavings of the Atlach Warlock (Vermin) Attack 17

You knit a magical web of destiny based on the spinning of Atlach, the spider at the center of the world. Your foe must complete the gease placed on him or suffer horrible consequences.

Encounter*Arcane, Charm, Implement, Poison
Standard Action Ranged 10

Attack: Constitution vs. Will

Effect: You slide the target 5 squares, and the target may only take a single action each round (excluding free actions) for a number of rounds equal to one-half your Intelligence modifier.

Special: The target may take two or more actions in a round, but then takes 1d10 + Constitution modifier poison damage at the end of its turn.

Vermin Lords Pact: If the target takes two or more actions in a round you can place your Warlock's Curse on the target as a free action.

LEVEL 19 DAILY SPELLS

You Are My Host Warlock (Vermin) Attack 19

A parasite worm leaps from your mouth and buries itself in the flesh of an enemy. The parasite saps the adversary's strength while you grow stronger.

Daily*Arcane, Implement
Standard Action Ranged 10

Attack: Constitution vs. Reflex

Hit: Target takes ongoing 10 damage (save ends) and is weakened until the end of your next turn.

Miss: Target is weakened until the end of your next turn.

Effect: Each time the target takes ongoing damage from this power you gain until the end of your next turn the use of an encounter power you have already used this encounter.

Vermin Lords Pact: The target takes a penalty to saves to end the ongoing damage equal to your Intelligence modifier.

Special: The target can spend a healing surge to end the ongoing damage. If he does you gain temporary hit points equal to 5 + your Intelligence modifier and the target loses an equal amount from his healing surge.

LEVEL 22 UTILITY SPELLS

Burrow

Warlock (Vermin) Utility 22

You sink into the ground like a worm to emerge at another spot.

Daily* Arcane

Move Action

Personal

Effect: On this move action you burrow (tunnel) through loose dirt at your speed or through solid stone at one-half your speed.

Sustain Move: You can sustain this power until the end of the encounter or for five minutes.

LEVEL 23 ENCOUNTER SPELLS

Droning Whispers

Warlock (Vermin) Attack 23

You cause your foe to hear a buzzing noise which grows gets louder and louder. Your enemy can do nothing but flail about, attempting to cease the grinding in his head before it drives him mad.

Encounter* Arcane, Implement, Psychic

Standard Action

Ranged 10

Attack: Constitution vs. Will

Hit: 3d8 + Constitution modifier psychic damage, and the target loses its next standard action.

Vermin Lords Pact: The target grants combat advantage to you and all of your allies until the end of your next turn.

LEVEL 25 DAILY SPELLS

The Conqueror Worm

Warlock (Vermin) Attack 25

You summon the Great Worm of the Earth. Its maw opens beneath an opponent, swallowing the target and knocking all others away as if they were insects.

Daily* Acid, Arcane, Implement, Poison

Standard Action

Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 5d10 + Constitution modifier acid and poison damage, and the target is swallowed (save ends). A swallowed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures (including you) cannot gain line of sight or line of effect to the target.

Effect: All enemies adjacent to the target are knocked prone. **Miss:** Half damage and only the target is knocked prone.

LEVEL 27 ENCOUNTER SPELLS

Blessings of Ygthos

Warlock (Vermin) Attack 27

There is no greater honor than to serve as the host of a vermin lord.

Encounter* Arcane, Implement, Poison

Standard Action

Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier damage, and a number of scaled maggots equal to your Intelligence modifier burst from the target. Each worm makes a secondary attack against the target or another creature adjacent to the target.

Secondary Target: Original target or adjacent creature.

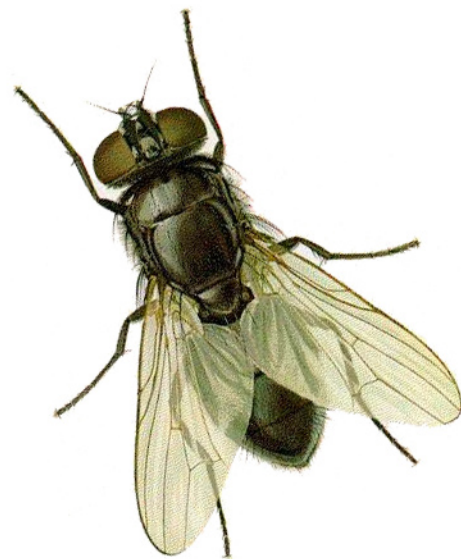
Secondary Attack: Constitution vs. Fortitude

Hit: 1d10 poison damage.

Special: If a maggot's attack causes a power to trigger the effects are resolved against the primary target.

Sustain Minor: You can sustain the secondary affects of this power as long as the target is in range (save ends).

Vermin Lords Pact: You gain a bonus to the secondary attack rolls equal to your Intelligence modifier.



LEVEL 29 DAILY SPELLS

Mind Insect of Shan Warlock (Vermin) Attack 29

With a snap of your fingers a ten-legged insect from the void-world of Shan appears on your foe's head and burrows into its skull. When it reaches the brain you can direct the target's actions like a puppet.

Daily* Arcane, Charm, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Will

Hit: 5d10 + Constitution modifier damage, and the target is dominated (save ends). Saving throws against this effect take a -5 penalty. If you or your allies attack the target while it is dominated the condition ends.

Effect: On each failed save the target takes damage equal to your Intelligence modifier.

Miss: Half damage and the target is stunned (save ends.) Saving throws against this effect take a -5 penalty.



PARAGON PATH

INSECT DISCIPLE

“The world’s smallest creatures and their powers are mine to command. In the multitude there is relentless strength.”

Prerequisite: Warlock class, Vermin Lords pact

Your close association with the vermin gods has imbued you with the characteristics of an insect. Your skin has hardened and you walk with a creeping step not entirely of your race. You are neither insect nor humanoid, but a potent combination of both.

INSECT DISCIPLE PATH FEATURES

Carrion Hunter (11th level): When an enemy is bloodied you gain a +2 bonus to attacks against it until the end of your next turn.

Swarm's Action (11th level): When you spend an action point to take an extra action, you take only half damage from melee and ranged attacks until the start of your next turn.

Insect Resilience (16th): You gain a +1 bonus to AC, Fortitude, Reflex and Willpower defense.

Mauling Pincers Insect Disciple (Vermin) Attack 11

Spectral beetle pincers clamp onto your foe, cutting deep into flesh. The more your opponent struggles to escape the more damage it suffers.

Encounter*Arcane, Implement

Standard Action Ranged 5

Attack: Constitution vs. AC

Hit: 2d8 + Constitution modifier damage, you slide the target 3 squares and the target is immobilized (save ends). Saving throws against this effect take a -3 penalty.

Effect: Each time the target fails a save to end the immobilized condition it takes damage equal to 5 + your Intelligence modifier. On a successful save the target takes 3 + your Intelligence modifier damage.

Brother of Crawlers Insect Disciple (Vermin) Utility 12

You scuttle like an insect and can slink through narrow openings.

Daily*Arcane

Move Action Personal

Effect: On this move action you can crawl at your speed without provoking attacks of opportunity. While this power is in effect you do not take a -2 penalty for attacking while prone, and you are considered two sizes smaller (or tiny) for determining if you need to squeeze through a narrow space.

Sustain Move: You can sustain this power until the end of the encounter or for five minutes.

Myrmidon Servants Insect Disciple (Vermin) Attack 20

The ants answer your summons. Within moments they erect a wall of dirt, protecting you and your allies.

Daily*Arcane, Acid

Standard Action Area wall 8 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with earth and fire ants. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. If a creature moves into the wall's space or starts its turn there, the creature takes 4d6 + Constitution modifier acid damage.

Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists.

NEW FEAT

IMPROVED GIFT OF CARRION (WARLOCK)

Prerequisites: Con 15, Int 13, warlock, Vermin Lord's pact

Benefit: Your Gift of Carrion now grants ongoing damage equal to 1 + your Intelligence modifier.

NEW MAGIC ITEMS

Rod of the Primal Husk

This rod channels the powers of vermin-kind into its wielder.

Lvl 23 +5 425,000 gp

Lvl 28 +6 2,125,000gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: Whenever an enemy under your Warlock's Curse reaches 0 hit points or fewer you gain a +2 power bonus to saves until the end of your next turn.

Power (Daily*Healing): Minor Action. When you take a short rest you may use this rod to wrap yourself in a cocoon. During that time you are unable to act or respond to outside events although you can be damaged by attacks. You suffer a -2 to Armor Class, Fortitude, Reflex and Willpower defense and all enemies have combat advantage against you. While in the cocoon you can make a saving throw with a bonus equal the rod's enhancement bonus against all effects a save can end. When you emerge from the cocoon you regain hit points as if you had spent two healing surges. If you take damage from an outside source while in the cocoon you do not gain any benefits from this power and it is considered used.

Scorpion Rod

A chitin barb tops one end of this rod. The device allows the user to affect his enemies with the power of the scorpion.

Lvl 5 +1 1,000gp

Lvl 20 +4 125,000gp

Lvl 10 +2 5,000gp

Lvl 25 +5 625,000gp

Lvl 15 +3 25,000gp

Lvl 30 +6 3,125,000gp

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: 1d4 per plus of ongoing poison damage (save ends).

Power (Daily*Poison): Free action. Use this power when you hit an enemy with a warlock power under your Warlock's Curse. The target takes ongoing 5 poison damage and is dazed (save ends both).

Aftereffect: Target suffers a -2 penalty to Fortitude defense (save ends).

Level 15 or 20: Ongoing 10 poison damage and dazed (save ends both).

Aftereffect: Target suffers a -4 penalty to Fortitude defense (save ends).

Level 25 or 30: Ongoing 15 poison damage and dazed (save ends both).

Aftereffect: Target suffers a -6 penalty to Fortitude defense (save ends).

Vermin Rod

This rod draws upon the power of the insect gods, granting you the benefits of a warlock who treats with these beings.

Lvl 18 +4 85,000gp

Lvl 28 +6

2,125,000gp

Lvl 23 +5 425,000gp

Implement (Rod)

Enhancement: Attack and damage rolls

Critical: +1d6 poison damage per plus

Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the Vermin Lords pact, you gain the benefit even if you don't have the Vermin Lords pact.