

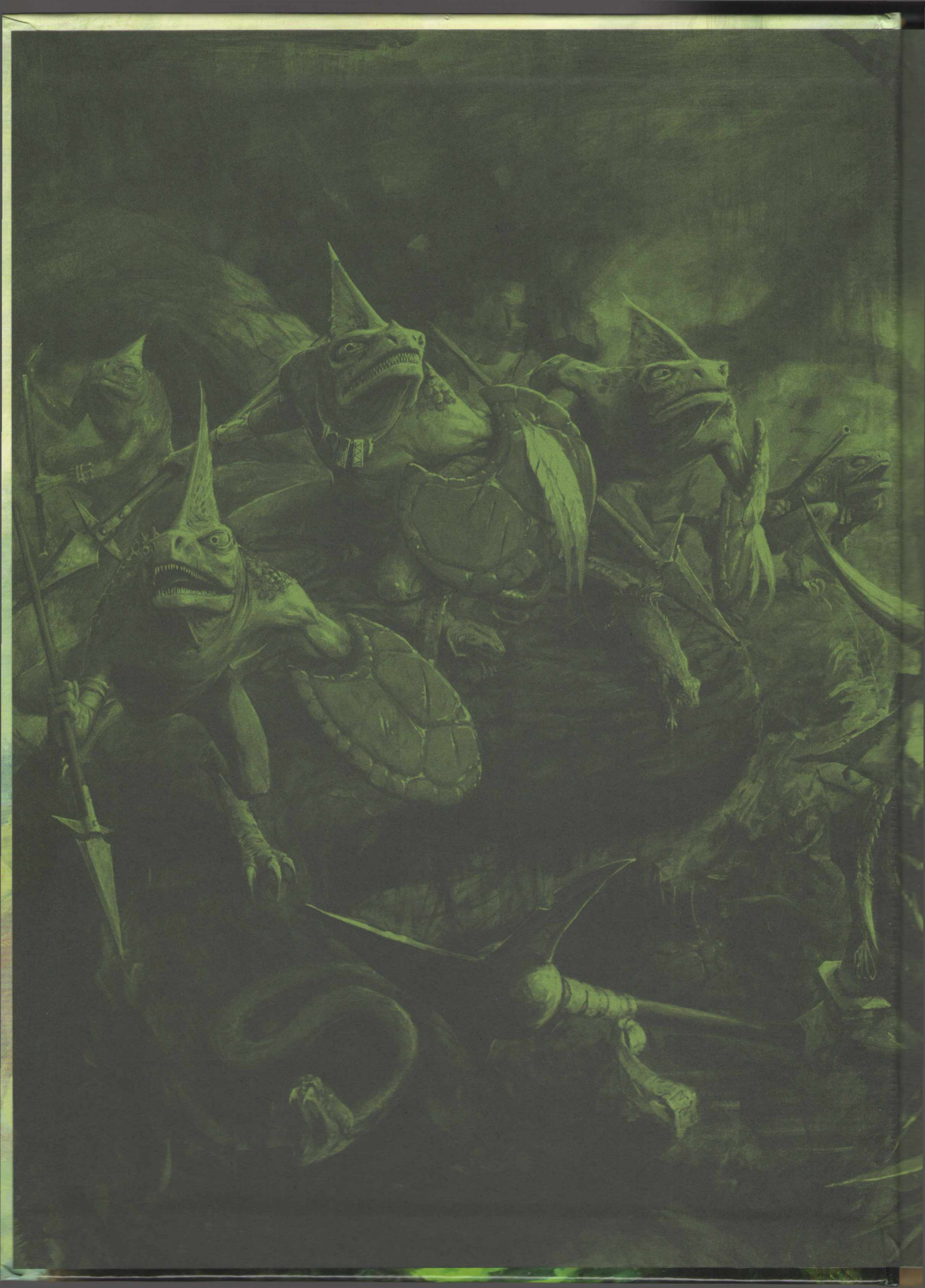
WARHAMMER<sup>®</sup>

# LIZARDMEN<sup>™</sup>



WARHAMMER ARMIES













# LIZARDMEN





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# INTRODUCTION

From their jungle-continent of Lustria, the Lizardmen look outwards and see a world gone awry. As the ultimate enemies of the Dark Gods and the true inheritors of the planet, the Lizardmen have determined their only recourse is to go to war to set things right.

This volume is the definitive guide to the Lizardmen, the cold-blooded defenders of the world. It is their sacred duty to fulfil the enigmatic plans of the Old Ones, and any who stand in their way can expect no mercy. Heed the drums and the reptilian roars of the jungle and join the gathering Lizardmen armies as they march forth for battle.

## WARHAMMER – THE GAME OF FANTASY BATTLES

If you are reading this book, then you have already taken your first steps into the Warhammer hobby. The *Warhammer* rulebook contains all the rules you need to fight battles with your Citadel miniatures, and every army has its own army book that acts as a definitive guide to collecting and unleashing it upon the tabletop battlefields of the Warhammer world. This book allows you to turn your collection of Lizardmen into a single-minded force of destruction that stops at nothing to defeat their enemies.

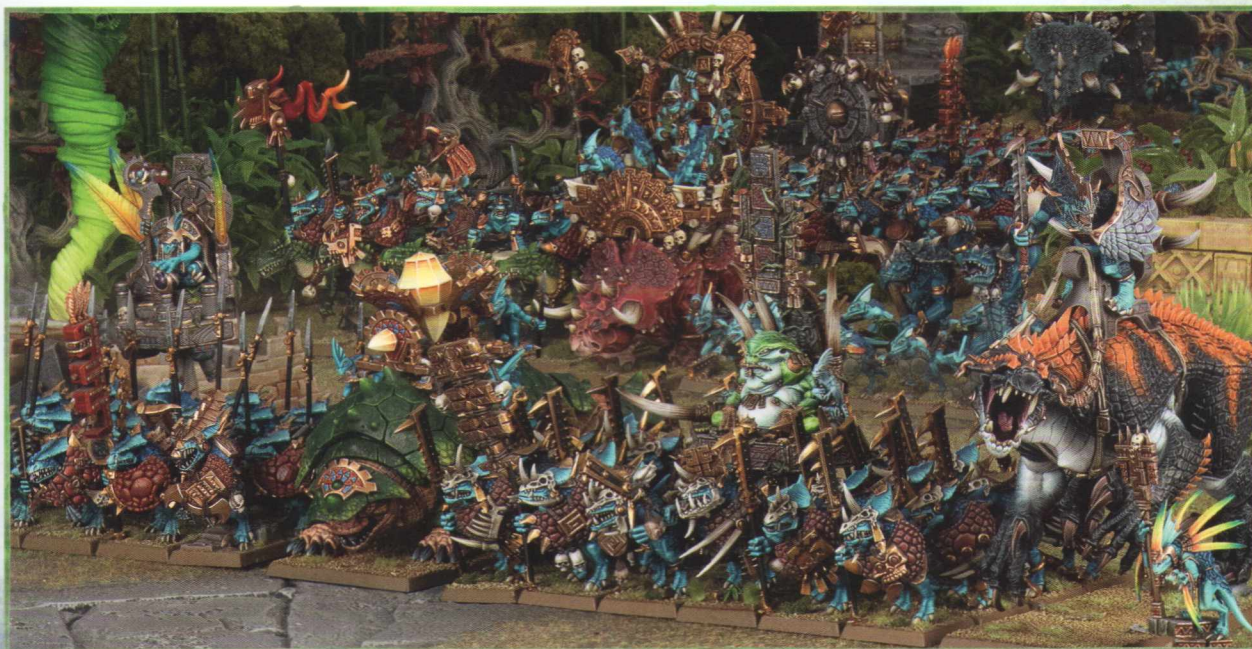
## LIZARDMEN

A Lizardmen host deployed for battle is a formidable sight. A screen of nimble skirmishers spreads out first, followed by rank after rank of merciless warriors. They are guided by the mightiest of mages and their war leaders are battle-scarred veterans who will fight to the end. In the air above winged beasts screech, while out of the jungles stomp hulking reptilian monsters. They are pitiless killers, savage creatures of an elder age. Yet the Lizardmen do not war for plunder or territory, but instead fight for a higher cause – a world order laid out ages ago by their long-lost cosmic masters.

## HOW THIS BOOK WORKS

*Warhammer: Lizardmen* contains the following sections:

- **Children of the Old Ones.** This section describes the history of the Lizardmen, from their mysterious creation by the god-like Old Ones long ago, through the cataclysmic upheaval that changed their world forever, to their current battles against their age-old nemeses. It includes a descriptive account of their lush and dangerous jungle continent, including a map and details of their most famous battles.
- **The Forces of Lustria.** Each and every troop type in the Lizardmen army is examined here. You will find a full description of each unit alongside complete rules for any special abilities or options they possess. This section also includes the Treasures of the Old Ones and the Lore of High Magic – magical artefacts and spells unique to your army, and the rules to use them in your games.
- **Reptilian Glory.** Here you will find a showcase of the impressive range of Citadel miniatures available for the Lizardmen army, gloriously painted by Games Workshop's 'Eavy Metal team.
- **Lizardmen Army List.** This section takes all of the characters, warriors, and monsters from the Forces of Lustria section and arranges them so you can choose an army for your games. Units are categorised as characters (Lords or Heroes), Core, Special or Rare choices, and can be taken in different quantities depending on the size of game you are playing.











## CHILDREN OF THE OLD ONES

*Since the days of their creation, the Lizardmen have been at the forefront of the battle for the world's survival. Their armies are anchored by savage warriors spawned for the sole purpose of war and augmented with titanic reptilian beasts whose tread shakes the earth. Their enigmatic leaders are powerful wizards and wield magics beyond the ken of mere mortals. While much has been lost over the long ages of warfare against the many foes of order, the Lizardmen still fight on – unleashing their cold-blooded savagery upon any who would stand in the way of their sacred mission. As carved upon the pyramid blocks, this is the tale of the Lizardmen and their defence of the world.*



# THE LIZARDMEN

Beneath totems of gold, the Lizardmen march to war, the ground trembling from the approach of their armies. They go to battle for reasons indecipherable to others, an ancient plan known only to themselves. For they are the rightful inheritors of the world and it is their sacred, if inscrutable, duty to restore order across the planet. If this means the wholesale eradication of races outside of the Great Plan, then so be it.

Utterly enigmatic, the Lizardmen have been stranded by their creators, left to contemplate a world irrevocably changed. Over the millennia, the Lizardmen have sought after the clear guidance once supplied by their almighty creators. Against the growing threat of an age-old enemy, the Lizardmen have slowly come to the realisation that there is no gain in lamenting a bygone age, and that the time to enact the Great Plan is upon them. From temple-cities and ancient ruins they issue forth, emerging out of the jungle to coldly implement their vision upon the world.

## THEY WHO WOULD RULE THE WORLD

Feared and misunderstood by all who know of their existence, the Lizardmen are not a single race but rather a cohesive society composed of distinct species: Slann, Saurus, Skinks and Kroxigor. All are considered alien by the other races of the world – for they are weirdly impassive, coldly

*'I have scoured the coasts of three continents, yet in all my years of reaving I have never fought anything like the cold-blooded men of Lustria. Their main troops, large bipedal man-lizards, are seemingly immune to pain, fighting on long after foes with any sense would have fled. Time and again I have seen them fight to the last, pausing only to tug crossbow bolts from their thick hides. Even in death I have seen these creatures attack, in one case a severed head continued snapping at us for three full days, and in another, the jaws, once clamped onto flesh, could not again be prised opened, but had to be cut away from the victim – a process none could survive.'*

*The smaller, smooth-skinned creatures are less hardy, but are no less dangerous. Like little darting lizards, they speed in and out of cover, and their use of poison-tipped weapons has ensured that any that are captured suffer painful death. Worse still, at times the smaller race fights alongside Troll-sized reptile-men, hulking beasts that can tear a man in two. With their two-handed mauls I am sure such beasts could stove in the side of a ship within a few blows. But it is the larger creatures I fear the most – enormous reptiles the size of Giants, ravenous monsters that broke our battle lines and reduced many of our ships to kindling. Now that I have seen Lustria with my own eyes I believe the tales are true – both of the gold that can be prised out of every ruin, and also of the denizens of that cursed land. Lizardmen, savage in deed and heart. It matters not the price, I will not return to those forsaken jungles again.'*

*From the logbook of Vincenzo Corenzo,  
Mercenary Capitano out of Tilea*

steadfast, and completely without mercy – yet each of the species perfectly fulfils a different role in the Great Plan.

The undisputed leaders of the Lizardmen are the Slann, bloated and barely mobile toad-like creatures whose magical powers are greater even than those of the Elven Loremasters. Of all the Lizardmen species, the Slann are the least numerous, with perhaps only a few hundred in existence and no sign of their numbers ever being replenished. When roused, the long-lived Slann can move mountains with their minds, displaying a mastery over the sorcerous arts that belies their sluggish physical appearance.

Serving beneath the Slann are the reptilian Saurus, the soldiers of the Lizardmen. They are strong and obedient warriors, protected by natural scales and hard bony plates. In battle, they wield heavy clubs spiked with jagged stone or metal. Their claws, tails and powerful jaws are weapons as well, their mouths opening wide to reveal rows of sharp teeth. It is the Saurus' role to attack any whom the Slann declare are foes, and they follow these orders with a single-minded savagery that is frightening and efficient in equal measure.

In contrast to the hardened ferocity of the Saurus, who are spawned for combat and guardian duties, the Skinks are more mentally and physically agile. It is they who are the artisans and administrators of Lizardmen society. Although diminutive and skittish, Skinks also have a role on the battlefield, where they make fast and nimble scouts. In potent cohorts, they rain poisoned darts and javelins upon their foes, proving a useful complement to the Saurus. Skinks are highly organised and the most sociable of the Lizardmen; it is they who direct the Kroxigor, hulking bipedal crocodilian creatures whose strength is used to build temple-cities and smash foes to a pulp. Skinks also capture and train many of the reptilian beasts found in the surrounding jungles.

## DENIZENS OF LUSTRIA

Although their armies once roamed across the whole world, ages ago the Lizardmen retreated back to their original stronghold – the vast, jungle-covered continent of Lustria. Much of that great land is wilderness stalked by fearsome predators long extinct elsewhere. Over the aeons, the Lizardmen have developed or learned to harness many of these reptilian creatures, using them both as beasts of burden and as devastating shock troops in war.

Massive armoured brutes, such as Stegadons and Bastiladons, use their bulk to clear pathways and crude roads, ploughing over full-grown trees as if they were reeds. Packs of raptorial Cold Ones are captured and used as mounts for the Saurus. In the skies, Skinks can be seen soaring on the backs of leathery-winged reptiles. There are venom-spitting lizards larger than horses, spike-covered beasts and colossal saurians that tower over even the Giants of the north. From the bloodthirsty roar of the Carnosaur to the undulating shriek of the Troglodon, the jungles are filled with the primordial sounds of reptilian monsters.



## THE COMING OF THE OLD ONES

The origin of the Lizardmen is a tale that goes back to a primeval era when the world was dark and largely encased by thick sheets of ice. Long before Chaos came to the world, in a time before Elves, Dwarfs or Men, the land was ruled by titanic monsters. These enormous creatures battled for dominance and the warmest regions, those nearest the equatorial band, became the most highly contested zones. Some of these life forms were unthinking creatures of pure instinct, others were established civilizations that rose and fell in that forgotten age. Of that time of eternal twilight there is little knowledge, although buried ruins and descendant creatures still remain.

Into this brutal age came a mysterious race of god-like beings that plied the heavens in silvered ships. These strangers, known as the Old Ones, came from beyond the stars where they ruled an empire that spanned not just the cosmos, but time itself. Their technology was advanced beyond imagination – to them, astrology and astronomy, science and magic were all one and the same. Each world in the Old Ones' empire was linked by a gateway. Some were small portals, allowing an individual to travel inconceivable distances with but a single step. Others, often situated in the cold void of space, were portals so large that vessels the size of moons could pass through. In their travels across the endless expanse of the universe, one planet caught their eye, for they saw in it a unique and boundless potential.

The Old Ones decreed that this world would have a central place in their unknowable plans and stellar gates at either

pole were created to allow easy access to this hopeful new colony. Before the designs for their newest planet could be fully set in motion, the Old Ones had to reshape it to better fit their needs. Using powers beyond mortal comprehension, they shifted the planet's orbit towards the warming sun. In time, the ice sheets retreated, verdant forests soon growing to cover over the newly revealed land.

## CHILDREN OF THE GODS

The Old Ones created servants to tend to their needs. Thus was the first spawning of the Slann Mage-Priests begun. They were the grand viziers, trusted creatures of prodigious intellect, and the only beings able to withstand direct contact with the near-omnipotent Old Ones and comprehend their teachings. It was the Slann who were to guide the lesser races whose creation would soon follow. For upon the world, the Old Ones had encountered many primitive creatures, including those that would one day be transformed into the first Elves, Dwarfs and Men. Powerful and far-sighted, the Old Ones could shape new life forms even from these imperfect materials. They did encounter some creatures whose existence was incompatible with their future plans. As the climate warmed, the Saurus were created to destroy these anomalies and soon vast armies marched to war – a fight to eradicate those native races that needed to be removed.

The Old Ones frequently used the polar gateways to travel the cosmos, but in the meantime they created further spawnings of Slann to execute their plans. While the Saurus brought order to the world with their brutal campaigns of destruction, greater projects were undertaken. By command of the Old Ones, the Slann established the rainforest temple-cities in the region that would one day become Lustria. The Skinks were the technicians and the overseers; it was their role to direct the beasts of burden to haul and heft the heavy loads. In this manner, the Lizardmen built fabulous structures that rose high above the steaming jungles.

The Old Ones' instructions to the Slann were very specific as to the locations where the temple-cities, and the many other architectural wonders, were constructed across the globe. Each one was raised up purposefully to form a vital nexus in a world-spanning 'geomantic web', an interlinked matrix of natural earth-energy that encompassed the planet. Each site was linked to the next and the Old Ones were able to draw upon this vast reservoir of energy to manipulate untold devices and enchantments of great power.

The Slann Mage-Priests were also able to tap into the geomantic web, and with its energies they could shift continents and further aid the unknowable plans of the Old Ones. So long as each link remained connected, they could be used to telepathically communicate with one another over vast distances. By entering a trance, the Mage-Priests could transmit pure thoughts and hold councils of communion.

## LOOMING CATASTROPHE

All was not well with the world, however. Distressing signs began to manifest outside the gateways at the planet's poles. They were but portals to another dimension, and it was from there that trouble arose. In the swirling madness of that otherworldly realm, nascent beings stirred, malign intelligences that resented the Old Ones' trespasses.





# THE GREAT CATASTROPHE

The Old Ones were beings of order and near-omnipotence, but it is unknown when they first detected the impending disaster, or if they realised its magnitude. Although they tapped into the energies of the realm beyond their portals, they had always struggled to contain that power – and soon found themselves embattled by the forces of that impossible dimension. Having glimpsed some future portent, it is probable that the races the Old Ones created were intended to fight against the creatures from the Realm of Chaos.

After the Lizardmen, the first of the newly created races was the Elves, and they learned the lore of magic in the lap of the gods themselves. The Dwarfs soon followed, although their magic was insular and intrinsic to their craftsmanship. As the pressures of their cosmic war intensified, the Old Ones created the prolific and adaptable race of Man, and, seemingly in haste, finally the Halflings and the Ogres were risen up from the lesser things that roamed the world.

## THE COMING OF CHAOS

Disaster came suddenly. Whether due to enemy attacks or structural failure, the portals collapsed. The eldritch machineries of the gates crashed down upon the world in a burning hail of star-metal. Simultaneously, the poles of the world imploded, opening rifts into the beyond. Chaos spewed forth from the spirit realm. Meteors of congealed magic, a substance known as warpstone, left weirdling contrails that set the skies aflame. The planet shuddered under thunderous impacts, with some meteorites burrowing like animals, gnawing deep into the world's foundation. A layer of warpstone dust was cast into the air, its mutating properties causing untold atrocities. Across the globe, the seas churned and the forest canopies shook, convulsing with grotesque growth. Where the northern gateway had once been, there now throbbed a second moon, a green satellite made of pure warpstone. Many cries were lifted to that sickly orb, as hideously twisted creatures were born, howling in their agony.

As their portals collapsed, the Old Ones disappeared, their fate unknown. Yet the disaster could have been worse, if the Old Ones' most powerful servants, the Slann, had not staved off complete destruction by sealing much of the rent in reality. So great was the strain of that undertaking that half of their number were slain – their brains melted by the incongruity of Chaos. Despite their sacrifice, the Slann could only shrink the gap; they could neither close it nor stem the tide of magical energy that swept the planet. The Old Ones were gone, and the Lizardmen and the fledgling races were now abandoned before a new and diabolical foe.

## THE WORLD BESIEGED

In the wake of the clouds of magic came the daemonic legions of the Chaos Gods. They crystallised out of the swirling madness, materialising in numbers beyond count. Each Daemon was a powerful facet of its master, an unnatural being that burned with the urge to destroy. And so the war for the mortal realm was begun. Faced with annihilation, the remaining Slann rallied, mustering armies the sizes of which have never been seen in the world since. The Daemons attacked everywhere, but the Lizardmen bore

the brunt of the attack. What followed was a series of terrible wars, titanic clashes that spanned continents, lasted centuries and claimed untold lives. The Saurus met the daemonic tide, able to match their ferocity and return it in kind, but the might of the Lizardmen did not rest solely with its armies. The Slann, atop their pyramid-temples, gathered the rampant magical energies to fuel spells of unprecedented destruction. They gulped in the magic-infused air and belched forth firestorms, unleashed tidal waves, or split the earth asunder to lay waste to the invaders. In the war's opening stages, the Slann proved more powerful than even the most magically adept of the Daemons. However, as the Chaos energies and unending reinforcements continued to flood into the world, the balance began to shift.

## THE CRUMBLING OF CIVILISATION

As the Chaos energies ebbed stronger, the Slann felt their powers dim, their spells growing harder to control. Even a minute error while manipulating magical forces resulted in horrific mishap – many Slann suffered mind-shredding backlashes or were lost to their own incandescent miscues. While the unconstrained Winds of Magic sapped the Slann, it conversely invigorated the Daemons, for they were born of the unnatural stuff and could readily shape it for their own use. As the magical supremacy shifted, so too did the war.



On the battlefields, titans made of pure fury smashed into the Saurus cohorts until the land was awash with blood. Plague monsters and beasts of living brass hurtled headlong into cold-blooded colossi, while above, flying reptiles battled bat-winged behemoths for control of the skies. Despite mauling their daemonic foes, the Lizardmen were driven back. The Slann drew ever more upon their nexus of power, using its grounding to steady the unstable energies swirling around them. In desperation, they enchanted the jungle, turning their surroundings into a deathtrap full of carnivorous plants, living quicksand pits and teeming swarms of insects whose stings could crack Dragon scale. Rivers were redirected to impede the daemonic advance and volcanoes rose and erupted to slow their hellish progress. Yet still, the fell legions rampaged onwards. The Lizardmen withdrew to their temple-cities, bastions of order amongst a sea of Chaos.

For a time, even the relentless minions of the Dark Gods were checked as the Lizardmen exacted a tremendous toll. Giant reptilian beasts waded into the tumult, crushing paths through the hellish hordes before being lost to sight beneath the writhing masses. Strange devices left by the Old Ones were unleashed, artefacts of power that melted away the opposition by the thousands. Heedless of their losses, the Daemons continued to batter away at the protective barriers conjured by the Slann to protect each temple-city.



Eventually, the Daemons devised a way to breach the wards and Xahutec was the first to fall, its inhabitants slaughtered and its sky-scraping pyramids cast down. It began a chain reaction, weakening the magical barriers erected over each other temple-city in turn. So Huatl, Tlanxla, and Xhotl fell in quick succession. At Xhotl, the Slann Mage-Priests managed to hold out long enough to send warnings to the remaining cities, allowing them to employ suitable counterspells. The Daemons were stymied for a period, yet they were unrelenting. They devised new devilries to defeat each defence, unleashing a plague to overcome Chaqua, levelling Quezotec with the sonic barrage of a billion slaughtered souls in agony, and summoning shadowy tentacles to drag the great triangular temple-city of Zarmuda deep under the sea, where its force dome eventually cracked. After a thousand years of battle, only a handful of temple-cities stood, each a bastion protected by the greatest of the remaining Slann.

## THE DEFENCE OF ITZA

At last the way was clear for the Daemons to besiege Itza, the First City and lynchpin of the Lizardmen's arcane defences. Itza was under the protection of Lord Kroak, first of all Slann spawned upon the world and the mightiest of mages. The energy dome that surrounded Itza crackled with energy, turning Daemons to dust as they railed against it. Yet after years of strain, even Lord Kroak could sustain such mystic walls no longer, and with a final surge, he exploded the barrier outwards, flattening the surrounding jungle. A hundred thousand Daemons were banished in an instant. Nevertheless, the remainder swarmed into Itza.

Of all that long war, no battle was more fiercely fought than the one amongst the streets of Itza. Only an epic stand by Lord Kroak's army of Temple Guard prevented the Daemons from overrunning the Great Pyramid. For many days and nights, the elite Saurus warriors stood firm on the lofty Bridge of Stars. Using his reservoirs of energy, Lord Kroak prepared his final incantations. As the last of the Temple Guard was cut down, Lord Kroak spouted forth spells that were the preserve of gods, raining fire from the heavens to vaporise the foe. Time stood still as the fabric of the universe strained at the outpour of sheer power. Yet eventually even Lord Kroak succumbed. A dozen Bloodthirsters, protected by the favour of their dark god, fought through the deluge of spells and reached the top of the pyramid. There, they fell upon Lord Kroak's form, ripping him apart in a savage instant. So overcharged with arcane energies was Lord Kroak that his spirit fought on, refusing to let even death hinder him. Set free of his flesh, Kroak's radiant will soared above the ruins, scourging the invaders with a divine light that was like unto a second sun. The First City was saved.

Although Itza was delivered, the war raged on. Across the globe, the younger races also faced the Daemon legions. Despite retreating to their mountain holds, the Dwarfs had been decimated. The Elves of Ulthuan suffered tremendous loss, but in the end, their mages enacted the Great Ritual – a spell that created a vast vortex that drained away swathes of the magic that flooded the world. Deprived of their lifeblood of magical energy, the Daemons disappeared back to their seething realm. Yet the world was irrevocably damaged, now transformed into a world saturated with magic and monsters.





# THE AGE OF ISOLATION

With the Daemons of Chaos banished, a new era dawned over Lustria. The Lizardmen issued forth from amongst the ruins of their temple-cities to a blasted, smoking wasteland.

## RUMINATIONS ON A NEW AGE

The Slann ordered their minions to begin reconstructing that which they could. This task was urgent and gave the Mage-Priests time to meditate upon the proper way to advance. The struggle for survival against the Daemons had allowed no time to contemplate a future bereft of the Old Ones. The Lizardmen were uninterrupted during their rebuilding as the rest of the civilised races were also recovering from war, and because Lustria had grown treacherous. To tread upon that continent was to invite death, as predatory beasts, tropical diseases and all manner of deadly flora still remained – the residual effect of the Slann's many defensive spells and perhaps the corrupting taint of Chaos.

It was the intention of the Slann to fortify their own defences before re-establishing contact with the younger races. They certainly intended to continue their monitoring duties and most probably their mentoring roles to those under-developed projects begun by the Old Ones. But in this new age, the Slann soon discovered that even their best-constructed designs now seemed error-prone and displeasingly flawed. Details slipped away from the leaders of the Lizardmen and they spent much time contemplating why.



The Slann struggled to remember the rituals they had routinely performed before the coming of Chaos. Over a thousand years had passed since those days, and there were no longer any Slann of the First Spawning to guide them – none had survived. Of those Slann that remained, there was not one amongst their number that had entered the presence of an Old One. It was a lengthy task simply establishing which nodes of the geomantic web were still serviceable, as many sites had been damaged or destroyed. The Great Cataclysm had a lingering effect upon the Slann, for they had looked into the swirl of pure Chaos and that image had imprinted itself upon their orderly minds. It clouded their consciousnesses and dimmed their memories. Long rests were required to sustain them after serious bouts of deeper thinking. Yet despite the fact that they were but shadows of their former selves, the Slann remained masters of the mystic arts, their arcane skills unsurpassed by other mortals.

Although the Great Ritual of the Elves had driven much of the power of Chaos away, it had not banished it entirely. The poles of the world still writhed under its corrupting sway and the world still suffered an influx of its energies, ebbing and flowing in a patternless way. The Slann identified the tremendous threats already seeking to undermine the Elves' vortex at the centre of their island home of Ulthuan. Were it to stop draining the world's magic, the Daemons would soon reappear. Thus did the Slann begin their greatest undertaking of this new age. What remained of the geomantic web was used to strengthen the Great Warding – a string of lesser siphons, defences and sentinels that would keep the Realm of Chaos at bay and secretly lend its power to the vortex of the Elves. Many Mage-Priests spent the following millennia attending exclusively to this task alone.

The remaining Slann Mage-Priests set about piecing together the Great Plan. Immediately before the Great Catastrophe, the Old Ones had dictated instructions and predictions onto many plaques of stone or gold. The remnants of the god-like beings' intentions were now scattered throughout the world, often buried in ruins. Those sacred plaques that were recovered were studied and their meanings mulled over. Since those days, the Lizardmen have continued to scour the world in order to recover more such artefacts. Even the suspicion of such an item being found was sufficient to rouse a Mage-Priest from deep contemplation, and for a mighty host to be dispatched to retrieve it.

## RELIC PRIESTS

*In the wake of the defence of Itza, Lord Kroak's loyal Skink attendants lamented the death of their almighty master, whose body was scattered far and wide. Diligently, the Skinks collected every last scrap of that ravaged body and, with great reverence, the remains were swathed in resin-soaked wrappings. Thus was created the first Relic Priest, of which many more have been created. The Lizardmen have found the spirits of these departed Slann so powerful that they often linger near their former bodies. In times of need, a Relic Priest is brought forth from hidden crypts to enact once more the Great Plan of the Old Ones.*



## A LONG, STEADY DECLINE

While the daily activity of the long-lived Slann slowed, new spawnings of Skinks and Saurus were continually generated at all the remaining temple-cities. As the Slann withdrew into their own cerebral worlds, the Skink Priests – the most intelligent of their kind – became the daily leaders of the Lizardmen. It was their ceaseless industry that restored the temple-cities, rebuilding everything for which they had architectural plans. It was they who ordered the overgrown jungle cut back to develop the roads between temple-cities.

And so, over the years, the Lizardmen, once the most advanced civilisation to walk the world, regressed to a primitive state. The Old Ones took on the aspect of distant gods, worshipped by the Lizardmen and called upon in times of need by the Skinks. They began to make bloody sacrifices to attract the attention of their missing gods. The relics that they collected upon the orders of the Slann were held in wonder; all hope of understanding the technology of their function lost, replaced with superstitious ceremony and ritual.

## THE RISE OF THE WARBLOODS

In the wake of the Great Catastrophe, the first of the younger races to set foot upon Lustria were the High Elves. Only the most learned of Elven mages had even an inkling of the beings that dwelt in the southern jungles, and they expected to find only ruins. On a mangrove-choked shore on the isthmus of Pahuax, a graceful ship pierced the steamy veil. To tread the soil of Lustria was deeply significant for the explorers, for their race had been forbidden to leave Ulthuan and they suspected they now trespassed in the hall of gods.

Skink watchers noted the intruders before they had marched a hundred paces. When runners arrived to deliver word to what remained of the temple-city of Pahuax, the Mage-Priest Huinitenuchli was roused from his recuperative slumber. He was still recovering from the battle of Xuhua Lake, and had yet to fully regain his previous vigour. Displeased that his slumber was disturbed, he uttered a number of orders to his attendants that were indecipherable, yet undeniably offensive, before lapsing back into sleep. Shorn of their master's wisdom, the Skinks were forced to deal with the High Elves as best they could. As such, they adopted a watch to see what the fair-skinned trespassers would do.

The High Elves, sickened by the cloying heat, had already suffered losses to bloodwasps, piranha-lizards and the jungle itself. After twenty days, their captain led only a score of survivors to stand in the shadow of the bronze gates of the great city of Pahuax. By this time, Lord Huinitenuchli had awakened. He was carried to the Star Chamber at the apex of the Golden Pyramid where he ordered the intruders to be brought before him, so that he might look upon them and determine their place in the Great Plan.

With proper ceremony, the Elves were brought into Pahuax. They walked what remained of the city's processional avenue. Even in its ruined state, the Elves gazed in awe at the majesty of the architecture and the hulking Temple Guard that flanked them. They climbed the steep stairs to the top of the Golden Pyramid, their skin tingling from the powerful confluence of the geomantic nexus. Complete silence fell, as Huinitenuchli appeared not to register their presence. At long length, the Mage-Priest's eye focused upon the beings

before him and he croaked out a single sentence before lapsing into unmoving repose. The Skink Priests attending Huinitenuchli erupted in excited chatter as they debated the meaning of the Mage-Priest's utterance. Finally, the most senior of their kind pointed at the High Elves and declared that Huinitenuchli had said, 'They should not be here'.

In an instant, the Temple Guard closed in around the Elves. Seeing their peril, the Elves drew their own weapons and bedlam erupted. The Temple Guard instinctively protected their master and half of the Elves were cut down. The High Elves' captain led a desperate fighting retreat down the steps and through the vast city gates. They were allowed to escape, but even so, only the captain and a handful of warriors ever made it back to their ship. Many months later, wracked by disease, the captain brought word back to the Phoenix King, Bel Shanaar, of the cold-blooded creatures of the jungle. It would be many years before the Elves of Ulthuan dared to set foot in Lustria again.

In time, the other younger races discovered the hidden continent of Lustria and attempted to penetrate its depths. Most that set foot upon its golden coastlines died a gruesome death before travelling far into the jungle. Others succeeded in plundering outlying sites, stealing away treasures sufficiently valuable to establish entire empires in the lands from whence they came. The coming of these races was, to a degree, predicted. Where once the Slann had been tasked with controlling every step in the development of the approved mortal races, now they could plainly see that entropy had crept into the Great Plan.





# THE RAT AND THE SERPENT

One of the most significant events in the history of the Lizardmen was the rise of the cult of the Serpent God, Sotek. Traditionally, the gods of the Lizardmen were, and still are, the Old Ones: such shadowy entities as Tlaxcotl, Chotec, Quatl, Tzunki, Xapiti, Huanchi and the inscrutable Tepok. Sotek was a new god, an upstart god of the Skinks who has now risen to reign as the pre-eminent god of the Lizardmen, eclipsing much worship of the mysterious Old Ones.

Amongst the sacred plaques of Chaqua there existed a passage not found in the inscriptions of any other temple-city. This was known as the Prophecy of Sotek, and it predicted a cataclysmic invasion of Lustria by two-legged vermin. It said the ruination would last centuries and must be borne. It foretold of the fall of many temple-cities, including Chaqua, and the spreading of a terrible plague. However, this Time of the Rodent would be brought to an end when the mighty Sotek would appear, and his coming would be heralded by the forked tongue of the serpent.

## THE PROPHECY COMES TRUE

It was not until a virulent pestilence arrived in Chaqua that the Prophecy of Sotek was brought forth from long neglect and scrutinised in detail. A careful analysis required months of study, and in the meantime, thousands of Skinks sickened and died. Even worse, the spawning pools were infected, as it was not fully-formed Skinks that emerged out of the

primordial liquids of Chaqua's spawning pools, as was custom, but instead foul, malformed creatures that crawled forth to mercifully die within a few hours.

Chaqua's Slann Mage-Priests were alarmed, sending war patrols to sweep the nearby jungle. South of the temple-city they discovered a vile new race that had infested the nearby ruins of Quetza. They were rat-men that walked upright and bore the taint of corruption. The Skaven were already established in Lustria; the pox-ridden Clan Pestilens, disease-worshipping monks of their loathsome race, had gnawed out vast warrens and undertunnels. After harsh skirmishes, the Skinks returned bearing Skaven captives. The Slann knew these twisted beings were not part of the Great Plan and said so. The Skaven were to be studied in hopes of finding a cure for their entropic maladies. However, unbeknownst to the Lizardmen, the captives brought something else to Chaqua.

The temple-city was soon fully in the grip of plague, and even the Mage-Priests showed the unmistakable signs. They withdrew into council to consider the matter and after several days of fevered contemplation, the sickly Mage-Priests agreed that the time spoken of in the prophecy was at hand. Looking to the sky, they saw through eyes made rheumy by contagion the distant gleaming of a heavenly portent. As the light in the sky grew stronger, its twin tails began to look like the tongue of an enormous serpent. When the light was visible even in the daytime, the Mage-Priests succumbed to their maladies. The remaining Temple Guard bore their masters into the pyramids, sealing them from within. So passed the venerable Mage-Priests of Chaqua. Leadership of the city's survivors fell to the Skink Priests who had, until recently, served the Slann. The greatest of their number was Tehenhauin, who recovered the plaques relating to Sotek and carried them at the head of a great column of survivors leaving Chaqua. He sought to warn all Lizardmen of the impending danger and rally them for revenge.

## A CENTURY OF BATTLE

Tehenhauin travelled across Lustria, preaching the Prophecy of Sotek. He claimed that the Serpent God would rise to deliver the Lizardmen from plague and rat-spawn, but the god could only become manifest if given his proper due – and as payment Sotek demanded millions of ratmen to be sacrificed in his name. Skinks took to this new cult, but the Mage-Priests held it in disdain, refusing to acknowledge Sotek, for no mention of his name could be found in any other of the ancient plaques. This disbelief became increasingly difficult to maintain in the face of the plague's devastation and the oncoming tide of ratmen. All across Lustria, Skaven armies emerged from the underground, bursting forth to overrun outposts, ruins and even fully occupied temple-cities.

All of Lustria was soon plunged into an age of war, pestilence and bloodshed. As the Slann meditated on the right course of action, it was Tehenhauin who rose up to lead the Lizardmen. He proclaimed himself the Prophet of Sotek and his fiery oratories – consisting of much chattering on the subjects of Skaven-slaying and growing the power of the Serpent God – became very popular amongst the Skinks. He gathered an

## DUE SACRIFICE

*Those few races that encounter Lizardmen and live to tell of it find them an alien and incomprehensible race – utterly cold and devoid of compassion. Like wild beasts, the Lizardmen are instinctive and savage. They are able to slaughter every last one of their foes with brutal efficiency and they do not know the meaning of remorse, however, the Lizardmen way of war is not inherently cruel. Even when mercilessly mauling an invader or wiping out those deemed undesirable, the Lizardmen do not kill wantonly. That changed against the Skaven.*

*While superstitious acts have gained in popularity since the loss of the Old Ones, these were taken to horrific new levels with the coming of the new god Sotek. Inspired by Tehenhauin, Skink Priests led the ritualistic slaughter of untold thousands of ratmen. These Skaven were sacrificed in horrific fashion – sometimes thrown alive into writhing pits of serpents, other times split open and choice organs proffered to the heavens. If the Skaven was lucky, he was simply beheaded by a Saurus executioner. It is recorded that Kroq-Gar, a mighty Saurus leader, has personally delivered the killing strike to over a thousand Skaven warlords since the Rise of Sotek. Entire temple-cities would turn out to watch the sacrifice of an important Skaven commander, the vast plazas filling with clamorous Skinks. For the most part, the inscrutable Slann Mage-Priests leave such barbaric practices alone, although they could no longer ignore the populous rise of the new god Sotek, nor could they rein in the base practice of offering up sacrifices to attract the blessings of the gods.*



army around him and fought wherever the Skaven were most numerous. Neither side showed the slightest mercy towards the other. Screeching Skaven hordes threw themselves upon the temple-cities, while Skink war-parties scoured the jungle, seeking out entrances to the ratmen's underground lairs. Without consulting the Mage-Priests, Tehenhauin ordered forth the Engines of the Gods, arcane devices of great destructive power left behind by the Old Ones. The Skaven were blasted into ashes by the thousands.

The years turned to decades and still the conflict raged on, the comet waxing stronger. Tehenhauin exhorted his followers to capture and sacrifice more of the cursed vermin. With each battle, the number of Skaven rendered unto the Serpent God swelled. Although the coming of Sotek was foretold by prophecy and heralded by the comet, Tehenhauin claimed it was still necessary to grant the new god many sacrifices to assure his full might upon his arrival.

After a century of open battle, the war reached its bloody climax. Although he led his host to many victories in that time, it was the battle of Gwaktmol Crater where Tehenhauin caused the most slaughter. There, so many cowering Skaven were captured that their long columns took days to pass as the Lizardmen herded them deeper into the jungle. Upon the crumbling altar of some long-lost and forgotten god, Tehenhauin began the most potent ceremony he had yet led. So many Skaven were slain that their streams of blood ran into the River Amaxon, turning it crimson. While the twin-tailed comet filled the sky, throughout the jungles a writhing carpet of snakes crawled forth. From that day onward, the power of Sotek coursed through Lustria and Tehenhauin's forces proved to be all but unstoppable.

## THE RISE OF SOTEK

The Prophet of Sotek, and his armies, drove the Skaven back, breaking their armies and slaughtering them as they fled. The many armies of ratmen retreated back to their last remaining stronghold, the ruins beneath Quetz. There, Clan Pestilens' leader, Lord Nurglitch, gathered his Plague Lords for desperate council. Mustering into a single horde, the Plague Lords led their clan in a breakout attempt. Suffering enormous losses, they pierced the encircling Lizardmen and fought their way many hundreds of miles to the coast. Every step was contested, for Tehenhauin strove for nothing less than total annihilation of the vile ratmen.

The final battle was fought upon the vitrified shores of Fuming Serpent Island. There, the Skaven attempted to flee the continent, for Lord Nurglitch had seen enough of Lustria and hoped to establish a new base in the Southlands. By tricking a quarter of his army into performing a sacrificial delaying action, the rest of the ratmen deserted their kin and sailed eastwards on a ramshackle fleet. What happened next is the stuff of legend. With a menacing hiss, the Skinks claim that a serpent of unimaginable size, none other than Sotek himself, rose from the bubbling volcano. Accompanied by slithering snake-spawn, the Serpent God plunged into the sea in pursuit of the fleeing Skaven. Such is the myth of Sotek.

With the Skaven defeated, the Slann Mage-Priests could no longer ignore the power of the new Skink god. They declared a Great Convergence – a physical meeting of the Mage-Priests, as had not been done since the age of the Old

Ones. Every single Slann was conveyed to Itza, where they gathered in solemn convocation. Tehenhauin, the Prophet of Sotek, was summoned to speak before the Slann, although by their orders his words were not recorded. None but those present know what truths were revealed, but in the council's wake, the Mage-Priests declared it was fitting that Sotek be venerated and that pyramid-temples be built in his honour.

## REOCCURRING MALIGNANCY

Clan Pestilens had been expelled from Lustria, although there were still many signs of their malignant passing. The temple-city of Chaqua was re-opened, although the sealed pyramids were left untouched. The warrens beneath Quetz remained tainted beyond redemption. Swarms of serpents guarded the twisting tunnels, but no Lizardmen could set foot therein and survive the plagues that still lingered there. Henceforth, Quetz would be called 'the Defiled' and left to the jungle, although Skink patrols assured nothing escaped in or out of that cursed region. The long war had instilled in the Lizardmen a cold contempt for the twisted ratmen that would long endure. Having taken each other's measure, the two races would clash many more times. Whenever the Lizardmen and Skaven face each other, Sotek and the Horned Rat, the verminous god of the Skaven, enact once more their eternal struggle. Even in their deepest trances, the Slann still listen for the gnawing below.

The Lizardmen no longer stood upon the cusp of a new era, but had fully entered it. This was to be an age of blood, sacrifice, and the worship of savage and inscrutable gods.





# THE AGE OF STRIFE

For ages, Lustria was a hidden continent, a nigh-impregnable realm whose forbidding jungles deterred almost all invaders. Yet a new era was underway, and the younger races were increasingly drawn to the Lizardmen's lands, covetous of their wonders and wishing to see for themselves if the rumours of cities of gold were true.

A number of these intrusions were lone raids, of little concern to the Slann. They used such opportunities to observe the younger races. While Mage-Priests were wholly obsessed with the discovery and protection of the ancient plaques and sacred sites, they were dismissive of golden trinkets or baubles. Thus, the most tumbledown, vine-choked ruin in the depths of the wilderness might be under heavy guard, while jewel-encrusted statues of purest gold were wholly abandoned to the jungle. Their Skink underlings were far less forgiving, however, and would seek to obtain orders to retrieve objects of even the least significance. When denied their wont, the boldest leaders of their kind fabricated excuses to attack invaders, tolerating no others in their domain.

When enemies came in greater numbers, as they began to do with more frequency in this new era, it was the job of the Skink patrols to alert the armies of the nearest major outpost or temple-city. None of the invaders could stand before the might of a fully deployed Saurus host, but these larger-scale attacks upon Lustria shook the lethargy from the Slann Mage-Priests. The world was changing again.


## THEY CAME FROM NAGGAROTH

The most prolific raiders were the Dark Elves of Naggaroth. Using their far-seeing ability, the Mage-Priests had watched the civil war on Ulthuan and had long pondered its meaning. To the Mage-Priests, these twisted creatures were scarcely distinguishable from any other of their kind. The Lizardmen had scant contact with any Elves following the disastrous encounter at Pahuax. The Slann Mage-Priests had, at first, allowed the Dark Elves to enter Lustria unopposed, or rather, not faced by the Lizardmen themselves – the jungle's natural defences were unavoidable. In this way the Slann hoped to gain insight on the Elves' intentions. What the Mage-Priests saw only served to confirm their opinion that the younger races had deviated far from the Great Plan. It was their shared telepathic determination that any contact with such a race of creatures could only lead to conflict.

The Dark Elves were arriving in Lustria in larger forces since their discovery of the Black Way, an underground network of subterranean rivers and seas that stretched all the way from the cold lands of Naggaroth. Armies of Dark Elves had been using this route to emerge in the heart of Lustria, allowing them to avoid the lethal dangers of the jungle. The passive approach of the Slann came to an end with the desecration of the Monument of Izzatal and the Elven attempt to capture the Skink Priests from the floating temple of Chotec, but perhaps the most damaging of the Dark Elf assaults was the theft of the Star Stela of Quetli.







The stelae are stone slabs inscribed with eldritch symbols and the Star Stela was an especially prized artefact, for the stone held the secrets of star alignment. Even as the Dark Elves hauled their plunder through the Black Way, the Mage-Priest Tepec-Inzi of Itza was startled awake, roused from a decades-long trance. He sensed the ramifications of the Star Stela in the wrong hands. Acting in great haste, the Mage-Priest mustered an army and transported it all the way to the grey shores of the Ashen Coast – intercepting the Dark Elves as they emerged from the Black Way.

The battle that ensued was remarkable for its ferocity, for the Dark Elves had no intention of being cheated of their prize. Tepec-Inzi left the battle plan in the hands of his trusted Saurus leader, Gor-Rok, whose albino scales marked him as blessed by the Old Ones. Given the order to ‘retrieve’, Gor-Rok met the Dark Elf assault head-on. He famously used his massive stone shield to smash the opposing commander’s chariot into splinters. When stabbed through the chest, Gor-Rok refused to die, instead pulling his assailant towards him by drawing the iron lance through his own body until he was close enough for his jaws to rip out the Elf’s throat. Steadily, the Lizardmen forced their foe back against the cruel breakers of the underground sea. Only after the battle had ended and Gor-Rok had retrieved the Star Stela was the Dark Elven weapon removed from the mighty Saurus’ blood-slicked form. The Star Stela was returned to its rightful place in the temple-city of Itza, where henceforth it would be protected by the Temple Guard, lest any attempt to steal it again. Furthermore, all Dark Elf raids into Lustria from that time onwards were to be met in force, and Skink patrols were assigned to scout deep into the Black Way.

## THE COMING OF MAN

The first humans to land upon the coasts of Lustria were from Norsca. Led by an infamous Norscan adventurer, Losteriksson, Northmen crossed the seas and ransacked an overgrown ruin they found near Lustria’s coast. Heedless of the blasphemy they had just committed against the Old Ones, the men loaded their longboats with golden artefacts and sailed for home.

It was not long before word of their riches spread throughout the growing realms of Men, and many ships sailed west to find their fortune. Few survived the perilous journey and most that did were slain in the jungle – eaten by enormous reptilian creatures, swallowed by sentient quicksand or overcome by tropical disease. The Norse, however, led by the returning Losteriksson, succeeded in establishing a settlement on the isthmus – a colony named Skeggi. Fearing what might lurk in the hinterlands, Losteriksson forbade his followers from entering the deep jungle, instead concentrating on building a stockade fort and collecting the gold and precious stones from the ruined watch posts along the coastline. Not all of his followers listened, however, and one reckless band probed the thick jungle, stumbling across a site of great riches that was guarded by the Lizardmen. The humans seized what they could before fleeing to their base.

Losteriksson only discovered what had happened when an army of Lizardmen emerged out of the jungle, encircling the settlement. The Norse believed themselves doomed, but Losteriksson ordered all treasure to be cast over the log ramparts. Recovering only a single glyph-inscribed plaque,

the enigmatic Lizardmen left without a backward glance. Unbeknownst to the humans, the army had been sent to recover a particular item; gold and jewels did not concern the Lizardmen, though they represented a fortune.

And so Skeggi survived, in time becoming a prosperous base from which the men of the north would launch many ventures. Although raiding parties that intruded deep into the jungles never returned, those that stuck to the coastlines found sites ripe for plunder. The wonders, and treasures, of the great temple-cities of the interior of Lustria remained hidden. On the orders of the Slann Mage-Priests, the Lizardmen endured the minor raids, for they had far greater matters on which to focus their much-needed meditations.

## THE ANCIENT ENEMY

It was not only greedy treasure hunters that the Northmen brought with them to Lustria when they established their settlement of Skeggi. The fierce tribal men carried with them their warlike gods – erecting crude idols and performing barbaric ceremonies in their honour. The names attached to these deities by their human worshippers had not been previously heard upon Lustria, but the continent had felt their power before. Strange stirrings not sensed for millennia disturbed the meditations of the Mage-Priests, echoes from the distant past reverberating from the mind of one Slann to another. Chaos once more walked upon the shores of Lustria, this time carried in the souls of the men of the north.

What awakened the Slann to the re-emerging threat of Chaos was the tragedy of Lord Zhul, the master Mage-Priest of Xahutec. Lord Zhul was especially steeped in the lore and study of the Old Ones and his wisdom was legendary, yet during his few waking hours, he began to issue irrational orders. When Lord Zhul’s Skink attendants considered his latest words, it was observed that he made contrary pronouncements only when his palanquin was positioned to face the rising of the northern constellation at the zenith day of each month. The alignment, as tracked along the geomantic web, passed directly over the ruined pyramid-temple of Tlencan. Suspecting this might be the root of the confusion, an expedition in strength was launched to discover what marred the tranquillity of Lord Zhul’s thoughts.

The overgrown ruins of Tlencan were located on an island off the Scorpion Coast. Led by Skink Chief Quzipantuti, the Lizardmen force travelled quickly, mighty Bastiladons crushing paths through the jungle while a flight of Terradons scouted the path ahead. Once there, an investigation of the vine-covered ruins ensued. In the uppermost chamber, in the holy pool of power reserved for Mage-Priests, there slumped a vile Daemon Prince. Quzipantuti saw that a blade of Elven forging transfixed the creature, its innards glowing like lava. The wounded Daemon had followed the lines of the geomantic web, hoping to leech the power to restore itself.

Quzipantuti knew that the Daemon must be destroyed, but before the Skink Chief could summon his army, the Daemon had called upon its patron. Balefire spewed from the pyramid and a swarm of iridescent and crimson Daemons emerged from out of the air itself to do battle. They were met by a storm of javelins and barbed darts and, though many fell, the Daemons pressed home their attack, tearing through the Skink cohorts and crashing into the Saurus lines.



So fierce was the Daemon attack that they cut down half the reptilian warriors and would have swept them away altogether were it not for a timely charge by the Bastiladons. Thick armoured plates protecting them from harm, the enormous beasts waded through the Daemons, crushing more with every stride of their trunk-like legs. Twin Arks of Sotek borne on the creatures' backs poured forth serpents beyond number. Perhaps Sotek, or the Old Ones themselves, took outrage at the contamination of the temple, for the serpents were joined by further swarms from the jungles. A living sea of serpents, a veritable tidal wave not seen since the wars with the ratmen, swept over the Daemons and into the pyramid-temple itself. There, they entered the topmost chamber and assailed the wounded Daemon Prince, their venom overcoming even that unnatural creature. With their leader gone, the Daemon army vanished completely.

At the very moment the Daemon Prince succumbed, Lord Zhul gave a feeble croak and perished. The mental duel to keep his thoughts pure had finally defeated him. His body was prepared with resin and bedecked with gold to rest within the crypt of the Great Pyramid, to be honoured as long as the Lizardmen realm stands. Yet his loss was not in vain, for it opened the minds of his fellow Mage-Priests, alerting them to the return of that most malign of influences. Chaos was no longer invading Lustria only through its mutated offspring or the stained souls of the younger races.

## LORD MAZDAMUNDI AWAKENED

Despite the upsurge of invaders entering Lustria, some of the eldest and most powerful of Slann Mage-Priests could not be roused. The great Lord Mazdamundi, the oldest Slann still alive, was especially groggy and his Skink Priests despaired of ever wholly waking their exalted charge. It took a spectacular display of greed and hubris to finally impel Lord Mazdamundi to a fully awoken state.

On three separate occasions, El Cadavo, a mercenary captain, established a settlement upon the Isthmus of Pahuax, always naming it 'Cadavo' after himself. Each time, Skink patrols eagerly sent back word and the Skink Priests climbed high onto the Great Pyramid of Hexoatl. There, Lord Mazdamundi reclined – slumped in concentration, his eyes glazed and his prodigious tongue lolling. None of those wakings went well, but each ended with the groggy Slann acquiescing to the Skink request to drive off the invaders. It was like a Stegadon tail swatting away a bloodwasp. None believed the humans would be so foolish as to return.

When the Skink Priests, with anxious glee, reported that El Cadavo had, indeed, returned and established a new settlement again, Lord Mazdamundi's eyes opened wide for the first time in ages. His contemplations had now been disturbed three times in a decade – to a Slann but the blink of an eye. So Lord Mazdamundi made his preparations and read the constellations, learning that he was destined to be awoken yet again unless he took matters into his own hands. The Mage-Priest ordered his throne placed upon the back of the largest Stegadon and marched to meet the intruders.

Lord Mazdamundi was determined to see the settlement destroyed once and for all, as a warning to all those who would dare invade the realm of the Lizardmen. The Slann unleashed such immense power that the tectonic

plates shifted beneath the human encampment. A terrible earthquake shattered the region, reducing Cadavo to ruins. When the dust settled, all its defenders had been crushed to a bloody pulp. Satisfied that the troublesome warmbloods would trouble him no more, Lord Mazdamundi returned to Hexoatl, with a mind to resume his contemplation of the great mysteries of the universe once again. Yet his blood was stirred, and his slumbers were not again so deep.

## THE NETHER-THING

It was during the year of the Jade Star Sea that the largest Daemon incursion since the Great Catastrophe came to Lustria. Its leader was Slaa'Ulaan, a Daemon referred to in ancient stone tablets as 'the nether-thing of the second moon'. Slaa'Ulaan was amongst the most destructive and vile of fiends during the Great Catastrophe and had been responsible for the capture of many Mage-Priests, all of whom were sacrificed in obscene rituals. It was the great Lord Huinitenuchli of Pahuax who had finally banished the foul Daemon at Xuhua Lake all those years ago.



When Slaa'Ulaan returned to Lustria many thousands of years later, Lord Huinitenuchli, who had relocated to Xlanhuapec, could not be roused. Only Lord Tenuchli, subordinate Mage-Priest to the great Lord Huinitenuchli, could be awakened. Accompanied by Chakax, the Prime Guardian of the City of Mists, Lord Tenuchli led an expedition to the Pillars of Unseen Constellations and there found the full might of Chaos assembled.

The battle that ensued was a one-sided massacre, for the Saurus warriors were made sluggish by the arcane energies that flowed forth from the corrupted site. Slaa'Ulaan led the slaughter-filled charge and strode amongst the Lizardmen, snipping off heads and striking down whole ranks at a time, while the Saurus struggled to raise their weapons, so sapped were they of strength. In scant moments, only Lord Tenuchli remained, with Chakax immobile by his side.

Slaa'Ulaan charged the Prime Guardian, believing him incapacitated by magic, but Chakax was able to shrug off the disorienting spells and was only static because as of yet there was no direct threat to himself or the Mage-Priest he guarded. As Slaa'Ulaan neared, Chakax exploded into violent motion, pulping the Daemon into a steaming mass of bubbling daemonic ichor. Yet even in its death throes, the great Daemon directed its last energies into an arcane blast aimed at Lord Tenuchli. Chakax saved the Slann from instant death by stepping in front of part of the blast, yet Lord Tenuchli was badly wounded, his throne crashing to the ground. With Slaa'Ulaan's death, the daemonic host dissipated, leaving only Chakax and the wounded Lord Tenuchli alive. With orders to stay by his Mage-Priest's side, Chakax could only stand immobile, unable to seek help. A cycle of the moon passed before a patrol found them and escorted the unconscious Slann back to the City of Mists, the faithful Eternity Warden keeping pace every step of the way.







# THE AWAKENING

A new era was beginning, for more and more often the Slann were awoken from contemplation by nightmares; beset with waking visions and ancient memories of daemonic attack. Led by the rejuvenated Lord Mazdamundi, the Mage-Priests felt the great forces stirring in the world once more, sensing with their mighty minds the waxing of Chaos at the distant poles. Although still troubled by soporific fits, the Mage-Priests committed themselves to opposing Chaos, and sought to counter its influence wherever it was discovered.

At any given time, up to half of the Mage-Priests still living are engaged upon the monumental task of confronting Chaos. From their places of power – most often atop pyramid-temples – the spirit-selves of the Slann Mage-Priests battle in the ether against foes that would expand the Realm of Chaos over the entire world.

It was not coincidence that as the strongest surge of mystical energy seen in millennia erupted out of the north, the largest horde of mortal servants of Chaos invaded the northern reaches of the Old World. Though the Lizardmen did not march against the forces of darkness, every Mage-Priest pooled their powers so that the Chaos incursion might be repelled. Through their combined wills, the Slann dampened the influence of the Chaos Gods and denied Daemons the chance of entering the fray themselves. Though Magnus the Pious – the great hero of the Empire who led the defence of the human realms – never knew of it, without the endeavours of the Slann, his armies would have been ravaged by Chaos Sorcerers with unlimited powers, as well as beset by the full might of the Daemon legions.

At this time, the Slann also detected a subtle instability in the mystic vortex maintained by the Elves of Ulthuan. The workings of the Great Ritual were weakening, in danger of ultimate collapse. The Slann leant their own efforts to form mighty magical bulwarks around the Elven spell, helping to maintain the vortex with power drawn from the geomantic web. To date, the High Elven Loremasters remain unaware of this mystical aid, though perhaps the wisest of them suspect that a power other than their own is also at work.

## THE RETURN OF THE RATMEN

Skink patrols had long watched the boundaries of Quetzal, the Defiled City, guarding against the return of the Skaven. Suspensions were raised when many of these patrols suddenly went missing: the Skink Astromancer Tetto'eko had foretold the Skaven's return, and had seen in the stars that the Lizardmen were quickly coming to a junction in the course of the Old Ones' plans. When no Slann could be awoken, he led a mighty force out of Tlaxtlan himself.

The army approached the Defiled City, Tetto'eko at its head, mounted atop his stone palanquin, when suddenly he relayed a series of sharp commands. Dutifully, the Saurus shifted from their marching columns into fighting ranks and none too soon. Moments later, the ground caved in and a tide of filthy ratmen erupted from below. The Skaven had returned to Lustria, and in numbers beyond counting. Were it not for Tetto'eko's foresight, the Lizardmen cohort would have been instantaneously surrounded and overwhelmed.

As it was, the Skaven were forced to attack the front of the Lizardmen battle lines and many of the degenerative ratmen were slain. However, it was a price the invaders were willing to pay, for not only did they outnumber their reptilian foes a hundred to one but, during the tumult, their secret weapons were able to deploy. Small teams of ratmen carrying devious fire-throwing devices came forward, unleashing torrents of tainted flame to incinerate many Saurus. As the brunt of their numbers slowly pushed the Lizardmen back, a strange portent occurred. The Chaos Moon, hanging low in the sky, slipped from view as the true moon eclipsed it. This sign gave hope to the Lizardmen, and in it, Tetto'eko read many things – including the key to victory and the dire consequences should his Lizardmen army fail.

For the next few hours, Tetto'eko chattered out high-pitched commands, all of which were followed to the letter by the army, and each manoeuvre came just in time to blunt a forthcoming Skaven attack or counter some devious trick of the ratmen that was otherwise destined to overtax the precarious Lizardmen defence and turn the battle into a rout. The Saurus Cold One cavalry did not question the command to charge suddenly into the thick mists on their right flank, but when they did so they smashed aside Rat Ogre packs that were hauling massive constructions into place – war machines whose enflaming fire would have obliterated Tetto'eko's forces. Skaven tunnelling teams bored up from below to discover not vulnerable flanks, but waiting Salamander hunting packs. Soon, the smell of burnt rat filled the battlefield. Again and again, the outnumbered Lizardmen staved off defeat with timely counter-attacks, each time mustering the ideal retaliation. Infiltrating Skaven Assassins were revealed and slain before they could employ their poisoned blades, and Skaven weapon teams were destroyed even as they prepared to fire – their own demise often causing a chain reaction of explosions that ran down the Skaven lines as further diabolical devices burst into flames.

With the immediate threats stymied for the moment, Tetto'eko closed his eyes and drew upon the Winds of Magic, reaching out to the heavens. Employing his prodigious will, the mighty Skink Priest pulled an unseen giant celestial object from out of orbit in the heavens above, bringing it crashing down upon the deserted city of Quetzal. With a thunderous impact, the comet fell to earth, collapsing the tunnels underneath the city and stemming the endless tide of Skaven reinforcements. The remaining ratmen, a cowardly lot, sprayed their musk and fled – only to be cut down by the pursuing Saurus or preyed upon by the many hungry creatures awaiting in the surrounding jungle.

By his mighty deed, Tetto'eko won the battle and steered the fate of the Lizardmen to victory where their defeat had seemed inevitable. However, the Astromancer scribed the stars, and the message was unequivocal: the rat stars waxed strong. A vast network of tunnels was revealed to Tetto'eko; far beneath the surface of the earth, it stretched across the world, and each passage was choked with malevolent vermin kind. Led by their loathsome god, they were coming to Lustria; indeed, many of their agents were already in place. The Lizardmen must ready themselves for another war against the Children of the Horned Rat.



## GROWING DISORDER

The increased watchfulness of the Lizardmen proved wise, as the Mage-Priests detected a subtle ripple in the geomantic web and a straining of the Great Warding. The spirit-forms of the Slann traced the lines of disturbance until they reached the Spear of the Gods, a mighty column of glittering crystal rising a mile into the sky from the stormy waters of the Sea of Squalls. From this vantage point, the Slann determined the source of the trouble lay in the Turtle Isles, a thousand mile-long chain of islands skirting the west coast of Lustria.

To find out more, the Slann sent out an expedition of Terradon Riders, which were joined by a Skink Oracle. The Oracle guided his Troglodon, following the strange scent of magic – swimming through monster-infested waters to allow the Mage-Priests to see through his eyes. It was not hard to pinpoint the disturbance; an incandescent pillar of light rose miles into ominously swirling clouds. At the base, the Oracle discovered a ziggurat of purest gold. A site of great power in the days of the Old Ones, this once-sacred nexus had become uncoupled from the grid and long been forgotten by the Slann. Yet it had not gone undetected by the Dark Gods, who had sent their minions to befoul it.

The sea-faring human tribes, Marauders of the north, had defiled the pyramid, unleashing ancient powers that they did not understand. At the end of their ritual, the barbarians had been slain by the forces released, yet the pawns had played their part. With its corruption, the Golden Ziggurat was fully unlinked from the geomantic web, and the spells weaving together the Great Warding grew a fraction weaker.

For the Lizardmen, some unintentional good came out of the defiling of the Golden Ziggurat. Deep in the innermost chambers of the structure, the Skink Oracle found a plinth whereupon foul sacrifices had recently taken place. There also was a scattering of sacred plaques; the relic crypts had been opened in the barbarians' quest for treasures, but they had not recognised the glyphs or the inherent value in the stone tablets. The Oracle, however, did – instantly identifying that these were a segment of the Great Plan of the Old Ones – left forgotten on this forsaken island many ages ago.

## THE GREAT WARDING FALTERS

No sooner had the lost plaques been delivered to Hexoatl than other disturbances reverberated across the geomantic web. The Mage-Priests could not distinguish a source, and those Slann not engaged in studying the newly found plaques sought out that which was increasingly putting pressure on the arcane sentinels that helped keep the power of Chaos at bay. There was no single answer, for at dozens of points across the globe, the sea-faring human tribes of the northlands sought out ancient waystones. Some sites, like the Golden Ziggurat, were left deserted in the wild places of the world, while others were defended by various creatures or races; in many cases, Elves, attracted by the unseen power, had established colonies atop the older ruins, unintentionally serving as guards over the distant nodes. With fire and slaughter, the Northmen stormed these garrisons, and cast down the standing stones, rededicating them to their own dark gods. The effect on the geomantic web was felt keenly, as each lost site weakened the whole.





It was clear to the Slann that Chaos was ascendant, and they predicted that the attacks on the nexus points could only be followed by a direct assault upon Lustria itself. Yet Lustria is vast, and where the foe might strike was hidden from their foresight. The mind-miasma that had affected the Mage-Priests since the Great Catastrophe was intensifying, and each Slann felt his orderly and tranquil thoughts pulled in all directions. With the depletion of so many sacred sites, for a time all balance was lost and the Mage-Priests were blind to what was about to occur.

From the jungles north of Hexoatl came a vast army, a force composed of thousands of mortal servants of Chaos. A mercenary throng of Dark Elves from Naggaroth led them, acting as scouts for the hordes from the north. At the head of the force, atop a smoke-belching Dragon the shade of midnight, rode a being of purest evil – Vashnaar the Tormentor, an anointed Champion of the Dark Gods.

## HEXOATL ENCIRCLED

With the sentinel stones not functioning, the Chaos armies marched undetected into Lustria. It was Hexoatl's Master of Skies, a Skink Chief named Tiktaq'to, who first sighted the invaders. Atop his Terradon, he swiftly sent word to Hexoatl but, to his dismay, Lord Mazdamundi was absent; secreted atop a jungle ruin contemplating the recently discovered plaques. All of the other Mage-Priests were in trances and would not awake for days.

Assuming command of the army of Hexoatl, Tiktaq'to set to the city's defence before leading a series of hit and run attacks to slow the foe down. For three days and nights, Tiktaq'to and his aerial army of Terradon Riders harried the approaching advance. They struck from above, launched counter-attacks and dropped boulders to crash into marching columns. On the fourth day, with his enemy seething with rage and seeking an opportunity to swat the irritating nuisance, Tiktaq'to lured many tribes of barbarian horsemen and Naggarothi cavalry into the Bloodleech swamp, where they were cut down by ambush. Despite the losses, the Chaos forces advanced to dominate all approaches to Hexoatl.

As the two great forces began to clash in earnest, several of the younger Slann awoke and terrible blasts of sorcerous power rent the skies asunder. In the midst of the sprawling carnage, Vashnaar dealt death. Backed by the Chaos Gods, none could stand before him. Although the Saurus fought with cold-blooded discipline, they were driven backwards until the Chaos host was at the gates of the temple-city, and the siege of Hexoatl began. While Chaos Sorcerers and Slann lit the air with mystic duels, Vashnaar the Tormentor ordered up batteries of war machines the like of which had never been seen in Lustria. All gears, cogs and vast rune-etched barrels, they were siege engines twisted to contain the tortured souls of Daemons. Their fire was fury made manifest, and they rained blazing hellshot to smash apart the stone blocks of Hexoatl's walls, creating gaping holes. Into those breaches, Vashnaar ordered his heavily armoured warriors, the elite killers of his army. In their vanguard raced mutated behemoths, muscle-bound monsters made of teeth and rage.

Time and again, the defenders of Hexoatl repulsed the Chaos attacks at the walls. From the jungles came aerial assaults led by Tiktaq'to, and the wings of his airborne assaults blotted

out the sun. Many of the foes' war machines were smashed, but after two cycles of the moon had passed, the battle was still ongoing, and it could only be a matter of time before the forces of Chaos entered the city. However, on the sixty-third day of the siege, everything changed.

As the sun rose over the margin of the world, a saurian roar came from the mist-wreathed jungle. The forces of Chaos stood dumbfounded as they sought the source of this bellow, and the earth began to shake under a heavy tread. The jungle itself erupted; a mighty Carnosaur led the surge, Kroq-Gar, the great Saurus war-leader on its back, and behind him came an army of Cold One cavalry. To meet this new threat, Vashnaar the Tormentor mounted his Dragon and charged. Yet Kroq-Gar's army was not alone.

Gathering the might of Lustria about him, in an army whose power had not been seen since the Great Catastrophe, came Lord Mazdamundi. He rode upon a Stegadon so large that the jungle parted in its wake. The ancient judgement of the Old Ones burned in the Slann's eyes, and at his command, the earth was rent, a gap that swallowed half of the Chaos host before the true battle began. And what a battle it was – Kroq-Gar and Vashnaar were locked in combat, each the equal of the other. Reptilian titans of an elder age clashed with the monstrosities of the north. With a blaring of war horns, the gates of Hexoatl were flung open and the defenders sallied forth to join the fray. Steel-clad barbarians crashed into the scaled Saurus warriors and the carnage was total.

By dusk, Lord Mazdamundi and Kroq-Gar stood upon the battlefield and surveyed their victory. The jungle was flattened in a twenty-mile ring and the dead lay in mountainous piles. Vashnaar's severed head hung from Kroq-Gar's saddle and the hooves of Mazdamundi's Stegadon were crimson with the blood. The forces of Chaos had been defeated and Hexoatl was saved.



## THE MESSAGE FROM THE OLD ONES

With Vashnaar's defeat, the pressure upon the Great Warding lessened, but did not disappear. The Slann reasoned that Vashnaar had taken advantage of an upsurge in the power of Chaos and that others would follow in his wake. Lord Mazdamundi announced that he had deciphered the meaning of the plaques found on the Turtle Isles, saying they were composed mere days before the Great Catastrophe and their message was incontrovertible. They stated that the Great Plan could not proceed until all the corrupting elements that were sure to be introduced by the looming disaster were eliminated. Foremost amongst these would be the followers of Chaos. All such creatures, the plaques claimed, must be expunged and, as Lord Mazdamundi pointed out, anything less would be a failure of their duties to the Old Ones. The true power of Chaos was stirring in the world once more, and the Lizardmen must rise to meet it. Those younger races that would not join them against the common foe must be considered enemies. A time of vast battles, Lord Mazdamundi pronounced, was at hand.



# LUSTRIA

For long ages of the world, the mysterious continent of Lustria has remained hidden to outsiders. This is not by accident or by some geographical oddity, but rather by strongly maintained magical wards, enchantments which disorient intruders. Those that manage to pass through the unseen barriers find other dangers – Lustria's coasts are home to treacherous tides, unnatural eddies and typhoons of great power. In its clear blue waters lurk scaled reptilian beasts whose jaws can splinter a ship's hull.

While the waters surrounding Lustria are perilous, the whole of the enormous continent is one of the most hostile regions in the entire world. The majority of its landmass is covered in jungle, a darksome abode where death comes in myriad guises. Mighty, prehistoric carnivores rule the forests – some actively stalking their prey, while others lurk in ambush, awaiting whatever wanders close. No less deadly are the jungle's smaller killers; everywhere, debilitating parasites lurk, awaiting their opportunity to latch onto a new host, and the humid air buzzes with swarms of blood-sucking insects so voracious they can exsanguinate a man before his body can collapse to the forest floor. Only the Lizardmen and other cold-blooded creatures can endure the stifling heat and humidity for long; other races eventually sicken and die. To its native Lizardmen, however, Lustria is a haven – a deathtrap to invaders and a bulwark against the disorder set loose in the world with the coming of Chaos.

Lustria contains mighty rivers, vast tracts of unbroken swampland, arid deserts, soaring mountains and a vast and fertile plain – deep grasslands and savannahs that stretch beyond the horizon. Yet one feature dominates all others.

## THE PRIMORDIAL JUNGLES

At least four-fifths of Lustria is covered in jungle so thick that its many levels of canopy block out the sky. Even the high peaks and plateaus are blanketed, and it is said that arboreal creatures can cross the entire continent without once stepping upon the ground. In places, the trees soar many hundreds of feet in the air and are older than the race of Man. The jungle floor is choked by dense undergrowth and there are few true paths beyond animal trails. Visibility is limited and the air is thick, often wreathed in drifting mists.

To an outsider, the claustrophobic jungles of Lustria are much the same, but to its native creatures, nothing could be further from the truth. The dense fern-tree valleys, the titanic skywoods and the moss-covered flood zones each offer their own deadly perils. To creatures that have lived their lives braving such dangers, it becomes instinctive to identify the hundreds of different environments, anticipating the types of plants and creatures that might lie in ambush. In the jungle, you are always being stalked – knowing by what can mean the difference between life and death. To intruders, it is an alien landscape, a singular green hell, where anything (or everything) is trying to make a meal of them.

A great amount of the plant life of Lustria is carnivorous – grasping creeper vines, blood-hungry spore clouds and impaling spikethorns all seek the unwary. Yet even the omnipresent dangers of lethal flora pale in comparison



to the many creatures that make the jungle their hunting ground. Every hanging vine might be home to fist-sized stinging insects, and prides of scale-maned reptilians wait in concealment ready to pounce upon passers-by. Great hunting cats, cannibalistic monkey-kin, and the buzzing swarms of enormous insect life makes the jungle a constant battle zone, where survival is an hourly struggle. Yet most dangerous of all that hunts beneath the canopies are the giant reptiles. These beasts have long been extinct from the rest of the world, but in Lustria, they rule supreme.

Swift-moving colonies of bipedal razorbeaks scurry through the underbrush, while packs of Cold Ones hunt the game paths, seeking fresh meat. From the canopies above swoop down Terradons and all manner of lesser winged reptiles. The jungle floor trembles with the tread of the mighty Stegadons, their passage uprooting trees and making short-lived roads through the jungle. Enormous sauropods stretch their necks to pluck creatures out of even the uppermost branches, while plodding Thunder Lizards actually penetrate above the canopy, seeking to swallow entire cloud banks, altering weather patterns for miles around in order to charge the fearsome attacks they use to kill their prey. In the deepest jungle, rarely seen even by the Lizardmen, lurk strange, feather-winged serpents, multi-legged behemoths and the mysterious Arcanadon. Yet all of these creatures know fear when they hear the roar of the Carnosaur – for none are safe from the relentless ferocity of that king of savage killers.



## THE TEMPLE-CITIES

Upon entering the dark beneath the canopies of Lustria, it is impossible to see more than a few dozen yards ahead, much less view more distant features. Only the most towering of creatures, or those gifted with flight, will ever witness the hidden continent's most glorious spectacles. Rising proud above the canopy and gleaming in the bright sunlight stand the great temple-cities of the Lizardmen.

Amongst the eldest structures in the world, the temple-cities were raised during the age of the Old Ones. For their size and simple grandeur, they have never been equalled by the constructions of any younger race. Monolithic structures and vast pyramids still stand, breathtaking in their scope, unrivalled in their enormity. In their time, each one teemed with thriving activity; the Slann Mage-Priests and their viziers were kept busy supervising the nurturing of the various races created by the Old Ones, the Skinks ensured daily operations ran smoothly and, from under the decorative arches, the Saurus legions marched on their wars of extinction. Dozens of saurians from the jungle were captured and trained for domestic uses – Stegadons hauled forwards building materials for the Kroxigor, Pliodons acted as living ferries across the wide canals, and Voxosaurs emitted their piercing screams to sound alarms. The Old Ones themselves would come and go, their star-sailing ships landing in the wide plazas.

Each of the temple-cities was constructed to be different in its own way, although all have been carefully positioned to relate to a specific celestial body or astral phenomena. In this manner, the structures sit atop and serve as pivotal nexus points in the geomantic web, the source of much of the Slann's power and of energy vital to the maintenance of the Great Warding. Since the coming of Chaos, and the deviations from the Great Plan, some of the alignments have drifted apart. Much that once was has been lost, as many temple-cities were destroyed. Where possible, their ruins are still guarded, for they are still circuits that make up the greater whole. Yet over the ages, some sites have been left permanently neglected, their power and population lost to the Lizardmen forever.

At the heart of every city are the pyramid-temples. Large and majestic, these stepped ziggurats loom over everything. At each of their summits, far above the world, sit the most ancient of the city's Slann Mage-Priests. Each apex is known as a Star Chamber and within this sacred space a Slann can align his thoughts and engage in conversations with others of his kind, though they be far distant over the horizon. From his seat of power, a Slann can turn his attentions to the constellations above, seeking signs of the return of the Old Ones. The taller the pyramid, the more powerful the Mage-Priest; the surrounding smaller structures are for lesser priests. This is done so that the elder generation can keep their mental pathways clear – undisturbed by the naive questions and less weighty thoughts of younger Slann or, worse still, the impertinent and impatient Skink Priests.

Deep within each pyramid are many vaults, crypts and chambers, each accessible only through secret and well-guarded passages. These vaults may contain the mummified remains of venerated Slann, mirror-like pools for observing distant locations, ancient devices left behind by the Old Ones or other relics, such as a temple-city's sacred plaques.

Four major temple-cities currently stand intact, although this has not always been the case. In the ages since the Great Catastrophe, the fortunes of the temple-cities have risen and fallen according to the unknowable will of the Old Ones. Some cities have been inexplicably abandoned, their populations marching in long columns to rebuild an ancient ruin many miles distant. Sometimes a Slann Mage-Priest will set out to refound some other location – temporarily re-establishing a dwelling amidst the overgrown ruins so that he can meditate in peace upon deep matters that require thoughts from that particular alignment.



### Itza – the First City

Itza was the very first of the temple-cities to be founded, and it is home to the most powerful and ancient practitioners of magic to be found anywhere in the world. Foremost amongst them is the venerable Relic Priest, Lord Kroak, whose indomitable spirit has guarded Itza against the return of Chaos since the Great Catastrophe. Although it has been hard-pressed on several occasions, never once has Itza yielded to an attacker.

The pyramid-temples clustered in the heart of Itza are taller than mountains and are great conduits of power. At times, the concentration of so many ancient Slann causes the very air to seethe with arcing magical energy, while at others, a palpable feeling of serene contemplation overcomes all who visit. Itza is a sprawling city with dozens of distinct districts, each overcrowded and bustling with Skinks who move at a frenetic pace. The skies above are filled with Terradons, each carrying messages or perhaps a dignitary from some far distant temple-city.

Here are housed the greatest armies of the Lizardmen and also their greatest treasures. Buried in the labyrinth beneath the city's wide streets are vaults that hold many of the Old Ones' creations. There are devices of such potential devastation that not even the Slann Mage-Priests dare dwell upon their nature for long.

### Hexoatl – City of the Sun

Hexoatl is the northernmost of temple-cities, located on the Isthmus of Pahuax. It is Lustria's first line of defence against invaders from the north. Two hundred miles to the north of the city can be found the Grey Guardians, a sentient mountain range created by the city's ruler – Lord Mazdamundi – with a single mighty thought. He raised them to block the path of an oncoming Dark Elf army that threatened to overwhelm the City of the Sun and the tactic proved so effective that the powerful Mage-Priest has made the enchantment permanent.



Throughout its history, the Isthmus of Pahuax has been a frequent landfall for warmbloods who survive the journey across the great ocean. All of the intruders' settlements have been abolished, save only for Skeggi, whose occupants have, on the whole, proven wise enough to avoid conflict with Mazdamundi's armies. Hexoatl is understandably the most martial of temple-cities. It is encircled not just by jungle but also high walls, upon which stand many towers. Serried ranks of Saurus and Temple Guard march down its wide avenues, and Skink patrols, reinforced by whole herds of Stegadons, sweep the surrounding land for hundreds of miles around to ensure any threat is stopped before it can reach Hexoatl.

### Tlaxtlan – City of the Moon

Tlaxtlan was built and named when but a single moon orbited the world, not the two that can be seen today. The temple-city is the destination for those Slann Mage-Priests who specialise as astromancers and prognosticators; their observations of the moon and stars made for stunningly accurate predictions of future events. With the Great Catastrophe, however, the second moon of pure Chaos came into being. It is not subject to the universal laws held in such high regard by the Slann, for it orbits according to no fathomable pattern – a source of unending consternation to the Slann and Skink Priests who still look to the stars to read the future. The Slann Mage-Priests of Tlaxtlan, and their Skink Priest attendants, have long pondered the impossible conundrum that is the Chaos Moon. They have dedicated much energy towards pushing it out of the world's orbit, directing meteorites to strike it and hundreds of other ploys, yet still the fell moon plagues them.

### Xlanhuapec – City of Mists

The second of the temple-cities to be founded, Xlanhuapec is a mysterious place that holds many secrets left behind by the Old Ones. For its own protection, the entire city is perpetually wreathed in banks of coiling mist and it is possible to pass within a few yards of its boundary stones without noting the city's sprawling presence, so thick are those swirling vapours. Xlanhuapec houses a number of ancient artefacts, including the Placid Pool – reflective waters that allow world-spanning visions; the Device of the Great Beyond – a communications relic through which others from far distant stars occasionally speak, and an Eternity Ship – a great egg-shaped vessel within which time does not flow. These hoarded treasures and more are jealously guarded and it is a death sentence for any outsider to so much as glimpse the city beneath its protective shroud of mists, for Xlanhuapec is ground sacred to the Lizardmen.

Xlanhuapec stands upon an auspicious alignment of the geomantic web and, at all times, one of the city's Mage-Priests must maintain the cloying cover of mists, a spell that has remained uninterrupted for long ages. The Slann's very words turn to creeping vapour, which spreads forth to encompass the entire city – a sprawling metropolis that extends dozens of miles in all directions from the mountainous heights of its centremost pyramid. It is said that the mist possesses terrible strength, and in times of need can take the shape of creatures – elemental magic formed from water and air. Few invaders have ever been able to penetrate the city and live to tell the tale, although those survivors have spread many rumours of the city's matchless treasures.





## A LEGACY IN RUINS

The majority of the temple-cities of Lustria are now in ruins, choked and overgrown by the jungle, although not necessarily deserted. There are many different reasons why these wonders have been reduced to such decrepit states. Most were ravaged during the Great Catastrophe, overrun by daemonic hordes. Over the ages, other Lizardmen cities have fallen to disasters, plagues, the invasions of warmbloods, shifting tectonics instigated by the Slann themselves, and other reasons unknown.

Those temple-cities that were destroyed during the Great Catastrophe are often haunted by their past, such as what remains of Tlax, which is now known as the City of Ghosts. So momentous were the calamities suffered there that unspeakable things were etched into the air itself. To this day, when the alignments of the stars are right, the past replays itself and spectral forms battle once more for possession of the city. Many other temple-cities have similar tales, such as Xahutec, which was destroyed when the Daemons entered within its protective barrier through a rift; a portal that allowed troops from the nether-realm to bypass the Slann's protective wards. Like a wound that will never fully heal, that self-same hole in reality has re-opened several times, causing major incursions that have destroyed each of the attempts to resettle the ruins. Now called the City of Echoes, the Lizardmen have since vacated Xahutec's cursed ruins, but post a strong guard around its perimeter to raise the alarm when the Daemons return in force yet again.



Chupayotl, now called the Sunken City, toppled into the sea, while Chaqua, the City of Gold, fell to the plagues of the Skaven – the contamination within its walls remains so potent that its overgrown ruins still cannot be repopulated, even after so many years. Axlotl, the Star City, fell first during the Great Catastrophe and again in the Skaven rising. Since those days it has been partially reconsecrated, although it stands empty – or it appears so, as it is nearly impossible to pick out the Chameleon Skinks that keep silent vigil in the treeline outside the tumbledown city. Quetzal, the birthplace of the Skaven Clan Pestilens, has remained defiled and unfit for Lizardmen to return; however, its labyrinthine under-tunnels are now haven to serpents beyond count, and Sotek's Children have not allowed any of the ratmen to return.

Not all of the ruins stand empty, however, for some, such as the temple-city of Huatl, are in the process of being refounded. Hundreds of Kroxigor work to replace stone blocks in alignment, and the jungle has been beaten back. Already the Great Temple has been rebuilt and its Star Chamber houses a Mage-Priest for the first time in an age. Oyxyl, the Eternal City, was ruined by Daemons, but its Great Pyramid is still attended by Skink Priests and it is said that the Skinks of that city have almost mastered the carnivorous, flightless birds that roam the surrounding plains. Pahuax, the City of Ash, has been abandoned and refounded no fewer than six times; through it all, the pyramids have stood tall, a weathered but defiant testament to the powers of the ancients.

## PLACES OF POWER

The temple-cities are far from the only structures rearing above the jungle canopies or languishing in the misty darkness beneath. Thousands of sacred sites can be found across Lustria, their locales not scattered randomly but built in accordance with the geomantic web, or placed to tap into some other vital power source or alignment. The Stellar Pyramids of the Southern Skies are the destination of many Slann Mage-Priests, for to meditate in their shadow is to gain divination surpassed only by the Old Ones themselves. In the last millennia, there have been many battles fought here, for the Dark Elves have learned of the site's awesome powers. While Dark Elf sorceresses have defiled pyramids' summits by reading the entrails of their sacrificial prisoners, few have liked what they have foreseen – most often a swift death at the hand of vengeful Lizardmen.

Many mystical places are situated near bodies of water, such as the Wellsprings of Eternity and the Fire Bogs, where rings of carved stelae rise out of the murky swamps; each contains remnants of the powerful spells that Lord Mazdamundi once unleashed there. North of Itza, the Emerald Pools are reserved for the Slann Mage-Priests, and the glowing waters are said to have a restorative ability. At the Great Confluence, many rivers flow together and between them form the largest series of waterfalls in the world – and the ornate floating temples that rise on those mists are places of mighty contemplation indeed.

Some of the most impressive Lizardmen structures are utterly baffling to the few outsiders who have survived their trip into the jungles long enough to discover them. Most often, these were designed by the Slann in attempts to signal the long-lost Old Ones, or perhaps to scan the skies and glean some clue as to their whereabouts. The Ziggurat of Dawn, its fiery beacon eternally lit and pulsing regularly, is visible even beyond the horizon. Legend tells that any who touch the fire and live are gifted with the power of the sun itself, which has drawn ambitious treasure-seekers from many realms. The Sentinels of Xeti, a row of monoliths covered in graven patterns and shimmering inlays, are said to listen for messages from the Old Ones, although they have yet to receive any signal. In central Lustria are a series of vast symbols carved into the ground and mystically kept free of encroachment by the sprawling jungle. From the ground it is impossible to discern their shape or pattern, for they are complex patterns intended to be seen from above by the enigmatic Old Ones, in the hope that they will guide their ships to a safe return and reunite them with their long-orphaned children.

## THE SOUTHLANDS

*Many ages ago, the Slann Mage-Priests' manipulation of the world's surface divided the original southern landmass into two continents. Thus was Lustria split off from the Southlands. This explains why the jungles of the Southland bear so much in common with those of Lustria, including many of the same reptilian carnivores. At one point, a lone temple-city and some few Lizardmen structures existed across the world pond, but as those sites have fallen off the altered geomantic web, so too have they faded from the memories of the Slann Mage-Priests.*



**Key**

- Living City
- Ruined City
- Monument of the Old Ones
- Lines of Power
- Miscellaneous location





# CHRONICLES OF THE LIZARDMEN

The Lizardmen track time by the alignments of celestial bodies and their sacred plaques form a calendar stretching back to the creation and forward to the end of time. As this slew of celestial data is mind-bogglingly complex, all dates that follow use the Imperial Calendar, as used by the Men of the Empire.

## THE DAWN OF CREATION

*The prehistory of the world is shrouded in the mists of half-truth and legend. Great change is brought to the primeval planet by the beings known as the Old Ones. They descend from the skies and begin to re-order the world.*

*To execute their designs, the Old Ones made the First Spawning of the Slann and, under their direction, the Lizardmen are created: the Saurus as living weapons, the Skinks to carry out complicated orders and the Kroxigor to aid in building. What follows is a long age where the Lizardmen rule supreme, creating vast temple-cities and landmarks of unsurpassed wonder.*

*While the Saurus wipe out those races deemed undesirable, experiments by the Old Ones create new races. Of this time of former glory little is recalled; stone-chiselled writings have worn away, and temples have crumbled into ruin. Down the ages, countless Skink scribes have tried to replicate those earliest records, but their copies degrade with each new translation. The Slann have forgotten much from that age, their memories growing dim. To the younger races, the Old Ones are wholly unknown; only the Elves maintain some ancient myths of their creator gods.*

## THE GREAT CATASTROPHE

*-c.5600 Polar Gates Collapse*  
*The Old Ones disappear and the Lizardmen are left to defend against the largest Daemon invasion ever known. Xahutec is the first temple-city to fall. Within three hundred years, all Slann of the First Spawning are slain, save only Lord Kroak of Itza.*

*-c.5000 Lustria Besieged*  
*Except for enclaves in the Southlands, the Lizardmen are pushed back to Lustria, which is transformed into a deathtrap to thwart the invaders.*

### -c.4500 The End is Nigh

*Only a handful of temple-cities remain, and the Daemon onslaught threatens to overwhelm them. Pahuax is breached and its inhabitants slain.*

### -c.4450 Death of Lord Kroak

*The Siege of Itza, which had lasted over four centuries, is broken by the eldritch might of Lord Kroak. Although slain in battle, Lord Kroak's will is so strong, his spirit fights on – invoking a last spell that banishes Daemons and secures Itza from its doom.*

### -c.4420 The Great Ritual

*The High Elves complete their Great Ritual and the daemonic legions vanish from the world.*

## THE AGE OF ISOLATION

### -4419 Elven Explorers

*The first High Elves set foot on Lustria and are brought to Pahuax.*

### -3894 Chupayotl Destroyed

*The temple-city of Chupayotl slips into the sea – a disastrous event that was not prophesied on any plaques. All of its Mage-Priests are slain. The unknown enters the minds of the Mage-Priests.*

### -3127 The Thought Fog

*Skink scribes record that Lord Xltep is plagued by memory loss; a fog has descended upon his once-clear thoughts.*

### -2374 The Great Debate

*Lord Hua-Hua of Xlanhuapec claims victory in a 500 year old debate about what to do about the younger races. No other Slann speaks to Lord Hua-Hua for the next thousand years in protest.*

### -1500 Realignment

*Lord Quex enacts his realignment of the continents. In the course of the continental fine-tuning, much of the world suffers disastrous earthquakes – most notably affecting Skavenblight and the Dwarf realm that stretches across the Worlds Edge Mountains.*

## THE AGE OF STRIFE

### -1399 Ill Omen

*Undetected, the Skaven Clan Pestilens occupies the ruined city of Quetza. An ill omen is recorded in the alignment of the stars, although its true meaning is not revealed to the Slann for centuries.*

### -951 The Green Mist

*Under cover of a poisonous mist, the Skaven make their boldest attack yet, emerging to take the ruins of Conqueso.*



### -594 Shrunk Head War

*This marks the beginning of the century-long campaign fought against the jungle Orcs of the Scorpion Coast. Kroq-Gar ends the fighting by slaying the Warbosses of all six enemy tribes.*

### -215 Dark Elf Raiders

*The first Dark Elf raiders penetrate the Lustrian jungle to steal artefacts.*

### 1 The Prophecy of Sotek

*The temple-city of Chaqua is abandoned due to Skaven plagues. The Skink Priest Tehenhauin preaches the Prophecy of Sotek as a twin-tailed comet appears in the sky.*

### 100 Sotek Triumphant

*With a climactic final campaign, the Skaven are finally driven from Lustria by Tehenhauin's armies. The Cult of Sotek gains prominence amongst Skinks.*

### 315 Victory in Naggaroath

*In order to reclaim the stolen Star Stela of Quetli, Lord Tepec-Inzi opens a portal to Naggaroath. There, an army led by Gor-Rok defeats the Dark Elves and reclaims the Star Stela.*

### 535 New Spawning

*The first of the twin-tailed beings known as Skink Oracles emerge from the spawning pools of Itza. They alone of all the Lizardmen are able to approach and ride upon the dreaded and ill-tempered Troglodons.*

### 876 The Vampire Coast

*The flotsam of many shipwrecks washes up on Lustria, including a Vampire named Luthor Harkon. He creates the Undead realm that is eventually named the Vampire Coast, where the bodies of drowned sailors killed in the treacherous waters off the coast rise from the cold depths to haunt the lands.*

### 888 Raiders from the North

*Norse adventurer Losteriksson lands in Lustria and founds the colony of Skeggi. Other raiders from the north also begin to arrive at Lustria.*

### 901 Huatl Resettled

*The Xaki Star is swallowed by the Chaos Moon, prompting a delegation of Mage-Priests from Xlanhuapec to lead a column of workers to begin re-founding the ruined city of Huatl.*

### 912 Demise of Lord Zhul

*The death of Lord Zhul follows a daemonic incursion at Tlencan. Xahutec is abandoned for the final time shortly after; its population scattered to the remaining temple-cities. The Mage-Priests finally recognise that Chaos has returned to Lustria.*

### 930 Dead Tide

*A shambling horde of Zombies emerges from the jungle but is halted by Lord Xltep, fulfilling the Prophecy of Huanca-Xlanpac.*

### 954 Return of Chaos

*Allac Felclavo leads a full-scale Chaos invasion of Lustria. His horde is defeated and driven into the sea. The few survivors that escape flee back to the northlands with much stolen gold, however, all the sacred plaques they had stolen were recovered.*



#### 1004 Invasion Thwarted

At the equinox of Tlac-Ipec, Lord Mazdamundi consults the plaques of Huatl. He raises the mountain range known as the Grey Guardians to block the path of a mighty Dark Elf invasion that was advancing to invade Lustria.

#### 1237 Horrors at Xahutec

The ruins of the temple-city of Xahutec are again overrun by Daemons.

Unleashing Kroq-Gar to contain the threat, many Slann work to close the magical breach once more.

#### 1492 Explorer

Explorer Marco Colombo voyages to Lustria and records his travels.

#### 1721 Xlanhuapec Slaughter

Dark Elves launch an attack upon the temple-city of Xlanhuapec. The intruders bypass the city's defences and penetrate to the outer quarters. Using the living mists that surround the city, the Lizardmen mount a series of devastating counter-attacks to slaughter the intruders. None escape the mists.

#### 1809 Pahuax Rebuilt

The Great Pyramid of Pahuax is rebuilt. During excavation, workers discover an egg from a Quango, a creature not seen since the time of the Old Ones. The egg is given to Lord Mazdamundi who declares that its hatching may be of great import.

#### 1883 The Volcano Gods

Skinks believe the great Krakatoa is awakening once more, but the eruptions prove to be an influx of Chaos. Daemons again stalk Lustria. Gor-Rok defeats a plague army at Itza, a massed charge of Stegadons prevents a breakout from the ruins of Xahutec, and the assembled Mage-Priests of Tlaxilan overcome a host of Greater Daemons to save their temple-city.

#### 1944 The End of Cadavo

Lord Mazdamundi of Hexoatl invokes the mighty earthquake that wipes the settlement of Cadavo – and all of its inhabitants – from the map.

#### 1977 Sentinels of Xeti

A Skink Priest at the Sentinels of Xeti believes he hears the distant voice of the Old Ones. The Slann Mage-Priests contemplate the matter for several years, before renouncing such claims.

### THE AGE OF AWAKENING

Also known as the Age of Recompense.

#### 2303 Aid Unlooked For

Taking a celestial reading from the stars, the Slann bolster the power of the Great Warding, lessening the influence of Chaos and thus aiding the Empire's famous hero, Magnus the Pious, in his Great War Against Chaos.

#### 2321 The Black Sun Battles

Portents of ill-omen abound on a day that the sun that rises over Lustria is coloured jet-black. The geomantic web flickers, the Great Warding pulses weakly and the forces of Chaos attack. Daemon legions manifest across the whole of Lustria and thousands of battles take place for a blood-filled week until the true sun rises once again.



#### 2349 The Citadel of Dusk

A bridge of magical energy is summoned and a Lizardmen army from Itza crosses to the island on which stands the Citadel of Dusk. The High Elves there are hard-pressed by a Dark Elf attack and only the timely intervention of the Lizardmen force ensures that the assault is repulsed. Without speaking a word to the survivors, the Lizardmen march back across their magical bridge.

#### 2355 The Battle of Cholulec

The disgraced Dwarf engineer Sven Hasselfriesian sets out from Barak Varr in his steam-powered ship, reaching the Tarantula Coast after many battles with the monsters of the deep. The Dwarfs clash repeatedly with the Lizardmen at the ruins of Cholulec.

#### 2376 Growth of Ages

At this point, the spell that turned Lustria into a living deathtrap becomes yet more powerful, and the land's flora and fauna enter a new period of prolific and accelerated growth. The jungles become more dangerous and filled with more cold-blooded creatures than ever.

#### 2418 The False Moon War

A major blow is struck in the Slann's ongoing war with the Chaos Moon. The Slann Mage-Priest Tecciztec of Tlaxilan enacts a ritual aimed at pushing the false moon out of orbit. Although failing to muster enough power to complete the task, the Chaos Moon is sufficiently shaken that chunks of it split off and fall across the world with devastating effect to those beneath.

#### 2465 Battle of Blackswamp

This marks the end of a ten year campaign fought in the swampy woodland off the Tarantula Coast. Many Savage Orc and Forest Goblin armies are destroyed. For his role in recovering lost ruins, the Skink Priest Tetto'eko is gifted a throne such as the Slann sit upon.

#### 2471 Chokablox Defiled

Luthor Harkon and the Dark Elves unite to raid the coastal ruins of Chokablox. During the battle, Harkon is captured and imprisoned.

#### 2489 The Skaven Return

The Astromancer Tetto'eko stems a major Skaven invasion and redirects a comet to crash down upon the Skaven stronghold of Quetzta, the Defiled City.

#### 2502 Slagmire Destroyed

It is foreseen that a device being built by the Skaven in their lair of Slagmire must not be completed. Tehenhauin is chosen to lead the assault and the Slann use magic to transport the Prophet of Sotek and his army into the Skaven den. A three year battle leads to the eventual defeat of the Skaven and the destruction of their rocket invention.

#### 2512 Terrors From the Deep

A Dark Elf army emerges from the Black Way to raid coastal ruins. Kroq-Gar and his army drive the tentacled beasts back into the sea and the Black Ark Umbral Tide is grounded by magic and destroyed.

#### 2517 Oxyotl Returns

The long-lost Chameleon Skink known as Oxyotl mysteriously returns to Lustria, having been missing since the Fall of Pahuax during the Great Catastrophe. This coincides with the spontaneous and unheralded spawning of Chameleon Skinks in that long-ruined city, and many others as well.

#### 2519 Battle Eternal

With the rising of each Chaos Moon, Daemon legions march out of Xahutec once more. Only the eternal vigilance of the Saurus warriors maintains a blockade around the cursed ruin, but the bitter fighting costs many lives.

#### 2520 Lost Plaques

While seeking for the disturbance found in the geomantic web, Ten-Zlati, the Oracle of Kroak, recovers the Lost Plaques from the Golden Ziggurat on the Turtle Isles.

#### 2521 Blinded

Chaos forces attack key sites of the Great Warding around the world, culminating in assaults on Lustria. On the Isthmus of Pahuax, a Beastmen army destroys the Monument of the Moon and the Monument of the Sun is desecrated. So many key nodes are lost that Chaos powers flood the world and the foresight of the Slann fails.

#### 2521 Invasion

Vashnaar the Tormentor leads an invasion into Lustria. He unites Dark Elves, Beastmen and monsters beyond count. Attacks by Tiktaq'to stall the Chaos invaders long enough for Slann Mage-Priests to wake and defend Hexoatl. By year's end, the temple-city is besieged and likely to fall.

#### 2522 Triumph

Lord Mazdamundi and Kroq-Gar arrive at the head of separate armies in time to relieve the Siege of Hexoatl. An epic battle is fought there and the Chaos host is, at last, broken.

#### 2522 Portents

The Slann Mage-Priests meet in mind-council and agree that all signs point to yet larger invasions to come. All of Lustria prepares for war.









## THE FORCES OF LUSTRIA

*The Lizardmen are an ancient race and had proven themselves victorious on battlefields long before the fledgling races such as Elves, Dwarfs or Men could stand upright on their feet. Theirs is the power that scoured races untold from existence and reshaped the very surface of the world. By their will and the might of their armies have the Dark Gods been thwarted. Yet defence is not enough – once again the Lizardmen have reawakened to their great purpose, crusading outwards once more to restore order.*

*This section of the book describes the fearsome Lizardmen in all their varied guises. Here you will find details for all the different troops, heroes, and monsters used in a Lizardmen army. It provides the descriptions, imagery, characteristics profiles and special rules necessary to use all the elements of the army, from the Core units to special characters, and from the lost Treasures of the Old Ones to the Lore of High Magic.*





# ARMY SPECIAL RULES

This section of the book describes all the different units used in a Lizardmen army, along with the rules necessary to use them in your games of Warhammer. Where a model has a special rule that is explained in the *Warhammer* rulebook, only the name of that rule is given. If a model has a special rule that is unique to it, that rule is detailed alongside its description. However, there are a number of commonly recurring 'army special rules' or new weapon types that apply to several Lizardmen units, and those are detailed here.

## COLD-BLOODED

Whenever a model with this special rule takes a Leadership test, it rolls an additional dice and discards the highest result.

## PREDATORY FIGHTER

Whenever a model with this special rule rolls a 6 To Hit in close combat, it immediately makes another Attack; roll To Hit and To Wound as normal. Attacks generated by the Predatory Fighter special rule do not generate further Attacks. In addition, a unit that contains one or more models with this special rule can only test to restrain pursuit if there is at least one Skink character model (Skink Chief or Skink Priest, including Tehenhauin, Tetto'eko and Tiktaq'to) within 6" of the unit.

## AQUATIC

Models with this special rule have the Marshland Strider and River Strider special rules. In addition, models with this special rule can march, claim rank bonus and be steadfast even when in Marshland or a River. Furthermore, if every model in a unit has the Aquatic special rule, and the majority of the unit is within Marshland or a River, enemies shooting at that unit suffer an additional -1 To Hit penalty.



## WEAPONS OF LUSTRIA

### Blowpipe

*Skinks use these weapons to fire needle-sharp darts at their foes.*

| Range | Strength | Special Rules                           |
|-------|----------|---|
| 12"   | 3        | Multiple Shots (2),<br>Poisoned Attacks |

### Lustrian Javelin

*Skinks coat their javelins with deadly jungle poisons.*

| Range | Strength | Special Rules                      |
|-------|----------|------------------------------------|
| 12"   | As User  | Poisoned Attacks,<br>Quick to Fire |

*Only the slightest of ripples spread outwards as a smooth-skinned reptilian head broke the surface of the swamp. No movement escaped the slitted yellow eyes of the patrol leader.*

*These days, the floating ruins of the Toradotek pyramids were little more than tumbled stone hovering low over the jungle, tethered by innumerable creeper vines. Yet the site was reserved for Mage-Priests – an unquestionable decree for which the Lizardmen sentinels dedicated their lives. With calm precision, Tenehuac allowed the lead elements of the enemy force to pass his position, even though they were headed directly towards that sacred place. His tongue darted out to taste the air, catching the scent of more warmbloods on the way. He emitted a single shrill call before sinking back beneath the film-covered surface.*

*Deeper in the jungle the air hung thickly, the dense canopy creating a gloom through which few sunbeams could pierce. The usual cacophony of droning insects faded, a lack of sound ominous to any creature that could read such signs. Yet the invaders were heedless – human barbarians from the north, followers of the Dark Gods. They pushed forward, on the trail of some unseen eldritch power.*

*Then, with a shocking suddenness, the jungle came alive. The rhythmic beating of drums began as three separate lines of Saurus emerged to form a wall of scaled shields across the invaders' path. Tenehuac could distinguish each formation – the stipple-scaled warriors under Tok-Ax, the spear legion of Pok-Hopak, and the unbeaten ancients of Scar-Veteran Ul-Chak. Rising partially out of the murky waters, Tenehuac and his patrol shot darts from their blowguns, some whirring harmlessly over their foes, others burying themselves into exposed flesh.*

*Even as the warmbloods turned to face this new threat rising from the swamp, larger forms burst from the murky waters. Salamanders spat goutts of flame – the flaring brightness illuminating the dim surroundings. In the flash of light, other Skink bands could be seen slinking amidst the massive ferns, stopping only to send enfilading clouds of poisoned darts into the barbarians. Above, the screeching of Terradons announced the arrival Lo'jineta and his aerial patrol. Enormous rocks plummeted downwards to crash into the ranks of the invaders.*

*As nerve-shattering as these attacks were, Tenehuac knew they were as nothing to what was coming. He felt vibrations beneath his feet and heard the distant sound of uprooted trees long before the Carnosaur bounded from the treeline to wreak carnage amongst the enemy. From its back, their war leader, the Saurus Oldblood Ax-Hotl, drove his spear through the bodies of the foe. Following this king of predators was a living wall of armoured monsters whose tread flattened a path as easily as it shattered shieldwalls. If the Dark Gods heard the desperate pleas of their mortal minions, they did not acknowledge them.*

*In a few short, savage minutes, it was over – the sounds of battle replaced by the crunching of bones. Tenehuac led his Skink patrol onto the trail of the few survivors who escaped the slaughter. None could be allowed to escape, for such was the merciless law of the Lizardmen.*



# SLANN MAGE-PRIESTS

The favoured servants of the Old Ones, the Slann have considerable intellect and magical abilities, and rule the Lizardmen as venerated Mage-Priests. Although not physically menacing – their bodies are toad-like with large heads and bulbous eyes – with a flick of their multi-jointed fingers, Slann can topple cities, engulf foes in flames or open vast rents in the ground below. Enemy wizards find even the mightiest incantation they try to employ unravelling before them as a Slann contemptuously waves its hand.

There were five spawnings of Slann created by the Old Ones, each with a particular role to play in their Great Plan. No new Slann have been spawned since the departure of their creators; all the Slann alive today are those self-same ones. Without any new Mage-Priests, they are a dying race, faced with extinction. Well over half of their kind died in the Great Catastrophe, including all of the First Spawning – the wisest and most powerful of the Slann, and the only ones that had direct contact with the Old Ones. In the ages since then, many other Slann have died violently – irreplaceable losses that are greatly lamented. With each Mage-Priest lost, the Saurus and Skinks further insulate those that remain, protecting them with their very lives.

The Slann see the world differently from other beings. Their orderly minds are constantly at work – deciphering complex problems and wandering the cosmos. To the Slann, time passes more quickly than it does for short-lived creatures, and a Slann will regularly slip into extended periods of restful contemplation that might last decades, or even centuries, at a time. They sit unmoving on their stone palanquins or in their Star Chambers, and to an outsider a Slann might appear asleep, or even dead. So deeply do they meditate that signs of life are hard to detect – their breaths are shallow and far apart, their eyes unblinking and vacant. Yet the Slann are attuned to more than mortals realise – for they can perceive the magic and raw disorder that has hung in the very air since the great influx of Chaos.

Privileged Skinks attend to the Slann, patiently waiting for the ancient beings to stir and recording their every prophecy or proclamation. Most often, however, Slann converse telepathically between themselves; they can also see through the eyes of some Skinks, such as the Priests and Oracles, and enact their will through them. Although they have lost much of their former power since the incursion of the Dark Gods into the world, the Slann are still the undisputed masters of the magical arts.

## THRONES OF THE ANCIENTS

*During the Great Catastrophe, the planet was contaminated. Since then, Slann have avoided setting even a single toe upon the earth, for this grounds their magical power and disrupts their thoughts. While ensconced in their pyramid-temples, the Slann are protected, but when forced to leave, they sit upon floating palanquins made of stone and other, unknown substances. A Slann controls his slab-throne's movement with his mind, hovering motionless or moving at a respectable pace, and it shimmers with a powerful protective force field.*



Slann Mage-Priest

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  |

**TROOP TYPE:** Infantry (Character).

**MAGIC:** A Slann Mage-Priest is a Level 4 Wizard who uses spells from the Lore of High Magic (see page 60) or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

**SPECIAL RULES:** Cold-blooded.

**Mage-Priest Palanquin:** Models with this special rule can always re-roll failed Dangerous Terrain tests. Additionally, while they have the troop type Infantry, they are never considered to be 'models on foot' for the purposes of spells, magic items and special rules.

**Shield of the Old Ones:** This grants the character a 4+ ward save.

**Telepathic Confabulation:** At the start of each friendly Magic phase, before dice are rolled to determine the strength of the Winds of Magic, you may pick two friendly Wizards with this special rule anywhere on the battlefield and they may exchange a single spell with each other. In subsequent turns, a different pairing of Wizards with this special rule may be chosen.





# SAURUS LEADERS

The most powerful of their kind, Saurus leaders are more than eight feet of savage reptilian muscle. The highest rank given is the title Oldblood, while those beneath them are known as Scar-Veterans. They are perfectly designed killing machines, their martial prowess further enhanced by battle experience. To their foes, be they ancient nemesi or simply those who trespass upon the sovereign territory of their masters, the Saurus leaders are nothing less than the vengeance of the Old Ones made manifest.

Some Saurus leaders are marked for greatness at their spawning, bearing a different pattern or crest to the rest of their brethren. Those few who emerge with pale or albino skin tones are always revered – for they are the favoured of the Old Ones and destined to become mighty heroes of the Lizardmen. Yet a Saurus need not be different from his comrades to gain veteran status; he need only survive.

It unknown for a Saurus Warrior to die of old age, and unless they are slain by violence or plagued by an unnatural disease, they continue to serve. Despite this longevity, few Saurus live beyond a few hundred years. Given the constant dangers they face – the predatory flora and fauna of Lustria and the high attrition demanded by battles beyond count – only the most fierce and resilient of their kind can endure. A few exceptional Saurus have been alive for many thousands of years, overcoming threats and defeating enemies since the world itself was young.



The longer Saurus live, the tougher and more ferocious they become. The hardened scales that cover their bodies become thicker and some plates ossify completely. Their scales become paler, a marking considered a blessing of the Old Ones. In addition to the further growth of lethal protrusions, the corded muscles of these ancient Saurus become yet stronger, until they are able to crush rocks with their bare hands. Another obvious sign of a Saurus' age are the battle scars, burns and tooth marks that criss-cross their bodies. Saurus leaders are often attended to by scores of Skinks. Directed by their priests, the Skinks will secure bronze armour plates upon an Oldblood or Scar-Veteran. Other veneration might include daubing warpaint, adorning his scales with sacred oils, affixing sacred relics or festooning his body with the shrunken heads of sacrificed foes, or other grisly tokens. Such actions not only bring the favour of the Old Ones, but also mark the status of a leader.



Saurus are neither dim-witted, nor simple; their minds are narrowly focussed on battle, and battle alone. They instinctively know about military matters, and have no concern for lesser issues. In Lizardmen society, the Slann Mage-Priests choose the overall strategy and the Skinks direct its daily execution. In times of conflict, however, all defer to the Saurus, and they in turn rely on the eldest of their long-lived kind – for the Oldbloods and Scar-Veterans have honed their battle tactics over the ages.

All Saurus Warriors are spawned with the knowledge of how to fight, and the longer each lives, the more battles he survives. The longer he survives, the more he understands the needs not just of a lone warrior, but also of an entire army. While a Scar-Veteran cannot explain the meaning of a refused flank, he will know how to launch such a manoeuvre. A Saurus Oldblood could not express why he chose a defence in depth to defeat a foe, yet he will inexorably recognise when such situations are called for and react accordingly.

With only a low, grumbling growl and a final bellow, an Oldblood or Scar-Veteran can set an entire Lizardmen battle line in order. Once combat begins, the Saurus leaders eschew all matters of finesse – hurling themselves into the fray with merciless efficiency. Each stroke, bite or thrust dispatches a foe, often with the enemy literally torn limb from limb by the ferocity of the attack.

|                     | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|---|----|----|---|---|---|---|---|----|
| Saurus Oldblood     | 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  |
| Saurus Scar-Veteran | 4 | 5  | 0  | 5 | 5 | 2 | 3 | 4 | 8  |

**TROOP TYPE:** Infantry (Character).

**SPECIAL RULES:** Cold-blooded, Predatory Fighter, Scaly Skin (4+) (Oldblood only), Scaly Skin (5+) (Scar-Veteran only).



# SAURUS WARRIORS

When the Lizardmen march to battle, it is the Saurus who make up the hardened core of the fighting forces. This is no surprise, for the Saurus were created solely for the purpose of war and protection. The Old Ones cultivated this race of reptilian warriors, although whether they created them entirely, or raised them up from some primordial life form of the jungles, is not clear. What is assured, however, is their role and function. In the prehistory of the world, a time before the coming of Elves or Dwarfs, it was the Saurus who pacified the lands, fighting great battles and exterminating entire species in accordance with the Old Ones' plans.

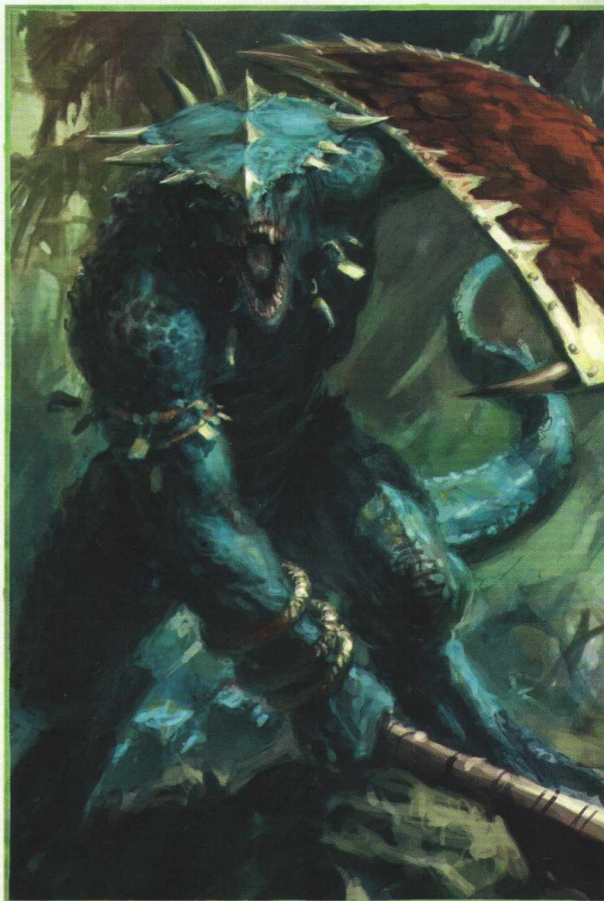
Saurus are brutish yet disciplined creatures. Even unarmed, they are extremely dangerous – their sharp claws can gouge grooves into rock or tear out a foe's throat with ease. Their muscular tails can smash a man's ribcage and their mouths are full of enormous dagger-shaped teeth. The power of their crocodilian jaws is such that a vicious Saurus bite can sever a limb or crush steel. If not killed outright, those bitten by a Saurus bear infected wounds, often succumbing to a foul fever and dying within a matter of days.

Although unable to master more complicated devices, Saurus use simple weapons to devastating effect – wielding obsidian-tipped spears and heavy clubs spiked with jagged stones. Using their great strength, Saurus can leave the roads and hack through the dense jungle of Lustria using brute force alone; however, they are more accustomed to exerting it against their foes' stoutest legions.

Although they can, at times, appear slow of reflex and sluggish, Saurus can still achieve speed on the march thanks to the power of their loping gait. Their tough hides bear spines, bony crests and thick scales that can turn aside all but the surest of sword strokes. For further defence, Saurus will at times bear shields – bladed crescents made from the cured hides of the large scaled beasts that prowl the deepest jungles. Saurus are cold-blooded and seemingly impervious to pain, able to sustain horrific wounds and fight on without making a single sound of protest. Indeed, so alien are they that they register no emotion save a single-minded savagery.

Saurus are not birthed, but spawned – crawling full-grown from the dark pools constructed for such purposes many ages ago when the Old Ones walked the world. They arrive not individually, but as a cohort – an entire military unit that will stay together for the rest of their lives. All those spawned together bear the same colouration and markings as their brethren. They share a mindset, acting with an eerie, but unspoken synchronicity – the whole formation turning as one, or launching an ambush, without the need for so much as a single spoken word.

Although they do so infrequently, Saurus can speak. Their language is little more than deeply growled one-word commands. These orders issue forth from a Spawn Leader – the greatest amongst their number since they first emerged from the spawning pool. In the course of their long lives of battle, it is not unusual for a Saurus spawning to lose their champion. In such cases, if the unit survives, another of its members will eventually grow into the role – or, as the Lizardmen say, receive the gifts of the Old Ones.



|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Saurus Warrior | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 2 | 8  |
| Spawn Leader   | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 3 | 8  |

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Cold-blooded, Predatory Fighter, Scaly Skin (5+).

## LIZARDMEN WEAPONS

*A great many of the brutal weapons of the Lizardmen are made from a material unique to Lustria. Harder than granite, the strange stone is known as obsinite, and it is a glossy jet black, although some obsinite quarried from the Watchotep Swamp bears a tinted marble-like quality. Obsinite is more durable than steel and it never rusts. Skink artisans often reinforce or decorate the stone armaments with bands of bronze or gold, sometimes inscribing upon them the glyphs of the Old Ones. Jagged spikes of metal or cruelly shaped pieces of jade are added to ensure the heavy, blunt weapons can punch through armour and cause maximum damage to flesh. Skink Priests will often offer blessings over favoured weapons, adding feathers or gemstones in order to attract the favour of Sotek, or of the Old Ones.*



# COLD ONE RIDERS

Saurus warriors are formidable fighters, but when mounted atop a Cold One they become a shock force capable of delivering an absolute mauling. Those foes who can muster the courage to stand before the sight of oncoming Cold One cavalry find themselves beset by a whirlwind of biting jaws, slashing talons and jabbing spear thrusts.

The Cold Ones are foul-tempered and dim-witted reptilian creatures. They emerge from subterranean lairs to prowl in packs throughout Lustria. They are hunched bipedal beasts with muscular legs, but when Cold Ones move at speed, they often use their forelimbs for balance and to achieve a more rapid pace. These shortened arms come into their own, however, at the conclusion of a hunt. When assaulting, Cold Ones lead with their scythe-like claws, attempting first to disembowel their quarry. If it spots an undefended limb or underbelly, Cold Ones dart out their elongated necks in a snake-like strike. With a horrific snapping of powerful jaws, a Cold One will clamp down and savage its prey, shaking and twisting until it tears free a chunk of flesh. Always ravenous, Cold One packs can eventually bring down much larger creatures, ripping them apart and devouring them in a savage flurry that splatters a glistening trail across the jungle.

Too ferocious to be domesticated for any useful labour, for many ages the Lizardmen left the swarming Cold One packs alone, with scores of Skinks learning the hard way that the beasts cannot be tamed. The Cold Ones were just another

one of the predators that beset any who travelled Lustria. However, that was before the blessing of the Old Ones was visited upon certain Saurus spawnings. It is said that the Old Ones anticipated the future, foreseeing the eventual needs of the Lizardmen and bestowing their gifts according to this. When a spawning of Saurus emerged that proved able to ride upon Cold Ones, the Skink Priests claimed this as no less than the divine will of Itzl, the great god of beasts.

Saurus Warriors blessed by Itzl have an innate aptitude for mounted warfare. They exude a musk not dissimilar to the rank odour produced by the Cold Ones themselves, allowing them to form bonds with the otherwise hostile creatures. The Saurus have dewclaws that are perfect for gripping the thick-scaled hides of their reptilian steed, leaving them free to carry both spears and shields. All such spawnings produce a Pack Leader who instinctively leads the group – knowing where to find the Cold Ones and how best to break them into mounts.

To direct the bloodlust of a Cold One takes a dominant will – and even the Saurus sometimes find themselves struggling to control their mounts. On occasion, the Cold Ones, their reptilian brains overloaded, become confused. In such cases, the predators resort to their base instincts – roaring to the heavens, clawing the ground in a display of fury, or snapping mindlessly about them in a fit of deadly pique. During these impulsive moments, the riders can do little but hang on, keeping their limbs away from the riot of snapping jaws. When their beasts can be commanded, however, the Cold One cavalry are a formidable adversary with their savagery squared – a deadly reptilian warrior mounted atop a fearsome cold-blooded hunter. Their attacks leave behind little to identify what manner of creature their foes once were.



|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Cold One Rider | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  |
| Pack Leader    | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  |
| Cold One       | 7 | 3  | -  | 4 | - | - | 2 | 2 | -  |

**TROOP TYPE:** Cavalry.

**SPECIAL RULES:** Cold-blooded, Fear, Predatory Fighter (Riders only), Scaly Skin (5+), Stupidity.

**Thick-skinned:** A rider atop a mount with this special rule receives an armour save bonus of +2, rather than the usual +1 for cavalry mounts.

## THE GREAT GOD ITZL

*The Lizardmen, particularly Skinks outside the temple-cities, worship the great god Itzl – the three-horned ruler of cold-blooded beasts. The remaining temples of Itzl are always distant structures deep in the jungles of Lustria. Many feature great gongs, instruments rung only when sacrifices have been tied to attract Itzl's creatures out of the impenetrable forests to feed.*



# TEMPLE GUARD

The Temple Guard are a revered and uncommon spawning of Saurus. They were created to protect the Slann Mage-Priests and the temple-cities in which the Lizardmen dwell. To their tasks, they dedicate every fibre of their beings, displaying a single-minded determination that will result in either the safeguarding of their charges or their own deaths.

As befits their honoured status, Temple Guard are armed with heavy ornamental halberds and adorned with sacred glyphs. In addition to armour plates of the strongest bronze, the Temple Guard bear distinctive helms fashioned from the horned and crested skulls of Lustria's predatory beasts. Some Temple Guard are as old as the temple-cities and Slann that they protect. However, should one fall in battle, his helm is salvaged by Skink attendants to be placed within the inner sanctum of a pyramid-temple. There it remains, a relic, until a new generation of Temple Guard is spawned to claim the helms of the fallen. It is believed that when a Saurus inherits one of these sacred heirlooms, he becomes imbued with a portion of its predecessor's strength and martial skill. In this way, the Temple Guard continue to safeguard their charges for eternity – clearly the role for which they were designed.

As protectors, Temple Guard are matchless. They stand sentry, silent and motionless, not even blinking their eyes. It has been known for Temple Guard to maintain such a sleepless vigil for centuries, thick layers of dust settling upon their reptilian forms – yet the ever-watchful guardians are not

immobile statues, and can erupt into sudden violence should they perceive any threat to their charges. Even Skink Priests and other attendants to the Slann approach with skittish caution, least they by some unintended move invite the Temple Guards' heavy-handed response.

Wherever a Slann Mage-Priest goes, his Temple Guard will follow him. If the Slann wishes to ascend a towering pyramid or retire to the solitude of a Star Chamber, his guardians will dutifully follow. The most powerful of their number, the Revered Guardian, takes the foremost position. No matter to the Temple Guard if the Winds of Magic blow so strongly that prismatic arcs of energy flash through the air, or if the warming rays of a solar engine bask the area in its intense heat – they are beyond distraction. If their temple-city is threatened or a sacred object they were tasked with guarding is stolen, the Temple Guard will attack their foes relentlessly, pursuing until the threat is over or the object returned before returning to their silent vigil. Should a Slann Mage-Priest go to war, his Temple Guard go with him, often forming up around their master – shielding him with their own tough, scaled bodies and interlocking shields. Heedless of their own casualties, the Temple Guard execute their sacred duty until the enemy is annihilated or they themselves are slain.



|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Temple Guard     | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  |
| Revered Guardian | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  |

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Cold-blooded, Predatory Fighter, Scaly Skin (5+).

**Guardians:** When a model with the Mage-Priest Palanquin special rule joins a unit whose front rank contains five or more models with the Guardians special rule, he must be placed in the second rank, rather than the first. If the unit's front rank is ever reduced to four or fewer models with the Guardians special rule, the model with the Mage-Priest Palanquin special rule must immediately move to the front rank (displacing rank and file models if necessary).

A model with the Mage-Priest Palanquin special rule who is in base contact with a model with the Guardians special rule automatically passes any 'Look Out Sir!' rolls he is entitled to make. If this combined unit is hit by a bolt thrower, the shot always hits the model closest to the bolt thrower that has the Guardians special rule. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

Models with the Guardians special rule that are in base contact with a friendly model with the Mage-Priest Palanquin and Fear special rules also have the Fear special rule.

**Sacred Duty:** Whilst they are part of a combined unit that has been joined by a model with the Mage-Priest Palanquin special rule, all Temple Guard models in the combined unit have the Stubborn and Immune to Psychology special rules.





# SKINK LEADERS

On occasion, a Skink spawning will not produce an entire cohort from the pools of life, as is the norm, but instead only a single Skink will issue forth. These individuals are marked by the Old Ones and destined to lead, or otherwise achieve greatness amongst their kind. Those Skinks attuned to the energies of the world and that show an aptitude for magic are the Skink Priests, the most intelligent of their kind. Their role is to become the personal attendants of the mighty Slann Mage-Priests, and act as the prophets of the Lizardmen.

Skink Priests are the only ones capable of interpreting and executing the will of their Slann masters. This is rarely straightforward, as entranced Slann do little more than mumble, yet each utterance, even the most incoherent whisper, might have vast consequences – for of all living creatures, the Slann are the most powerful of mages, and they alone worked under orders from the Old Ones. As it is strictly forbidden to disturb an entranced Slann in any but the direst of times, it is left to a Skink Priest to make many daily decisions for the whole of Lizardmen society. On behalf of their masters, it is their role to ensure that the Great Plan comes to fruition.

Slann are slow to react and may contemplate a single decision for centuries at a time. The same cannot be said for Skinks, for they are impatient beings. Like the Slann, Skink Priests study the ancient writings, though they apply much less of the studious methodology that their venerated leaders use.



Skink Priests often see it as acceptable to take a more proactive role in ensuring that the prophecies of the sacred plaques come true. The Slann, should they notice such activities, find such impulses to be reckless and attempt to censor their Skink Priests, putting a temporary halt to such practices as live sacrifices, the undue veneration of active volcanoes, and any number of new ritual blessings designed by the Skink Priests to attract the Old Ones' attentions.

In battle, Skink Priests are the eyes and ears of a Slann, who are powerful telepaths, capable of perceiving the world through the Skink's senses. At need, a Slann can even direct spells using a Skink Priest as a conduit. Yet Skink Priests are not merely vassals, for they also wield their own magic. Skink Priests can channel the forces of nature to aid their cause, read the future to glean vital advantages or unleash eldritch energies to smite their enemies. Whether directing patrols around a temple-city or joining a large army, some Skink Priests choose to ride upon mighty Stegadons, both for protection and to allow them to better survey nearby terrain.

In the Lizardmen chain of command, Skink Priests direct their orders to Skink Chiefs. These are Skinks who have been marked for greatness. While the Priests attend to prophecies, it is left to the Skink Chiefs to execute orders. It is they who typically oversee patrols, major construction projects and the messenger system. They are aggressive by Skink standards, sometimes riding to battle atop Terradons. It is not their role to sacrifice themselves in battle, but rather to spy out intruders, alert the Saurus and then guide them towards the foe. It is they who interpret the complicated instructions – often passed from Slann Mage-Priest to Skink Priest and finally to themselves. Then, in turn, it is they who give orders to the Saurus and the cold-blooded behemoths that make up the bulk of the Lizardmen armies.

|              | M | WS | BS | S | T | W | I | A | Ld |
|--------------|---|----|----|---|---|---|---|---|----|
| Skink Priest | 6 | 2  | 3  | 3 | 2 | 2 | 4 | 1 | 6  |
| Skink Chief  | 6 | 4  | 5  | 4 | 3 | 2 | 6 | 3 | 6  |

**TROOP TYPE:** Infantry (Character).

**MAGIC:** A Skink Priest is a Wizard who uses spells from the Lore of Heavens or the Lore of Beasts.

**SPECIAL RULES:** Aquatic, Cold-blooded, Scaly Skin (6+).

**Arcane Vassal (Skink Priest only):** A Slann Mage-Priest (including Lord Kroak and Lord Mazdamundi) can choose to cast any **magic missile** or **direct damage** spell through a model with this special rule within 24" of him. If he does so, measure the spell's range from the Arcane Vassal and use that model's forward arc and line of sight for the purposes of casting the spell. If using an Arcane Vassal, a Slann Mage-Priest can cast magic missiles, even if his own unit is engaged in close combat (provided that the Arcane Vassal's is not). If a spell cast through an Arcane Vassal is miscast, the result of the miscast is applied to the Slann Mage-Priest, but the Arcane Vassal suffers a Strength 3 hit due to the magical feedback.





# TROGLODONS

Their clammy presence revealed by ominous hissing, the great beasts known as Pale Death, or Troglodons, are amongst Lustria's deadliest hunters. Lone cave-dwellers, Troglodons haunt subterranean grottos, emerging only to feed. These creatures are virtually blind, but hunt using senses other than sight. Swaying sinuously, the Troglodon uses its quill-like whiskers to track motion, while its forked tongue tastes the air. Upon locating its target, the Troglodon springs and bites, savaging its quarry with jaws full of hollow teeth able to pump forth noxious venom. The predator is known to spit this toxic bile, which helps the Troglodon triangulate their victim's location, as the fluid makes a distinctive sizzling sound as it sears flesh.

Skink Priests claim that the twin-tailed beasts are marked by the Old Ones, the Serpent God or perhaps both. The ferocious creatures are untameable and all who approach a Troglodon provoke a lethal attack, with one exception. A Skink Oracle, a lone Skink spawned with a forked tail, can instantly tame the Pale Death, often adorning it with gems or precious metals to show its sacred status. The Troglodon deigns to serve as a mount for the tiny Oracle and, once bound into service, the loathsome beast will never abandon its master.

Mounted on a Troglodon, a Skink Oracle travels the land, using his obscure divining powers to seek out lost artefacts of the Old Ones or to investigate disturbances felt in the geomantic web. As with the Skink Priests, Slann Mage-Priests can see the world through the eyes of a Skink Oracle and can cast spells through them. This telepathic link means the Oracles often appear just when they are most needed – further adding to the superstitions surrounding the mysterious Skinks and their revered mounts. All Lizardmen rally at the wailing cry of the Troglodon, for its eerie call stirs their savagery and proves they have the Old Ones' favour.



|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Troglodon          | 7 | 3  | 3  | 5 | 5 | 5 | 2 | 3 | 5  |
| Skink Oracle Rider | - | 2  | 3  | 3 | - | - | 4 | 1 | 6  |

**TROOP TYPE:** Monster.

## SPECIAL RULES:

**Arcane Vassal** (Skink Oracle Rider only, see page 36),  
**Aquatic, Cold-blooded, Large Target,**  
**Poisoned Attacks** (Troglodon only),  
**Predatory Fighter** (Troglodon only), **Scaly Skin (4+),**  
**Terror.**

**Beast Rider:** A Troglodon and its Skink Oracle Rider have their own characteristics, but are treated as a single model. If the Troglodon is removed as a casualty, then the Skink Oracle Rider is removed along with it. When moving, the model always uses the Movement characteristic of the Troglodon. The Troglodon and Skink Oracle Rider use their own Weapon Skill, Strength, Initiative and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. All hits upon the model are resolved using the Troglodon's Toughness,

Wounds and save. In close combat, enemy models attacking the model compare their Weapon Skill to the Troglodon's Weapon Skill when rolling To Hit. However, we assume the Skink Oracle Rider to be in complete control of the beast, so the Troglodon's Leadership is never used. A Troglodon is treated as a Monster in all other respects, as described in the *Warhammer* rulebook.

**Primeval Roar:** Once per battle, at the start of any friendly Close Combat phase, a Troglodon can unleash its Primeval Roar. This affects the Troglodon, and all friendly units within 12". All models in these units that have the Predatory Fighter special rule gain an additional Attack on any successful To Hit roll of a 5 or 6 (instead of just a 6) until the end of the phase.

**Spit Venom:** A Troglodon can spit its venom as a shooting attack with the following profile:

| Range | Strength | Special Rules                       |
|-------|----------|-------------------------------------|
| 18"   | 5        | Multiple Wounds (D3), Quick to Fire |

## UPGRADES:

**Divining Rod:** A Divining Rod allows its bearer to channel power and dispel dice as if he were a Wizard.





# SKINKS

Skittish and quick, Skinks stand out from the rest of the sluggish Lizardmen. They are the mass workforce designed by the Old Ones to perform many different roles, and without them, Lizardmen society would quickly collapse.

Skinks are highly organised and sociable beings that instinctively work well in groups, even being able to coerce other cold-blooded creatures into doing their bidding. Both physically and mentally agile, Skinks are perfectly adapted to ensure the smooth day-to-day running of the temple-cities as well as operating the far-ranging patrols that sweep across the vast jungle continent. Of all the Lizardmen, the Skinks are the most communicative, using their changeable skin tones and crests colours to add subtle inferences to their vocal language, in which they chitter endlessly in high-pitched voices full of clicks, hisses and other curious sounds.

Skinks take up weapons during their many patrols as well as to join the fighting during times of war. As troops, they range between reckless audacity and sudden panic. Their skittish nature makes them much more prone to fleeing than the stoic Saurus. They are typically used in two different types of formation. Most commonly, the Skinks advance before the bulk of the main army, harassing the foe's advance with hails of darts. When massed together in a fighting cohort, the Skinks can bulk out a Lizardmen battle line. This fighting formation becomes considerably more effective when led by a Skink Brave or a Skink Chief, or

when augmented with a number of the enormous Kroxigor. However, the volleys of javelins and darts that the Skinks can unleash are astoundingly dangerous, for they have learned to coat their weapons with lethal toxins distilled from the venomous amphibians, insects and serpents that thrive in the steamy jungle and profuse swamps of Lustria. Employing their natural affinity with water, Skinks look for opportunities to attack their foes from unexpected quarters. Many an enemy has been outflanked by Skinks who navigated what was thought to be an impassable swamp or river.

|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Skink            | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |
| Skink Brave      | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  |
| Skink Skirmisher | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |
| Patrol Leader    | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  |

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Aquatic, Cold-blooded, Scaly Skin (6+),

**Skirmishers** (Skink Skirmishers and Patrol Leader only).

**Spawn-kin:** Skink Cohorts may include a number of Kroxigor as upgrades to form a mixed unit. When a mixed unit deploys or reforms, these Kroxigor must be placed in the unit's second rank, displacing Skink models as necessary to the back rank. When deploying or reforming a mixed unit, the width of the unit's front rank cannot be less than that of its second rank. If no more Kroxigor can fit in the unit's second rank, place the remaining Kroxigor in subsequent ranks. If the unit's front rank is ever reduced so that its width is less than the width of the second rank, a Kroxigor must immediately move to the front rank (displacing rank and file models if necessary).

Whenever you are required to work out the mixed unit's frontage or ranks (and therefore supporting attacks and rank bonus) count as if the footprint of the entire mixed unit was filled with Skinks.

Unless otherwise stated, close combat attacks can only target Kroxigor within a mixed unit if an enemy model is either in base contact with a Kroxigor, or if an enemy model is in base contact with a Skink who is in turn in base contact with a Kroxigor. Stomps and Thunderstomps are always resolved against the Skinks (if all the Skinks are slain, any excess hits are lost). Missile and Impact Hits against a Skink Cohort that contains one or more Kroxigor are randomised by rolling a D6; on a 1-4, the hit is resolved against a Skink, on a 5-6 it is resolved against a Kroxigor. However, if a mixed unit of five or more models is hit by a bolt thrower, the shot always hits the closest non-character model to the bolt thrower. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

Casualties are always taken from the rearmost rank of the appropriate model type. Skink models that are in base contact with a friendly Kroxigor model have the Fear special rule.





# CHAMELEON SKINKS

Beneath the canopy of the jungle, not everything is as it seems. Without warning, invaders are struck by a multitude of whirring darts, a sound not unlike the high pitched buzzing of the incessant Lustrian insects. To the enemy, it seems as if the very jungle itself has come alive, though only blurred shapes can be picked out amongst the vines and leaves. Many panic at the thought of being shot by some invisible threat and fire back blindly into the dense foliage. One by one, their cries fall silent as their bodies slump to the forest floor. When the interlopers are dead and only the sounds of the jungle remain, the shapes shift, revealing the hidden presence of the Chameleon Skinks. So do many foes and invaders fall, their slayers nearby, but unseen.

With skin able to mimic the patterns of their surrounding environment, Chameleon Skinks are able to sneak within a few arms' lengths of their enemies. From their ideal ambush position, the well-camouflaged Skinks will loose a hail of blowpipe darts, each tipped with the venomous secretions of a Lustrian tree frog. The poison is so virulent that it can even boil the foul blood in a Daemon's veins. Chameleon Skinks are exceptionally accurate, able to fire with unerring precision. They are aided by their large, protruding eyes which give them the means to focus on two different things independently, and to achieve all around sight without moving their heads – a vital ability for a creature that stands completely still in order to blend in with its environment. Last, but not least, the Chameleon Skinks' eyes have a telescopic ability, enabling them to zoom their focus upon a target. Even heavily armoured foes are not safe, as the Chameleon Skinks can aim at the more vulnerable joints or thread a shot straight through a miniscule vision slit.

Chameleon Skinks are an unusual spawning that for many ages was thought to have become extinct. They originated exclusively from the sacred spawning pools of Pahuax, a temple-city destroyed soon after the fall of the polar gates, and it was thought that the last of their kind was slain in the battle of Blood Ravine. However, beginning in the Age of Strife, a few haphazard spawnings occurred across Lustria, and in recent years, they have proliferated at rates never before seen. The fact that they have spontaneously begun to spawn again has been interpreted in many different ways by the Skink Priests. It is assumed to be a part of the Old Ones' Great Plan, but whether the proliferation is due to the growing Chaos threat, or because the Old Ones deemed that Chameleon Skinks would be needed for the Lizardmen to once more expand their realm, is mere speculation.

Chameleon Skinks do not dwell within the temple-cities, but instead strike out deep into the Lustrian jungles. Some spawnings roam in groups across the land, while others instinctively guard a home territory – most often a neglected monument long lost to the jungle. From there, they join Skink patrols and stalk rogue beasts when they inadvertently enter sacred grounds. During invasions or times of war, Chameleon Skinks appear at army gatherings, putting themselves at the disposal of the Skink Chiefs. They are often used to scout out the foe, stealthily creeping into a concealed position. Once ensconced in cover, the Chameleon Skinks will unleash death from their blowpipes, and only a determined charge will ever dislodge them.



|                 | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Chameleon Skink | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  |
| Stalker         | 6 | 2  | 5  | 3 | 2 | 1 | 4 | 1 | 5  |

**TROOP TYPE:** Infantry.

**SPECIAL RULES:** Aquatic, Cold-blooded, Scaly Skin (6+), Scouts, Skirmishers.

**Chameleon:** Enemy units shooting at a unit of Chameleon Skinks suffer an additional -1 To Hit. Missile weapons that do not roll To Hit are unaffected.

## THE LOST WAAAGH!

*Warboss Grak Beastbasha of the Red Snakes tribe was once visited by a vision from Gork (or possibly Mork) that inspired him to lead a horde of more than five thousand sun-crazed Savage Orcs in a march through the jungle to claim the ruins of the temple-city of Itza Chiquita. On their way, they were regularly waylaid, led into the pathway of hunting monsters, and picked off mercilessly by poisoned darts. It took only seven Chameleon Skinks to ensure that not a single greenskin from that formidable horde survived. Such are the dangers of Lustria.*



# KROXIGOR

Kroxigor are giant crocodilian relatives of the Saurus. They are hulking creatures, their bodies consisting of slabs of rock-hard muscle and their massive jaws bristling with razor-sharp teeth. They move in silence, save for the heavy thumping tread of their feet. When enraged, they unleash their only form of speech – a blood-curdling roar that reverberates across the jungle.

Originally created by the Old Ones as construction slaves, Kroxigor are incredibly strong. Under the guidance of Skink overseers, the Kroxigor accomplish feats of brute strength, such as hauling and placing the massive stone blocks instrumental in the composition of the ziggurat temples. Perhaps due to the tedium of their labours, the Kroxigor were never intended to be mentally agile. They require direction and instinctively obey all instructions from their smaller kin.

During times of war, units of Kroxigor are used as shock troops to batter enemy battle lines. Kroxigor do not always fight by themselves, however. Skinks tend to swarm around the Kroxigor, encouraged by the awesome power of these mighty creatures. They form up around the trunk-like legs of the Kroxigor, which tower above them. For their part, the Kroxigor are likewise attracted to masses of Skinks, as their high-pitched sounds and energetic movements stimulate their own energy and fuel their own battle rage. In combat, such formations prove unusually effective, with the Skinks able to pepper foes with poison-tipped javelins before

crashing headlong into combat. There, the Skinks provide innumerable fast jabs and their skittish nature is curtailed somewhat by the large presence amongst them. In turn, they are backed up by the crushing power provided by the mighty Kroxigor. Because of their massive frames, the Kroxigor can easily reach over any intervening Skinks, allowing the reptilian giants to pulp more than their share of any foe.

While Kroxigor are quite able to rip a man apart with their bare hands, to enhance their destructive potential, Skinks will supply them with weapons. Each ornate club is taller than a Saurus Warrior and requires a dozen Skinks to lift. The Kroxigor swing these massive, death-dealing instruments with ease, able to splatter a man-sized creature beyond all recognition with a weighty blow that can shatter stone. Once the fighting has stopped, however, it is not uncommon for Kroxigor to simply drop their weapons and continue with another appointed task. They were not made for remembering details for any length of time, and for this reason, some Skinks will secure the weapons to the Kroxigor itself, using lengths of bronze chain. Even the most forgetful beast will therefore drag his weapon along behind him to the next engagement.

An infrequent spawning, it is rare for more than a handful of Kroxigor to enter the world at the same time. They emerge from the same spawning pools as the Skinks, which may go some way to explain why the two species share another common affinity; like Skinks, Kroxigor are very at home in the water – able to move at speed through waterways or swamps. Between tasks, Kroxigor prefer to submerge themselves in waterholes, leaving only the tops of their heads visible. In this way, not only do the beasts cool off, but they have a chance of surprising their next meal.



|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Kroxigor         | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 3 | 7  |
| Kroxigor Ancient | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 4 | 7  |

**TROOP TYPE:** Monstrous Infantry.

**SPECIAL RULES:** Aquatic, Cold-blooded, Fear, Predatory Fighter, Scaly Skin (4+).

## NAKAI – THE WANDERER

*The ancient Kroxigor known as Nakai the Wanderer is a revered creature, regarded by Skink Priests as a powerful jungle-spirit made manifest. Nakai is a mighty protector of the Lizardmen and can appear anywhere during times of need. He famously appeared at the Defence of Itza, wreaked havoc at the Red Fields and was recently reported at the Great Reckoning. His presence is a tangible portent that a battle of great import is about to take place. In the aftermath of such major events, the Skink Priests treat Nakai with deference, adorning his massive, battle-scarred body with ceremonial tokens. Over the millennia of victories, Nakai has become quite festooned with such golden tributes.*



# JUNGLE SWARMS

The ruins, deserts and primordial jungles of Lustria crawl with all manner of life forms, most of which have never been seen outside of their home continent. Although small in size when compared to the apex predators – the thundering reptilian titans that crash through the underbrush – in many ways they are no less deadly. To catch prey and defend themselves in this perilous environment, many of these creatures are highly venomous.

Every step an invader takes is potentially his last. While hacking a path through the dense foliage, it is all too easy to step within range of a coiled serpent, to tread upon a camouflaged tiguana or to walk unawares beneath a hanging vypervine. Scuttling huntipedes, spine-encrusted hyenadons or the blue-ringed asp have venom that can kill a man-sized victim before he can stagger more than a few steps. In other, more hospitable lands, finding such minuscule menaces in his boots or crawling upon his bedroll is a mere inconvenience for a traveller. In Lustria, however, it is likely the last thing he will see, as the creature's bite or sting sends him into twitching paralysis or heart-bursting fits of agony.

When threatened by invaders or when amassing an army to march on distant lands, a Skink Priest will call unto himself one of the jungle swarms. What crawls, creeps and slithers forth is mind-boggling for warmbloods to behold – a living carpet of creatures that moves in a writhing mass. In battle, they wash around the legs of a foe in a wave, hissing, spitting and plunging sharp fangs into unprotected flesh. The smallest of their kind can slip between even the slightest crack or armoured joint to deliver a mortal sting. Those who scream out in pain find even their open mouths are targeted by the swarm. Only the boldest of foes will dare wade through such a sea of venomous creatures.

Serpents play a large role in these great swarms, and more of their slithering kind can be found in Lustria than anywhere else in the world. There are a multitude of immense specimens, such as the great Amaxon swamp python – a constricting predator that could wrap itself around a Bretonnian sailing galleon and splinter its hull. Far more common, however, are smaller serpents – endless varieties of vipers, ridgebacks, hooded bloodcobras and more. There are parasitic snakes that inject smaller serpents into their prey's bloodstream, and those that die from such twitching horrors suffer a particularly gruesome fate. The borer snakes will tunnel red holes into their quarry, only biting once they are inside their victim. There are electric snakes, whiplash serpents and vipers whose bite is so lethal that it causes blood to boil and brains to melt. Even the largest creatures of Lustria watch where they tread.

When Skink Priests invoke the favour of Sotek, calling to his children with blood offerings, snakes appear as if by magic – arriving in the same numbers in which they accept sacrifices in the snake pits found in the heart of every one of Sotek's temples. They seem to writhe straight up from the depths below, wriggling to do the Skink's bidding. Through these sacrifices, the Skink Priests are given dominion over the serpents, and through them Sotek's will is channelled. So might the rightful vengeance of the Serpent God be exacted upon the evils of the world.



Jungle Swarm

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 3  | 0  | 2 | 2 | 5 | 1 | 5 | 10 |

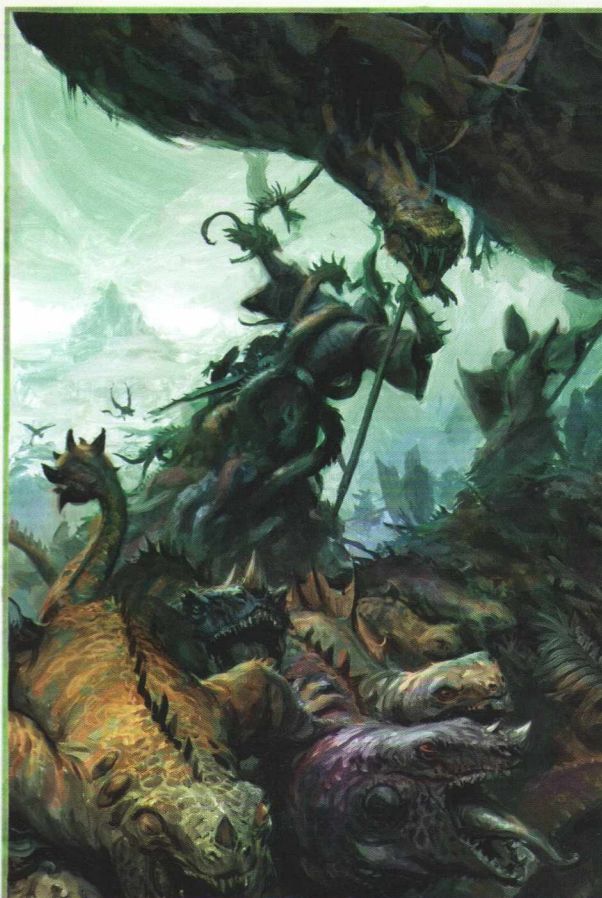
**TROOP TYPE:** Swarm.

**SPECIAL RULES:** Aquatic, Cold-blooded, Poisoned Attacks.

**They're Everywhere!:** Whilst an enemy unit is in base contact with one or more Jungle Swarms, all close combat attacks directed against the enemy have the Poisoned Attacks special rule.

## SPAWNING POOLS

*Lizardmen do not reproduce, give birth or parent young in any conventional sense. Instead, entire generations – or 'brothers from the same water' – emerge, fully formed from spawning pools. There are spawning pools beneath each temple-city, their dark waters stretching deep below into vast caverns. Most spawnings are predicted on sacred plaques, while others occur without warning – events treated as holy portents of great significance. Spawning pools are sacred places to Lizardmen, and they will protect the weirdly glowing liquid with their lives.*





# TERRADON RIDERS

Terradons are large flying reptiles that have haunted the skies above Lustria since the most ancient ages of the world. They are dangerous predators with sharp talons and pointed beaks that are filled with needle-like teeth. Many creatures fear to see the ominous shadow of their wide wingspan or to hear the shrill and piercing cries of their hunting packs.

Terradons dwell in high crags and atop the jungle canopy, hundreds of metres above the ground. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot potential prey at great distances. They will attack anything man-sized or smaller, and are known to swoop down and snatch their victims before finding a perch where they can leisurely pull their prey apart and feed. Their huge, leathery wings can propel them at great velocity, and they are surprisingly agile, able to fly at full speed through the thick jungle, avoiding branches, vines and trees. While hunting, Terradons often glide – hanging in the air upon the steamy, hot thermals that rise from the jungle. They can remain airborne for days on end, but will plummet earthwards upon seeing even the least movement of potential prey.

Skinks have mastered the art of riding Terradons by capturing Terradon hatchlings young enough that the beasts bond with their future riders – no easy matter considering the height and precariousness of Terradon lairs. There is a great demand for these Terradon Riders as messengers and scouts, and they are exceptionally useful in battle. There, they streak

ahead of the main Lizardmen force, the Skinks clinging to the flying reptiles' backs, launching poison-tipped javelins or slinging deadly fireleech bolas. Veteran riders, known as Sky Leaders, know to harass larger units, whittling them down to size before flying into combat to finish them off.

Terradons are known to snatch eggs from the nest-lairs of any number of Lustria's gigantic creatures. Some of these eggs bear shells so thick that not even determined sledgehammer blows can break them. This does not stop the Terradon, however, as it simply grasps the egg with its talons and soars, dropping it from on high. The Skinks have exploited this instinct in battle by training their Terradons to glide over the enemy while clutching a rock in their talons. From far above, the Skink rider will survey the battlefield and choose a target. On the Skink's signal, the Terradon will release its burden. With the momentum of its fall, a single such boulder can cause horrific damage, but an entire unit can unload a barrage – a veritable avalanche of death from the sky that wreaks blood-splattered devastation upon the foe. The Skinks have improved the accuracy of these natural bombs by installing chains into specially crafted spheres of masonry, which are easier for the Terradons to grip and are inscribed with ancient glyphs of fortune and devastation.

|                | M | WS | BS | S | T | W | I | A | Ld |
|----------------|---|----|----|---|---|---|---|---|----|
| Terradon Rider | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |
| Sky Leader     | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  |
| Terradon       | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  |

**TROOP TYPE:** Monstrous Cavalry.

**SPECIAL RULES:** Cold-blooded, Fear, Flying Cavalry, Forest Strider, Scaly Skin (6+).

**Drop Rocks:** Once per game, during the Remaining Moves sub-phase, models with this special rule may drop rocks unless they are fleeing or have declared a charge that turn. All models in a unit must drop rocks at the same time.

To drop rocks, select one unengaged enemy unit that the Terradons moved over in that turn. That target immediately suffers D3 Strength 4 hits for each Terradon in the unit, distributed as for shooting attacks.

## UPGRADES:

**Fireleech Bolas:** The swamp-filled lowlands of Lustria are haunted by the fireleech – a bloodsucker that secretes a slime so volatile that when taken out of its watery abode, it quickly catches fire. The Skinks have learned to make fireleech bolas – hooking the creatures at the end of stout leather cords and whirling them overhead to gain momentum before hurling the flaming apparatus to burn their prey.

| Range | Strength | Special Rules                  |
|-------|----------|--------------------------------|
| 6"    | 4        | Flaming Attacks, Quick to Fire |





# RIPPERDACTYL RIDERS

For sheer aggression, Ripperdactyls are in a class by themselves. Though Skinks found training Terradons relatively easy, turning Ripperdactyls into sky mounts proved far more difficult. To such a vicious creature, Skinks are little more than a meal to be snatched up, snipped in two by a razor-sharp beak and then gulped down. Even if a Ripperdactyl is not hungry, it will still kill – for the act of slaughter provides it far more satisfaction than mere food. If Skinks are prone to twitching at shadows passing overhead, the Ripperdactyl is a common reason why.

Able to knife through the air on rippling, membranous wings of taut muscle fibre, the Ripperdactyls are enormous flying lizards that soar in small packs above Lustria, riding thermals until their incredibly sharp eyesight spots movement. For the Ripperdactyl, where there is movement, there is prey, for anything that moves is a viable target. Using wedge-tipped tails to aid manoeuvres, Ripperdactyls fold their wings upon themselves and plummet. Led by the most ferocious of their kind, the Ripperdactyls hurtle downwards like missiles, smashing into their foe with incredible velocity. Those lucky enough to have witnessed a Ripperdactyl attack and survived have likened their assaults to the feeding frenzies of the deadly ripperfish – a hurricane of slashing claws and stabbing beaks. Flocks have been known to swoop down upon beasts as large as Colossadons, leaving scant moments later when the carcass is picked clean of the tastiest morsels. Being such voracious hunters, they do not strip their kills to the bone – instead eating only the choicest bits before seeking new prey.

While sustaining many losses, Skinks learned that hatched Ripperdactyls could not be trained. Even stolen eggs were problematic, as upon cracking its shell, the claw-winged creature inside attacked the first thing it saw. If the Skink survived, there was a chance the beast might bond to him, although such things took much time and many scars. After about a year, if the Ripperdactyl had not yet eaten the Skink, it accepted him as its master.

The Skinks who survive bonding with their Ripperdactyls are bold warriors, the most elite of their small kind. Once mounted atop a Ripperdactyl, they forgo javelins and blowpipes, for the blood-hungry beasts they ride cannot be stopped from plunging down upon foes. Instead, they arm for close combat, donning ceremonial helmets and carrying shields and long spears. Led by their Brave, each fights with aggressive skill, but they pale in comparison to their mount. The razor-sharp talons of a Ripperdactyl can decapitate foes – their furious attacks often leaving a ring of strewn innards and lopped-off limbs behind them.

Although Ripperdactyls are merciless killers, eager to devour anything that moves, there is one foe that they target above all others. The Lustrian blot toad, the largest member of the barking toad family, is a noxious beast, known to invade the cliff-side lairs of Ripperdactyls. Even a single such toad produces an odour almost unendurable to cold-blooded creatures. When gathered in numbers, they release enough foul swamp gas to drive off a hungry Carnosaur. For reasons unknown, the favourite food of blot toads is Ripperdactyl eggs. Naturally, Ripperdactyls seek out such beasts, destroying any they find with extreme prejudice. Skinks have learned

that by covertly planting a single such toad upon an enemy unit, the diminutive riders can target who is most likely to bear the brunt of the Ripperdactyls' screeching fury.

|                    | M | WS | BS | S | T | W | I | A | Ld |
|--------------------|---|----|----|---|---|---|---|---|----|
| Ripperdactyl Rider | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |
| Ripperdactyl Brave | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  |
| Ripperdactyl       | 2 | 3  | 0  | 4 | 3 | 2 | 3 | 2 | 3  |

**TROOP TYPE:** Monstrous Cavalry.

## SPECIAL RULES:

**Armour Piercing** (Ripperdactyl only), **Cold-blooded**, **Fear**, **Flying Cavalry**, **Frenzy** (Ripperdactyl only), **Killing Blow** (Ripperdactyl only), **Scaly Skin** (6+).

**Toad Rage:** Before the game starts, but after Scouts have been deployed, a Lustrian blot toad marker can be placed for each unit of Ripperdactyl Riders in your army. A single blot toad marker can be placed on any enemy unit on the tabletop, this marker remains throughout the battle.

When fighting in close combat against a unit with a blot toad marker, the Ripperdactyl's Frenzy grants it D3+1 extra Attacks, instead of just 1 (roll once for the whole unit) and the Ripperdactyls re-roll all failed To Hit rolls.





# STEGADONS

Stegadons are mighty beasts that have dwelt within the primeval jungles since long before the coming of the Old Ones. They are bulky creatures whose heads are covered by armoured crests, out of which project massive horns. With bony scales and spikes shielding their bodies, there are few predators that dare challenge them.

Stegadons will feed upon almost anything they come across – devouring lush vegetation or the flesh of any creature foolish enough to get in their way. It takes great quantities of food to sustain such behemoths, and they grow so large and heavy that their footsteps have been known to split stone. Territorial and highly aggressive, Stegadons will charge any creature that intrudes upon their habitat. Other creatures stay well clear of these herds, for fear of being trampled or gored. Even the Lustrian jungle appears to part for their formidable girth; trees are smashed to splinters or swatted aside as the Stegadon stomps through even the densest foliage. It is said that the only beast in all of Lustria that can make a Stegadon alter its course is the colossal Thunder Lizard, although a bull Stegadon sufficiently riled might well offer challenge, and in its fury may even drive the enemy off.

Since the earliest days, the Lizardmen have used Stegadons as beasts of burden, to smash roadways through the jungle and to drag huge blocks of stone to build temples. They are also used for devastating shock attacks in times of war, and to add serious fighting heft to far-ranging ground patrols.

These creatures are reared by teams of Skinks who stay with them throughout their lifetimes, and the Stegadons grow to become very protective of those Skinks they have known since their days as hatchlings. Large howdahs are attached to the beasts' backs, and from this protected vantage point, the Skinks can hurl a storm of poison-tipped javelins in battle and fire huge arrows from the mounted great bows known to the Skinks as 'Sotek's Curse'.

On the attack, a Stegadon lowers its horned head and charges into combat. For all its awesome bulk, the Stegadon's short but powerful legs can drive it forward at such a pace that its momentum is nothing short of devastating. Foes not slain outright by the impact of its charge are crushed to bloody pulps by its sheer bulk or speared upon the ends of one the Stegadon's imposing spikes.

## ANCIENT STEGADONS

The eldest Stegadons have grown yet thicker hides and they are the strongest of their kind. Over the ages, some of their fiery temper has cooled and, as they often outlive their Skink crews, they gradually become more accepting of new handlers. Each new team honours their beast and the elder Stegadons are widely venerated. Many crews will hammer bronze or gold plates covered with glyphs into their gnarled hide, more to mark a beast's status than to provide additional protection. Likewise, on the eldest of beasts, reinforced masks are set over the creature's headcrest, and ornamental bracelets or sharp metal tips are commonly seen to cover its horns. Ancient Stegadons frequently carry fearsome blowpipes in their fighting howdahs. Each fires a cluster of darts that separates in flight to create a hail of poisoned death. It is for good reason that the Skinks name these fearsome weapons 'Sotek's Sting'.

The most revered of Ancient Stegadons are judged to have sufficient strength and the right temperament to carry the archaic artefacts known as the Engines of the Gods. If the Lizardmen ever had the knowledge of how these ancient wonders worked, they lost it long ago. However, they do know how to activate them – when the glyphs are touched in the right order, the device thrums with arcane energies. The Engine of the Gods has mysterious powers that can protect nearby Lizardmen or send rays to smite their foes. Even the Winds of Magic can be better siphoned to aid the casting of spells in the presence of such a potent apparatus. Only a handful of the Engines exist, and they are hidden away in temple vaults and only rarely brought forth. They often serve as war mounts for Skink Priests of great importance, and are used to anchor a battle line.

The first to utilise the Engines of the Gods was Tehenhauin, the Prophet of Sotek. At the height of the Siege of Quetz, Tehenhauin led his disciples into the surrounding jungle. They returned three days later, the entire group riding upon Ancient Stegadons that bore Engines of the Gods, and used them to destroy the ratmen. Since that time, the Engines of the Gods have been brought forth only when they are needed most, for each is an instrument of the Old Ones' power, and the loss of a single one might irredeemably jeopardise the Great Plan of the Lizardmen's long-gone creator gods.





|                  | M | WS | BS | S | T | W | I | A | Ld |
|------------------|---|----|----|---|---|---|---|---|----|
| Stegadon         | 6 | 3  | 0  | 5 | 6 | 5 | 2 | 4 | 6  |
| Ancient Stegadon | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  |
| Skink Crew       | - | 2  | 3  | 3 | - | - | 4 | 1 | -  |

**TROOP TYPE:** Monster.

**SPECIAL RULES:** Cold-blooded, Immune to Psychology, Impact Hits (D6+1), Large Target, Scaly Skin (4+) (Stegadon only), Scaly Skin (3+) (Ancient Stegadon only), Stubborn, Terror.

**Howdah Crew:** A monster with this rule is ridden by a number of Skink Crew. The monster and its howdah crew have their own characteristics, but are treated as a single model. The model always uses the Movement characteristic of the monster. The monster and the Skink Crew use their own Weapon Skill, Strength, Initiative, and Attacks characteristics when they attack. Each can attack any opponent that the model is in base contact with. The crew use their own Ballistic Skill when making shooting attacks. All hits upon the model are resolved using the monster's Toughness, Wounds, and save. In combat, enemy models compare their Weapon Skill to the monster's Weapon Skill when rolling To Hit. Apart from these exceptions, a model with this special rule is treated as a monster in all respects, as described in the *Warhammer* rulebook.

Either a Stegadon or an Ancient Stegadon can be taken as a ridden monster for a Skink Chief or Skink Priest who replaces one of the Skink Crew. In this case, shooting attacks against it will hit the monster on the D6 roll of a 1-4, and the character on a roll of 5-6, as normal. Additionally, should the character be slain, there is no need to roll on the Monster Reaction table.

#### EQUIPMENT:

**Giant Bow:** A Stegadon's Skink Crew fire huge arrows from a giant, howdah-mounted bow.

Instead of firing another missile weapon in the Shooting phase, one of the Skink Crew may fire the giant bow. This is a bolt thrower with the profile given below. The giant bow can be fired if the Stegadon moves (but not if it marches).

| Range | Strength | Special Rules                          |
|-------|----------|--|
| 36"   | 5        | Multiple Wounds (D3), Poisoned Attacks |

Armour saves are not permitted against Wounds caused by a giant bow. If the giant bow rolls a 6 To Hit, only the first model hit is wounded automatically. If that model is slain then roll To Wound the next as normal.

**Giant Blowpipe:** Two giant blowpipes are affixed to an Ancient Stegadon's howdah.

Instead of firing another missile weapon in the Shooting phase, up to two Skink Crew may each fire a single giant blowpipe.

| Range | Strength | Special Rules                          |
|-------|----------|--|
| 18"   | 3        | Multiple Shots (2D6), Poisoned Attacks |

**Engine of the Gods:** An Engine of the Gods is a mysterious but powerful arcane artefact of the Old Ones.

An Engine of the Gods confers the following special rules:

**Arcane Configuration:** If you have one or more Engines of the Gods on the battlefield at the start of your Magic phase, select one of the eight Lores of Battle Magic from the *Warhammer* rulebook. Until the start of your next Magic phase, the casting values for all spells from the selected lore are reduced by 1 (to a minimum of 3).

**Burning Alignment:** As the Engine comes into alignment, magical power is unleashed to scour the enemy.

Innate bound spell (power level 3). *Burning Alignment* is a **direct damage** spell that targets every enemy unit within 4D6". Each target suffers D6 Strength 4 hits with the Flaming Attacks special rule, distributed as for shooting.

**Portent of Warding:** The Ancient Stegadon and all friendly units within 6" have a 6+ ward save.

#### UPGRADES:

**Unstoppable Stampede:** A model with this upgrade has the Devastating Charge special rule.

**Sharpened Horns:** If a model has this upgrade, its Impact Hits have the Multiple Wounds (D3) special rule.

## THE THUNDEROUS HERDS

*Stegadons roam throughout the Lustrian continent in herds ranging in size from a handful of related beasts to great migrations of many thousands. Some of these groupings have distinctive colours and markings, such as the tan striped beasts that dominate the cracked earth of the Huahuan deserts, or the green-spotted Stegadons that live in the hidden Gwangee Valley.*

*Most Stegadons, however, vary in colouration, ranging from pale blue-greys to rich greens, browns and reds. As the bony plates that cover their thick hides age, they become much harder as well as lighter in colour. Young Stegadons can be quite brightly coloured, and those within a few decades of having hatched are often heavily mottled or otherwise camouflaged. As the monstrous reptiles grow older, they usually lose some of these contrasting patterns and become more evenly coloured. This is not always the case, however, as shown by the brilliant diamond-backed patterns exhibited by some Stegadons of the Piranha Swamps – notorious beasts that can wallow in the deepest swamp channels, where they lie hidden in ambush.*

*Older Stegadons, particularly the largest bulls, leave their herds and strike out on their own. Such rogues establish farther-ranging territories, and challenge any of their kind that dares trespass. These head-clashing bouts can last for days and can flatten swathes of jungle. It is not unknown for striking and colourful markings to appear on the crests of these elder beasts, signalling that these are the most powerful of their kind.*



# SALAMANDER HUNTING PACKS

Salamanders are giant, predatory creatures that stalk the swamplands and estuaries of Lustria's jungles. Propelled by four thickly muscled legs and a powerful tail, they are swift-moving creatures whether on land or in water. Salamanders are voracious hunters, and their favoured method of catching prey is to swiftly close the distance, moving through underbrush or even submerged under water. Once within range, they launch a burst of highly corrosive liquid from their gullets, a substance so volatile that it bursts into flames upon contact with the air. The burning pitch-like substance sticks to victims, burning them alive, whilst already beginning the digestive process. The creature's neck-frills and back sails provide a cooling mechanism, ensuring the cold-blooded creature does not expire from the heat generated within its own body.

It is difficult to catch and train a Salamander, but Skinks known as Handlers manage to do so. Using sharp-tipped jabbing spears, Skink Handlers goad Salamanders into position, and then prod them until they are angry enough to spit flames. Although sometimes employed by Skink artisans to fire kilns, the Salamanders are most often used in warfare. Poking a beast as violent as a Salamander is a hazardous task, and over the course of their duties many Skink Handlers are eaten or covered in flaming bile themselves.

On the battlefield, Salamander Hunting Packs often cover the army's flanks. Skink Handlers attempt to move their

beast into a clear firing position, a difficult task as the Salamander often wishes to charge straight forwards into combat. If the Handlers line it up correctly, they can coerce a Salamander to spout its flame upon the foe, before allowing the creature to finish the job with tooth and claw.

The Skinks have learned that Salamanders are particularly effective at burning foes out of fortifications. The burning liquid splashes through embrasures to burn alive any within. So were the wooden palisades of the Norse colonies destroyed, and defenders removed from the towers of the beached Black Ark, the *Umbral Tide*.

|               | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Salamander    | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  |
| Skink Handler | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |

**TROOP TYPE:** Monstrous Beast.

**SPECIAL RULES:** Aquatic, Cold-blooded, Fear, Scaly Skin (5+), Skirmishers.

**Hunting Pack:** A unit with this special rule consists of a number of monstrous beasts and infantry handlers. Although they are monstrous beasts and not monsters, they follow all the rules for Monsters and Handlers, as described in the *Warhammer* rulebook. If the unit needs to take a Monster Reaction test, the result applies to all remaining monstrous beasts. Characters may not join a unit with this special rule.

**Spout Flames:** Spout Flames is a shooting attack; all Salamanders in the pack must shoot towards the same target. Spout Flames is fired using the same rules as a fire thrower, but with the profile and differences given below:

A Salamander can Spout Flames if it moves, but not if it marches. If the artillery dice result is a misfire, no shots are fired and D3 Skink Handlers are removed as the Salamander eats them!

| Range | Strength | Special Rules                 |
|-------|----------|-------------------------------|
| n/a   | 4        | Flaming Attacks, Slow to Fire |



## THE BATTLE OF THE UMBRAL TIDE

*The raiding army of Dark Elves aboard the Umbral Tide, a notorious Black Ark of the Naggaroth fleet, was surprised in the Black Way by a Lizardmen army. Beached by powerful spells, the city-sized ship was swarmed over by Skinks, Krozigor and Salamander Hunting Packs that rose out of the water to clamber aboard. Although the ship's many towers launched flights of quarrels, the flame-spouts of the Salamanders soon silenced them, save for the cries of the hopelessly burned. Not a single Dark Elf survived and the ship's massive hull remains, sticking out of the mudbanks, as a skeletal reminder of the fate of those who dare enter Lustria.*



# RAZORDON HUNTING PACKS

Barbed Razordons are covered with a profusion of great spines – hardened spikes made of bone that project menacingly out of their bodies. As a defensive protection, this razor-sharp body armour serves to deter all but the most determined of creatures, and even the most monstrous of Lustria's many apex predators will think twice before attacking a Razordon. The Razordon's spines are not only a deterrent, however, they are also a deadly offensive weapon. By way of powerful muscle spasms, Razordons can discharge their spines, shooting them outwards in a deadly hail.

Razordons are most commonly found in swampy regions or tidal basins, and more of their number are concentrated around the Amaxon Basin than anywhere else in Lustria. There, in the overgrown backwaters, the favoured prey of Razordons can be found in great profusion. Razordons feed on any of the enormous winged insects that plague the moist swampy air in droning clouds so dense that they blot out the noonday sun. Without wings, it is not easy to hunt such quick-flying quarry, but the Razordon has developed its own unique way. It first slinks within range by crouching low and advancing through the high rushes, or by submerging itself in the water so that only its eyes and nostrils poke above the floating algae of the foetid marshes. When a good-sized insect drones by, the Razordon will fire volleys of its spikes into the air, hoping to impale and bring down its prey. Even clipping its target is enough to bring it near the ground, where the Razordon's long claws and ragged, sharp teeth are more than enough to finish off any insect, no matter how large. While any of the plethora of insect types will do, all Razordons consider the horse-sized stegawasps or blood-draining sabreflies special delicacies.

In much the same manner as the Salamander, Skinks capture and train Razordons, although the spiky beasts have no domestic uses and are used exclusively on patrols or at war. Goading such a creature to shoot its darts is a simple, if somewhat risky operation: the Skink Handlers prod the Razordon with the sharp end of a spear, and then duck. As Razordons are mean-spirited creatures, it is not unusual for an occasional dart to be fired towards the Skink Handlers rather than the targets they would have chosen.

The Lizardmen use Razordons as living pieces of artillery, driving them towards enemy battle lines, all the while encouraging the beasts to fire a steady rain of spines into enemy ranks. A single dart can be deadly, as it is shot out with enough force to splinter a shield, or punch a hole clean through a man's body. However, even a creature that is hit by a Razordon spike and survives is still in danger. Each spine has tiny barbs that ensure that pulling it out inflicts even greater injury and loss of blood.

Should a foe be so foolhardy as to charge a Razordon, the spiky reptile has developed a fearsomely devastating reaction – flexing its scaly hide to blast forth a formidable volley. Those attackers fortunate enough to make it past the wall of darts fired at them find themselves met by the snarling Razordon. During the Battle for the Lost Plaque at Lacoussaint, Razordon Hunting Packs were massed together into a large formation and managed to stop cold a formation of charging Bretonnian knights, slaughtering them to a man.



|               | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Razordon      | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  |
| Skink Handler | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |

**TROOP TYPE:** Monstrous Beast.

**SPECIAL RULES:** Aquatic, Cold-blooded, Fear, Hunting Pack (see page 46), Scaly Skin (5+), Skirmishers.

**Instinctive Defence:** If charged, a Razordon Hunting Pack must Stand and Shoot if it is able to do so. However, when calculating the number of shots fired, each Razordon can re-roll the artillery dice.

**Shoot Barbs:** Shoot Barbs is a shooting attack; all Razordons in the pack must shoot at the same target. Shoot Barbs is fired using the same rules as a cannon firing grapeshot, but with the profile and differences given below:

A Razordon can Shoot Barbs if it moves, but not if it marches. If the artillery dice result is a misfire, no shots are fired and D3 Skink Handlers are removed as the Razordon eats them!

| Range | Strength | Special Rules |
|-------|----------|---------------|
| 18"   | 4        | Quick to Fire |



# BASTILADONS

Known to the Skinks as the Bastiladon, this hulking quadruped is perhaps the most heavily armoured beast in Lustria. It is a walking fortress, a living bastion covered in a rock-hard bony skin, and then further protected by massive iron-like plates – a natural armour so dense that it can, sometimes, thwart the bite of the mighty Carnosaur. Even those blows that crack the outermost armour plates cannot penetrate deeply into the beast due to the Bastiladon's alternating layers of thick leathery skin and additional scales.

In combat, the Bastiladon attempts to stomp lesser creatures with its enormous clawed limbs, driving their bodies deep into the ground. While its incredible bulk never allows it to build up a thunderous impact like that of a Stegadon, the Bastiladon is still a formidable fighter. Its hawkish beak delivers bites that can cleave a full-grown bola-bola tree in two. The Bastiladon's best weapon, however, is on the end of its long and heavily muscled tail – a massive knot of compacted bone covered over with armoured plates. This mace-like protrusion can be swung with such devastating momentum that it can shatter granite or pulverise man-sized opponents, leaving only blood-splattered craters to mark where they once stood. Even the largest of creatures must respect this bone-breaking bludgeon.

Because of its nigh impenetrable armour, there are few predators in Lustria that will dare to attack a Bastiladon. Such formidable protection, however, does come at a cost,

for the Bastiladon is a lumbering and ponderous creature, slowed down by its own dense weight. The largest threat to a Bastiladon comes not from the prowling gargantuan carnivores, but rather the quicksand and boggy mud that can be found throughout the steamy jungles. Even on solid ground, the heavy tread of the armoured beast leaves deep prints, and should one wander too deeply into a swampy area it can all too easily become hopelessly mired. This is exactly how the Skinks have come to trap Bastiladons – using all their wits to subjugate and then train the beasts.

When ridden to war, the Bastiladons carry with them some of the treasured weapons of the temple-cities. Their incredibly thick and armoured hides allow them to carry devices which other beasts, even the revered Stegadon, steadfastly refuse. These revered and holy objects are mounted upon the great beast's back so that they might be activated to smite any who dare set foot in sacred Lustria.

For example, the Ark of Sotek, or Twin-headed Ark, is a device that was first used in the Skaven Wars by the order of Tehenhauin himself. It is a sacred stone artefact lifted upon the Bastiladon's armoured back. In appearance, it is a stone basin engraved with symbols venerating Sotek. As the Bastiladon pounds towards its enemies, the Skink crew activate these glyphs and, perhaps most importantly, rake the coals beneath. From out of the Ark's sacred confines pour forth an endless supply of serpents, blessed by Sotek







(or at least enraged by the heat) and eager to attack the nearest foe. While some beasts would understandably balk at the multitude of snakes, it is the red-hot coals that cause creatures to refuse to carry this sacred device. Such is the thickness of a Bastiladon's armour, however, that it does not even notice the blazing fires stoked on its very back.

Like many Lizardmen devices, the apparatus at first seems to be quite simple, but the magic is twofold. Firstly, by Sotek's blessings, the enraged serpents swarm out and strike at those nearby; yet, miraculously, the snakes only ever attack the enemies of the Lizardmen. The second inexplicable thing, although few foes ever live long enough to realise it, is that the Ark never runs out of snakes. Whether they are summoned from the surrounding flora or created by eldritch means is irrelevant; the serpents continue to issue forth, like water from a well. So many vipers, asps, and snakes of all kinds writhe near the Ark that those swarms of diminutive reptiles accompanying the Lizardmen army grow ever larger in its presence.



Upon need, the eldritch and inexplicable artefact known as a Solar Engine is taken from its secure chamber deep within the confines of a pyramid-temple and manoeuvred onto a Bastiladon's carapace. Skink Priests declare that the Bastiladon is favoured by Chotec – the Lord of the Sun – and that this creature alone is worthy to carry the Solar Engine. Whether this is true, or if the hoary Bastiladon is simply the only jungle creature that will bear the super-heated device upon its back, is unknown. When activated, the arcane machine radiates invigorating rays that stir nearby reptilian creatures to energetic new heights of action and violence. When the attending Skink crew intone the correct blessings to Chotec, the Solar Engine also blasts forth a beam of intense heat, which burns the foe like the condensed rays of the sun itself.

|            | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Bastiladon | 4 | 3  | 0  | 4 | 5 | 4 | 1 | 3 | 6  |
| Skink Crew | - | 2  | 3  | 3 | - | - | 4 | 1 | -  |

**TROOP TYPE:** Monster.

### SPECIAL RULES:

**Always Strikes Last** (Bastiladon only), **Cold-blooded**, **Howdah Crew** (see page 45), **Large Target**, **Scaly Skin (2+)**, **Terror**.

**Impervious Defence:** For the purposes of calculating combat result bonuses, a Bastiladon counts as having no flanks or rear.

**Thunderous Bludgeon:** Before rolling To Hit, nominate one of the Bastiladon's Attacks as the Thunderous Bludgeon (a different coloured dice works best). This Attack is resolved at Strength 10 and receives a +1 To Hit bonus against models in the creature's rear arc.

### EQUIPMENT:

**Ark of Sotek:** At the end of each friendly turn, nominate a Jungle Swarm unit within 6" of each Bastiladon with an Ark of Sotek and roll a D6. On a 4+, add one base to the Jungle Swarm unit. This can take the Jungle Swarm unit beyond its starting size. If the base cannot be placed (because there isn't enough room, or you don't have sufficient models), it is lost. In addition, the Ark of Sotek has a special shooting attack, with the profile and rules below:

| Range | Strength | Special Rules |
|-------|----------|---------------|
| D6"   | 2        | See below     |

The Ark of Sotek can be activated in any friendly Shooting phase, even if the Bastiladon has marched, charged or is engaged in close combat. When activated, all enemy units within D6" immediately take 2D6 Strength 2 hits, distributed as for shooting.

**Solar Engine:** All friendly units with the Cold-blooded special rule that are within 6" of one or more Bastiladons with a Solar Engine gain +1 Initiative. In addition, a Solar Engine contains the innate bound spell, *Beam of Chotec*.

**Beam of Chotec:** *This blinding beam can melt flesh and even cause combustible creatures to burst into towers of flame with a loud whoosh; for Lizardmen, this is indelible proof of Chotec's favour.*

Innate bound spell (power level 3). *Beam of Chotec* is a **magic missile** with a range of 24". If successfully cast, roll a D6 and consult the table below to determine the Strength and number of hits (as well as any other effects) caused by this spell. All hits caused by *Beam of Chotec* are Flaming Attacks.

#### D6 Number of Hits

- 1 D3 Strength 3 hits.
- 2-3 D6 Strength 4 hits.
- 4-5 2D6 Strength 5 hits.
- 6 2D6 Strength 6 hits. In addition, the target suffers a -1 penalty to their Weapon Skill and Ballistic Skill (to a minimum of 1) until the start of the Bastiladon's next Magic phase.

### CHOTEC – LORD OF THE SUN

*The Old One known as Chotec is Lord of the Sun, and is venerated by Skinks and Saurus as a bringer of warmth and energy. It is said by his most strident followers that those favoured by his blessings are imbued with great vigour. All major temple-cities have great pyramids built to Chotec – each situated and aligned so as to harness the power of the sun. The largest of such temples resides in Heroatl – the City of the Sun – and it is no coincidence that the city's ruler, Lord Mazdamundi, is the most active of all Slann – a now tireless avenger in his relentless prosecution of the Great Plan of the Old Ones.*



# CARNOSAURS

The jungles of Lustria are filled with a cacophony of sounds, but all come to a dead silence when the bellowing roar of a Carnosaur reverberates through the land. Not even the dense undergrowth can drown out that roar, which can be heard for many miles. It is a sound that sends shivers of fear through even the most hulking of behemoths, for it can mean only one thing – a Carnosaur is on the prowl.

Carnosaurs are enormous predators that stalk the darkness of the primordial jungles, the ultimate hunters of Lustria. They are powerfully built, with long, muscular hind limbs and a heavy tail that is used for balance. Upon scenting prey, or catching sight of even the least movement, the Carnosaur propels itself with enormous strides, moving with a surprising speed for so large a beast. Their shortened forelimbs and sharp claws are ideal for locking hold of prey, allowing the Carnosaur to better line up its most destructive attack; Carnosaurs have massive jaws, their gaping mouths filled with dagger-like death. Their bite can hack through huge chunks of flesh on larger prey, and by twisting its thick, serpentine neck, a Carnosaur can simply rip its quarry apart. Having tasted blood, a Carnosaur is at its most deadly, for it enters a state of savage fury – biting and tearing at any living creature, sometimes slaughtering its gory way through entire herds of giant sauropods without pause.

In the danger-filled lands of the lost continent, there are a few beasts larger in size than the Carnosaur, but none

of them are as aggressive or so dominant a predator. No creature, big or small, is safe from its relentless attack. The Carnosaur is undeterred by the thickest hides or the toughest bony plates; they are one of the few natural predators of the mighty Stegadons. Protective spines, lethal venom or razor-edged sabre-fangs – they matter not to the Carnosaur. A fight between the larger beasts of the jungle is a titanic sight, a resounding battle that often leaves even the victor badly mauled. Almost always, the beast that rises from the circle of smashed trees and trampled undergrowth is the Carnosaur – it rears back, shakes the gore from itself and roars its triumph to the heavens above.

Carnosaur eggs are highly coveted by the Lizardmen and countless Skink hunters brave the wilds seeking to find them. It is a dangerous task and many Skinks die in the attempt, squashed underfoot or swallowed whole, but such treasures are highly valued. On rare occasions, a precious egg is snatched by the Skinks and returned to the temple-cities to be incubated. There, the eggs are closely cared for by attentive Skinks, who continue to nurture the young hatchling even though they are soon dwarfed by the growing beast. Even newborns are capable of biting a Skink in two, and few of the trainers survive long enough to see the fruits of their labours. Eventually, however, the Carnosaur is trained to accept a rider and take direction.

With a Saurus Oldblood or Scar-Veteran on its back, a Carnosaur is able to wade through enemy battle lines; a death-dealing colossus that can shatter an army's resolve to fight in a few bloody moments. It takes much strength and skill to keep such a wilful beast under control, yet even that semblance of mastery is shed in the heat of battle as soon as the Carnosaur tastes blood. When the vicious killing fury is upon a Carnosaur, it is likely to revert to instinct – the apex predator of a deadly land, charging and devouring any creature in its sight that so much as moves.



|           | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Carnosaur | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 4 | 5  |

**TROOP TYPE:** Monster.

**SPECIAL RULES:** Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Terror.

**Blood Frenzy:** Once the Carnosaur (not his rider) has inflicted an unsaved Wound, it immediately becomes subject to Frenzy. Furthermore, the Carnosaur never loses its Frenzy.

## UPGRADES:

**Bloodroar:** Enemy units must roll an additional D6, discarding the lowest result, for Leadership tests to resolve Fear or Terror effects caused by this beast.

**Loping Stride:** A model with this upgrade has the Swiftstride special rule.



# KROQ-GAR

## Last Defender of Xhotl

Kroq-Gar is an ancient Saurus, the last remaining warrior from the now ruined temple-city of Xhotl. The spawning that brought Kroq-Gar into the world produced a handful of other Saurus, each marked for greatness. In the instinctive ways of battle-cunning these warriors were unsurpassed by any of their kind, and each possessed an innate dominion over the native beasts of the jungle. Kroq-Gar's spawning coincided with the rearing of a brood of mighty Carnosaurs, and he claimed the largest and most ferocious as his own.

Kroq-Gar had been serving his temple-city for only a few centuries when the Great Catastrophe occurred. Although Kroq-Gar and his spawn-kin fought many epic battles and destroyed entire armies of Daemons, the never-ending onslaught eventually caused the defenders to take refuge within their temple-city of Xhotl. There, the magical barriers of the Mage-Priests saved them for a time, but eventually collapsed. Taking advantage of a surge of uncontrolled energy, Daemons manifested themselves inside the temple-city, butchering the Slann before Kroq-Gar could ride to their aid. So did the full power of Chaos swarm over Xhotl.

Although his temple-city was in ruins, Kroq-Gar and the surviving army fought their way out, buoyed by their own rage and the last blessings of their Mage-Priests. En route to their freedom, they sent many Daemons back to the abyss.

For centuries thereafter, Kroq-Gar carried on a running battle in the jungle, the last army of Xhotl dwindling around him. By the time the Elves enacted their Great Ritual, only Kroq-Gar and his ageless Carnosaur Grymloq remained.

It was none other than the great Lord Mazdamundi, High Slann Mage-Priest of Hexoatl, that summoned Kroq-Gar to his temple-city, choosing him to lead the great Saurus armies that remained. Mazdamundi gifted Kroq-Gar with the ancient artefact known as the Hand of Gods, with which he could sear the flesh from his enemies' bones. Since that day, Mazdamundi has assigned Kroq-Gar the sacred task of exterminating those creatures not part of the Old Ones' Great Plan. Over his long existence, Kroq-Gar has fought many wars – leading the armies of Hexoatl, or joining other hosts to aid them in battle. There is no continent upon which Kroq-Gar and Grymloq have not fought, but for the last defenders of Xhotl, the battle is not yet over.

|                     | M | WS | BS | S | T | W | I | A | Ld |
|---------------------|---|----|----|---|---|---|---|---|----|
| Kroq-Gar            | 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  |
| Grymloq (Carnosaur) | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 5 | 5  |

**TROOP TYPE:** Infantry (Special Character). Kroq-Gar is carried into battle by his Carnosaur **Grymloq** (Monster).

**SPECIAL RULES** (Kroq-Gar):  
**Cold-blooded, Predatory Fighter, Scaly Skin (4+).**

**Sacred Spawning of Xhotl:** Whilst Kroq-Gar is alive, he and his mount have a 5+ ward save.

**SPECIAL RULES** (Grymloq):  
**Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Swiftstride, Terror.**

**Attuned to the Beast:** If Kroq-Gar is ever killed, Grymloq automatically passes his Monster Reaction test and immediately becomes subject to Frenzy. In addition, Grymloq never loses his Frenzy.

### MAGIC ITEMS:

**Hand of Gods:** *Kroq-Gar can create a searing ball of light in the palm of his hand, which can then be directed at his enemies.*

Enchanted Item. Bound spell (power level 3). Hand of Gods contains the spell *Shem's Burning Gaze* (see Lore of Light).

**Revered Spear of Tlanxla:** *This weapon was said to have been wielded by the warlike Old One deity Tlanxla as he rode his sky chariot into battle. It hums with ancient energy, and those struck by it are overcome by doom-laden visions that sap their will to fight.*

**Magic Weapon.** Each unsaved Wound caused by the Revered Spear of Tlanxla counts as 2 unsaved Wounds when calculating combat results. In addition, if Kroq-Gar is mounted, the Revered Spear of Tlanxla grants Kroq-Gar +1 Strength in a turn in which he charges.





# LORD KROAK

## Deliverer of Itza

Venerable Lord Kroak is said to have been the first of the Slann Mage-Priests spawned upon the world, the eldest of the fabled First Generation. The mysterious Old One Tepok taught Kroak of the Winds of Magic, and it was the serene Potec who shared the secrets of unwinding the threads of time. It is written that Lord Kroak and his peers were the ones to teach the first ancestors of the Elves to wield magic. These things and more has Kroak seen and it is said he is fated to endure until the last moment of the universe itself.

Lord Kroak made the most profound of sacrifices during the Great Catastrophe, but his indomitable spirit would not concede defeat and he became the first of the Relic Priests. Now, behind the enigmatic visage of his golden death mask, he can no longer communicate, but his spirit form can still interact with the material world. Some vestige of power resides in him still, a distant echo of former glory, yet strength enough to unleash destruction upon his enemies. At need, his shrivelled and lifeless husk is brought forth from Itza, and it has guided the Lizardmen to yet further victories.

|            | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Lord Kroak | 4 | 1  | 1  | 3 | 5 | 6 | 1 | 1 | 9  |



**TROOP TYPE:** Infantry (Special Character).

**MAGIC:** Lord Kroak is a Level 4 Wizard; however, he knows only one spell – *The Deliverance of Itza*. If this spell is lost, forgotten, swapped or stolen by any means, Lord Kroak will immediately remember it again and, if applicable, the Wizard that swapped or stole it will immediately forget it.

### THE DELIVERANCE OF ITZA

Cast on 10+

*The very last incantation that left Lord Kroak at the moment of his passing was the Deliverance of Itza. It was this spell that rippled across the lands and banished the daemonic horde that was attacking the First City in a single blast of energy that shook the planet. What emanates out of the mummified husk today are but the weak echoes of that almighty invocation of power.*

*The Deliverance of Itza* is a **direct damage** spell that targets all enemy units within 12". Each target suffers 2D6 Strength 4 hits. If a target has the Daemonic, Undead or Nehekharan Undead special rule, it suffers 3D6 hits instead. Lord Kroak can choose to extend the range of this spell to 18"; if he does so, the casting value is increased to 18+. Alternatively, Lord Kroak can choose to extend the range of this spell to 24", in which case the casting value is increased to 24+.

**SPECIAL RULES:** Cold-blooded, Fear, Flammable, Mage-Priest Palanquin (see page 31), Unbreakable.

**Eternity Guardians:** If Lord Kroak joins a unit of Temple Guard, all models in the combined unit gain the Unbreakable special rule.

**First Generation Spawning:** Lord Kroak can cast *The Deliverance of Itza* as many times per turn as he has sufficient power dice. In addition, if Lord Kroak casts a spell with irresistible force, roll a D6; on 2+ he does not roll on the Miscast table but instead suffers a Strength 6 hit and D6 dice are immediately lost from the power pool. On a roll of 1, Lord Kroak rolls on the Miscast table as normal. In either case, if the spell was cast through an Arcane Vassal (see page 36), the Arcane Vassal also suffers a Strength 6 hit.

**The Spirit of Lord Kroak:** Lord Kroak's Wizard level can never be reduced to less than 1.

**Supreme Shield of the Old Ones:** Lord Kroak has a 3+ ward save.

### MAGIC ITEMS:

**Golden Death Mask:** Lord Kroak's golden death mask protects the mummified head of the venerable Relic Priest. Its most striking features are the two staring eyes made from smooth white and yellow gemstones inlaid to represent the all-seeing and unblinking eyes of Lord Kroak, staring out of eternity and watching over his minions. The hypnotic effect of the mask hinders foes attempting to attack him.

**Talisman:** All shooting or close combat attacks against Lord Kroak, or any unit he joins, suffer a -1 penalty on To Hit rolls.



# LORD MAZDAMUNDI

## Lord of the Solar-City

Lord Mazdamundi is the oldest and most powerful of the living Slann Mage-Priests. At the Dawn of Creation, Lord Mazdamundi was instructed by none other than Lord Kroak himself. With a matchless mind unfathomable to others, Mazdamundi is obstinate in his ways and will not be deterred from that upon which he has decided. Although it took many interruptions to his thoughtful contemplations, at last the great Mazdamundi has fully bestirred himself, shaking off the lethargy that has afflicted so many of his kind. In the last few centuries he has become the most proactive of all the Slann. When riled, the Lord of the Solar-City will levitate his palanquin-throne atop the largest Stegadon that can be found. The current beast, a colossal specimen named Zlaaq, has served Mazdamundi for almost five hundred years. Once aloft on his mount, Mazdamundi will march out at the head of the armies of Hexoatl. With a flick of his wrist, Mazdamundi has smashed cities and doomed armies. His Great Purpose does not allow for mercy.

Lord Mazdamundi has studied the lost plaques more than any other Mage-Priest, including those found most recently. His epiphany is that the Lizardmen have failed to accomplish the first of the Old Ones' decrees – the extermination of those races not part of the Great Plan. Mazdamundi believes it is pointless to divine the next stages of the Great Plan until the first is complete; to do so would only invite further error.

|                          | M | WS | BS | S | T | W | I | A | Ld |
|--------------------------|---|----|----|---|---|---|---|---|----|
| Lord Mazdamundi          | 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  |
| Zlaaq (Ancient Stegadon) | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  |

**TROOP TYPE:** Infantry (Special Character). Lord Mazdamundi is carried into battle by his Ancient Stegadon **Zlaaq** (Monster).

**MAGIC:** Lord Mazdamundi is a Level 4 Wizard who uses spells from either the Lore of High Magic (see page 60) or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

**DISCIPLINES OF THE OLD ONES** (see page 61): **Becalmng Cogitation, Harmonic Convergence, Soul of Stone, Transcendent Healing.**

**SPECIAL RULES** (Lord Mazdamundi): **Cold-blooded, Shield of the Old Ones** (see page 31), **Stubborn, Telepathic Confabulation** (see page 31).

Note that if Zlaaq is slain, Lord Mazdamundi gains the Mage-Priest Palanquin special rule (see page 31).

**Mage-lord of Hexoatl:** Lord Mazdamundi has the Loremaster special rule for whichever Lore of Magic he chooses to select spells from.

**SPECIAL RULES** (Zlaaq): **Cold-blooded, Immune to Psychology, Impact Hits (D6+1), Large Target, Scaly Skin (3+), Stubborn, Terror.**

### MAGIC ITEMS:

**Cobra Mace of Mazdamundi:** *Shaped like a hooded cobra, this mace has a sentience of its own, and strikes out with lightning speed to defy Lord Mazdamundi's foes.*

**Magic Weapon.** Attacks made with the Cobra Mace have the Always Strikes First and Poisoned Attacks special rules. At the start of every Close Combat phase, all enemy models in base contact with Lord Mazdamundi must reveal their magic items. If Lord Mazdamundi scores one or more hits against a model that has any magic items, roll a D6; on a 6, all of that model's magic items are immediately destroyed and cannot be used further in this game.

**Sunburst Standard of Hexoatl:** *This golden totem inspires nearby warriors, whilst blinding their foes with its brilliance.*

**Magic Standard.** The Sunburst Standard of Hexoatl is a battle standard – if your army includes Lord Mazdamundi, he must be your army's Battle Standard Bearer. This does not prevent Lord Mazdamundi from also being your army's General. In addition, once per game, at the beginning of any enemy Shooting phase, Lord Mazdamundi can release the power of the Sunburst Standard. If he does so, enemy models that target Mazdamundi, or any other friendly unit within 12", with a shooting attack, suffer a -1 To Hit penalty. This effect lasts until the end of the turn.

*From his pool of tranquillity atop the tallest pyramid of Hexoatl, Lord Mazdamundi let his mind drift into the cosmos. In his becalmed state the ancient Slann could still sense the entropic powers that encircled the world, including the dark tendrils that sought for him alone. After thousands of years of struggle, his consciousness was now unclouded by disorder. Through sheer force of will, Mazdamundi had shaken off the coils of discord that surrounded his mind and swept away the long malaise that sapped the energies of so many of his kind.*

*At first, the greatest of living Slann had surmised that such effects were a by-product of the influx of Chaos. Though his focus had not, as of yet, returned to perfect purity, Mazdamundi's thoughts were now unfettered and he could once again perceive the messages hidden in the stars.*

*Although he had overcome the enchantment cast upon his kind, Mazdamundi could still feel that, all around him, the world was still assailed by a storm of unreason. Countless skeins of fate were in play, but with his keen magical perception he could pick out which threads were being unnaturally manipulated and which moved of their own accord. Using the power of his prodigious thought, Lord Mazdamundi sought out the armies he had sent forth into the world. Each commander, from ancient Saurus Oldbloods to newly spawned Skink Chiefs, was directed to a battlefield – some nearby, others to the far sides of the world. Everywhere the foe must be met and defeated.*

*Once again, the battle for dominion of the world was begun.*



# GOR-ROK

## The Great White Lizard

When Gor-Rok emerged from the spawning pool of Itza, his size, pure albino colourings and lone arrival immediately marked him as a future champion. And so it has been – for the Great White Lizard, as Gor-Rok is also known, has fought in countless battles, his heavily scarred body a testament to many thousands of hard-fought triumphs.

Gor-Rok is the mightiest of warriors, the solid centre around which the Saurus battle lines advance, and the rock on which Itza's enemies are broken. Gor-Rok does not know pain or fear, and in combat he is unrelenting – always looking for another opening to attack, while never himself taking a single step backwards. Like all Saurus, Gor-Rok is a fighting machine – a creature wholly purposed for war and the slaughtering of enemies. Unlike most of his species, however, Gor-Rok is oversized – his heavy frame thickly corded with muscles and covered with scales tough enough to turn all but the most determined of sword thrusts. Indeed, Gor-Rok has survived horrendous wounds, and bears monstrous scars, yet never has injury hindered him from duty, or prevented him from achieving victory.

As befits Gor-Rok's sacred status, he has been gifted with the finest armaments of Lustria. To gird him for battle, Skink attendants tend to his every need at the apex of Itza's tallest pyramid while Gor-Rok remains motionless. Only when the

Mace of Ulamak is hefted at his shoulder and the matchless Shield of Aeons strapped to his arm does Gor-Rok come to life. A cold-blooded purpose appears in his reptilian eyes as he accepts orders from a Skink Priest, or telepathically, from a Slann Mage-Priest.

Whether placed in charge of entire armies, delegated as a unit leader, or assigned the task of pulverising enemy commanders, Gor-Rok has never failed. At the Battle of Bloodpools, it was Gor-Rok who slew the Savage Orc Warboss and his Wyvern, putting flight to the greenskins. He has slain foes as far away as the Chaos Wastes and tested the strength of his shield against Ogre charges and the might of Greater Daemons. He has fought in naval battles, and bears scars from the fangs of sea monsters that fought alongside the Dark Elves. In any battle, he can always be found where the fighting is thickest, and those that do not fall beneath the powerful sweeps of his mighty weapon are smashed aside by his massive shield and crushed beneath his tread.

|         | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Gor-Rok | 4 | 5  | 0  | 5 | 6 | 2 | 3 | 4 | 8  |

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** Cold-blooded, Immune to Psychology, Predatory Fighter, Scaly Skin (4+), Stubborn.

**Resilient:** If Gor-Rok suffers an unsaved Wound from an attack that has the Killing Blow, Heroic Killing Blow or Multiple Wounds special rule, roll a D6; on a 2+ he only suffers 1 Wound, regardless of how many Wounds would normally be caused. On the roll of a 1, he suffers the full number of Wounds.

### MAGIC ITEMS:

**The Mace of Ulamak:** *It is believed that the Old Ones themselves guide the hand of one who wields the Mace of Ulamak.*

**Magic Weapon.** The Mace of Ulamak allows Gor-Rok to re-roll all failed To Hit rolls. In addition, when striking with the Mace of Ulamak, Gor-Rok gains an additional Attack from his Predatory Fighter special rule on any successful To Hit roll of a 5 or 6.

**The Shield of Aeons:** *The Shield of Aeons is a massive artefact made deep within the volcanic heart of the Fire Islands. So enormous was the slab from which the Shield of Aeons was cut that a dozen Kroxigor were needed to haul its bulk to the Lustrian mainland and generations of Skink artisans laboured to carve it.*

**Magic Armour.** Gor-Rok counts his armour save as being two points higher than normal, instead of the usual one point that a shield would normally grant. In addition, any enemy model that makes a successful charge against Gor-Rok and ends the Movement phase in base contact with him must immediately take a Dangerous Terrain test with a -1 penalty.





# CHAKAX

## The Eternity Warden

Very few Saurus Temple Guard will ever prove worthy enough to protect a Slann Mage-Priest at his most vulnerable moments – when he meditates in his Eternity Chamber. Those few Saurus Temple Guard who earn such honours are given the sacred rank of Eternity Warden. In the temple-city of Xlanhrupec, it is Chakax who bears the title and responsibility of Eternity Warden. This stalwart Temple Guard has defended the Mage-Priests of the City of Mists, in their seclusion and in battle, for millennia. Only the most powerful of the Slann are allowed to contemplate from Xlanhrupec's secluded Eternity Chamber and when they retire to its tranquil composure, it is Chakax alone who is entrusted to watch over them. He has been known to maintain his vigil for many centuries at a time.

Chakax is the eldest of the ancient city's Temple Guard. He has never yielded in his task and has butchered whole regiments of foes that have dared attempt to kill his charges. Each sweep of his heavy Star-stone Mace leaves a trail of devastation in its wake. As the last line of defence between an assassin's blade and the Mage-Priest he is charged with defending, Chakax's skills as a bodyguard are commensurate with his age. Not a single Slann under his special protection has died to an enemy blow, and he has become expert at discerning the most covert of threats and then flattening them with a mighty two-handed swing.



Chakax

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 0  | 5 | 5 | 2 | 3 | 4 | 8  |

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** **Cold-blooded, Guardians** (see page 35), **Predatory Fighter, Scaly Skin (5+)**.

**Eternity Warden:** Chakax must always issue a challenge, and can never refuse one. When fighting in a challenge, Chakax re-rolls all failed rolls To Hit.

**Ultimate Bodyguard:** Whilst Chakax is part of a combined unit that contains both a model with the Mage-Priest Palanquin special rule and Temple Guard, all models in the combined unit gain the Unbreakable special rule.

### MAGIC ITEMS:

**The Star-stone Mace:** *This massive, double-handed mace was crafted before the founding of the first temple-city, and its stone was not quarried upon this world. The star-stone itself has the rare property of rendering magical enchantments inert.*

**Magic Weapon.** Attacks made with the Star-stone Mace are resolved at +2 Strength and have the Always Strikes Last special rule. At the start of every Close Combat phase, all enemy models in base contact with Chakax must reveal their magic items. If Chakax scores one or more hits against a model with any magic items, roll a D6; on a 5+ one randomly determined magic item is immediately destroyed and cannot be used further in this game. Note that this has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

**The Helm of the Prime Guardian:** *Chakax wears a massive skull-helm that belonged to the first of all the Temple Guard, the Guardian of Origins. The spirit of the long-dead Saurus lingers on and heightens the bearer's awareness of threats.*

**Magic Armour.** Chakax counts his armour save as being one point higher than normal. Enemy units with the Scouts special rule may not use their special deployment to set up within 20" of Chakax. In addition, if an enemy unit within 20" of Chakax contains 'hidden' models (such as Assassins, Night Goblin Fanatics etc.), their presence must be announced as soon as they come within 20" of Chakax.

**The Key to the Eternity Chamber:** *The Key to the Eternity Chamber is inlaid with intricate wards that slow the passage of time, allowing the bearer to fight at the same speed as his opponent and to dodge blows with ease.*

**Enchanted Item.** When fighting in a challenge, Chakax has a 5+ ward save and his opponent gains the Always Strikes Last special rule.





# TEHENHAUIN

## The Prophet of Sotek

Tehenhauin is the name of the first and greatest Prophet of the Serpent God, Sotek. It began when Tehenhauin rallied the population of disease-ridden Chaqua, leading them out of that defiled city. Before he left, he claimed two treasures – a gleaming sacrificial blade and the hidden plaques of Chaqua, which proclaimed the coming of the Serpent God. Turning the plaques into a totem, Tehenhauin bore them at the forefront of the massive Skink migration. In this way, a ground swell of momentum built behind Tehenhauin, and placed him at the apex of the new Cult of Sotek. Idolised by his fellow Skinks in a manner previously reserved for Mage-Priests, Tehenhauin prophesied the Serpent God's coming.

Things may have gone ill for Tehenhauin, yet the Skink Priest backed his chattering oratory with bold acts – leading armies of followers to victory after victory over the Skaven that were then rampaging across Lustria. Many thousands of captured ratmen were cruelly sacrificed to Sotek; acts that Tehenhauin promised would bring forth their vengeful god. The appearance of a twin-tailed comet in the skies was taken as proof of his imminent arrival. Upon the field of battle, Tehenhauin attacked in the manner of his twin-tailed deity – forked assaults. A serpent strikes quickly and so too did Tehenhauin, focussing his army's venomous energy on the enemy's weak points. As if in answer to his many sacrifices, serpents of all varieties formed a writhing carpet at his feet.



After leading his troops to victory at the Mal'liente Swamp, Tehenhauin had grown so popular that the Slann had to consider his wishes. None know Tehenhauin's ultimate fate, but some say he is still using his powers to hunt the hated vermin. It would seem impossible for a short-lived Skink to attain this length of years, but it is whispered that as a snake sheds its skin and is renewed, so too is Sotek's Chosen. Since those days, at times of great import a single red-crested Skink Priest has emerged from the deep jungle, claiming the title of Tehenhauin, the once and future Prophet of Sotek.

|            | M | WS | BS | S | T | W | I | A | Ld |
|------------|---|----|----|---|---|---|---|---|----|
| Tehenhauin | 6 | 6  | 5  | 4 | 3 | 3 | 6 | 3 | 8  |

**TROOP TYPE:** Infantry (Special Character).

**MAGIC:** Tehenhauin is a Level 3 Wizard who uses spells from the Lore of Beasts.

**SPECIAL RULES:** **Aquatic**, **Arcane Vassal** (see page 36), **Cold-blooded**, **Hatred (Skaven)**, **Scaly Skin (5+)**.

**Immune to Poison:** Poisoned Attacks cannot wound Tehenhauin automatically – they must always roll To Wound.

**Master of Snakes:** Unless mounted, Tehenhauin can join Jungle Swarm units, even though characters are not normally permitted to join Swarms. Whilst Tehenhauin leads a Jungle Swarm, he gains the Unbreakable special rule and the unit's Squish! special rule is ignored. If Tehenhauin is killed or leaves the unit, this special rule immediately ceases to apply.

**Prophet of Sotek:** If your army includes Tehenhauin, you may upgrade any units of Skink Cohorts, Skink Skirmishers, Terradon Riders or Ripperdactyl Riders in your army so that the Skinks (not their mounts or any Kroxigor) have the Hatred (Skaven) special rule.

**Tide of Serpents:** Unless mounted, in close combat Tehenhauin can make an extra D6 Attacks at Initiative 1. These extra Attacks are always resolved at Weapon Skill 2 and Strength 2 and have the Poisoned Attacks special rule.

### MAGIC ITEMS:

**Blade of the Serpent's Tongue:** *This sacrificial dagger was crafted by the most skilled of Chaqua's Skink artificers and enchanted to drip with deadly venom.*

**Magic Weapon.** The Blade of the Serpent's Tongue grants Tehenhauin +1 Strength on the turn he charges. In addition, all attacks made by the Blade of the Serpent's Tongue have the Poisoned Attacks special rule.

**Plaque of Sotek:** *Upon this stone plaque is inscribed an extract of the Prophecy of Sotek.*

**Talisman.** The Plaque of Sotek grants Tehenhauin a 5+ ward save.



# TETTO'EKO

## Astromancer of the Constellations

Tetto'eko is the Chief Astromancer of the Temple of the Eclipse in Tlaxtlan. His appearance on the battlefield heralds events of such importance that heavenly bodies have been known to realign themselves in his favour. Those sensitive to the skeins of destiny can feel its precarious balance as well as sense Tetto'eko's uncanny ability to shift the winds of fate his own way. At over a century old, Tetto'eko is ancient for a Skink, yet his mind is quick and his unprecedented ability to predict the future only seems to improve. The Skink Priest was spawned when the true moon obscured the cursed second moon; this was previously seen as an ill omen, but with the coming of Tetto'eko it has now been pronounced as a sign of good fortune. The Mage-Priests have also proclaimed that the Old One Tepok has blessed Tetto'eko and granted the astromancer his unfathomable foresight.

By Tetto'eko's predictions, many dire events have been averted before they were allowed to happen. It was Tetto'eko and his precognitive skills that defeated the Skaven forces that massed once again at Quetza. It was Tetto'eko that pointed the great Chameleon Skink Oxyotl towards the hidden enclave of Skaven Assassins that was waiting to ambush Lord Mazdamundi. It has been said that the Lizardmen have never lost a battle with Tetto'eko present. Recognising Tetto'eko's unique ability, the Slann Mage-Priests have gifted the Skink with his own palanquin to carry the Chief Astromancer's frail body. So famous are Tetto'eko's predictions that he is afforded the same reverence as a Slann – the Temple Guard bowing low as the Skink hovers across the city to attend to his many star-viewings.



|           | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Tetto'eko | 6 | 2  | 3  | 2 | 2 | 2 | 4 | 1 | 6  |

**TROOP TYPE:** Infantry (Special Character).

**MAGIC:** Tetto'eko is a Level 2 Wizard who uses spells from the Lore of Heavens.

**SPECIAL RULES:** **Aquatic**, **Arcane Vassal** (see page 36), **Cold-blooded**,  **Loremaster (Lore of Heavens)**, **Scaly Skin (6+)**.

**Herald of Cosmic Events:** Roll a D6 at the start of each friendly Magic phase. On a roll of 1, all friendly Wizards casting a spell must re-roll any of the power dice that roll a 6 this phase, but on a roll of 2-6, all friendly Wizards must re-roll power dice rolls of a 1 this phase.

**Minor Shield of the Old Ones:** Tetto'eko has a 5+ ward save.

**The Palanquin of Constellations:** Tetto'eko can always re-roll failed Dangerous Terrain tests. Additionally, while he has the troop type infantry, he is never considered to be a 'model on foot' for the purposes of spells, magic items and special rules. If Tetto'eko joins a Skink Cohort unit whose front rank contains five or more models, he must be placed in

the second rank, rather than the first, displacing Skink and/or Kroxigor models if necessary. If the unit's front rank is ever reduced to four or fewer models, Tetto'eko must immediately move into the front rank (displacing models if necessary).

If Tetto'eko is within a Skink Cohort unit when a bolt thrower hits, the shot always hits the closest non-character model to the bolt thrower. If this hit results in a casualty, resolve a hit against the next model in the bolt's path each time a casualty is caused.

### MAGIC ITEMS:

**The Eye of the Old Ones:** *As stellar alignments draw near, Tetto'eko can see opportunities for his forces to exploit in the future.*

Enchanted Item. After deployment, but before Vanguard moves are made, if Tetto'eko is on the battlefield he can consult the Eye of the Old Ones. If he does so, D3 friendly units of your choice gain the Vanguard special rule.

**The Stellar Staff:** *Atop this staff is a mystical orrery with which Tetto'eko can alter the trajectory of passing comets.*

Arcane Item. If Tetto'eko successfully casts the spell *Comet of Casandora* (see Lore of Heavens), you may re-roll the dice at the start of each Magic phase to see if the comet arrives.



# TIKTAQ'TO

## Master of Skies

When it comes to aerial combat and leading bold hit-and-run attacks, the Skink known as Tiktaq'to has no peers. Atop his particularly fierce Terradon, Zwup, Tiktaq'to leads his squadron of flying reptiles on reckless paths through dense vegetation or steep-sided valleys so narrow that the Terradons touch the edges with each flap of their mighty wings. This and more has Tiktaq'to dared in order to surprise an enemy, strike a vulnerable flank or isolate the perfect target for the rock-dropping attack run of his bloodthirsty formation of Terradon Riders. For his countless acts of fearless flying and his savage attacks on the Lizardmen's foes, Tiktaq'to has been named Master of Skies for Hexoatl. To be named Master of Skies is a pre-eminent position amongst Skink Chiefs, answerable only to the Skink Priests and Slann Mage-Priests themselves. In Hexoatl, it is tradition to gift this highest rank with wonders from the treasures – the scintillatingly bright Mask of Heavens, an heirloom from an elder age triple blessed by the Skink Priests, and the fearsome Blade of Ancient Skies, a formidable weapon bristling with jagged-edged tips.

Due to his role, Tiktaq'to spends long periods of time outside of the temple-city on patrols. There are a number of Terradon aeries set throughout the jungles where the patrols can land – within half-deserted ruins, amidst the floating islands that are tethered to the clouds by mystic chains, or any of the forts that are carved into the tallest of the jungle trees. With his sharp eyes, no patrol leader has picked out as many intruders or spotted as many rampaging beasts as Tiktaq'to.

The cagey Skink Chief also has a keen sense of when to strike and has been known to lead his patrol to victory against forces many times the size of his own – such as when he broke the Blue Viper Savage Orc tribe by having his Terradon snatch up the greenskin Warboss. The Orcs below howled with rage to see their commander lifted thousands of feet into the air only to be let go. The unfortunate greenskin's high-pitched screaming and indignant death utterly broke the tribe's will to fight and they scattered before the Terradons above. Perhaps most famously, Tiktaq'to led the vital delaying action against the hordes of Vashnaar the Tormentor.

Many foes attempt to shoot Tiktaq'to and his flight of Terradon Riders out of the air as soon as they come within range. This is easier said than done, however, as the Master of Skies leads his formation in such breath-taking aerial manoeuvres that they dodge through clouds of arrows, emerging unscathed to deliver their own lethal attacks.

|                 | M | WS | BS | S | T | W | I | A | Ld |
|-----------------|---|----|----|---|---|---|---|---|----|
| Tiktaq'to       | 6 | 4  | 5  | 4 | 3 | 2 | 6 | 3 | 7  |
| Zwup (Terradon) | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  |

**TROOP TYPE:** Monstrous Cavalry (Special Character).

**SPECIAL RULES:** Ambushers, Cold-blooded, Drop Rocks (see page 42), Fear, Flying Cavalry, Forest Strider, Scaly Skin (6+).

**Master of Skies:** If your army contains Tiktaq'to, one unit of Terradon Riders can be upgraded to have the Ambushers special rule.

### MAGIC ITEMS:

**The Blade of Ancient Skies:** *The Blade of Ancient Skies was carved from the dense, fossilised jawbone of a monstrous, sky-borne predator that went extinct in ages long past.*

Magic Weapon. No armour saves can be taken against Wounds caused by the Blade of Ancient Skies. In addition, when fighting against a model with the Fly special rule, attacks made with the Blade of Ancient Skies receive a +1 bonus To Hit.

**Mask of Heavens:** *This mask allows the wearer to meld his consciousness with the minds of the mighty Terradons. Dominating the will of the beasts, Tiktaq'to and his Terradons fly through the jungle as though they were a single entity, dodging trees and enemy arrows and striking the foe with all the skill possessed by their Skink master.*

Enchanted Item. All Terradons in Tiktaq'to's unit use his Weapon Skill instead of their own. In addition, enemy units suffer an additional -1 To Hit penalty when shooting Tiktaq'to and his unit.





# OXYOTL

## He That Hunts Unseen

One of the rare breed of Chameleon Skinks, Oxyotl was already an accomplished hunter when Chaos came to the world. He and his spawn-kin mounted bold ambushes against the hordes, but were forced to retreat within the sacred walls of the temple-city of Pahuax, a host of Greater Daemons nearly catching them before they could duck within the protection of the magical barriers created by the Slann.

Yet that barrier crumbled before the Chaos onslaught, until the Daemons stalked the plazas and the Lizardmen defence shrank back into the pyramid district. In a last effort for victory, the Slann Mage-Priest Lord Pocaxalan attempted to summon a nova-blast of energy to banish the foe. He needed time to conjure the mystic forces to power the spell, however, and called upon his last surviving Saurus and Oxyotl and his Chameleon Skinks to protect him, buying precious moments while the ritual was completed. But alas, the fickle powers of Chaos tricked Pocaxalan, and he tapped too deeply into the howling Winds of Magic – colossal energies spiralled out of control, ripping holes in the fabric of reality. The Slann and his last protectors were sucked into the Realm of Chaos. Pahuax aged millennia in scant seconds; large portions of the city, along with all its inhabitants, crumbling to dust.

Oxyotl awoke to find himself in a living nightmare. He was surrounded by all manner of Daemons, many of which were feeding on the sprawling entrails of his lord. He was alone in a land of living shadows, untruths and impossibilities. Luckily, his innate ability to blend in remained effective, despite the unnatural surroundings. Oxyotl was all but invisible, unnoticed by the creatures of that realm, although they detected him after a time. He survived the way he did in the jungle – by instincts and cunning. Oxyotl covered his scent against the daemonic hounds that tracked him by daubing himself in the blood of his pursuers. He ambushed mystic sentinels that lusted for his cold blood and he willed himself to resist all temptations.

The passage of time flows strangely within the Realm of Chaos. A year may pass in that twisted unreality whilst centuries pass in the real world. Now, in a timeless torture, Oxyotl was forced to exist in the full horror of Chaos. He glimpsed firsthand the fate of all the races of the world should the fight against Chaos falter, and their planet be overtaken by the Dark Gods.

At last, after trials almost beyond enduring, Oxyotl found a path back to Lustria. He passed through fell places that he cannot recount to others or even himself for fear of going mad. He alone has discovered and walked through the fabled Lost City of the Old Ones, yet he tells no tales. Upon his return to Lustria, over 7,000 years had passed and the Lizardmen's realm had fallen low, while the lesser races had spread like plagues. Portents of Daemons returning and war eternal abound. Indeed, Oxyotl's own return is regarded as one such omen. It is unknown how Oxyotl escaped, for he dare not speak of it and no Slann will read his mind, lest the taint of Chaos remain within him. Yet Oxyotl has gathered others of his recently spawned kind and resumed the hunt, mustering his strength against the return of the hated foe.



Oxyotl

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 4  | 6  | 4 | 3 | 2 | 6 | 3 | 7  |

**TROOP TYPE:** Infantry (Special Character).

**SPECIAL RULES:** **Aquatic**, **Chameleon** (see page 39), **Cold-blooded**, **Scaly Skin (6+)**, **Scouts**, **Sniper**.

**Master Predator:** If Oxyotl remained stationary in his preceding Movement phase, shots made from the Golden Blowpipe of P'Toohee in the Shooting phase wound automatically on any successful To Hit roll of a 5+ (no separate roll To Wound is necessary).

### MAGIC ITEMS:

**The Golden Blowpipe of P'Toohee:** *With just the lightest exhalation, this golden instrument of death blasts forth a hail of murderous darts.*

**Magic Weapon.** This is a missile weapon with the following profile:

| Range | Strength | Special Rules                           |
|-------|----------|---|
| 12"   | 3        | Multiple Shots (3),<br>Poisoned Attacks |

## THE LONG REVENGE

*Since his return from the Realm of Chaos, Oxyotl has waged a war of revenge against the fell powers. How the Chameleon Skink detects the presence of the Dark Gods' minions is unknown, yet time after time, the Daemons arrive to find Oxyotl already ensconced nearby, a hidden nuisance that always finds a way to thwart their immortal plans.*

*When the daemonic legions burst forth at Xahutec in numbers beyond count, the Lizardmen garrison could not have withheld against their onslaught were it not for the timely arrival of Oxyotl. He arrived leading several bands of Chameleon Skinks and appeared just as the defenders were beginning to collapse. From atop the uppermost ruins of that once fabled temple-city, Oxyotl and his well-camouflaged troops rained down showers of poison darts that turned back every enemy breakthrough.*

*At the height of the Siege of Hexoatl, Oxyotl left the fighting and made his way to the long-corrupted spawning pool now known as the Pit of Sorrows. There, secreted in the ruins of that once-sacred site, he met Tzara'riador the Shimmering, a Greater Daemon of Tzeentch, even as he materialized into the mortal world. It was Tzara'riador's intention to open a rift allowing a Daemon host to lend their weight to the attack against Hexoatl, yet the Greater Daemon found only death in a hail of barbed darts, and he fell with his vile ritual incomplete.*

*After each great deed, Oxyotl merely fades back into the jungle, perhaps already en route to where he is needed next.*



# THE LORE OF HIGH MAGIC

When generating spells, a Wizard can swap any randomly generated High Magic spell for one of the lore's two signature spells. Wizards who know two or more spells from the Lore of High Magic can instead swap any two High Magic spells for both of the lore's signature spells.

## DRAIN MAGIC (Signature Spell)

Cast on 7+

*The wizard conjures a vortex of anti-magic to calm the battlefield.*

*Drain Magic* can be cast on any unit (friend or foe) and has a range of 18". If the target is a friendly unit, *Drain Magic* is an **augment** spell. If the target is an enemy unit, *Drain Magic* is a **hex** spell. In either case, all Remains in Play spells affecting the unit are immediately dispelled, and the effects of all other spells on the target unit immediately come to an end. The Wizard can choose to have this spell target all units (friend and foe) within 18". If he does so, the casting value is increased to 14+.

## SOUL QUENCH (Signature Spell)

Cast on 8+

*White light bursts forth, banishing the spirits of those it touches.*

*Soul Quench* is a **magic missile** with a range of 18" that causes 2D6 Strength 4 hits. The caster can choose for this spell to instead inflict 4D6 Strength 4 hits. If he does so, the casting value is increased to 16+.



## 1. APOTHEOSIS

Cast on 5+

*Waves of pure magic infuse the caster's ally.*

*Apotheosis* is an **augment** spell that targets a single model within 18". The target immediately regains a single lost Wound. The Wizard can choose to cast a more powerful version of *Apotheosis*. If he does so, the target instead immediately regains D3 lost Wounds, in which case the casting value is increased to 10+. Regardless of how many lost Wounds (if any) are recovered, the target also gains the Fear special rule until the start of the caster's next Magic phase.

## 2. HAND OF GLORY

Cast on 5+

*With a simple sign, the wizard grants his allies the might of old.*

*Hand of Glory* is an **augment** spell with a range of 18". The target unit's Weapon Skill, Ballistic Skill, Initiative or Movement (you choose which) is increased by D3 until the start of the caster's next Magic phase. The Wizard can choose to cast a more powerful version of this spell that instead increases all four characteristics (don't roll a separate D3 for each – make one roll and apply it to all four characteristics). If he does so, the casting value is increased to 10+.

## CONTEMPLATIONS

(Lore Attribute)

If a spell from the Lore of High Magic is successfully cast by a Wizard from *Warhammer: Lizardmen*, the caster can choose to forget that spell at the end of his Magic phase. At the end of the Magic phase, the Wizard must immediately generate a replacement spell from any of the spell lores he can normally use for each spell forgotten in this manner; generate the spell in the normal way. If the Wizard chooses to generate a spell from a different lore, that newly generated spell will always use that spell lore's lore attribute. It is also possible that the Wizard might generate the same spell he just forgot, or one he forgot in previous turns (for whatever reason).

## 3. WALK BETWEEN WORLDS

Cast on 8+

*For a moment, the wizard's allies tread immortal pathways.*

*Walk Between Worlds* is an **augment** spell that targets a single unengaged unit within 24". The target gains the Ethereal special rule until the end of the phase and can immediately move up to 10" as if it were the Remaining Moves sub-phase. The Wizard can choose to cast a more powerful version of this spell, in which case the target instead gains the Ethereal special rule until the end of the phase and can immediately move up to 20" as if it were the Remaining Moves sub-phase. If he chooses to do so, the casting value is increased to 16+.

## 4. TEMPEST

Cast on 12+

*Without warning, an eight-winded storm breaks about the foe.*

*Tempest* is a **direct damage** spell. Place the large round template anywhere within 30" of the Wizard – it then scatters D6". All models hit by the template suffer a Strength 3 hit (models with the Fly special rule suffer a Strength 4 hit instead). If a unit suffers any unsaved Wounds from this spell, it suffers a -1 modifier to all To Hit rolls (both shooting and close combat) until the start of the caster's next Magic phase (shooting attacks that do not use Ballistic Skill must roll 4+ on a D6 before firing, or the shot(s) are lost).

## 5. ARCANE UNFORGING

Cast on 13+

*The magic of unmaking flies true from outstretched hands.*

*Arcane Unforing* is a **direct damage** spell with a range of 24" that targets a single enemy model (even a character in a unit). The target suffers a single Wound on a dice roll greater than or equal to the model's unmodified armour save (models without an armour save cannot be wounded). No armour saves are permitted against a Wound caused by this spell. The owning player must then reveal to the caster all the magic items possessed by the target (if any). If the target has one or more magic items, randomly select one of them – on the roll of 2+, that item is immediately destroyed and cannot be used for the rest of the game. Note that this spell has no effect on magic items that are mounts, magic items that contain bound spells that have miscast during the game, and any magic items labelled as 'one use only' that have already been used during the game – do not include these when randomly selecting a magic item.

## 6. FIERY CONVOCATION

Cast on 19+

*With a single secret word, fire rages and flesh burns.*

Remains in play. *Fiery Convocation* is a **direct damage** spell with a range of 24". Every model in the target unit takes a Strength 4 hit with the Flaming Attacks special rule. At the end of every subsequent Magic phase, every model in the target unit suffers a Strength 4 hit with the Flaming Attacks special rule.



# DISCIPLINES OF THE OLD ONES

The Slann Mage-Priests have prodigious knowledge and can bear an impressive arcane arsenal of mental abilities.

A Slann Mage-Priest can purchase up to four Disciplines of the Old Ones. Each Discipline of the Old Ones can only be taken once in each army.

## RESERVOIR OF ELDRITCH ENERGY 20 points

*With a prodigious gulp, the Slann swallows a portion of the Winds of Magic, storing them until needed.*

At the end of the opponent's Magic phase, the Slann Mage-Priest can store a single unused dispel dice remaining in your pool. At the beginning of your next Magic phase, roll a D6; on a 2+ you can add that dice to your power pool (this cannot take your power pool beyond the normal limit). On the roll of a 1, that bonus dice is lost. If the Slann is slain before his next Magic phase, the bonus dice is lost.

## SOUL OF STONE 25 points

*The Slann's mind is hardened against the ill effects of magic.*

When rolling on the Miscast table, the Slann Mage-Priest can choose to subtract one from the result (to a minimum of 2), or add one to the result (to a maximum of 12), instead of accepting the original result.

## LEGEND OF THE DAYSTAR

*The ruins of Huanabic are buried beneath rampant vegetation so that even the mountainous pyramid-temples are indistinguishable from the surrounding jungle. What was once a thriving plaza is now a blackened crater blasted miles wide. It was here that Lord Blotlbova, a Slann Mage-Priest of the First Generation, came to a bitter end. His city besieged by Daemons, the great Blotlbova wove his mightiest of spells, unleashing lightning strikes, firestorms, rippling holes to other dimensions and, at last, transforming himself into a pillar of purest energy that stretched upwards to the stars themselves, obliterating all around in an apocalyptic flash.*

*The enemy was destroyed, but so too was Blotlbova and his city. Everything close to the epicentre was evaporated, and even distant buildings were toppled to ruin. Many thousands of years since the Great Catastrophe, a single speck of scintillating energy still hovers in the air above the crater, a miniature sun that is blinding to gaze upon.*

*The Skinks, skittish and superstitious, will not approach the tiny, but radiant, orb. They believe it to be the still-angry spirit of Lord Blotlbova. They point to the jungle plants, thick and invasive, that have covered everything amidst the tumbledown blocks and shifted flagstone avenues that are the remains of Huanabic, save for one area alone. Nothing grows near the blazing light, which the Lizardmen call the Daystar. To this day, the crater is still barren, its blasted earth as empty as it has been since that last fateful incantation.*

## BECALMING COGITATION 25 points

*With a belching croak, the Slann smothers enemy spells.*

The Slann Mage-Priest re-rolls its first failed dispel attempt in each Magic phase.

## WANDERING DELIBERATIONS 30 points

*The Slann's wandering mind pierces the entire spectrum of magic.*

Instead of generating spells normally, the Slann Mage-Priest knows the signature spell for each of the eight lores of Battle Magic from the *Warhammer* rulebook. This discipline cannot be combined with the Focus of Mystery discipline.

## HARMONIC CONVERGENCE 30 points

*Inhaling deeply, the Slann draws the Winds of Magic to him.*

The Slann Mage-Priest rolls two additional dice whenever he attempts to channel power or dispel dice.

## THE HARROWING SCRUTINY 30 points

*The Slann's gaze carries a measure of the scrutiny of the Old Ones.*

The Slann Mage-Priest has the Terror special rule.

## TRANSCENDENT HEALING 30 points

*The Slann's force of will alone allows him to reconstitute his body.*

If this model is alive at the end of any friendly Magic phase, roll a number of D6 equal to the difference between the Slann Mage-Priest's starting number of Wounds and its current number of Wounds. For each roll of a 6, the Slann Mage-Priest immediately recovers a single Wound lost earlier in the battle.

## UNFATHOMABLE PRESENCE 30 points

*The Mage-Priest is a bulwark of magical defences.*

Roll a D3 at the start of each enemy Magic phase; the Slann Mage-Priest has the Magic Resistance (x) special rule until the end of that phase, where x is the result of the D3.

## FOCUS OF MYSTERY 35 points

*The Mage-Priest has gained mastery over the art of High Magic.*

The Slann Mage-Priest has the Loremaster (Lore of High Magic) special rule. This discipline cannot be combined with the Wandering Deliberations discipline.

## HIGHER STATE OF CONSCIOUSNESS 60 points

*So deep are the Mage-Priest's thoughts that his physical body becomes a ghostly image as it slips further away from this reality.*

The Slann Mage-Priest has the Ethereal and Unstable special rules, but cannot join units.



# TREASURES OF THE OLD ONES

On the following pages are magic items available to Lizardmen armies. These can be taken in addition to any of the magic items listed in the *Warhammer* rulebook.

## THE BLADE OF REALITIES Magic Weapon

100 points

*Brought to the world by the Old Ones, this weapon shimmers with unnatural power. Legends carved on ancient stone claim the blade exists on every plane of reality simultaneously, and that its edge can sever a creature's soul. No earthly force can stop this deadly blade – it penetrates granite and steel as easily as it slices through flesh and bone.*

No armour or ward saves can be taken against Wounds caused by the Blade of Realities.

## THE PIRANHA BLADE Magic Weapon

50 points

*The Piranha Blade gained its name for its ability to shred its victim into bloody tatters. Like its namesake, this weapon has thousands of tiny barbed teeth that rip and tear anything they touch. Just as the many-toothed fish saws through the hardened scales of a Stegadon, so too does the Piranha Blade rasp through armour to carve up opponents.*

The wielder has the Multiple Wounds (D3) and Armour Piercing special rules.

## SACRED STEGADON HELM OF ITZA Magic Armour

40 points

*Any Lizardmen wearing a helmet made from a Stegadon skull is accorded due respect, for it is a potent symbol of power. However, any adorned with the Sacred Stegadon Helm of Itza is accorded the reverence due to a Slann. The horns of the helm came from the mighty Xelbalbia, a divinely huge Stegadon whose heroics in the Defence of Itza during the Great Catastrophe were overshadowed only by the defence of the Bridge of Stars.*

The wearer of the Sacred Stegadon Helm counts his armour save as being one point higher than normal. Furthermore, the Sacred Stegadon Helm grants the wearer +1 Toughness and the Impact Hits (D3) special rule.

## SKAVENPELT BANNER Magic Standard

65 points

*Throughout the tumultuous Age of Strife, the armies of Tehehauin, the Prophet of Sotek, marched to war against the Skaven hordes of Clan Pestilens. Many were the totems of that great war, but the most famous relic of that era is beyond a doubt the loathsome Skavenpelt Banner of Pogenichi. Cut from the plague-ridden hide of a Plague Pontifex personally slain by Chief Pogenichi himself, it was crafted when the fork-tailed comet lit even the daytime sky, and many blessings of the Serpent God have been put upon the vile hide. Ever since, Pogenichi's standard has driven Lizardmen warriors into a murderous frenzy, stirring their reptilian blood to great heights of bloodlust. Many victories have been won beneath the Skavenpelt Banner and with each triumph, post-battle sacrifices furnished further fresh pelts to adorn the powerful icon of the wrath of Lustria unleashed. The rat-kin have grown to particularly loathe the standard, for its appearance has heralded the doom of so many of their kind.*

All models in a unit with the Skavenpelt Banner gain the Frenzy and Hatred (Skaven) special rules. However, all models from *Warhammer: Skaven* gain the Hatred special rule while attacking the bearer.

## THE JAGUAR STANDARD Magic Standard

50 points

*The fleet jaguar was a bodily form said to have found much favour in the eyes of the Old Ones and many totems and temples around Lustria bear the beast's carved image. None amongst these, however, are as famous as the sacred Jaguar Standard. Originally from the temple-city of Xlanhuatepec, the Jaguar Standard has been borne to battle by countless victorious armies across all of Lustria and beyond. Those who fight beneath the shadow of this fabled jungle beast's totem are known to move with the preternatural swiftness of the creature itself, and to hunt down their enemies with relentless fury.*

All models in a unit with the Jaguar Standard have the Swiftstride special rule.





## CUBE OF DARKNESS

Arcane Item

30 points

*Found in the metal ark beneath Xhotl, the Cube of Darkness is as alien as it is powerful. Viewed up close, this small black cube contains millions of tiny pin-pricks of blinking light, each circling a sphere of pure darkness. By implementing the correct pattern of thoughts, the cube may be opened for a fraction of a second, inexplicably drawing the very Winds of Magic into its depths.*

One use only. When an enemy spell has been cast, a Wizard with the Cube of Darkness can use it instead of attempting to dispel the spell using dispel dice. If he does so, roll a D6; on the roll of a 2+ the spell is automatically dispelled – otherwise the spell is resolved as normal. In either case, roll a separate D6 for every Remains in Play spell currently in effect; on a 2+ that spell automatically ends.



## PLAQUE OF DOMINION

Arcane Item

25 points

*The Lizardmen prize the ancient knowledge of the Old Ones above all else. They will go the ends of the earth to recover even the most eroded or splintered plaques in the hope of uncovering a piece of cosmic knowledge. One such tablet is the Plaque of Dominion, an ancient stone relic carved before the second spawning of the Slann that contains elements of the Old Ones' own, indecipherable, language. The unfathomable power contained within these graven images is enough to cause the unwary to go mad, and simply by glancing at the glyphs, unprepared minds can be shocked into a bewildering stupor as the insignificance of their puny lives on the cosmic scales of the Old Ones is relentlessly forced into their minds.*

Bound spell (power level 3). The Plaque of Dominion contains a **hex** spell that targets all enemy Wizards within 18". The targets of this spell have the Stupidity special rule until the start of the caster's next Magic phase.

## THE CLOAK OF FEATHERS

Enchanted Item

35 points

*This finely woven cloak is made from hundreds of shed feathers gathered over the centuries from one of the most rare creatures to inhabit Lustria – the mysterious Coatl. These fabled monsters sport long, sinuous, serpentine bodies, Dragon-like heads and massive feathered wings. They are said to be the manifestation of the Old One Tepok, and are venerated by Skink Priests as guardians of the air, magic and sacred places. The Coatl are highly intelligent and powerful mages, and a portion of that mystic power infuses every shed feather. The Cloak of Feathers thus shimmers with a power that not only wards away evil sorcery, but allows the wearer to soar into the air whenever he extends his arms.*

Skink character on foot only. The wearer of the Cloak of Feathers has the Fly special rule. In addition, the wearer has the Magic Resistance (1) special rule.

## THE HORN OF KYGOR

Enchanted Item

35 points

*The legendary Saurus Kygor, the first and greatest to have been raised to the position of Sacred Caller, could bellow a mighty roar that eclipsed that of a hungry Carnosaur, and cause herds of Stegadons to stampede in fright. Though Kygor's kingly status ended in a ritual sacrifice, the deep bass note that now emits from his magical, gold-banded warhorn is an echo of his own battle cry. It has the power to spur the great lizards of the jungle into a berserk rage, raising their own voices to meet that of the Sacred Caller as they stamp the enemies of the Old Ones into a thick red paste.*

One use only. The bearer of the Horn of Kygor can sound it at the start of any of his Movement phases. If he does so, all friendly monsters, monster mounts, monstrous beasts, monstrous cavalry mounts, cavalry mounts, chariot beasts and war beasts within 12" of the bearer have the Frenzy special rule until the start of their next Movement phase. Note that the Horn of Kygor has no effect on riders, just their mounts.

## THE EGG OF QUANGO

Enchanted Item

30 points

*It was the great Mazdamundi himself who unearthed the last remaining egg of the mysterious Quango. Since the time of the Old Ones, this relic had been held in a secret, underground chamber, and it was only discovered as Mazdamundi rebuilt the pyramid-temple of Pahuax. Before its discovery, only the name of the creature was known and its existence was mere legend. No one knows exactly what will hatch from the egg or why it was held in stasis. However, as the armies of the Lizardmen prepare once more to meet the threat of their terrible foes, Lord Mazdamundi has decreed that the egg can finally be cracked open and its dread contents exposed.*

One use only. The Egg of Quango can be cracked open at the start of any Close Combat phase. Nominate one enemy unit in base contact with the bearer or his unit, roll a D6 and consult the table below to find out what happens. Any Wounds inflicted count towards combat results.



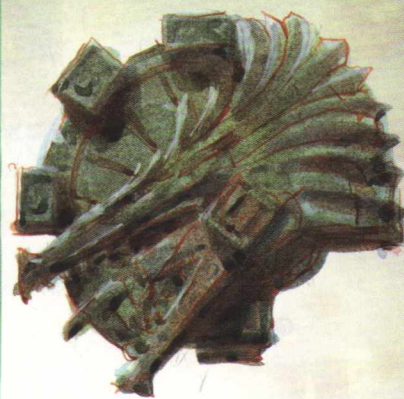
### D6 Result

- |     |  |
|-----|--|
| 1   | The egg opens and a withered Quango hatchling bites the enemy feebly before dying of old age. The enemy unit immediately suffers D6 Strength 3 hits.   |
| 2-3 | A Quango hatchling emerges to bite the enemy with vigour before succumbing to its extreme age. The enemy unit immediately suffers D6 Strength 4 hits.  |
| 4-6 | The heavens resound to thunderous peals as a Quango, bursts forth in full glory and casts its radiant hues upon the world. After smiting its foes, it flies off, taking no further part in the battle. The enemy unit immediately suffers 2D6 Strength 5 hits. |









## REPTILIAN GLORY

*Once, the Lizardmen ruled supreme, dominating the world during an age of reptiles. Although their realm is now partly in ruins and overgrown, they seek once more to rise up and reclaim their rightful place as the inheritors of the world. From out of temple-cities and jungle alike, the Lizardmen are marching to war.*

*There is nothing more satisfying than the spectacle of a fully painted Warhammer army, and the Lizardmen offer a striking and distinct example, not to mention enormous, flesh-eating monsters! Rising above the serried ranks of the Skink cohorts and Saurus legions are all manner of unique flying reptiles and towering titans. This section presents a showcase of the fantastic Lizardmen range of Citadel miniatures painted to the highest standard by the world-famous 'Eavy Metal team. It is a cold-blooded, yet glorious guide to inspire those starting, or adding to, their own Lizardmen collection.*





*Krog-Gar, Last Defender of Xhotl, on Grymloq*





*Skink Priest*

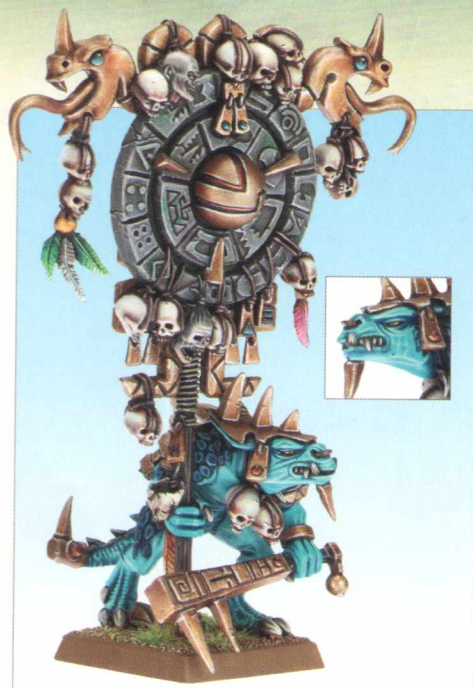
*Gor-Rok, the Great White Lizard*

*Venerable Lord Kroak*



*A Slann Mage-Priest directs the defence of a temple ruin.*





*Saurus Oldblood*

*Saurus Oldblood*

*Saurus Scar-Veteran Battle Standard Bearer*



*Saurus Warriors display a range of blue skin – from darker tones to almost white.*

*Saurus Oldblood*



*A regiment of Saurus Warriors armed with hand weapons and shields is ferocious in both attack and defence.*





*Chakax, the Eternity Warden*



*Temple Guard bear the most ornate weapons and armour.*



*Saurus Temple Guard are fierce warriors and resolute bodyguards for Slann Mage-Priests.*



*When Lord Kroak is carried to war, he is accompanied by a powerful host of implacable warriors to protect his revered form.*

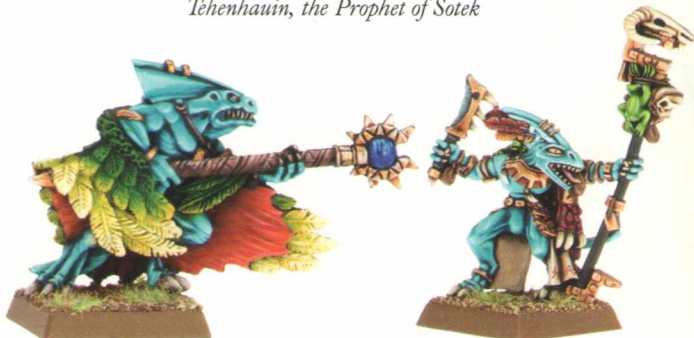




*Tetto'eko, Astromancer of the Constellations*



*Tehenhauin, the Prophet of Sotek*



*Skink Priests*



*Skink Skirmisher*



*Skink Chiefs*



*Oxyotl*



*Chameleon Skinks can change their skin colour to blend with their environment.*



*Skink Brave*



*Skinks have blue skin that can vary in shade.*





*Bastiladon bearing an Ark of Sotek*



*Bastiladon bearing a Solar Engine*





*Skink Handlers*

*Barbed Razordon*



*Jungle Swarms are composed of all manner of venomous lizards and snakes.*



*Skink Handlers goad their flame-breathing Salamanders into battle.*





*Skink Oracle on Trogglodon*













*Ancient Stegadon bearing an Engine of the Gods*



*This Stegadon bears a howdah full of Skinks and a great bow upon its back.*





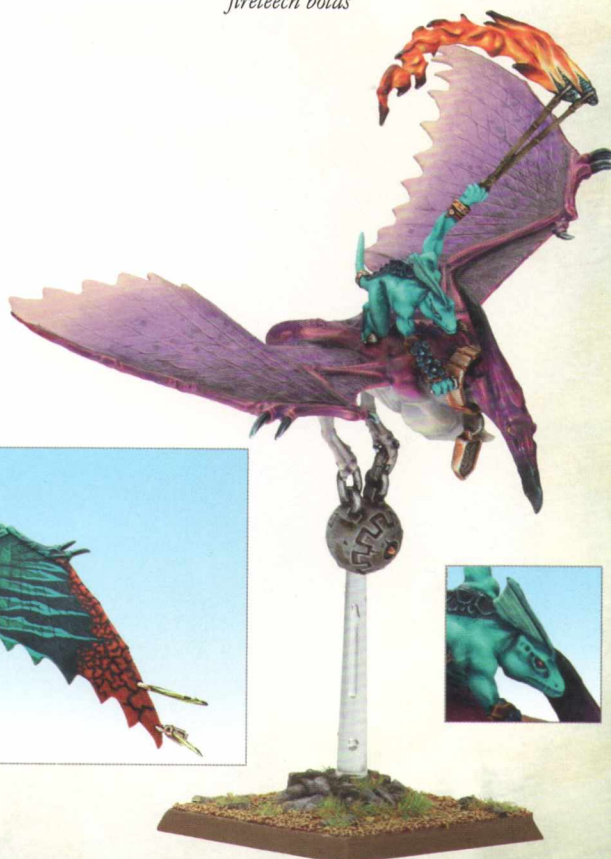
*Terradon Rider with  
Lustrian javelin*



*Terradon Rider with  
fireleech bolas*

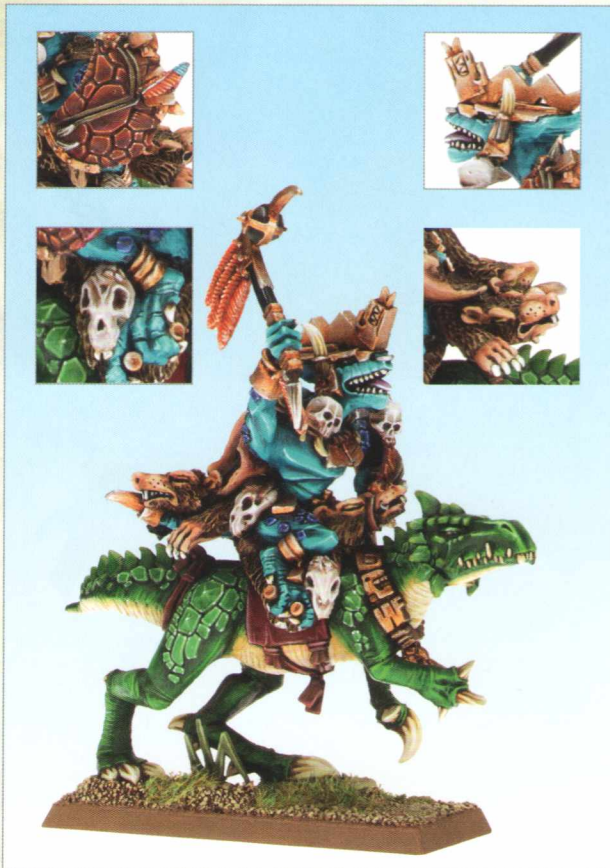


*Tiktaq'to, Master of Skies*



*Terradon Rider with fireleech bolas*





*Saurus Leader on Cold One*



*Cold One Rider standard bearer*



*A unit of Saurus Cold One Riders patrols the jungle.*





*Skink Chief on Ripperdactyl*



*Ripperdactyl Rider*



*Lustrian Blot Toad*



*Ripperdactyl Rider with spear and shield*

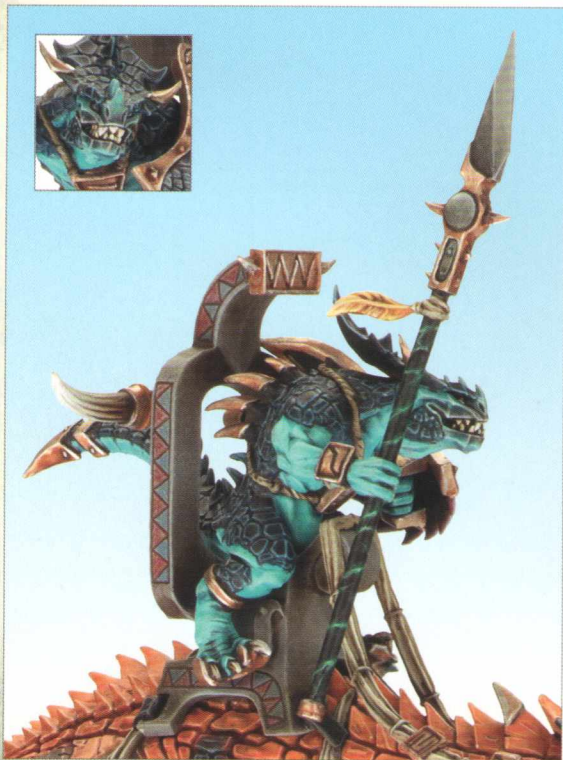


*Ripperdactyl Brave*





*Saurus Oldblood on Carnosaur*



*Saurus Scar-Veteran on Carnosaur*





*Kroxigor*



*A Skink Cohort becomes much more formidable with mighty Kroxigor anchoring its centre.*









## LIZARDMEN ARMY LIST

*Deep within the steaming jungles of Lustria, the Lizardmen sound the drums of war while gargantuan creatures from a primordial past bellow their blood-rage. From temple-cities and overgrown ruins, they issue forth to defend their ancient civilisation or to unleash their cold-blooded savagery upon the world. Merciless and relentless, the Lizardmen will not stop until all their foes are dead and the entire world re-ordered according to their ancient plan.*

*This section of the book helps you to turn your collection of Lizardmen Citadel miniatures into a reptilian army, ready for combat in a tabletop battle. After the army list, on the last page of the book, you will find a summary page, which conveniently lists every Lizardmen unit's characteristics profile, allowing for quick and easy reference during your games of Warhammer.*





## USING THE ARMY LIST

The army list is used alongside the 'Choosing Your Army' section of the *Warhammer* rulebook to pick a force ready for battle. Over the following pages you will find an entry for each of the models in your army. These entries give you all of the gaming information that you need to shape your collection of models into the units that will form your army. Amongst other things, they will tell you what your models are equipped with, what options are available to them, and their points costs.

## UNIT CATEGORIES

As described in the *Warhammer* rulebook, the units in the army list are organised into five categories: Lords, Heroes, Core, Special and Rare units.

## ARMY LIST ENTRIES

Each army list entry contains all the information you need to choose and field that unit at a glance, using the following format:

|  |   |   |   |   |   |   |   |   |   |                       |  |
|--|---|---|---|---|---|---|---|---|---|-----------------------|--|
| <b>SAURUS WARRIORS</b> ①   |   |   |   |   |   |   |   |   |   | ④ 11 points per model |  |
|  |   |   |   |   |   |   |   |   |   | ③ Troop Type          |  |
| Saurus Warrior   | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 2 | 8 | Infantry              |  |
| Spawn Leader   | 4 | 3 | 0 | 4 | 4 | 1 | 1 | 3 | 8 | Infantry              |  |
| ⑤ Unit Size: 10+   |   |   |   |   |   |   |   |   |   |                       |  |
| ⑦ Special Rules:   |   |   |   |   |   |   |   |   |   |                       |  |
| <ul style="list-style-type: none"><li>• Cold-blooded</li><li>• Predatory Fighter</li><li>• Scaly Skin (5+)</li></ul>   |   |   |   |   |   |   |   |   |   |                       |  |
| ⑥ Equipment:   |   |   |   |   |   |   |   |   |   |                       |  |
| <ul style="list-style-type: none"><li>• Hand weapon</li><li>• Shield</li></ul>   |   |   |   |   |   |   |   |   |   |                       |  |
| ⑧ Options:   |   |   |   |   |   |   |   |   |   |                       |  |
| <ul style="list-style-type: none"><li>• May upgrade one Saurus Warrior to a Spawn Leader . . . . . 10 points</li><li>• May upgrade one Saurus Warrior to a musician . . . . . 10 points</li><li>• May upgrade one Saurus Warrior to a standard bearer . . . . . 10 points</li><li>• The entire unit may take spears . . . . . free</li></ul> |   |   |   |   |   |   |   |   |   |                       |  |



# LORDS

## LORD MAZDAMUNDI

780 points

|                          | M | WS | BS | S | T | W | I | A | Ld | Troop Type                   |
|--------------------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Lord Mazdamundi          | 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  | Infantry (Special Character) |
| Zlaaq (Ancient Stegadon) | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  | Monster                      |

### Magic Items:

- Cobra Mace of Mazdamundi
- Sunburst Standard of Hexoatl

### Mount:

- Zlaaq (Ancient Stegadon)

### Magic:

Lord Mazdamundi is a Level 4 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

### Disciplines of the Old Ones:

- Becalming Cogitation
- Harmonic Convergence
- Soul of Stone
- Transcendent Healing

### Special Rules (Lord Mazdamundi):

- Cold-blooded
- Mage-lord of Hexoatl
- Shield of the Old Ones
- Stubborn
- Telepathic Confabulation

### Special Rules (Zlaaq):

- Cold-blooded
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (3+)
- Stubborn
- Terror

## LORD KROAK

400 points

|            | M | WS | BS | S | T | W | I | A | Ld | Troop Type                   |
|------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Lord Kroak | 4 | 1  | 1  | 3 | 5 | 6 | 1 | 1 | 9  | Infantry (Special Character) |

### Equipment:

- Hand weapon

### Magic Items:

- Golden Death Mask

### Magic:

Lord Kroak is a Level 4 Wizard; however, he knows only one spell – *The Deliverance of Itza*.

### Special Rules:

- Cold-blooded
- Eternity Guardians
- Fear
- First Generation Spawning
- Flammable
- Mage-Priest Palanquin
- The Spirit of Lord Kroak
- Supreme Shield of the Old Ones
- Unbreakable



## KROQ-GAR

520 points

|                     | M | WS | BS | S | T | W | I | A | Ld | Troop Type                   |
|---------------------|---|----|----|---|---|---|---|---|----|------------------------------|
| Kroq-Gar            | 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  | Infantry (Special Character) |
| Grymloq (Carnosaur) | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 5 | 5  | Monster                      |

### Equipment:

- Light armour

### Magic Items:

- Hand of Gods
- Revered Spear of Tlanxla

### Mount:

- Grymloq (Carnosaur)

### Special Rules (Kroq-Gar):

- Cold-blooded
- Predatory Fighter
- Sacred Spawning of Xhotl
- Scaly Skin (4+)

### Special Rules (Grymloq):

- Attuned to the Beast
- Cold-blooded
- Large Target
- Multiple Wounds (D3)
- Scaly Skin (4+)
- Swiftstride
- Terror





# LORDS

## TEHENHAUIN

230 points

Tehenhauin

| M | WS | BS | S | T | W | I | A | Ld | Troop Type                   |
|---|----|----|---|---|---|---|---|----|------------------------------|
| 6 | 6  | 5  | 4 | 3 | 3 | 6 | 3 | 8  | Infantry (Special Character) |

### Magic Items:

- Blade of the Serpent's Tongue
- Plaque of Sotek

### Magic:

Tehenhauin is a Level 3 Wizard who uses spells from the Lore of Beasts.

### Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Hatred (Skaven)
- Immune to Poison
- Master of Snakes
- Prophet of Sotek
- Scaly Skin (5+)
- Tide of Serpents

### Options:

- May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. Count the cost against your allowance for Lords. Tehenhauin replaces one of the Skink Crew). . . . . 280 points
  - May be upgraded to have Unstoppable Stampede . . . . . 10 points
  - May be upgraded to have Sharpened Horns. . . . . 20 points
- You may upgrade any units of Skink Cohorts, Skink Skirmishers, Terradon Riders or Ripperdactyl Riders in your army so that the Skinks (not their mounts or any Kroxigor) have the Hatred (Skaven) special rule (see page 56). . . . . 1 point per model (excluding Kroxigor)

## SLANN MAGE-PRIEST

300 points

Slann Mage-Priest

| M | WS | BS | S | T | W | I | A | Ld | Troop Type           |
|---|----|----|---|---|---|---|---|----|----------------------|
| 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  | Infantry (Character) |

### Equipment:

- Hand weapon

### Special Rules:

- Cold-blooded
- Mage-Priest Palanquin
- Shield of the Old Ones
- Telepathic Confabulation

### Magic:

A Slann Mage-Priest is a Level 4 Wizard who uses spells from the Lore of High Magic or one of the eight Lores of Battle Magic in the *Warhammer* rulebook.

### Options:

- May take up to four Disciplines of the Old Ones up to a total of . . . . 150 points
- May take magic items up to a total of . . . . . 100 points

### BATTLE STANDARD BEARER

Unless your army contains Lord Mazdamundi, one Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be the Battle Standard Bearer for +25 points. He may carry a magic standard (with no points limit). A Saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. A Slann Mage-Priest, however, may have a magic standard (with no points limit) as well as having his normal access of up to 100 points of magic items. A Slann Mage-Priest with the battle standard can still be your army's General.

## SAURUS OLDBLOOD

140 points

Saurus Oldblood

| M | WS | BS | S | T | W | I | A | Ld | Troop Type           |
|---|----|----|---|---|---|---|---|----|----------------------|
| 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  | Infantry (Character) |

### Equipment:

- Hand weapon

### Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (4+)

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted) . . . . . 3 points
  - Halberd . . . . . 3 points
  - Spear . . . . . 3 points
  - Great weapon . . . . . 6 points
- May take light armour. . . . . 9 points
- May take a shield . . . . . 6 points
- May be mounted on one of the following:
  - Cold One . . . . . 30 points
  - Carnosaur . . . . . 220 points
    - May be upgraded to have Loping Stride. . . . . 15 points
    - May be upgraded to have Bloodroar . . . . . 25 points
- May take magic items up to a total of . . . . . 100 points



# HEROES

## CHAKAX

270 points

Chakax

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 0  | 5 | 5 | 2 | 3 | 4 | 8  |

**Troop Type**

Infantry (Special Character)

### Equipment:

- Light armour

### Magic Items:

- The Star-stone Mace
- The Helm of the Prime Guardian
- The Key to the Eternity Chamber

### Special Rules:

- Cold-blooded
- Eternity Warden
- Guardians
- Predatory Fighter
- Scaly Skin (5+)
- Ultimate Bodyguard

## GOR-ROK

185 points

Gor-Rok

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 5  | 0  | 5 | 6 | 2 | 3 | 4 | 8  |

**Troop Type**

Infantry (Special Character)

### Magic Items:

- The Mace of Ulumak
- The Shield of Aeons

### Special Rules:

- Cold-blooded
- Immune to Psychology
- Predatory Fighter
- Resilient
- Scaly Skin (4+)
- Stubborn



## TETTO'EKO

185 points

Tetto'eko

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2  | 3  | 2 | 2 | 2 | 4 | 1 | 6  |

**Troop Type**

Infantry (Special Character)

### Equipment:

- Hand weapon

### Magic Items:

- The Eye of the Old Ones
- The Stellar Staff

### Magic:

Tetto'eko is a Level 2 Wizard who uses spells from the Lore of Heavens.

### Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Herald of Cosmic Events
- Loremaster (Lore of Heavens)
- Minor Shield of the Old Ones
- The Palanquin of Constellations
- Scaly Skin (6+)

## CHARACTER MOUNTS

|              | M | WS | BS | S | T | W | I | A | Ld | Troop Type      |
|--------------|---|----|----|---|---|---|---|---|----|-----------------|
| Carnosaur    | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 4 | 5  | Monster         |
| Cold One     | 7 | 3  | -  | 4 | - | - | 2 | 2 | -  | War Beast       |
| Terradon     | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  | Monstrous Beast |
| Ripperdactyl | 2 | 3  | 0  | 4 | 3 | 2 | 3 | 2 | 3  | Monstrous Beast |

### Special Rules:

- *Carnosaur*: Blood Frenzy, Cold-blooded, Large Target, Multiple Wounds (D3), Scaly Skin (4+), Terror.
- *Cold One*: Fear, Stupidity, Thick-skinned.
- *Terradon*: Drop Rocks, Fear, Flying Cavalry, Forest Strider.
- *Ripperdactyl*: Armour Piercing, Fear, Flying Cavalry, Frenzy, Killing Blow.





# HEROES

## TIKTAQ'TO

170 points

Tiktaq'to  
Zwup (Terradon)

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 4  | 5  | 4 | 3 | 2 | 6 | 3 | 7  |
| 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  |

### Troop Type

Monstrous Cavalry (Special Character)

### Magic Items:

- Mask of Heavens
- The Blade of Ancient Skies

### Mount:

- Zwup (Terradon)

### Special Rules:

- Ambushers
- Cold-blooded
- Drop Rocks
- Fear
- Flying Cavalry
- Forest Strider
- Master of Skies
- Scaly Skin (6+)

### Options:

- You may upgrade one unit of Terradon Riders in your army to have the Ambushers special rule (see page 58) .....5 points per model

## OXYOTL

120 points

Oxyotl

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 4  | 6  | 4 | 3 | 2 | 6 | 3 | 7  |

### Troop Type

Infantry (Special Character)

### Equipment:

- Hand weapon

### Magic Items:

- The Golden Blowpipe of P'Toohee

### Special Rules:

- Aquatic
- Chameleon
- Cold-blooded
- Master Predator
- Scaly Skin (6+)
- Scouts
- Sniper

## SKINK PRIEST

65 points

Skink Priest

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2  | 3  | 3 | 2 | 2 | 4 | 1 | 6  |

### Troop Type

Infantry (Character)

### Equipment:

- Hand weapon

### Magic:

A Skink Priest is a Level 1 Wizard who uses spells from the Lore of Heavens or the Lore of Beasts.

### Special Rules:

- Aquatic
- Arcane Vassal
- Cold-blooded
- Scaly Skin (6+)

### Options:

- May be upgraded to a Level 2 Wizard .....35 points
- May be mounted upon an Ancient Stegadon with an Engine of the Gods (see page 94 for profile. Count the cost against your allowance for Heroes. The Skink Priest replaces one of the Skink Crew). .....280 points
  - May be upgraded to have Unstoppable Stampede .....10 points
  - May be upgraded to have Sharpened Horns. ....20 points
- May take magic items up to a total of .....50 points





# HEROES

## SAURUS SCAR-VETERAN

80 points

Saurus Scar-Veteran

M WS BS S T W I A Ld  
4 5 0 5 5 2 3 4 8

**Troop Type**  
Infantry (Character)

### Equipment:

- Hand weapon

### Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (5+)

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted) . . . . . 2 points
  - Halberd . . . . . 2 points
  - Spear . . . . . 2 points
  - Great weapon . . . . . 4 points
- May take light armour . . . . . 6 points
- May take a shield . . . . . 4 points
- May be mounted on one of the following:
  - Cold One . . . . . 20 points
  - Carnosaur . . . . . 220 points
    - May be upgraded to have Loping Stride . . . . . 15 points
    - May be upgraded to have Bloodroar . . . . . 25 points
- May take magic items up to a total of . . . . . 50 points

## SKINK CHIEF

40 points

Skink Chief

M WS BS S T W I A Ld  
6 4 5 4 3 2 6 3 6

**Troop Type**  
Infantry (Character)

### Equipment:

- Hand weapon

### Special Rules:

- Aquatic
- Cold-blooded
- Scaly Skin (6+)

### Options:

- May be armed with one of the following:
  - Additional hand weapon (unless mounted) . . . . . 2 points
  - Blowpipe . . . . . 6 points
  - Lustrian javelin . . . . . 2 points
  - Spear . . . . . 2 points
- May take light armour . . . . . 2 points
- May take a shield . . . . . 2 points
- May be mounted on one of the following:
  - Terradon . . . . . 35 points
  - Ripperdactyl . . . . . 40 points
  - Stegadon (see page 92 for profile. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink Crew) . . . . . 215 points
    - May be upgraded to have Unstoppable Stampede . . . . . 10 points
    - May be upgraded to have Sharpened Horns . . . . . 20 points
  - Ancient Stegadon (see page 94 for profile. Count the cost against your allowance for Heroes; the Skink Chief replaces one of the Skink Crew) . . . . . 230 points
    - May be upgraded to have Unstoppable Stampede . . . . . 10 points
    - May be upgraded to have Sharpened Horns . . . . . 20 points
- May take magic items up to a total of . . . . . 50 points

## BATTLE STANDARD BEARER

Unless your army contains Lord Mazdamundi, one Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be the Battle Standard Bearer for +25 points. He may carry a magic standard (with no points limit). A Saurus Scar-Veteran or Skink Chief that carries a magic standard cannot have any other magic items. A Slann Mage-Priest, however, may have a magic standard (with no points limit) as well as having his normal access of up to 100 points of magic items. A Slann Mage-Priest with the battle standard can still be your army's General.





# CORE UNITS

## SAURUS WARRIORS

11 points per model

|                | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------------|---|----|----|---|---|---|---|---|----|------------|
| Saurus Warrior | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 2 | 8  | Infantry   |
| Spawn Leader   | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 3 | 8  | Infantry   |

**Unit Size:** 10+

### Equipment:

- Hand weapon
- Shield

### Special Rules:

- Cold-blooded
- Predatory Fighter
- Scaly Skin (5+)

### Options:

- May upgrade one Saurus Warrior to a Spawn Leader . . . . . 10 points
- May upgrade one Saurus Warrior to a musician . . . . . 10 points
- May upgrade one Saurus Warrior to a standard bearer . . . . . 10 points
- The entire unit may take spears . . . . . free



## SKINK COHORT

5 points per model

|             | M | WS | BS | S | T | W | I | A | Ld | Troop Type         |
|-------------|---|----|----|---|---|---|---|---|----|--------------------|
| Skink       | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | Infantry           |
| Skink Brave | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  | Infantry           |
| Kroxigor    | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 3 | 7  | Monstrous Infantry |

**Unit Size:** 10+ Skinks

### Equipment (Skink):

- Hand weapon
- Lustrian javelin
- Shield

### Equipment (Kroxigor):

- Great weapon

### Special Rules (Skink):

- Aquatic
- Cold-blooded
- Scaly Skin (6+)
- Spawn-kin

### Special Rules (Kroxigor):

- Aquatic
- Cold-blooded
- Fear
- Predatory Fighter
- Scaly Skin (4+)

### Options:

- May upgrade one Skink to a Skink Brave . . . . . 10 points
- May upgrade one Skink to a musician . . . . . 10 points
- May upgrade one Skink to a standard bearer . . . . . 10 points
- May upgrade Skinks to have Poisoned Attacks . . . . . 2 points per model
- May add one Kroxigor for every eight Skinks in the unit . . . . . 50 points per Kroxigor

## SKINK SKIRMISHERS

7 points per model

|                  | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|------------------|---|----|----|---|---|---|---|---|----|------------|
| Skink Skirmisher | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | Infantry   |
| Patrol Leader    | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  | Infantry   |

**Unit Size:** 10+

### Equipment:

- Hand weapon
- Blowpipe

### Special Rules:

- Aquatic
- Cold-blooded
- Scaly Skin (6+)
- Skirmishers

### Options:

- May upgrade one Skink Skirmisher to a Patrol Leader . . . . . 10 points
- The entire unit may replace blowpipes with Lustrian javelins and shields . . . free



# SPECIAL UNITS

## TEMPLE GUARD

14 points per model

|                  | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|------------------|---|----|----|---|---|---|---|---|----|------------|
| Temple Guard     | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  | Infantry   |
| Revered Guardian | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  | Infantry   |

**Unit Size:** 10+

### Special Rules:

- Cold-blooded
- Guardians
- Predatory Fighter
- Sacred Duty
- Scaly Skin (5+)

### Options:

- May upgrade one Temple Guard to a Revered Guardian ..... 10 points
- Revered Guardian may take a magic weapon worth up to ..... 25 points
- May upgrade one Temple Guard to a musician ..... 10 points
- May upgrade one Temple Guard to a standard bearer ..... 10 points
- May take a magic standard worth up to ..... 50 points

### Equipment:

- Halberd
- Light armour
- Shield

## JUNGLE SWARMS

35 points per base

|              | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|--------------|---|----|----|---|---|---|---|---|----|------------|
| Jungle Swarm | 5 | 3  | 0  | 2 | 2 | 5 | 1 | 5 | 10 | Swarm      |

**Unit Size:** 2+ bases

### Special Rules:

- Aquatic
- Cold-blooded
- Poisoned Attacks
- They're Everywhere!

## CHAMELEON SKINKS

13 points per model

|                 | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|-----------------|---|----|----|---|---|---|---|---|----|------------|
| Chameleon Skink | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  | Infantry   |
| Stalker         | 6 | 2  | 5  | 3 | 2 | 1 | 4 | 1 | 5  | Infantry   |

**Unit Size:** 5+

### Special Rules:

- Aquatic
- Chameleon
- Cold-blooded
- Scaly Skin (6+)
- Scouts
- Skirmishers

### Options:

- May upgrade one Chameleon Skink to a Stalker ..... 10 points

### Equipment:

- Hand weapon
- Blowpipe

## COLD ONE RIDERS

30 points per model

|                | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|----------------|---|----|----|---|---|---|---|---|----|------------|
| Cold One Rider | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  | Cavalry    |
| Pack Leader    | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  | Cavalry    |
| Cold One       | 7 | 3  | -  | 4 | - | - | 2 | 2 | -  | -          |

**Unit Size:** 5+

### Special Rules:

- Cold-blooded
- Fear
- Predatory Fighter (Riders only)
- Scaly Skin (5+)
- Stupidity
- Thick-skinned

### Options:

- May upgrade one Cold One Rider to a Pack Leader ..... 10 points
- May upgrade one Cold One Rider to a musician ..... 10 points
- May upgrade one Cold One Rider to a standard bearer ..... 10 points
- The entire unit may take spears ..... 4 points per model

### Equipment:

- Hand weapon
- Shield





# SPECIAL UNITS

## KROXIGOR

50 points per model

Kroxigor  
Kroxigor Ancient

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 3  | 0  | 5 | 4 | 3 | 1 | 3 | 7  |
| 6 | 3  | 0  | 5 | 4 | 3 | 1 | 4 | 7  |

**Troop Type**  
Monstrous Infantry  
Monstrous Infantry

**Unit Size:** 3+

**Equipment:**

- Great weapon

**Special Rules:**

- Aquatic
- Cold-blooded
- Fear
- Predatory Fighter
- Scaly Skin (4+)

**Options:**

- May upgrade one Kroxigor to a Kroxigor Ancient . . . . . 10 points

## TERRADON RIDERS

35 points per model

Terradon Rider  
Sky Leader  
Terradon

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  |
| 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  |
| 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  |

**Troop Type**  
Monstrous Cavalry  
Monstrous Cavalry  
-

**Unit Size:** 3+

**Equipment:**

- Hand weapon
- Lustrian javelin

**Special Rules:**

- Cold-blooded
- Drop Rocks
- Fear
- Flying Cavalry
- Forest Strider
- Scaly Skin (6+)

**Options:**

- May upgrade one Terradon Rider to a Sky Leader. . . . . 10 points
- The entire unit may replace their Lustrian javelins with fireleech bolas. . . . . 1 point per model



## STEGADON

215 points

Stegadon  
Skink Crew

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 6 | 3  | 0  | 5 | 6 | 5 | 2 | 4 | 6  |
| - | 2  | 3  | 3 | - | - | 4 | 1 | -  |

**Troop Type**  
Monster  
-

**Unit Size:**

1 Stegadon and  
5 Skink Crew

**Equipment**

**(Skink Crew):**

- Hand weapons
- Lustrian javelins
- Giant bow

**Special Rules:**

- Cold-blooded
- Howdah Crew
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (4+)
- Stubborn
- Terror

**Options:**

- May be upgraded to have Unstoppable Stampede . . . . . 10 points
- May be upgraded to have Sharpened Horns. . . . . 20 points



# SPECIAL UNITS

## BASTILADON

150 points

|            | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|------------|---|----|----|---|---|---|---|---|----|------------|
| Bastiladon | 4 | 3  | 0  | 4 | 5 | 4 | 1 | 3 | 6  | Monster    |
| Skink Crew | - | 2  | 3  | 3 | - | - | 4 | 1 | -  | -          |

### Unit Size:

1 Bastiladon and  
4 Skink Crew

### Special Rules:

- Always Strikes Last (Bastiladon only)
- Cold-blooded
- Howdah Crew
- Impervious Defence
- Large Target
- Scaly Skin (2+)
- Terror
- Thunderous Bludgeon

### Options:

- May replace its Ark of Sotek and 4 Skink Crew with a Solar Engine and 3 Skink Crew. . . . . *free*

### Equipment

#### (Skink Crew):

- Hand weapons
- Lustrian javelins
- Ark of Sotek

## RIPPERDACTYL RIDERS

40 points per model

|                    | M | WS | BS | S | T | W | I | A | Ld | Troop Type        |
|--------------------|---|----|----|---|---|---|---|---|----|-------------------|
| Ripperdactyl Rider | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | Monstrous Cavalry |
| Ripperdactyl Brave | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  | Monstrous Cavalry |
| Ripperdactyl       | 2 | 3  | 0  | 4 | 3 | 2 | 3 | 2 | 3  | -                 |

### Unit Size: 3+

### Equipment:

- Spear
- Shield

### Special Rules:

- Armour Piercing (Ripperdactyl only)
- Cold-blooded
- Fear
- Flying Cavalry
- Frenzy (Ripperdactyl only)
- Killing Blow (Ripperdactyl only)
- Scaly Skin (6+)
- Toad Rage

### Options:

- May upgrade one Ripperdactyl Rider to a Ripperdactyl Brave . . . . . *10 points*







# RARE UNITS

## ANCIENT STEGADON

230 points

|                  | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|------------------|---|----|----|---|---|---|---|---|----|------------|
| Ancient Stegadon | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  | Monster    |
| Skink Crew       | - | 2  | 3  | 3 | - | - | 4 | 1 | -  | -          |

### Unit Size:

1 Ancient Stegadon and  
5 Skink Crew

### Equipment

#### (Skink Crew):

- Hand weapons
- Lustrian javelins
- Giant blowpipes

### Special Rules:

- Cold-blooded
- Howdah Crew
- Immune to Psychology
- Impact Hits (D6+1)
- Large Target
- Scaly Skin (3+)
- Stubborn
- Terror

### Options:

- May be upgraded to have Unstoppable Stampede . . . . . 10 points
- May be upgraded to have Sharpened Horns. . . . . 20 points
- Unless taken as a mount for a Skink Chief, may replace its giant blowpipes with an Engine of the Gods. . . . . 50 points

## SALAMANDER HUNTING PACK

80 points per pack

|               | M | WS | BS | S | T | W | I | A | Ld | Troop Type      |
|---------------|---|----|----|---|---|---|---|---|----|-----------------|
| Salamander    | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  | Monstrous Beast |
| Skink Handler | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | -               |

### Unit Size: 1+ packs

(each pack consists of 1  
Salamander and  
3 Skink Handlers)

### Equipment

#### (Skink Handler):

- Hand weapon

### Special Rules:

- Aquatic
- Cold-blooded
- Fear
- Hunting Pack
- Scaly Skin (5+)
- Skirmishers
- Spout Flames

### Options:

- May take one additional Skink Handler per pack. . . . . 4 points per pack





# RARE UNITS

## RAZORDON HUNTING PACK

65 points per pack

|               | M | WS | BS | S | T | W | I | A | Ld | Troop Type      |
|---------------|---|----|----|---|---|---|---|---|----|-----------------|
| Razordon      | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  | Monstrous Beast |
| Skink Handler | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | -               |

**Unit Size:** 1+ packs  
(each pack consists of  
1 Razordon and  
3 Skink Handlers)

**Equipment (Skink Handler):**

- Hand weapon

### Special Rules:

- Aquatic
- Cold-blooded
- Fear
- Hunting Pack
- Instinctive Defence
- Scaly Skin (5+)
- Shoot Barbs
- Skirmishers

### Options:

- May take one additional Skink Handler per pack. . . . . 4 points per pack

## TROGLODON

200 points

|                    | M | WS | BS | S | T | W | I | A | Ld | Troop Type |
|--------------------|---|----|----|---|---|---|---|---|----|------------|
| Troglodon          | 7 | 3  | 3  | 5 | 5 | 5 | 2 | 3 | 5  | Monster    |
| Skink Oracle Rider | - | 2  | 3  | 3 | - | - | 4 | 1 | 6  | -          |

**Unit Size:**  
1 Troglodon and  
1 Skink Oracle Rider

**Equipment (Skink Oracle Rider):**

- Hand weapon
- Lustrian javelin

### Special Rules:

- Aquatic
- Arcane Vassal (Skink Oracle Rider only)
- Beast Rider
- Cold-blooded
- Large Target
- Poisoned Attacks (Troglodon only)

### Options:

- The Skink Oracle Rider may take a Divining Rod. . . . . 15 points





# SUMMARY

| LORDS             | M | WS | BS | S | T | W | I | A | Ld | Type   | Page |
|-------------------|---|----|----|---|---|---|---|---|----|--------|------|
| Kroq-Gar          | 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  | In(SC) | 51   |
| - Grymloq         | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 5 | 5  | Mo     |      |
| Lord Kroak        | 4 | 1  | 1  | 3 | 5 | 6 | 1 | 1 | 9  | In(SC) | 52   |
| Lord Mazdamundi   | 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  | In(SC) | 53   |
| - Zlaaq           | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  | Mo     |      |
| Saurus Oldblood   | 4 | 6  | 0  | 5 | 5 | 3 | 3 | 5 | 8  | In     | 32   |
| Slann Mage-Priest | 4 | 2  | 3  | 3 | 4 | 5 | 2 | 1 | 9  | In     | 31   |
| Tehenhauin        | 6 | 6  | 5  | 4 | 3 | 3 | 6 | 3 | 8  | In(SC) | 56   |

| HEROES              | M | WS | BS | S | T | W | I | A | Ld | Type   | Page |
|---------------------|---|----|----|---|---|---|---|---|----|--------|------|
| Chakax              | 4 | 5  | 0  | 5 | 5 | 2 | 3 | 4 | 8  | In(SC) | 55   |
| Gor-Rok             | 4 | 5  | 0  | 5 | 6 | 2 | 3 | 4 | 8  | In(SC) | 54   |
| Oxyotl              | 6 | 4  | 6  | 4 | 3 | 2 | 6 | 3 | 7  | In(SC) | 59   |
| Saurus Scar-Veteran | 4 | 5  | 0  | 5 | 5 | 2 | 3 | 4 | 8  | In     | 32   |
| Skink Chief         | 6 | 4  | 5  | 4 | 3 | 2 | 6 | 3 | 6  | In     | 36   |
| Skink Priest        | 6 | 2  | 3  | 3 | 2 | 2 | 4 | 1 | 6  | In     | 36   |
| Tetto'eko           | 6 | 2  | 3  | 2 | 2 | 2 | 4 | 1 | 6  | In(SC) | 57   |
| Tiktaq'to           | 6 | 4  | 5  | 4 | 3 | 2 | 6 | 3 | 7  | MC(SC) | 58   |
| - Zwup (Terradon)   | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  | -      |      |

| CORE UNITS       | M | WS | BS | S | T | W | I | A | Ld | Type | Page |
|------------------|---|----|----|---|---|---|---|---|----|------|------|
| Saurus Warrior   | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 2 | 8  | In   | 33   |
| - Spawn Leader   | 4 | 3  | 0  | 4 | 4 | 1 | 1 | 3 | 8  | In   |      |
| Skink            | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | In   | 38   |
| - Skink Brave    | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  | In   |      |
| - Kroxigor       | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 3 | 7  | MI   |      |
| Skink Skirmisher | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | In   | 38   |
| - Patrol Leader  | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  | In   |      |

| SPECIAL UNITS        | M | WS | BS | S | T | W | I | A | Ld | Type | Page |
|----------------------|---|----|----|---|---|---|---|---|----|------|------|
| Bastiladon           | 4 | 3  | 0  | 4 | 5 | 4 | 1 | 3 | 6  | Mo   | 48   |
| - Skink Crew         | - | 2  | 3  | 3 | - | - | 4 | 1 | -  | -    |      |
| Chameleon Skink      | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  | In   | 39   |
| - Stalker            | 6 | 2  | 5  | 3 | 2 | 1 | 4 | 1 | 5  | In   |      |
| Cold One Rider       | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  | Ca   | 34   |
| - Pack Leader        | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  | Ca   |      |
| - Cold One           | 7 | 3  | -  | 4 | - | - | 2 | 2 | -  | -    |      |
| Jungle Swarm         | 5 | 3  | 0  | 2 | 2 | 5 | 1 | 5 | 10 | Sw   | 41   |
| Kroxigor             | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 3 | 7  | MI   | 40   |
| - Kroxigor Ancient   | 6 | 3  | 0  | 5 | 4 | 3 | 1 | 4 | 7  | MI   |      |
| Ripperdactyl Rider   | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | MC   | 43   |
| - Ripperdactyl Brave | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 2 | 5  | MC   |      |
| - Ripperdactyl       | 2 | 3  | 0  | 4 | 3 | 2 | 3 | 2 | 3  | -    |      |
| Stegadon             | 6 | 3  | 0  | 5 | 6 | 5 | 2 | 4 | 6  | Mo   | 44   |
| - Skink Crew         | - | 2  | 3  | 3 | - | - | 4 | 1 | -  | -    |      |
| Temple Guard         | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 2 | 8  | In   | 35   |
| - Revered Guardian   | 4 | 4  | 0  | 4 | 4 | 1 | 2 | 3 | 8  | In   |      |
| Terradon Rider       | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | MC   | 42   |
| - Sky Leader         | 6 | 2  | 4  | 3 | 2 | 1 | 4 | 1 | 5  | MC   |      |
| - Terradon           | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  | -    |      |

| RARE UNITS           | M | WS | BS | S | T | W | I | A | Ld | Type | Page |
|----------------------|---|----|----|---|---|---|---|---|----|------|------|
| Ancient Stegadon     | 6 | 3  | 0  | 6 | 6 | 5 | 1 | 3 | 6  | Mo   | 44   |
| - Skink Crew         | - | 2  | 3  | 3 | - | - | 4 | 1 | -  | -    |      |
| Salamander           | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  | MB   | 46   |
| - Skink Handler      | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | -    |      |
| Razordon             | 6 | 3  | 3  | 5 | 4 | 3 | 4 | 2 | 4  | MB   | 47   |
| - Skink Handler      | 6 | 2  | 3  | 3 | 2 | 1 | 4 | 1 | 5  | -    |      |
| Troglodon            | 7 | 3  | 3  | 5 | 5 | 5 | 2 | 3 | 5  | Mo   | 37   |
| - Skink Oracle Rider | - | 2  | 3  | 3 | - | - | 4 | 1 | 6  | -    |      |

| MOUNTS       | M | WS | BS | S | T | W | I | A | Ld | Type | Page |
|--------------|---|----|----|---|---|---|---|---|----|------|------|
| Carnosaur    | 7 | 3  | 0  | 7 | 5 | 5 | 2 | 4 | 5  | Mo   | 50   |
| Cold One     | 7 | 3  | -  | 4 | - | - | 2 | 2 | -  | WB   | 34   |
| Ripperdactyl | 2 | 3  | 0  | 4 | 3 | 2 | 3 | 2 | 3  | MB   | 43   |
| Terradon     | 2 | 3  | 0  | 4 | 3 | 2 | 2 | 1 | 3  | MB   | 42   |

**Troop Type Key:** In=Infantry, WB=War Beast, Ca= Cavalry, MI=Monstrous Infantry, MB=Monstrous Beast, MC=Monstrous Cavalry, SC=Special Character, Mo=Monster, Ch=Chariot, Sw=Swarms, Un=Unique, WM=War Machine.

*Lord Huazhini was lost. Although his body floated calmly in the lotus-infused Eternity Chamber his mind was entangled, trapped in a maze with no escape. For brief moments the Slann Mage-Priest's vision cleared and he remembered he was searching – seeking for something, although exactly what he sought was no longer clear. An overwhelming lethargy slowed his every effort and even that he was looking for something was an ephemeral thought, a notion that hovered elusively just beyond his grasp.*

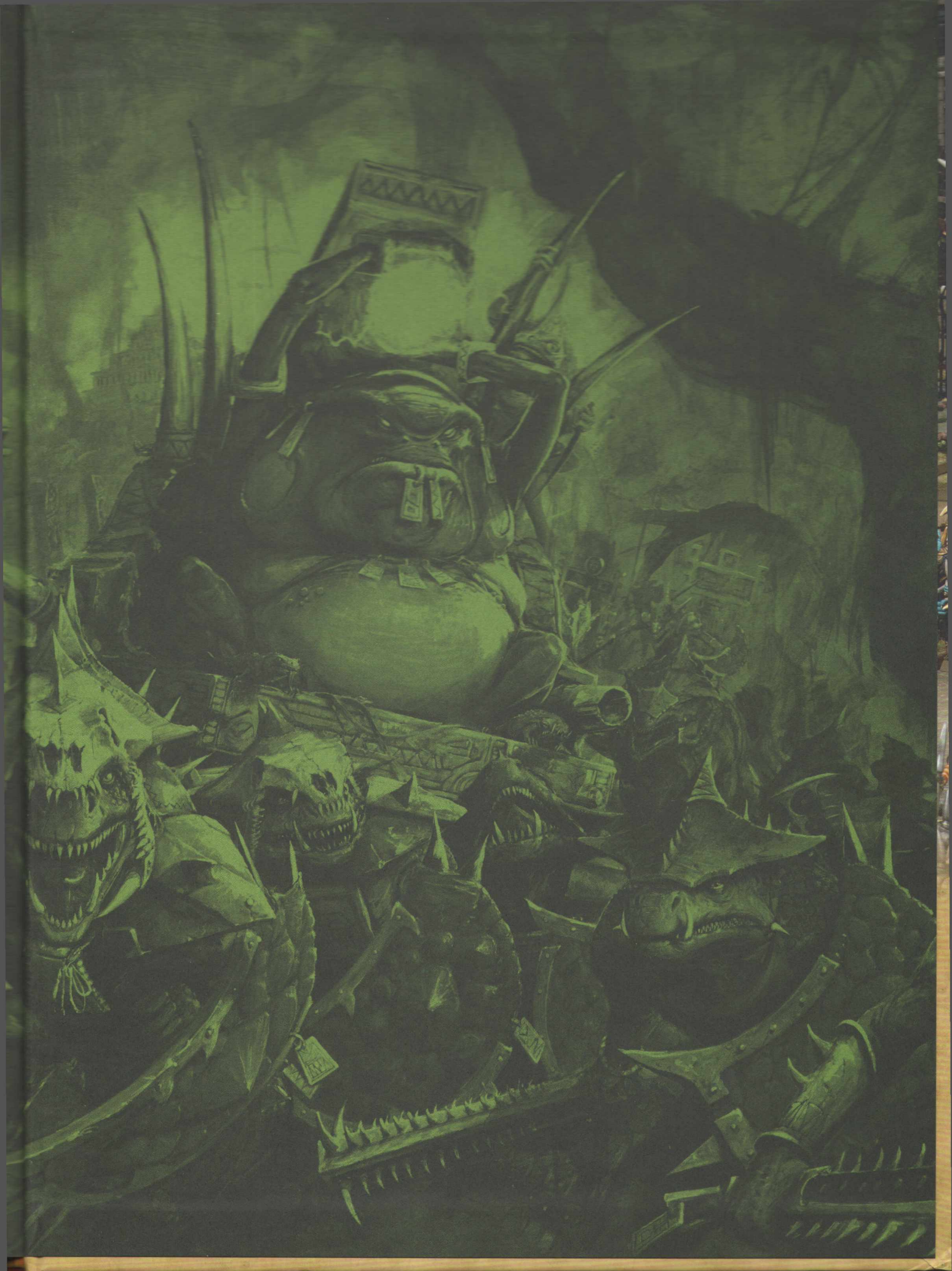
*Through this dream-haze Lord Huazhini heard a call – a distant voice within his mind – a faraway entreaty from Lord Mazdamundi. It was this message that recalled Lord Huazhini, guiding him to cast off the spell that enthralled him. With a lurch his bloated body startled awake for the first time in generations. In that instant the Mage-Priest was flooded with visions. He saw powerful enemy forces mustering, as well as the recovered messages of the Old Ones. Lord Huazhini's eyes blazed with magical fury as he once more remembered his Great Purpose.*















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