

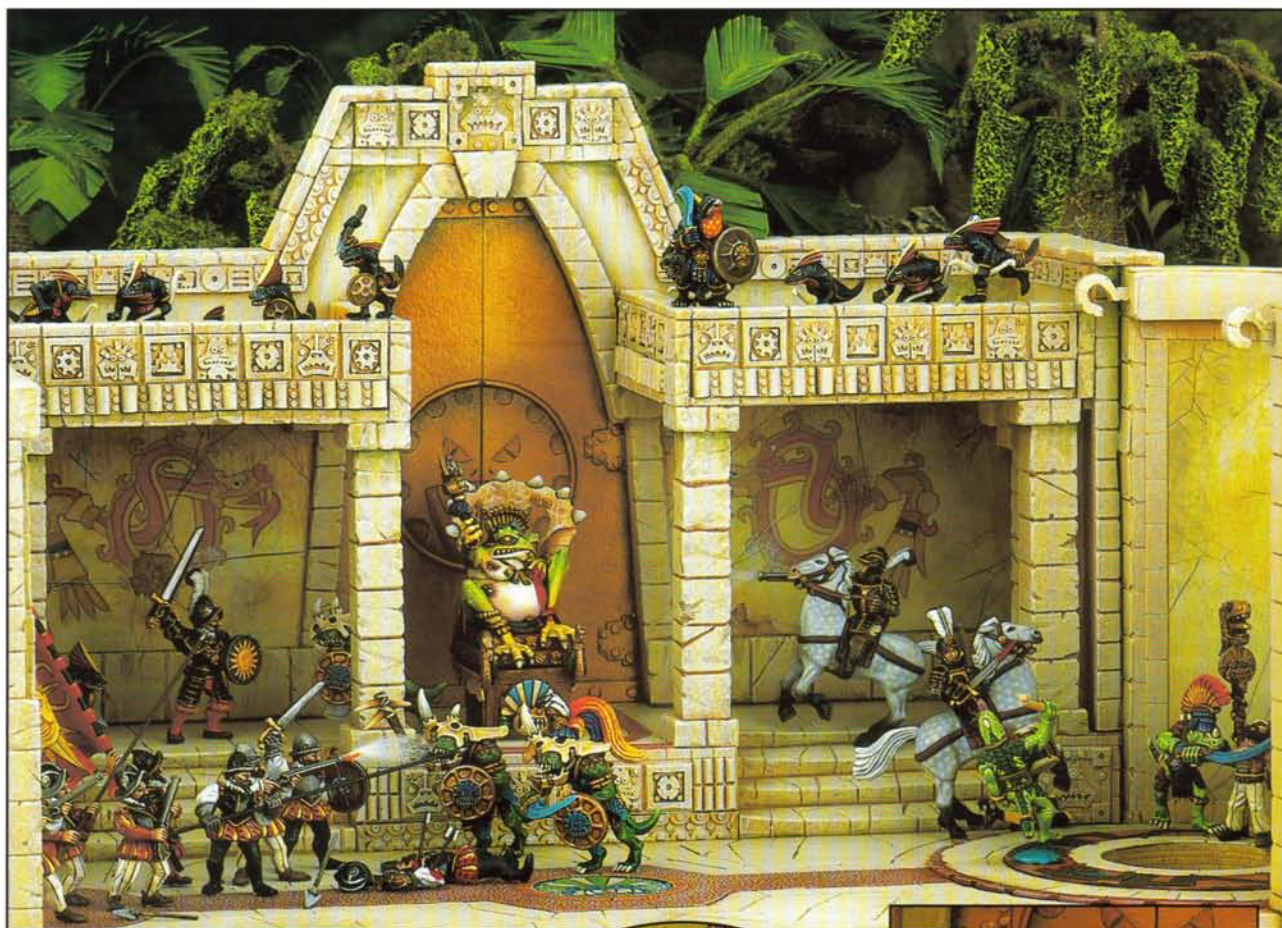
WARHAMMER ARMIES

LIZARDMEN



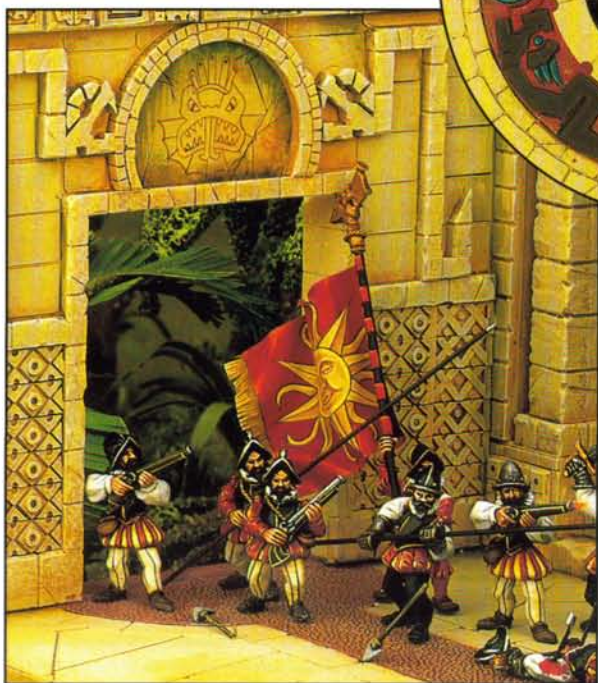
WARHAMMER
SUPPLEMENT

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Deep within the steaming jungles of Lustria, fearless Old Worlder explorers have encountered Lizardmen. In a desperate and bloody rescue attempt, the explorers storm the Lizardman temple hoping to save a companion from certain death.

Diorama by Mike McVey



WARHAMMER[®] ARMIES

LIZARDMEN

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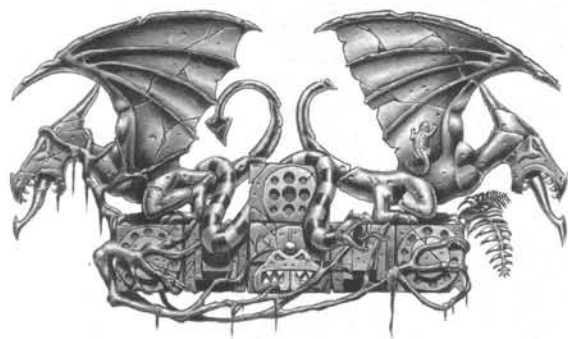
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INTRODUCTION

THE OLD ONES

Many thousands of years ago, before the Age of Chaos, before the ancestors of Elves and Dwarfs knew speech or song, the world was visited by travellers from the uttermost reaches of the universe. In Elven legends this mysterious race are dimly recalled only as 'The Old Ones'. They came from beyond the stars by means of an inter-dimensional gateway which they opened above the north pole of the world and through this gateway came their silver ships. Here, in the Warhammer World they discovered the ancestors of the Elves and the Dwarfs and nurtured them. However, they did this secretly, always remaining hidden and only revealing themselves to give guidance and teach the arts of civilisation. Thus they were worshipped and passed into legend as creator gods. For what purpose the Old Ones did these things remains a total mystery.

THE CITIES OF THE OLD ONES

The Old Ones built fabulous cities and temples far away from the regions inhabited by the developing races of the Warhammer World, in the western continent known today as Lustria. The cities were secluded and hidden deep within the equatorial rain forests where the climate and humid conditions best suited the alien metabolism of the Old Ones.

ARCANE TECHNOLOGY

The Old Ones were masters of the world in those days, and perhaps even masters of the entire universe as well. Their technology was advanced beyond imagination and their command of the power of magic was complete. Indeed magic and science were one and the same thing to the Old Ones. Both were just different aspects of the same galaxy-spanning arcane technology which is beyond our comprehension. The polar gateway was a device created by means of this technology as a portal between the dimensions of reality.

CATASTROPHE

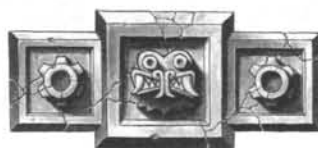
No-one knows what terrible catastrophe befell the Old Ones and destroyed the ordered world they had created. Since their knowledge was complete and their technology perfect, the answer must lie with the Old Ones themselves. The gateway, which was the source of all their power in the world and their means of contact with their place of origin, collapsed onto the north pole. This created a region of seething energy, a wasteland drenched in magical power. Worse than this, the collapse of the portal opened up a gaping hole into another dimension inhabited by daemons. Thus began the Time of Chaos, when daemons poured through the hole into the world where they wreaked havoc. The polar region became the dreaded Realm of Chaos that persists to this day; a place where daemons dwell and raw magic flows outwards over the globe like the tides of the sea.

The Old Ones who inhabited the world were destroyed in the catastrophe, perhaps devoured by the daemons, perhaps wiped out trying to resist them. No-one knows their fate. The Old Ones and their deeds were forgotten. The Elves and Dwarfs whom they had placed on the ladder of civilisation miraculously survived the Time of Chaos. Perhaps this alone testifies to the last despairing efforts of the Old Ones before they perished.

Now lacking the guidance of the Old Ones, they began to develop in their own fashion. Humanity, the Old Ones' newest and most vulnerable progeny, were left to learn from contact with the other older races, remembering virtually nothing of the Old Ones. In Lustria the cities and temples of the Old Ones gradually decayed and became overgrown by the relentless jungle.

THE SLANN

Although the Old Ones were gone, the lands of Lustria were not left completely uninhabited, for the Old Ones had not come to the world alone. They had brought with them their slaves and servants, creatures whose minds and bodies the Old Ones had found useful. Of these, the most intelligent were the Slann. These were the organisers, architects and techno-mages who had built the cities to the design of their masters. They had also shaped the world itself as commanded by the Old Ones. It was the Slann who built the polar portals and their magic had maintained them until the catastrophe. The Slann had even changed the original orbit of the world to bring it closer to the sun. In doing this they warmed the atmosphere and caused the continents to tear apart and drift to create the seas and lands of the world today. It was because the Slann were second only to the Old Ones themselves in wisdom and understanding that they were able to do these things.



From the beginning, the Slann were always few in number and since those days their numbers have dwindled further. The knowledge they inherited from the Old Ones has gradually been forgotten, remaining only as a dim memory of a golden age of wisdom, superstition and a vast mass of arcane and inscrutable ritual. Even the Slann no longer know what their rituals are for, but they observe them nonetheless. The shock of the great catastrophe has imprinted itself upon their consciousness and who knows what might befall the world if any of the rituals were altered or neglected?

Nevertheless, the Slann are still the greatest mages in the Warhammer World, even though they no longer possess the awesome power of their ancestors. The Slann Mage-Priests are even more potent than the greatest of the Elven Mages, who learned all they know ultimately from the Slann themselves long ago.

THE SAURUS

While the Old Ones relied upon the unique mental powers of the Slann, these creatures lacked physical energy and made poor warriors and workers. They were not very numerous and their bloated toad-like bodies were sluggish and vulnerable and they lacked aggression. To serve them as their soldiers, the Old Ones found another race – the Saurus.

Whether the Old Ones brought the Saurus with them or bred them for their purpose after they arrived remains unknown. It is likely that the Saurus were adapted from the reptilian life that already dwelt in the primaeval jungles and that they were one of many such breeding experiments of which the descendants persist to this day.

It is possible that the Saurus were the first race the Old Ones bred on this world, but never developed to a satisfactory stage, and were eventually superseded by the Elves. The Saurus are brutish creatures, possessing slow minds capable of little emotion except single-minded savagery. They can utilise crude weapons and fight well with them, but cannot accomplish more complex tasks. As soldiers to guard the temple cities, the Saurus were however exactly what the Old Ones needed.



THE SKINKS

The Old Ones therefore had to try again to breed a race which combined mental and physical agility. They needed creatures capable of doing many complex tasks under the supervision of the Slann. To this end they bred the smaller, weaker but more intelligent race of Skinks. These creatures were far less slow-witted and sluggish than the Saurus and made good workers. What they lacked in size and strength they made up for in numbers and the ability to work together in teams. The Skinks became the mass workforce of the Old Ones just as they remain for the Slann to this day.

The Skinks also proved to be a useful complement to the Saurus in battle, since the Skinks were able to shoot with bows, throw javelins accurately and ride the great lizards known as Cold Ones.

PRIMAEEVAL REPTILES

The Old Ones bred other reptilian creatures as workers, warriors and beasts of burden. Gigantic Kroxigor were bred to be tall and powerful construction slaves able to lift and carry massive blocks of stone for building the high temple pyramids. Other creatures which had lived in the jungles of Lustria since the dawn of time were tamed and put to use, such as Cold Ones as fast mounts for the Skinks to ride into battle and the flying Terradons that enabled Skink messengers and scouts to glide over impenetrable jungle, swamp and mountains from one pyramid temple to another. Huge monsters like the dreaded Stegadons were harnessed to carry heavy burdens for many miles, crashing through dense undergrowth dragging gigantic boulders behind them or felling the tall trees of the rain forest with their horns and tusks to make clearings for new temples and cities.

IBN JELLABA'S EXPEDITION TO ZLATLAN

Circa Imperial Year 1150

Ibn Jellaba was a trader of Araby intent on opening up a trade route into the interior of the South Lands to procure spices and gold. He trekked over the desert with a camel caravan until he reached the jungles of the South Lands. Here he encountered the Lizardman city of Zlatlan which had remained hidden for millennia. This Lizardman realm far to the south of the great desert was known to the Arabians only by rumour and legend, and the uncertain reports of chance encounters between desert nomads and the dreaded 'Al Saurim'. Ibn survived the adventure and made his way back overland to Araby, where the Sultan instructed that his adventures be written down.

The following extracts describe Ibn's encounters with the Lizardmen.

Ibn Crosses the Great Desert...

"I, Ibn Jellaba made the trek from Ka-Sabar into the interior. No-one had ever done this before and lived to tell the tale.

The Sultan of Araby provided me with fifty camels and an escort of exceptionally loyal eunuch soldiers from his palace guard, commanded by Haqim, a champion of immense size and courage. I myself hired several Tuareg scouts to lead me across the desert. I was seeking a land route to the gold and spice lands of the south beyond the great jungle.



At this time the merchants of Lasheik were in fierce rivalry with the Cathayan ships that had appeared in the southern oceans, seeking to take over the sea trade routes. As well as this the Elf ships of Ulthuan were attempting to keep the routes to themselves. It was for this reason that the Sultan instructed me to discover an overland route across the great desert, saying: "Find a way with the ships of the desert. (Historian's note: *He means camels.*) Navigate by the stars, and bring back the riches from under the noses of our rivals!"

Ibn Reaches the Jungle...

Historian's note: Ibn goes on to mention in the account of his journey the rumour of the Al Saurim and wonders whether he will encounter them and if they will be hostile. Some of the Tuaregs he has hired claim to have seen them. He then describes the first stage of the journey across the desert and we pick up the tale where his expedition reaches the edge of the jungle.

"After trekking for three weeks across the burning void, we reached green land covered with scrub and thorn bushes. My Tuaregs were able to smell water in the breeze, so we found several unknown oases and water holes. I carefully recorded the position of these according to sightings upon the sun, moon and stars, so that those who might come after us shall not die of thirst. I also had these places marked with cairns of stones.

No-one from Araby had ever been into this green land before, not even the Tuaregs, and so we were all on our guard against ambushes and wild beasts. I had to promise the Tuaregs more gold to persuade them to leave the desert and continue with me into this unknown land. After several days, the trees became more numerous and soon the vegetation was so dense that the eunuchs were hardly able to cut a way through with their scimitars.

Then suddenly we came upon a paved road which was open to the sky. The road was very ancient and overgrown with weeds and stretched far off towards the distant horizon. As it was certainly aligned upon the southern constellation, I decided that we should follow it. At that time I believed it had been made by the people of Al Nehekhariyah long ago. (Historian's note: *This is the Arabian name for the ancient civilisation destroyed by the Undead.*) Later, I discovered that it had been made by the mysterious Al Saurim."

Ibn Advances to Within Sight of Zlatlan...

"We followed the road southwards through the jungle for many days. It would not have been possible for us to hack our way through the dense vegetation on either side of the road. There were many treacherous swamps but the road crossed over these by means of causeways. It was good that we had brought camels with us because although we often came upon water, it was normally not safe to drink.

In one place, some camels were led to a pool and left to drink. They became irritated and all at once stampeded. In the pool we found the carcass of one of the camels, which had been reduced to a skeleton by the ferocious creatures that dwelt there. Sometimes we saw the eyes of reptiles appear above the water, as if watching us.

At length, the top of a tall tower was seen shimmering on the far southern horizon. The road was aligned directly towards it. At first we all thought that this must be a mirage of the Elven citadel on the coast of the South Lands. But it was not, for later we could see that the towering structure was in fact shaped in the form of a stepped pyramid. It was not at all like the pyramids of Khemri which are smooth and end in a point that pierces the sky. This pyramid ended in a flat platform."

Ibn Encounters the Lizardmen...

"We were within sight of the city of the Lizardmen when we were spied from above by their scouts. They flew high over us riding upon the backs of great winged lizards and then circled like vultures, slowly descending lower and lower. All the time the riders were observing us. Soon they were gliding and swooping very low. Their shadows fell over the camel caravan causing the camels, which are always bad-tempered, to grunt and bellow and become unmanageable.

I harangued the Tuaregs saying that no-one was to shoot arrows up at them, or they would be executed! I was anxious not to provoke fighting that would certainly end in our destruction. We carried on and the flying scouts, having taken a good look at us, swooped off towards the distant pyramids. Later that day as we were leading the camels across another causeway Al Saurim carrying weapons and ornaments of copper and gold suddenly swarmed out of the weed-choked pools from either side. They were bright turquoise with yellow crests and gathered on either side of their standard like a regiment of soldiers, barring our way with their weapons.

The camels halted, and the eunuchs stepped forward with their scimitars to form a battle-line. I stepped forward myself, making the gestures of peace and friendship of all the desert tribes that I could think of, in the hope that they would recognise one of them. Their leader, who was bedecked in feathers, edged forward towards me. It was I who spoke first. "Salaam brother, we come in peace!" He spoke to me in his own tongue which I could not understand. It was time to declare the reason for our entry into his land before they decided to attack us. I beckoned bearers to bring forward all manner of good things from the land of Araby and laid them out on the causeway. Then I retreated back to the eunuchs, so that the chief of the Al Saurim could examine our merchandise.

The chief and several other Lizardmen were looking at our goods displayed on the causeway. They wore a great amount of gold ornaments proving that they were important officers or champions. While this was going on Haqim the eunuch had noticed that another company of Al Saurim had appeared behind us. These were much bigger warriors than the ones who stood to our front. They were armed with spears and shields of bronze which glinted in the sun. These were undoubtedly the best soldiers of the Al Saurim.

Those inspecting the merchandise now turned away, leaving all of it where it was. They retreated a little way along the road and then scurried off into the trees. This revealed what was behind them: another densely packed regiment of Al Saurim armed with great bronze scimitars and bucklers, behind a huge standard surmounted by one of their idols. Our path was blocked in both directions and there was no escape across the swamps. The Al Saurim stood motionless. The chiefs, who were head and shoulders above the rest, kept them under strict discipline. All this time the hot sun beat down on us from above.

I discussed our predicament with Haqim. We agreed that it was better to wait, since they did not move to attack us. If they did attack, then he and the eunuchs would try to hack their way back along the road. Either way we would meet our fate honourably."

Ibn Meets the Scribes of Zlatlan...

"As the sun was about to set and the moon was clear above the horizon, the ranks of warriors parted to let through a group of the smaller Al Saurim. They were dignitaries of some sort, carrying scrolls and other strange artifacts. The leader began to speak in a different tongue from the one they had used before. I listened for a long time and then I knew that he was speaking in the ancient tongue of the Al Nehekharin, although he was barely able to pronounce the words. This is a very evil tongue used now only by wicked sorcerers and it is only because I am a scholar that I recognised it. I am one of the few whom the Sultan allows to read the forbidden scrolls, for I am strong in faith and will not be corrupted.

I was at first afraid that the Al Saurim might be followers of the evil ones of the Al Nehekharin, but they spoke the archaic tongue as it was spoken long before the evil came into that accursed land. Unfortunately all the efforts of the speaker were in vain because I did not know the language well enough to reply to them, and indeed, it is forbidden for subjects of the Sultan to speak out loud the words of that accursed tongue!

At length, the leader of the Al Saurim gave up speaking to me, but I had understood some of what he had said. He had asked me many questions about the shape of the world and the realms of the many nations and races. These questions had come from his overlord who presided over the city. In order to reply to the questions and also as a gesture of peace, I ordered my boxes of charts to be brought up and opened, so that he could inspect them. The leader of the Al Saurim was most impressed and had all his servants gather up my charts and also all the mathematical instruments, including my astrolabe and compass. Assuming them to be gifts, they scurried off in a state of great satisfaction!"

Ibn Accompanies the Lizardmen into the Lands of the Undead...

Historian's note: The Skink scribes returned having taken the 'gifts' to their Mage-Priest. They escorted Ibn and his men into other parts of the city where they were well cared for. Ibn Jellaba's tale now includes a long report of his observations in the city and how through long and difficult conversations, the Skink scribes promised to help him return to his own land with gifts for the Sultan, in return for his help in a great expedition which they were planning.

The highly intelligent Skinks managed to acquire some knowledge of Arabian making communication easier. At this point Ibn was able to convey the Sultan's desire for permission for the merchants of Araby to lead caravans along the road of the Lizardmen to reach the spices and gold of the south. The Mage-Lord would not permit this, not even in return for a tribute of gold! Ibn did however manage to get back his mathematical instruments and charts, so he was once again able to navigate by the stars. Apparently, the Skink artisans had made copies of them for the Mage-Lord.

The expedition was an attempt to recover the mummified relics of one of the Lizardmen's former Mage-Priests. They believed it was hidden in a necropolis in the lands of the Undead, having been stolen in a raid many thousands of years ago. It seems likely that the reigning Mage-Priest of the city, Lord Xuaxamul, needed Ibn's first hand knowledge of the great desert and the routes across it because Lizardmen, being creatures of the humid rain forest, were unaccustomed to

survival in an arid land completely lacking in moisture. In the next extract, the expedition is well under way. It appears that only Saurus and Stegadons, (which Ibn describes as 'giant horned beasts', but are translated here as 'Stegadons' for convenience) were selected for the expedition accompanied by cohorts of Skinks, and of course Ibn's own small contingent.

"We passed the dismal skull pillars which marked the borders of the lands of Al Nehekhariah and entered truly desolate desert. Yniminhî (a Skink hero and leader of the expedition) re-organised the order of march, placing all the Stegadons that were laden down with the huge gourds of water in the rear of the column. The Stegadons equipped with howdahs were placed in the fore, interspersed with cohorts of fierce Al Saurim. My contingent went ahead of these, with Tuareg scouts searching for the way, seeking out water holes, and keeping a lookout for the foe. Battle with the Al Nehekharin could be expected at any time.



The column marched for several hours after sunrise and sunset each day and we rested during the night and the hottest part of the day. This was done because the Al Saurim and their beasts became sluggish in the cold of night and the heat of day and needed to rest. It was also a very sound strategy, because the dust raised by the column would not be so apparent to the enemy in the haze of dawn and dusk.

It was revealed to me that at this time the Mage-Lord of the city was attempting to send his thoughts out across the void to entrance the minds of his great adversary. I doubted whether such a thing was possible, but Yniminhî was utterly convinced that their lord could make him slothful and inactive even if he discovered our presence in his land."

Historian's note: The Mage Lord had undoubtedly used his telepathic powers to search the deserts and find the place where his predecessor's relics were hidden, before dispatching Yniminhî to recover them.

"It seems that he had managed this magical feat, because at length we saw the ruined pyramid necropolis as a mirage before us. I knew that this meant that the real necropolis was several days march further north. There were no signs of any defenders until we came close to the actual ruins. Then it was clearly only a lesser servant of the great lord of the Al Nehekharin who came out to oppose us, and not the mighty horde of his overlord."

Ibn takes Part in the Battle between the Lizardmen and the Undead...

"Nevertheless, the army of the Al Nehekharin were numerous. It was made up of the skeleton chariotry of the former kings of that dreaded place and his evil archers. They issued forth from their tomb shafts and attacked us in the heat of the day forcing us to break camp to defend ourselves. The Al Saurim were

basking in the heat and gathered to their standards slowly, without any sense of urgency. I ordered my men to fall back to the crest of the next sand dune before the arrows fell among us, so as to delay the onset of the foe.

This tactic worked and the entire host of the evil ones followed us over the last great dune and into the massed ranks of the Al Saurim who were ready to slay them. The Al Saurim were drawn up for battle with the giant horned beasts to the fore. These charged into the approaching enemy. Behind them, but spaced between the monsters, were the cohorts of Al Saurim. These charged next, after the monsters had plunged deep into the enemy ranks, throwing them into disarray. Thus the Al Nehekharin were destroyed and they collapsed into heaps of skulls and bones strewn across the desert. Their numbers could not prevail against the might of the Stegadons and the rage of the Al Saurim. Although the wailing and sight of the evil hordes would have struck utter terror into the hearts of mortal men, the Al Saurim were not at all afraid, they just slew anything that came near.

After the battle, the desert was silent. There was little flesh for the buzzards to fight over, since so few of the Al Saurim had fallen. The army entered the necropolis. The pyramids of the city had been destroyed. All that was left were the dark gaping shafts leading into the Undead crypts. Without fear, the scribes entered each and every one of these in their search. Al Saurim warriors were summoned and set to work breaking open chambers and sarcophagi with bronze chisels. We made a great pile of all that we found.

On my instructions the evil scrolls were burned, and several inert mummies of the former kings were dismembered, put to the torch and scattered to the four winds. This was exactly as we had done with the corpse of the Tomb King who had led the horde against us. Then the scribes found what they were seeking – the relics of their ancient Mage-Lord. A tattered bundle was all that remained, many of the missing bones had no doubt been subjected to all manner of vile rituals by the evil necromancers. The scribes placed these upon the palanquin which they had brought with them for the purpose, with great awe and reverence."

Historian's note: The rest of the tale concerns Ibn's return journey. The Skink scribes allowed Ibn to take the gold and precious gems that had been found in the tombs or ripped from the mummies of the Tomb Kings; all the Skinks wanted was their relic lord. The treasure amounted to a great heap which was laden onto the camels. This was Ibn's reward for leading the Lizardmen through the desert, so that he should not return empty handed to incur the displeasure of the Sultan. After passing the skull pillars once more, Ibn's contingent set off westwards for Ka-Sabar and the Lizardmen continued southwards to Zlatlan.

Ibn reached Ka-Sabar and reported that there was no practical overland route to the southern seas. He also told the Sultan about the powerful armies of the lost realm of the Al Saurim who controlled the hinterland and that they had no interest in opening up trade links with anyone. Although the Sultan was disappointed with this news, he was delighted with the vast treasure brought back by Ibn's caravan. Not only were Ibn and all his men rewarded, but there was enough wealth left over to equip a new fleet of war dhows to challenge the High Elves and Cathayans for the southern spice trade routes.

LUSTRIA

THE CONTINENT OF LUSTRIA

For millennia, the mysterious continent of Lustria has remained hidden from all the races of the known world except for the Lizardmen. During this time it has been free from the misfortunes, plagues and wars which have ravaged so many other lands. Even the taint of Chaos has remained a distant threat.

Only recently, within the last few centuries, have any significant numbers of outsiders intent on plunder or settlement penetrated the dense tropical jungles of Lustria. Before the discovery of the continent by men, there were occasional visitations by High Elf adventurers and Dark Elf raiders, but these were rare events to disturb the tranquillity and meditations of the Slann.

Lustria therefore, has remained very different from anywhere else in the known world, except for the southern regions of the Dark Lands, which are strangely similar. The two continents were once joined but were separated on the instructions of the Old Ones by the arcane geographical engineering of the Slann.

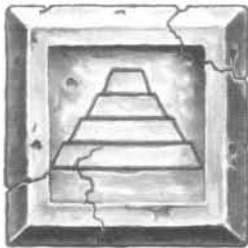
THE JUNGLE

Lustria is a hot, steamy tropical wilderness. The entire continent is covered with jungle or swamp. Even the high peaks and plateaux are blanketed in dense vegetation. Only the Lizardmen and their reptilian kindred can endure the stifling heat and humidity of the jungle for long; other races eventually sicken or die, become idle and listless, or go mad.

Settlers therefore tend to stay near the coasts, living on the beaches, where the winds can blow away the mosquitoes. Those who venture inland must attempt to clear away the jungle to have any chance of survival for more than a few years. This is hard work, and the jungle always returns.

The Lizardman glyph 'Tlax' represents a pyramid temple and stands for the idea of 'city' or 'pyramid temple', which are considered to be more or less the same thing in the Saurian tongue. When the Skink scribes want to refer to a city in their texts they use this glyph. If they want

to name a specific city, then they will spell out the name of the city in alphabetic glyphs, followed by the glyph for city. Where the name for a city incorporates the element 'Tlax', as in 'Tlaxcan', then the glyph can be used phonetically as part of the spelling of the name, but the name will still be followed by the glyph to indicate that it is a city, and so the glyph appears twice in spellings of the name 'Tlaxcan'. The glyph can also be used to refer to individual pyramid temples, in which case the precise meaning is made clear by the name spelt out in other glyphs, or the context.



The jungle is full of many primitive creatures that have become extinct everywhere else in the world. It is perhaps for this reason that the Old Ones chose Lustria for their settlements. The climate and landscape suited them and provided creatures which they could readily breed into servants and helpers.

THE PYRAMID TEMPLES

The tops of the pyramid temples of Lustria are just high enough to be seen above the canopy of tall jungle trees. From the platform on the top of one pyramid temple a Slann Mage-Priest can see the platform of a distant pyramid, on which sits another Mage-Priest. The Mage-Priest will also be aware of dozens of other priests upon their pyramids yet further away, beyond the horizon. Thus the great minds of the Slann are all on the same level across the landscape and they are able to transmit their thoughts to one another along invisible lines linking one temple to another.

The pyramids of the highest Mage-Priests are taller than those of the lesser priests, and so each is able to communicate by telepathy with his equals, while keeping his thoughts aloof from the lesser priests. This is not because the highest Slann want to keep their

thoughts secret from their subordinates, but because they do not want their mental conversations of high matters disturbed by the naive questions and less weighty thoughts of the lesser priests.

Each pyramid temple rises steeply in a succession of diminishing platforms. A steep staircase leads up to the loftiest platform on which will be the residence of a Mage-Priest. Here the Mage-Priest sits enthroned upon his palanquin flanked by his Saurus bodyguards. There is a constant to and fro of Skink servants running up and down the staircase attending to his every need. Lesser priests also make their way up the staircase to consult the great mind and receive such advice as the master deems worth the bother of uttering.

THE PYRAMID VAULTS

Deep within the heart of each pyramid is a vault built of colossal blocks of stone and accessible only through a secret passage. Saurus guards stand in constant vigilance at the portals to the vault. This vault may contain the mummified remains of a venerated Slann Mage-Priest, or its walls may be covered in gold plaques inscribed with sacred glyphs.



These inscriptions record the instructions which were given to the Slann by the Old Ones when they were on the world. Each plaque gives directions for the enactment of part of the Old Ones' great and inscrutable plan for the world.

These sacred plaques lie at the heart of the religion of the Slann. Their sacred task is to dutifully and faithfully complete the plans of the Old Ones. The plaques are duly consulted, and each part of the world plan is put into action at the intended moment, when the stars and planets are in the correct alignment.

Thus the Slann Mage-Priests know when it is time for continents to shift, for seas to open, for volcanoes to erupt and even for the world to alter its axis or its orbit. All these are recorded on the plaques and when they say that a thing should be done, the Mage-Priests will see that it is done. The great minds of all the priests will be turned onto this one task and the continents will move. As to the fate of those who dwell upon the continents, or the cities that will plunge into the abyss, this is of no concern to the Slann. The will of the Old Ones will be carried out unto the end of time, and only the Slann know when this will be.

THE LABYRINTHS

Beneath each pyramid temple is a labyrinth of tunnels and crypts, which are usually half flooded with swamp water. It is here that the Saurus, Kroxigor and other creatures are spawned and were raised under the care of the Skinks.

The drier chambers are the barracks of the Saurus warriors, in which are hung row upon row of vicious bronze weapons and shields. The Saurus warriors use the tunnels of the labyrinth to emerge at various points on the steps and platforms of the temple to defend it. Anyone attempting to reach the top of the temple can expect to be attacked from every side and will have to fight for every step of the way.

All the labyrinths in the pyramid city are linked, allowing for a co-ordinated defence. Any tunnel can be sealed by huge blocks of stone, rendering it impossible to invade the pyramid or the city through the labyrinth. Any enemy who try this will be entombed forever.

THE PYRAMID CITIES

The pyramid temples are clustered together in cities. The tall pyramids of the highest Mage-Priests are surrounded by the smaller pyramids of the lesser Mage-Priests. Grouped around these are the huts of the Skinks, the plazas where the Saurus warriors practise their drills, store-rooms and the sacred ponds in which the Skinks are spawned.

THE RUINED TEMPLE CITIES

The majority of the temple cities of Lustria are now in ruins, though not all of them are deserted. Some still have Mage-Priests and their Skink and Saurus servants lingering, guarding the hidden mummies of ancient Slann or sacred plaques sealed within the vaults. Some of the cities however were lost to invaders, who managed to reach and plunder them.

By far the worst of these invaders were the Skaven Clan Pestilens. They emerged in Lustria around -1300 (Imperial reckoning), and settled in the ruined temple city of Quetza. Plague soon spread virulently through the jungle with devastating effects on the other Lizardmen cities. Skinks were especially vulnerable to these plagues and migrated en masse when their cities became afflicted, thus spreading the plague further.

As a result many cities became deserted and fell into ruins. The Skaven made raids on the remaining Lizardmen cities, not only to introduce plague, but also to capture Skinks for sacrifice to their vile rodent-god. Eventually, after inflicting their evil on Lustria for centuries, Clan Pestilens migrated towards the coast, cutting a swathe of further devastation in their wake. Many of the cities devastated by the Skaven plagues remain abandoned to this day due to the lingering pestilence.

A few cities were ruined by the actions of the Slann themselves. It happens from time to time that the plan of the Old Ones requires the continent of Lustria to be shifted. When this occurs, some cities fall into ruins as earthquakes rock the entire continent. The Lizardmen abandon the city when the first tremors are felt, sometimes returning to re-occupy the ruins afterwards, sometimes migrating to swell the population of another more intact city. Thus though there were once many small temple cities, now there are a few very large ones.

Another cause of desertion of cities is the re-alignment of lines of telepathy. All cities are located on lines of telepathy. If the plan of the Old Ones requires a re-alignment of any of these lines, cities on the old alignment are deserted, their vaults sealed up, and the Lizardmen migrate, taking their masters and relics upon palanquins in a great trek through the jungle to another city.

The ruins which remain occupied are usually those which have been plundered by enemies. The plan of the Old Ones requires that the Slann remain in occupation with their Skinks and Saurus so they persist within the ruins, rebuilding slowly, guarding the vaults, maintaining their link in the web of telepathic lines across the Lizardman realm.

THE NORSE COLONY

The Norse adventurer Losteriksson was the first Old Worder to land on the coast of Lustria and live to tell the tale. As soon as his three ships anchored off the coast, the men were plagued by sickness caused by insect bites. Leaving the sick warriors behind to guard the ships Losteriksson headed inland with the rest of his men in search of treasure.

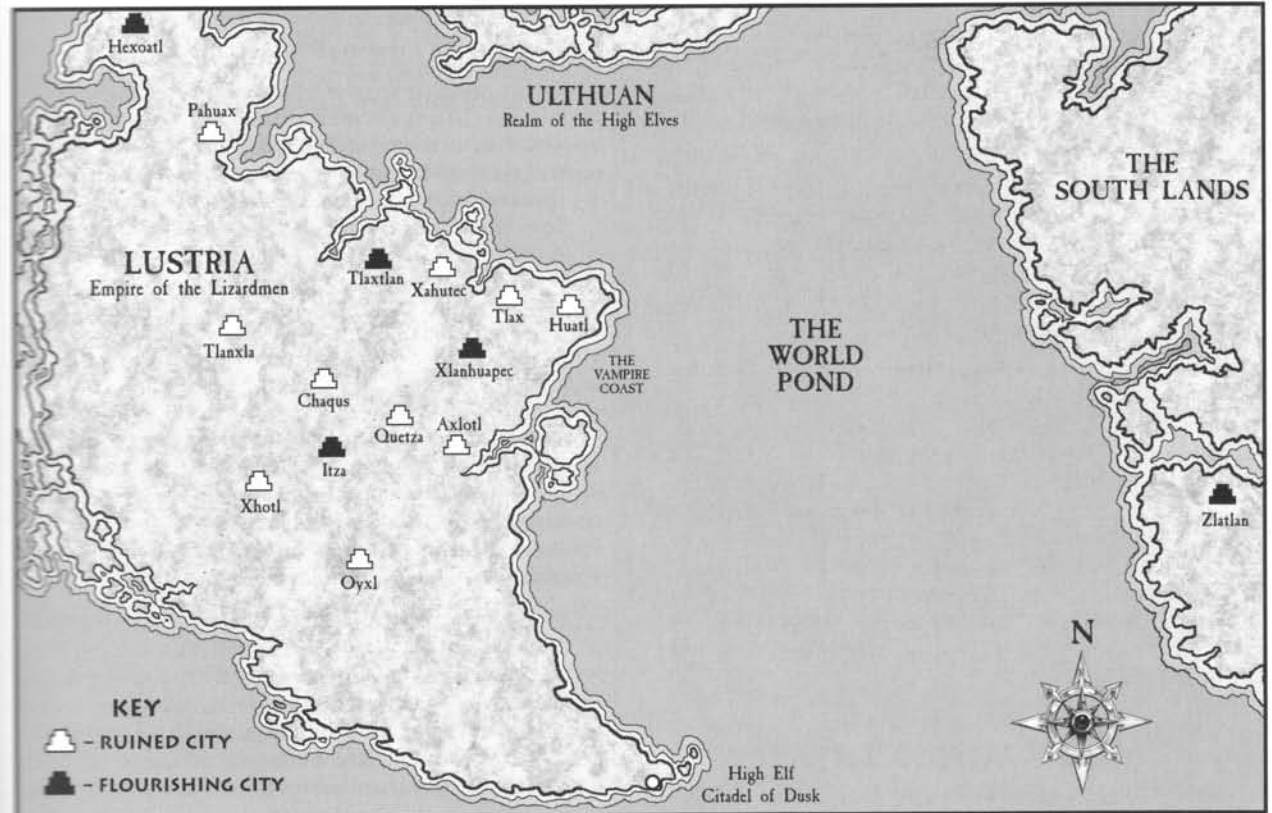
At first Losteriksson had no idea what the interior of the new land contained, but assumed that there would be temples and cities to plunder just like there were in Ulthuan and Naggaroth. However, he was hoping for

more luck than in those two lands, which were rather too resolutely defended for his liking.

After a long trek through the jungle and with only half his party still alive, he emerged among the overgrown ruins of a deserted temple city. This was exactly what Losteriksson had been hoping for. His men spread out to ransack the place. Some meagre items of gold were found in various vaults and crypts after a full day's search, although several men disappeared in the process. Losteriksson decided to return to his boats while the going was good, intending to return again with a bigger expedition to probe deeper into the jungle.

Eventually Losteriksson and a handful of warriors reached the beach to find the boats deserted. Their men had gone, not even their bones were left. Their fate was unknown. There were now so few Norse left that the shareout of the gold made all the survivors quite rich. This gave every man the impression that Lustria was a place where a man could get rich. None stopped to consider the odds of surviving to enjoy the riches.

Losteriksson could now return to Norsca with honour and the dowry for his beloved Inga. Norse being excellent seafarers, all the ships returned safely, despite the diminished crews. Soon word spread throughout Norsca of a new land overflowing with gold. Warriors flocked to Losteriksson's new and magnificent hall, built with his share of the gold, and clamoured for him to lead a new expedition to Lustria.



At length, Losteriksson ordered many ships to be built. Under his leadership, these sailed southwards loaded not only with Norse warriors, but also their wives and farm animals. The expedition reached Lustria after a long and arduous voyage in which some of the ships were lost. Losteriksson navigated along the coast to find the great cairn which his men had raised to mark their previous landfall. The place was found and the ships were beached. Within a few days, the Norse had built a stockade around their ships.

The new land was rich in timber and the human axes were sharp, so it was not long before a true Norse settlement had taken shape complete with a timber hall. The jungle was cleared back for hundreds of yards, which did much to alleviate the sickness brought by the insects. The Norse fed on fruit instead of the stodgy porridge of their homeland, and the meat of the great reptile beasts that they hunted in the jungle roasted well on their spits. Lack of ale was a serious problem, until the first crop of corn was harvested. However, the hives of the huge tropical bees provided honey to make a mead which surpassed anything in Norsca.

The new Norse colony was called Skeggi, in honour of Losteriksson's daughter who was the first child to be born in the new land. At first Losteriksson forbade anyone from going into the jungle. This was a great annoyance to the young warriors eager for riches and soon many were disobeying him. Small groups went their own way and never returned. At least one or two bands did find riches elsewhere and returned to Norsca, encouraging more Norse to make the voyage to Lustria.

Thus ships laden with more settlers turned up from time to time at Skeggi to swell the population.

Unfortunately, one of the more reckless bands of Norse warriors must have stumbled upon a temple city which was inhabited by Lizardmen. No doubt they attempted to seize something precious and got away with it. Losteriksson and the settlers of Skeggi only found out about this when a vast horde of Skinks suddenly emerged from the jungle and swarmed across the settlers' hard won fields.



The settlers retreated back into the stockade behind a shield wall of warriors. Every Norse farmed his plot with his axe and shield beside him, which was just as well. The Skinks besieged the stockade, showering the settlers with poisoned arrows and javelins. The situation seemed hopeless until Losteriksson ordered all the treasure accumulated in Skeggi to be thrown over the rampart. His men reluctantly obeyed. The Skinks stopped shooting and several crested leaders scurried out to inspect the items. The Norse observed their hissing conversations as they debated the hoard, picking up each item and discarding it. Then, taking only a single gold plaque inscribed with glyphs, they turned away and led their men back into the jungle without a backward glance.

The Norse waited a few moments before rushing out to recover their treasure. Obviously the Skink officers, who were in fact Piquoqi and Qupacoco, had been sent by the Mage-Priests of Hexoatl to recover a particular item of great value to them. The rest of the gold was nothing more than trivial trash as far as they were concerned. None of the Norse had failed to notice that the Skink leaders and many of the warriors were absolutely dripping with silver and jade trinkets and jewellery.

And so the settlement survived and prospered. For many years, the Norse were content to probe into the interior and search the ruins which they found for treasure. Of those who went too far, none returned and so the great cities of the interior remained hidden from their greed.

Norse being Norse – great travellers, drinkers and boasters – the tale of the fabled wealth of Lustria was now the talk of the taverns of Bretonnia, Estalia, Tilea and the Empire as drunken Norsemen related their wild tales before falling senseless under the table. Needless to say, the rumours of gold fired the interest of any Dwarfs who overheard them.

The Slann had known all along about the founding of Skeggi and the plague of gold-lusting strangers that was about to break their tranquillity, as it had been predicted on the great plaque of the three



hundredth cycle of the two moons in Itza. The Old Ones had calculated every stage in the evolution of the new spawnings. The great Slann of the second spawning had calibrated the predictions to take account of the accelerated evolution caused by the collapse of the polar warp gates. All the Slann mages knew of the events via the lines of telepathy across their lands, and gave these instructions to their servants: *Xla Xaurux quaha tec oxltl huac izqua tlann iq xzlan!* ("Raise Saurus and prepare the weapons of war, for a time of tribulation is upon us!").

Losteriksson's expedition was not the first Norse penetration into the seas around Lustria; his was just the first successful one. There had been other adventurers who had worked their way down the coast of Naggaroth towards the unknown continent of Lustria. Since these expeditions came to a bad end, with no-one left to tell the tale, they do not feature in any Norse sagas, leaving Losteriksson to claim all the fame for discovering Lustria himself.

THE VAMPIRE COAST

The so called 'Vampire Coast' is evidence that at least one doomed Norse expedition did in fact arrive in Lustria. However, by the time the adventurers arrived they were no longer truly Norse any more. What actually happened is difficult to reconstruct, and only the High Elf explorers, who found out about the Vampire Coast, seem to have a plausible theory.

Apparently Norse raiders attacked an Empire merchant ship in the year 876 (Imperial reckoning), an event is recorded in Empire annals. The Norse took everything of value including a precious sarcophagus, which, unknown to them, contained the corpse of the Vampire Luther Harkon. The Norse ship must have then headed south towards Lustria, perhaps pursued by Empire ships or perhaps just searching for new lands to plunder.

By the time the longship had reached the seas around Lustria, all the Norse aboard the ship had either been enslaved or turned into Undead and now served a new master: Luther Harkon. The longship was beached and Luther carved out for himself a realm of the Undead on the coast of Lustria. This stretch of coast was later to become infamous as the Vampire Coast because any Elven ship which passed too close was destined to meet a dire fate. It seems likely that subsequent Norse expeditions may have turned up here, swept in this direction by prevailing winds and currents. If so their crews were doomed to join the ranks of Luther's Undead. Losteriksson and his expedition were therefore truly fortunate that he was in fact lost, and his expedition arrived in a different and more favourable place.

Luther's Vampire realm is a source of great annoyance to the Lizardmen. He desires many of the precious arcane artefacts hidden in the vaults of their pyramid temples, and covets above all the mummified remains of the Slann. He regularly dispatches his servants to steal these items and with the Undead immune to the pestilence of the jungle they can only be stopped by the vigilance of the Lizardmen armies. It is said that Luther's forces

accomplished the destruction of the temple city of Axotl and ransacked it of its artefacts. The Lizardmen are eager to recover these sacred items, and since then, Luther's realm has been under incessant attack from Skink raiders and Saurus legions sent by Lord Xltloc of Itza.

HEART OF DARKNESS

When large numbers of warriors deserted Losteriksson's settlement at Skeggi because they were impatient to go and find gold, they left their wives behind. When they did not return, these and many other Norse maidens who had come to Skeggi hoping to find a brave and wealthy warrior as a husband were bitterly disappointed. Furthermore the number of warriors defending Skeggi was badly depleted.

These resolute Norse women became Valkyries, by which name the dreaded Norse women warriors are known. Unfortunately, women warriors are not accepted by Norse warrior society which holds that "axe wielding in battle is man's work and not for women!" After helping to beat off the foe, the Norse women warriors were in no mood to put away their weapons and go back to weaving breeches for the menfolk. The Valkyries were forced to leave Skeggi. They were given a longship and sailed far along the coast and up the estuary of a great river.



The Valkyries finally settled in a swampy island in the middle of the river, surrounded on all sides by impenetrable jungle. The island contained the deserted ruins of Lizardmen temples, and this place became the Valkyries' stronghold. Many years later these same warriors were encountered by Elf and Dwarf adventurers who had sailed up the river and attacked the settlement thinking it to be a Lizardman city. They were beaten off and fled, bringing back tales of strange warrior women worshipping Lizardmen gods. They called them the 'Amazons' after the name of the river. The island they called 'Heart of Darkness' because of the denseness of the surrounding jungle.

Needless to say, the Amazons now bear scant resemblance to proper Norse Valkyries, having adopted the trappings of the Lizardman culture which they found in the ruins. Furthermore, the fact that they are still there and their numbers have never been replenished and are never likely to be, lends credibility to the rumour that they have discovered a strange tropical drug which gives them everlasting youth and longevity. This rumour alone has attracted many would be raiders to their stronghold, for such a potion would be more valuable than gold. The Amazons have never taken sides with the Lizardmen, nor have the Lizardmen ever sought their help. They remain invaders as far as the Lizardmen are concerned. The Amazons therefore are alone and never fight for anyone except themselves.

THE VOYAGE OF YIN-TUAN TO LUSTRIA

Circa Imperial Year 1690

Yin-Tuan was captain of one of the great war junks of the ill-fated invasion fleet despatched by Emperor Wu of Cathay to conquer and colonise the South Lands. Long before the rest of the fleet sailed to its ultimate doom, Yin-Tuan's war junk was blown off course by the typhoon that scattered the fleet shortly after it put to sea. Years later as an aged sage living in retirement in the monastery of Mount Li, he wrote down an account of the adventure which has survived as a classic of Cathayan literature. The extracts that follow contain illuminating insights into the civilisation of the Lizardmen.

Yin-Tuan Reaches Lustria...

"It was in the fourteenth year of the most excellent Emperor Wu, that we sighted land again, after almost ten months at sea. For two months we had fed on nothing but the poisonous Po-fish and now half the crew were dead and the rest were ill. Such good fortune at last, not to die after all! I gave orders to make sail for the land straight away.

We made camp on the shores of this strange coast and feasted every day upon its tropical fruits until we were well and strong. During this time we saw none of the inhabitants and had no idea where we were. A party of men ventured inland and returned several days later. They had found a huge statue carved in the shape of a dragon. It was not at all like a dragon of Cathay, but resembled some kind of lizard-daemon. I ordered everyone to stay near the camp. Then at length I gathered the soldiers and the sailors, numbering one hundred and twenty three men in all, and discussed what to do."

Yin-Tuan Marches Overland...

"I told the men what I had calculated from my charts and astronomical observations – that we were on the other side of the world sphere from Cathay. Many shook their heads in despair. No-one was willing to attempt the journey back the way we had come and endure the same perils all over again. Their spirits were raised when I mentioned that because it was known that the South Lands were inhabited by a race of lizard-daemons, the statue was proof that we had reached there, albeit by the longest route! If we marched overland, we would meet up with our victorious and all-conquering fleet which must by now have landed on the eastern side. We would encounter little opposition, because the army of the lizard-daemons would have gone eastwards to fight with the invincible and ever-victorious army of the Emperor."

Historian's note: The Cathayans knew that the South Lands were divided between three realms: Araby, the Undead and a vague and mysterious race of 'Lizard-Daemons'. Emperor Wu's invasion was intended to capture the South Lands and secure the spice trade, motivated by intense rivalry with Araby. The Cathayans though, had not reckoned upon encountering a powerful and flourishing Lizardman realm.

"After we had marched for several days, cutting our way through dense jungle and hungrily feeding on wild rice and tree frogs, we encountered more of the lizard-daemon statues. Soon afterwards we entered a wide clearing and were stunned to see three huge stone structures rising up in a stepped formation. These were completely overgrown with vegetation and carved in the likeness of countless heads of the lizard-daemons. We made camp on the platform at the top of the highest edifice for safety.

At sunrise on the next day we were suddenly awoken by a strange sound. The entire jungle seemed to be moving and quivering around us. When the jungle mist cleared we looked down upon a sea of living lizard-daemons filling the entire clearing. They were the colour of jade, with yellow crests and were marching in unison. None of them had noticed us on our vantage point.

Tzu-Kwo, a soldier with very keen eyesight, pointed out where they were coming from – a huge square-shaped lake like a vast paddy field on the edge of the clearing. They seemed to be intelligent and were making rasping noises, droning like the chanting monks of Fu-Hung. There must have been at least ten thousand of them. Fearing for our safety we hid on top of the platform for the whole day until the sun set. The next day, the clearing was empty.

The lizard-horde had moved through the jungle without flattening the vegetation, but it was possible to see which way they had gone. Naturally, I avoided going the same way. We marched on towards the horizon of the rising sun for several days. That was until Lin-Po, a good and courageous soldier, reported that we were being followed.

Nothing happened until we were clear of dense jungle and had begun wading through a shallow mangrove swamp. As soon as we were in the open, several men at the rear of our column were slain by arrows and javelins thrown by unseen enemies lurking among the tangled mangrove roots. I immediately gave the order to make a defensive formation. Suddenly, hundreds of the jade coloured lizards emerged from the undergrowth armed with vicious weapons. This time, luckily, their arrows fell harmlessly upon our lacquered tiger-shields. We replied with our crossbows, slaying several of them before they scurried back into the trees. The jungle fell silent.

A flock of birds suddenly scattered out from the trees and close on their heels a much bigger creature armed with a huge bronze axe charged towards us. It crashed through our shields and began chopping to left and right. It took twenty three crossbow bolts to fell this mighty lizard warrior because the thick scales which covered its carcass provided better protection than even the lacquered scale armour worn by the Emperor's bodyguard. When we were sure the enemy had gone we counted our dead. There were so many. Even those who had only been slightly wounded by the enemy's arrows had quickly died because the arrows were tipped with poison.

These ambushes occurred every time we broke from the cover provided by the trees and had to cross expanses of open marsh. Every day we lost more men. The enemy were experts in concealing themselves among the marsh plants and were able to approach dangerously close to our men by keeping most of their bodies underwater. Only their eyes and nostrils were visible just like crocodiles I had seen on other voyages. Then at close range, they would emerge and shoot a hail of well aimed poisoned arrows.

After one skirmish I noticed Kuan-Wu take something from a fallen comrade and hide it in his clothing. I saw the glint of gold and ordered him to show it to me. It was a flat plaque inscribed with the symbols of the lizard-daemons. I made him confess where he had found it. Seven soldiers had taken them from a chamber in one of the buildings in the ruined city. I was furious that these men had deceived me and brought misfortune upon us, so I beheaded the remaining six myself. Is it not Tzu-Sun who says "An army cannot be victorious without discipline?" Then I had the golden plaques left beside the executed men and the column marched on. This pacified our assailants who were only intent on recovering their sacred objects. There were no further ambushes."

Yin-Tuan Reaches the World Pond

"I was surprised when we reached the sea after only seventeen days. I had thought it not possible to cross the South Lands in so short a time. Then I realised that it was not the same ocean that divides the South Lands

from Cathay – it was a different ocean of which our sages knew nothing about. Everyone was in great despair, so I decided to start work on building a new vessel immediately. It was difficult without bamboo, but the trees on the shore made excellent timber and it took us only two weeks to make a very fine and large sampan with a good outrigger and three sails of woven reeds. We also made a raft and filled it with fruit and gourds full of fresh water and then put to sea in one boat and towed the raft behind us."



Historian's note: Yin-Tuan must have crossed the isthmus of Lustria which is the narrow stretch of land which joins the continents of Lustria and Naggaroth. His party would have passed perhaps as close as within one or two hundred miles of the Norse colony of Skeggi and even closer to the Lizardmen city of Pahuax. Yin-Tuan of course had no idea that these places existed.

Yin-Tuan Arrives in the South Lands

"We maintained course towards the rising sun and were at sea for several weeks. We had almost eaten all the fruit, which was now rotten, before we once again sighted land. I was sure that this time it must be the South Lands. We all hoped that the entire land was by now conquered by the Emperor's invincible invasion fleet!"

Historian's note: The prevailing winds and currents would have carried Yin-Tuan far to the south of Ulthuan, and blown him towards the coast of the South Lands.

"I now had only seventy three soldiers and sailors remaining in my command. We marched inland once again. The landscape was similar in many ways to our first landfall. I calculated that we were now two thirds of the way towards Cathay. After hacking our way through dense jungle, we emerged in a vast area of parched ground covered with tall clumps of grass with razor-sharp leaves.

In the middle of this expanse the sharp eyed Tzu-Kwo spotted a creature flying high above us. It swooped down lower to take a closer look at us and to our amazement it was a flying lizard, carrying two of the lizard warriors on its back. These were not jade like those we had already encountered, but a sort of yellowish brown colour with red crests. The flying creature let out a mournful cry when it saw us, which filled the men with dread and foreboding. I ordered them to shoot at it with their crossbows to bring it down before the riders could fly off and warn their leader of our whereabouts. Unfortunately we did not hit it, but it immediately flew away. I knew this was only the start of further troubles. The enemy was certain to come for us again."

Yin-Tuan Narrowly Escapes Sacrifice

"The enemy attacked at dusk. They took us by surprise as we could not see to shoot our crossbows. The creatures which attacked us were much bigger than those we had encountered before, but not as big as the huge lizard creature which had slain so many of us with his axe. These lizard warriors came at us in ranks, armed with spears and shields. They fought savagely, thrusting with their hefty bronze and volcanic glass tipped spears. My soldiers could not stand against them. I was struck heavily with a mace from behind and fell to the floor unconscious.

"When I regained my senses, I found myself to be bound hand and foot to a long pole. It was being carried by several of the same lizard-warriors who had overwhelmed us. Ahead of me I could see the faithful Tzu-Kwo, also tied to a carrying pole. I shouted out to him. He replied that everyone else was dead. This shouting provoked one of the smaller lizard creatures who seemed to be in charge of the column. This officer was magnificently bedecked in gold bangles and exotic feathers. He brandished his spear and began speaking in an unintelligible tongue. I decided to remain quiet.

"We endured a terrible journey for several days. Occasionally water was poured into my mouth from a gourd. And what little food I got consisted of bitter-tasting dried grubs, but amazingly they staved off my hunger. Eventually we passed along a paved road, between rows of crouching lizard-daemon statues and entered a broad open plaza. There were ruins here like in the first lizard-daemon city – great edifices rising up in steps. These though were far bigger and in better repair.

All around there was noise and activity from the gangs of smaller lizard-creatures scurrying about on various tasks. Massive blocks of carved stone were being dragged up a vast ramp on one side of a tall stepped building. Huge creatures were bearing the strain of the ropes, while the smaller ones directed the work. In other places, groups of small lizardmen were engaged in heated debates accompanied by rows of seated scribes writing on clay plaques. Tzu-Kwo and I were taken out of the bright daylight and manacled to the wall of a dank and dark vault guarded by two of the big lizard warriors.

The next day we were led out and taken up countless steps until we emerged into the dazzling sunlight. We were goaded out onto a platform which was half-way up the side of one of the huge stepped structures. There were guards and dignitaries of the lizard creatures on all sides. On the steps above and below us were ranks of the lesser lizard creatures beating huge drums in unison. Far below, the plaza was full of a dense mass of lizardmen of all types, arranged it seemed, in regiments. The steps of the other great buildings were also covered in rank upon rank of lizardmen.

All the lizardmen around us suddenly turned and began making obeisance towards the top of the great edifice. High up on the top platform, a palanquin emerged from the darkness of an ornate doorway. On top sat a creature of a kind which I had not seen before. It resembled a large, bloated toad. The gold and jade ornaments it was wearing glinted like jewels in the sun.

"By the great respect being shown by all the lizardmen, I took this being to be the high priest or ruler of the city. This great one made a gesture and the lizardmen ceased their obeisance and began their rasping incantations.

"Before us was a deep pit from which rose a foul stench. Tzu-Kwo and I were prodded towards its edge. It was obvious we were going to be sacrificed to the foul lizard-daemons which they worshipped. Tzu-Kwo bravely stood to attention, preparing to meet his ancestors like a true soldier of the Emperor. He kept his composure even as he was hurled into the pit. I knew that it would soon be my turn to make peace with my own gods and face whatever laid in wait for me down there like a true noble Cathayan.

The lizardman warriors gripped me ready to throw me into the pit to meet the same fate as my brave comrade. As they did this, my silk tunic, which was worn and drenched with blood and sweat, ripped open. At that moment the lesser lizardmen who had been presiding over our execution became very agitated and put a stop to the proceedings. They examined my bared back with great interest, swaying from side to side and debating amongst themselves in their strange language. I realised that the cause of their consternation was the tattoo of the Imperial dragon which had been put on my back many years ago in the opium house of Fu-Chow. It was a very fine tattoo and now it had saved me from death. My captors had taken it as some kind of omen."

Historian's note: The Imperial dragon as depicted in Cathayan art of the period of the Wu dynasty could be mistaken for an archaic image of the god Sotek. This no doubt gave the Skinks and their Slann master a problem to ponder and delayed the sacrifice of Yin-Tuan.

"I was dragged up the steps towards the toad-creature and was displayed before to him. He examined my back for a long time and then uttered one word and gestured once more. The lesser lizardmen repeated the word and gesture and the ritual was brought to an end. The assembled multitudes began to disperse as the drums continued to beat. There was now agitated debate among the lesser lizardmen, while the larger guards looked on motionless. The august being on the palanquin blinked and was taken back into his shadowy doorway. I was led back down to the vault whilst they decided what to do.

"When I'd had time to calm my nerves after this terrifying ordeal, it occurred to me that they might flay me alive and use my skin as a decoration for their

temple. I began to wish I had died with Tzu-Kwo, although I expect his fate had been equally unfortunate. I looked around for a means of escape. The vault was lit by a shaft of sunlight. As the night fell, this changed to moonlight. The vault became very dark.

I had noticed that the guards stood motionless at the door and reacted slowly to my movements. It occurred to me that the reactions of these reptiles were not as good during the coolness of night. Summoning all the energy I had left I performed a single somersault in the way I had been trained at the school of Master Po. Although I was only a poor disciple of the martial arts I succeeded in catching hold of the carvings on the edge of the light shaft. I moved so fast that the Lizard guards were not able to stop me, and could only growl below me, jabbing upwards with their spears. I hauled myself out of the shaft and found myself out in the open, on the lowest step of the temple. I did not waste any time and ran as fast as I could towards the jungle with the bronze manacles still attached to my hands and legs."

The Fate of the Emperor's Fleet...

"I kept on going throughout the night, without stopping to rest until I was exhausted. I could hear the war drums of the Lizardmen beating the alarm in the distance and knew that they would be following me. I suddenly came out of the jungle onto the banks of a river. I stumbled along the bank tugging at logs among the mangrove roots and debris of fallen trees until I managed to move one. I dragged it into the water and lay on top of it. Soon I was drifting with the current. It was good fortune that the river was flowing in the direction of the rising sun, I thought as I slowly drifted off to sleep.

Suddenly I awoke, my feet were in the water and in excruciating pain. As I pulled them clear of the water I saw that carnivorous fish had attached themselves to my feet, which were lacerated with their razor sharp teeth. I had been fortunate to wake up as soon as I was bitten. Somehow I managed to stay on top of the log, keeping myself awake until the sun had risen.

The river had widened greatly. All day I drifted with the current under the burning sun. I had escaped the Lizardmen at last, but it seemed certain that I would die anyway and be eaten by the fish. At length the log was washed up on a vast sand bank. I dragged myself ashore and slept. The next day I began to walk across the sand bank until I had reached the far side. The water was a different colour, the colour of the ocean. It tasted salty but I didn't care as I rejoiced at finally reaching the great Eastern Ocean at last. I could tell from the sun that I was on the northern bank of the river mouth, and so began to walk northwards. I reasoned that sooner or later I would reach the invincible fleet of the Emperor anchored off the coast and be rescued.

I walked slowly for days, eating shellfish and birds' eggs. I managed to break free of the manacles on my wrists and ankles by using big pebbles. As time wore on I began to see ships' timbers scattered on the sand which had drifted in on the tides. As I proceeded further northwards I saw the shattered hulks of ships. Soon I recognised them as the war junks of Imperial Cathay. At first I thought that these were other junks which had been scattered and shipwrecked in the typhoon. I found no survivors, only a few bleached bones which had been picked clean by the birds.

I sat down in despair. Before me was a terrible sight. The whole beach was full of wrecked junks and strewn with countless bones. It was all that remained of the mighty invincible fleet of Imperial Cathay, over a thousand war junks and a hundred thousand men. I wandered among the wrecks for hours and found no sign of any survivors. The misfortune that befell the fleet had occurred too long ago."

Yin-Tuan Returns to Cathay

"I camped on the beach for several days before I saw the sails of a junk out at sea. I lit a fire of old tarred driftwood to signal to it. Soon the junk approached close to the shore. It was a trading junk, on the spice route to Araby, flying the banner of the Tei-Pings, who were well known spice traders. They sent out a sampan for me as I waved and shouted from the beach.

The crew were surprised to see me and very anxious to be gone from that place as quickly as possible. From them I learned that the Emperor's fleet had been wrecked while at anchor by a second terrible typhoon. The survivors had marched inland and disappeared. The Emperor had therefore ordered all traders to keep watch on the coasts for any sign of their banners. I was the only survivor of that mighty expedition to be found alive. I returned to Cathay and was received into the presence of the Emperor himself to give my account. The Emperor ordered that it should be recorded for posterity and rewarded me with command of the Palace Guard."

Historian's note: It is quite possible that the Slann Mage-Priests with their arcane power to influence the geography of the world, brought about the two disastrous typhoons which destroyed the Cathayan fleet. One typhoon struck as the fleet set out, the other as it lay at anchor. By that time the bulk of the remaining troops had already disembarked. The leaders decided to march inland and attempt the conquest rather than report failure to the Emperor.

The Slann would have needed no advance warning of the invasion. They would have acted according to the predictions of the Old Ones. Thus the typhoons would with uncanny accuracy coincide with the Emperor of Cathay's attempted invasion. It is possible that only one typhoon was required according to the predictions of the Old Ones, but that two opposing schools of thought among the Mage-Priests of different cities resulted in two typhoons separated by several weeks.

THE RISE OF SOTEK

One of the most significant events in the history of the Lizardmen is 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, Xapati, Huanchi and the inscrutable Tepoc. Sotek was a new god, an upstart god, the god of the Skinks. Now Sotek reigns as the great god of the Lizardmen, eclipsing the shadowy Old Ones.

THE OLD ONES

All of the Slann who knew the Old Ones when they dwelt upon the earth are now dead. Although the younger Slann were spawned in the time of the Old Ones before the Great Catastrophe, they never actually saw the Old Ones. The Slann of the first spawning acted as intermediaries. They were the only Slann wise enough and mighty enough to be permitted into the presence of the Old Ones. All lesser Slann faithfully and unquestioningly worshipped and obeyed the Old Ones as though they were living gods, but had no idea what they actually looked like. They represented them with various carved images, totems and idols derived from the hearsay and imagination of the Mage-Priests. As far as the lesser Mage-Priests and the mass of the Lizardmen were concerned, the Old Ones were indeed gods.

THE PROPHECY OF SOTEK

When the Old Ones perished, so did the Slann of the first spawning. The Slann who remained continued to venerate the Old Ones as gods. The last of the first-spawned Slann had inscribed the great world plan of the Old Ones onto sacred plaques of gold before they themselves perished. These plaques were copied by the remaining Slann and recensions of the sacred plan were created in all the temple cities. It is not certain whether all the copies were faithful in every detail to the master copy, half of which has now vanished through the depredations of plundering invaders. For this reason, every sacred plaque is precious to the Mage-Priests, because it may reveal unknown details of the divine plan of the Old Ones. The Mage-Priests will go to any lengths to retrieve sacred plaques which are plundered from their temples.

AT THE TIME OF THE THREE
HUNDREDTH CYCLE OF THIS WORLD,
THE TWO MOONS SHALL UNITE AND
SUMMON FORTH THE RODENT GOD
AND HIS EVIL SPAWN TO DELIVER
PLAGUE AND PESTILENCE UPON
THE LAND NAMED LUSTRIA.

Extract from the Prophecy of Sotek

For countless centuries the Prophecy of Sotek was an obscure detail known from only one plaque, which was kept in the great pyramid temple of Chaqua. Only the Mage-Priests of this city knew about it and never pondered its meaning for very long, in case other Mage-Priests should read their thoughts and demand that it be rendered up to them or worse still, demand that it be purged as corrupt. The Mage-Priests of Chaqua believed that this prophecy was the true words of the Old Ones, but since it was to be fulfilled in the distant future, like so many of the other intentions of the Old Ones, they did not concern themselves with it before the appointed time.

The Prophecy of Sotek not only predicted the collapse of the warp gates but also the cataclysmic invasion of Lustria by the Skaven. As the Skaven were not part of the Old Ones' sacred and enlightened plan they are treated as enemies by all those who follow the Old Ones.

This cataclysm had to be endured. It would come, it would rage for many centuries and in due course it would pass. The prophecy predicted the ruin of many cities, including Chaqua, and the spreading of a great and terrible plague.

The time of the rodent spawn would eventually be brought to an end when the mighty serpent Sotek would appear. Sotek was destined to prevail over the rodent spawn and would be heralded by the appearance in the sky of the forked tongue of a serpent. The Mage-Priests of Chaqua considered Sotek to be none other than one of the Old Ones who would return to save his faithful servants from the dire peril that beset them.

THE PLAGUES

It was not until rumours of a virulent pestilence arrived in Chaqua that the Prophecy of Sotek was scrutinised by the Mage-Priests. This took a long time, and in the meantime many of the Skinks in the city began to sicken and die. Finally the Mage-Priests proclaimed the prophecy to the population and despatched a warband of Skinks to find and attack the rodent stronghold and bring back captives for sacrifice. The Mage-Priests had made up their minds to invoke Sotek in an awesome ritual. They hoped to attract the god with the smoking stench of the rat servants of his arch enemy, the rat god.

Few of the Skinks returned, but those who did did not return empty handed. Unfortunately their captives brought the plague into the city with them. The Skaven chiefs were duly sacrificed upon the new altar to Sotek and the god was invoked. Within weeks, the city was devastated by pestilence. The Mage-Priests perished. Their Saurus bodyguards took their remains into the crypts and sealed up the passages from within, determined to defend their masters to the bitter end.

While this was going on a new sight appeared in the sky, a comet with two tails shaped like the tongue of an enormous serpent. This sign was viewed with awe and consternation in all of the Lizardman cities, but try as they might, none of the Slann Mage-Priests could

interpret the omen. It was not predicted in the glyphs on any of their sacred plaques. Only on the plaque of Chaqua was this event predicted and its meaning made clear. The Slann of Chaqua were dead and none of the Slann Mage-Priests in the other cities were even aware of the existence of such a prophecy.

THE MIGRATION OF THE RED CRESTED SKINKS

The surviving Skinks of Chaqua were left leaderless. The Skinks of that generation were Red Crested and the greatest among them was Tenehuini. He proclaimed himself to be the Prophet of Sotek and rallied the other Skinks to him. Tenehuini declared that the sign of Sotek had appeared in the sky as predicted by the sacred plaque of Chaqua. The sacred plaque of the prophecy was placed in a reliquary and taking this with them, the entire population of Red Crested Skinks deserted Chaqua and migrated ahead of the plague.

Wherever the Red Crests went, they proclaimed the Prophecy of Sotek and urged the sacrifice of rat spawn to invoke the god. All Skinks were swayed by this new cult, especially as it was the Skinks who were the main victims of the Skaven plagues.

As for the Mage-Priests of the other temple cities, they viewed the prophecy with disdain and ignored it, despite the heavenly portent. Perhaps wisely, they forbade the bringing of rat captives into their temple cities for sacrifice for fear of plague. This frustrated the Skink followers of Sotek who were, at great cost and suffering, succeeding in capturing Skaven chiefs in skirmishes and raids. It was not long therefore before Skinks began conducting their own rituals to invoke Sotek among the ruins of their stricken cities.

THE EMERGENCE OF SOTEK

Sotek heard their invocations, although it took many years of sacrifices to build up his power. Although the coming of Sotek was foretold, and the moment of his coming was heralded by the comet, it was still necessary for his followers to make him as strong as possible for when he was due to appear.

The appearance of Sotek was hinted at in the prophecy and by the comet. He was a mighty serpent, the swallower of all rodent kind. A serpent of such awesome size and appetite that he could swallow the rat god himself and then spend a thousand years digesting him. The rodent god would be crushed within his coils. So said the prophecy.

The time of Sotek drew nigh. In the Skaven stronghold, the comet had been observed and it was seen as an omen of another kind. Soon afterward, a snake infestation drove the Skaven up from their tunnels into the ruins. The serpents proved virtually immune to any pestilence which the Plague Monks unleashed upon them. At length, the decision was made to abandon the ruins and migrate. Clan Pestilens gathered together and resolved to hack their way through the jungle to the coast and from there to return to their place of origin.

This was indeed what they did. It was said later that following behind the rat spawn came a gigantic serpent, none other than Sotek himself, accompanied by his myriad slithering legions of snake spawn.

It is also said that the serpent plunged into the sea after the rafts of the retreating Skaven and emerged even mightier in the South Lands. From there he slithered into the depths of the earth in his relentless pursuit of the Skaven and now lurks there, feeding endlessly on rat spawn and protecting his people from the menace forever. Such is the myth of Sotek.

SACRIFICES TO SOTEK

The Mage-Priests could no longer ignore the power of the god of the Skinks. Tenehuini, the Prophet of Sotek, was summoned to speak before the High Slann. He revealed the Prophecy of Sotek upon the sacred plaques. It was now clear that the prophecy was in truth the words of the Old Ones. The Mage-Priests decreed that new pyramid temples be raised up to honour Sotek in every city and so the cult of Sotek became pre-eminent among the Lizardmen.

Every temple of Sotek has a sacred snake pit of great depth. At the bottom of the pit dwells an ancient and enormous serpent. These serpents have been nurtured for centuries by the Skinks because they are sacred to Sotek. All snakes are in fact sacred to Sotek, but the more gigantic the serpent, the more sacred it is. The Lustrian jungle is home to many strange varieties of venomous or constrictor snakes which can live to a great age and grow to an enormous size.

Sotek is honoured and invoked by throwing sacrificial victims down into the snake pit to be devoured by the sacred serpent. Enemies captured in battle are acceptable as Sotek's rightful tribute of sacrifices. Sotek is most gratified by Skaven sacrificial victims because he relishes greatly the flesh of the rodent spawn. The Lizardmen are therefore always eager to render such delicacies to their beloved god.

LINGERING THREAT OF THE RETURN OF THE SKAVEN

Although Clan Pestilens have abandoned Quetzta, the Skaven tunnels beneath the jungles of Lustria remain intact. Fortunately these tunnels are now infested with snakes, the servants of Sotek who protect his people against the Skaven menace. The Lizardmen believe that as long as Sotek remains lurking in the tunnels beneath Lustria, then the Skaven cannot return, so every effort is made to placate Sotek with his deserved tribute of sacrifices.

In the South Lands across the World Pond from Lustria, the Lizardman city of Zlatlan is under far greater threat from the Skaven, being much closer to the heart of the Skaven under-empire. Here, as might be expected, the cult of Sotek is particularly strong and Sotek is especially venerated. Encounters with Skaven raiders seeking to infest and pollute the city occur often, and this results in captives for sacrifice in the snake pits of Sotek. So far, Sotek has protected Zlatlan from a Skaven onslaught.

THE WELL OF TIME

During the Second Age of Ulthuan, in the time of Bel Shanaar 'The Navigator', Elf adventurers set out to explore the world and establish trading colonies. Lustria, being not far to the west of Ulthuan, did not escape their attention and many Elven expeditions set out into the interior never to be seen again. This is the story of one of the first of these doomed expeditions, led by Sirion 'The Obsessed'. Absolutely no records of this expedition survive, neither Elven nor Lizardman, but the events can be 'seen' and 'heard' by means of the mysterious crystal skull of Hoqzi-Poquz which is kept in the secret vaults of the city of Tlanxla.

A sleek Elven ship enters the mouth of the great river of Lustria. It is not a large ship, but a merchant vessel fitted out for an expedition. On board are a company of Elven soldiers, belonging to the same merchant kindred. Their leader stands at the prow. His name is Sirion and already he has gained a reputation in Ulthuan as an intrepid explorer.

Sirion's obsession is the mysterious land of Lustria. His interest in the wealth of this exotic land is superficial, that is what motivates his men and that is why the merchant kindred financed the expedition. Sirion however, has another motive for exploring the interior. He searches for secrets and hidden knowledge.

The ship glides effortlessly up the great river, the breeze blowing it against the current. The mist rises from the waters and the distant riverbanks, swathed in jungle, appear blue on the horizon. It is a glimpse of a remote age, a time before mankind, the dawn of the age of the Elf and Dwarf empires. But for the hidden dwellers of the rain forest it is the dawning of a new age, a time of contact with outsiders, new races of which their prophecies speak. The progress of the Elf expedition is being watched.

Eventually the sleek ship reaches the headwaters of the mighty river. Its shallow draught enables it to penetrate the reed choked creeks, between the menacing mangroves. The river is narrow here. After a while the ship runs aground. Sirion debates with his officers. It is decided to try and drag the ship over the mudbanks to the swamps and pools beyond. All the ship's company labour under the hot tropical sun dragging the ship inch by inch across the mud.

Elves with keen eyesight and powerful bows shoot arrows at the crocodiles as their comrades trudge thigh deep in cloying silt. At length the attempt is abandoned. Leaving a few Elves on board the ship, now high and dry on the mudbank, the rest trek onwards, with their gear strapped to their backs. A long file of Elves forces its way between the trees, deeper and deeper into the jungle.

The Elves are suffering in the humidity and heat.

Their silvery armour is tarnished. Their pale skin burns under the scorching sun. Their faces are hidden under their hoods. The insects bite and delirium takes its hold. It is a bad decision, made in haste and surprise, to shoot arrows at the Skinks who suddenly appear from the trees. A small party of them are slain, transfixed with Elven arrows. None are spared, none escape.

Sirion and his Elves emerge from the forest. They enter a broad sunlit clearing. Beneath their feet the ground is paved and not even overgrown with weeds. As they continue into the centre of the plaza, they look up at the great stepped pyramids, towering on all four sides of them. The stone gleams white in the sun. Strange carvings grimace down at them. The place is utterly deserted, yet pristine, as if some unforeseen catastrophe has overtaken the vanished inhabitants, leaving the city intact.

For a long time the Elves stay close together for fear of being ambushed. They make camp in the middle of the plaza, posting guards to keep watch throughout the dark night.

The sun rises over the summit of the greatest pyramid. Rays of light shine between the obelisks and along the paved road, cutting the plaza like a golden knife from the sky and waking the Elves. Several of their number are found to have perished overnight from bites, stings and sickness.

Suddenly an eerie sound pierces the dawn. Sirion and the others gaze up to the platform of the nearest pyramid. They see a lone figure playing a strange tune upon the pipes. It is Hotx-Potx greeting the sun as has been the custom of this place since the dawning of time. A foolish Elf, crazed with the delirium, shoots an arrow. Hotx-Potx tumbles. His greeting for the sun is not finished. Sirion glares at the Elf with the bow in his hand. His words of rebuke are unspoken, his eyes betray his dread.

Sirion orders his warriors to search the city. He tells them "If you find any scrolls bring them to me. If you find any objects which have no obvious use as tools or weapons, bring them to me as well." The Elves split up into small parties and set about

searching the pyramid temples and the surrounding buildings. This takes a long time, and everyone is in fear of a sudden attack. The search is cursory, but various strange things are found. Plaques of gold are prised from the walls of a chamber on top of a lesser pyramid. These things are being shown to Sirion when another party of his followers approaches. "We have discovered something which you ought to see," they say.

Sirion accompanies them across the plaza. They enter the portal of a large pyramid. Torches are lit and the party file along the descending shafts. Lizardman glyphs and murals glimmer in the light of the torch as they pass by them. Then they enter a chamber deep beneath the pyramid. The entire chamber is filled with dazzling yellow light as soon as the torch passes through the door. The walls are covered in hundreds of gold plaques, everywhere is the gleam of gold. Sirion gasps with wonder. His Elves grin with satisfaction and no small amount of avarice.

In the centre of the chamber, set into the floor, is a circular hole that looks like a well. "What is that?" says Sirion. "We don't know!" his men reply. "We came to fetch you as soon as we found this place, we have not yet been inside the chamber." Sirion steps through the portal and peers down into the well. Suddenly he lets out a loud cry of despair. His men shudder and feel the icy chill of terror in their hearts despite the humid atmosphere of the chamber, where even the stones are sweating.

Sirion backs away from the well and pushes his warriors back into the passage. "Go back, go back!" he says. "What about the gold?" asks a plumed officer. "Leave it!" replies Sirion making his way in haste past the officer, the latter's mouth agape in disbelief. The party glance back into the chamber then quickly follow their leader back along the passage and into the sunlight.

A nasty sight meets their eyes as they emerge onto the plaza. The pavement is strewn with dead and stained with blood. Most of the bodies are Elves, horribly slain. Sirion gazes in silence, his mind is clearly disturbed. There are no traces of any enemies. Another party of Elves arrives in the plaza from the other side of the city. The plumed officer calls out "What happened?" "We don't know" comes the reply. "We heard cries so we came as fast as we could."

The two groups of Elves meet. The plumed officer turns to Sirion, "They must be around here somewhere, what shall we do?" Sirion's mind is clearly elsewhere. Then he says, "Pick up everything we have found, everything we can carry, then we go!" The Elves set to work.

Suddenly they hear the rhythmic beating of a drum and gaze up in the direction of the sound. A line of Saurus warriors armed with spears and shields of bronze emerges out from behind the great pyramid. The line wheels around perfectly in step and in utter silence but for the beating of the drum. Then a second line appears, and a third. The Elves look on in awe as the Saurus bear down upon them. Then taking whatever they have got in their hands, they run. They head across the plaza and into the jungle.

* * * * *

Mage-Priest Xilquncani sits upon his palanquin within his chamber. Ichipoxi the Skink scribe approaches. The Mage-Priest blinks. "Speak!" he commands the Skink waiting patiently before him. "Wise one! Revered one! Focus of tranquillity! The strangers have left Traxcan. Are they to be pursued?"

The Slann is silent and then he says "Their leader has looked into the well of time. He should not have done such a thing!" Ichipoxi replies "Indeed! Great One, let us slay him!" The Slann bestirs himself to utter once more. "Desist, impetuous one! His offence is his own chastisement. He has seen the doom of his own kind!"

* * * * *

A pitiful band of Elves staggers out of the jungle, and begin to make their way across an expanse of mud, baked and cracked by the relentless sun. They reach the ship, high and dry on the mud and held fast. The ship is little better than a wreck. The sail hangs in tatters. There is no sign of life. All those left to guard the ship have vanished. Sirion is demented. He rants and mutters to himself, declaring his intention to found a great trading port in this very spot. His troops ignore him. Under the direction of the plumed officer, they begin to make a raft from the timbers of their ship.

It is many days later. The raft is complete. Sirion has assumed command again. The raft is drifting slowly along the great river. Flies buzz over the raft. High above, vultures are circling. The Elves lie here and there, dead or dying. The head of one of them lolls over the side of the raft into the water. It is already a skull. Fish tear at the remnants of flesh adhering to the bone. The plumed officer sits, clutching his sword, awaiting death. Sirion is striding about on the raft, describing the great trading colony he is going to build, in all its splendid detail. He turns to his only surviving companion, "You don't believe me do you" he says. "You think it will never happen, but you're wrong I tell you. Wrong! You'll see, you'll see..." A gold plaque slips into the water. The vision fades.

THE SOUTH LANDS

THE CREATION OF THE WORLD POND

In the remote age of the Old Ones, the continent of Lustria was physically joined to the continent of the South Lands. This is clear from the fact that the same kind of jungle vegetation and animals exist on both continents and also that on both sides of the World Pond there are Lizardmen. It is even possible that the hidden Lizardman city of Zlatlan which lies deep in the jungles of the South Lands had already been founded before the continents drifted apart.

When and how did these mighty continents break asunder? The Elves of Ulthuan believe that it may have occurred at the time of the birth of their own land, which rose up from the sea and split the continents apart. The Slann Mage-Priests believe that the creation of the World Pond, as they call the Great Ocean, was a fundamental part of the great world plan of the Old Ones. Indeed the Old Ones brought about the sundering of continents in order to create conditions favourable for the rise of the new races of Elves, Dwarfs and Men.



The continents may have been joined by a kind of land ridge which subsided beneath the waves. An alternative explanation might be that volcanic forces resulted in a narrow sea widening to become an ocean and in the midst of this ocean erupted the land mass of Ulthuan, pushing apart the continents and causing the rise of great mountain chains elsewhere on the globe. The Old Ones may have been able to use power derived from the movement of the sun, the moons and the stars as well as forces within the world itself, to change the shape of the continents and the oceans. Ever since the Old Ones vanished, the Slann Mage-Priests have been trying to understand and even regain some of their mysterious knowledge.

The Slann perhaps find it difficult to come to terms with the possibility that the Old Ones did not regard them as the pinnacle of creation, but a stage on the way to the evolution of the Elves, Dwarfs and Men. The collapse of the warp gates and the pollution of the world by Chaos has in a strange way given a cosmic purpose to the Slann. Whatever the Old Ones intended, they never accomplished. The catastrophe overtook them and they perished, leaving only enigmatic glyphs to hint at their intentions. The new races they had created, although evidently capable, lacked wisdom and were at risk from Chaos.

Thus it was that the Slann felt themselves to be entrusted with the ancient task of continuing the plans of the Old Ones. They seek to protect the world while

the new races continue to evolve and mature. Ultimately, and perhaps according to the vision of the Old Ones, the new races will triumph over the forces of Chaos. For the Slann believe that these forces were the enemies of the Old Ones even before they appeared upon the world, part of a cosmic struggle beyond comprehension.

The Old Ones were engaged in no less a task upon the world than the creation of offspring which over countless millennia – perhaps not such a long time in the time scale of the Old Ones – would evolve to the point where they would rise up, contain and overpower Chaos forever, returning equilibrium to the entire universe. The Slann envisage the world as a great pond full of tadpoles which must be guarded until the tadpoles can emerge full grown to fulfil their destiny.

The new ones are understandably too ignorant and primitive to know that they shouldn't disturb the tranquillity of the Mage-Priests or subvert their sacred task by pillaging the sacred plaques. Many of the new ones are already victims of Chaos, like the Dark Elves and the Chaos Dwarfs. Then there are the strange races, never intended by the Old Ones, which were spawned by Chaos or which just evolved in the changed circumstances after the collapse of the warp gate, such as the Skaven, the Undead, the Orcs and Goblins and others. It is thus the task of the Saurus and Skinks to protect the cities of the Slann.

Meanwhile, the Slann sometimes succeed in their efforts to adjust the shape of the world using what they know of the arcane powers of the Old Ones. Though this may cause floods, earthquakes and Dwarf, Elf or Human cities to disappear beneath the waves from time to time, the Slann know that this is for the ultimate good of all creation. Indeed, many of their own cities are ruined by the same process. Could it be thanks to the Old Ones and the Slann that the warp gate is surrounded by polar ice creating a barrier against Chaos? One of the great pre-occupations of the Slann is whether or not the World Pond is as the Old Ones intended it, or whether further shifts were planned.

THE SOUTH LANDS

The northern part of the continent known as the South Lands consists of the vast peninsula of Araby and the realms of the Undead. This latter region was formerly the ancient civilisation of Nehekara. The entire northern half of the land mass is largely barren desert or eerie wasteland. To the south are dense jungles and swamps, and these regions are almost completely unknown. Explorers and adventurers have barely penetrated a few miles inland from the coast.

What lies in the interior remains a mystery. It is said that thousands of years ago, Dwarfs journeyed along the mountain range which forms the spine of this vast continent. They reached the southern end of the mountains and built a stronghold, known in legend as Karak Zorn. If this is so, then the stronghold probably would have been situated high above the surrounding

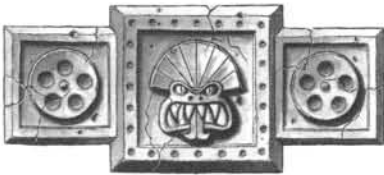
jungle among the snow capped peaks. Here the Dwarfs could flourish in a climate not unlike that of their better known homeland. All contact with the Dwarfs of Karak Zorn ceased long ago. No one knows whether the stronghold still exists, except perhaps the Lizardmen.

On the southern tip of the South Lands the High Elves of Ulthuan have established a stronghold of their own. From here, they attempt to control the passage of ships from one ocean to another. They do this partly to try and ensure Elven domination of the sea and the continued security of Ulthuan. Despite all their efforts and the quality of their ships, they have not succeeded in deterring the reckless adventurers of other races lured on by the prospect of gold.

At first the Norse and the Dark Elves penetrated the southern seas. More recently, Tileans, Estalians, Cathayans, Bretonnians and the corsairs of Araby have joined in the search for riches. Tales of the wealth of Lustria and the South Lands just encourage more adventurers to put to sea. About half of these brave, or, as some would put it, foolish, explorers are never seen again.

EXPLORERS, TRADERS AND RAIDERS

The merchants of Araby were the first to probe along the coast with their dhows in search of spice, gold and all kinds of exotic tropical merchandise. When they encountered opposition from the Elves, they tried the overland route across the desert with their camel caravans. The great Arabian traveller Ibn Jellaba was the first to penetrate the jungle and encounter the hidden realm of the Lizardmen. Since then, few have followed in his wake, preferring to halt at the edge of the desert rather than risk battle with the 'Al Saurim'.



Erik the Lost, father of Losteriksson, was the first Norseman to reach the South Lands. He had been sailing towards Lustria, which he had heard about from Elf hostages captured in a raid on Ulthuan. Somehow he managed to miss the entire continent and sailed around the Southern Sea in circles at the mercy of monsoon winds and currents for weeks. Thus he rightly earned his nickname the 'Lost', which he bequeathed to his son.

Eventually he made landfall on the coast of the South Lands, which he believed was in fact Lustria. Lost Erik and his men sailed up and down the coast raiding Elven and Arabian trading settlements, then returned to Norsca with the booty. By this time Lost Erik realised that he had reached the South Lands and not the unknown continent mentioned by the Elves. Years later his son, Losteriksson, set out to raid the coasts of the South Lands. Trying to follow the old rune-map of his father he became hopelessly lost, but this time ended up



in Lustria instead. It was a long time before he realised this and by that time he had encountered the Lizardmen.

The Cathayans heard about the wealth and abundance of spice in the South Lands and the Emperor of Cathay sent several expeditions to explore the coast. Soon fierce rivalry had broken out between the Arabs and the Cathayans. This culminated in the great armada of war junks sent out by the Emperor Wu to take control of the southern coast of the South Lands once and for all. The fleet was struck by two devastating typhoons and utterly wrecked. Now only a few Cathayan traders warily make the journey to the South Lands, running the gauntlet of Araby corsairs and Elven dragon ships.

All of this goes on around the coast of the South Lands without interrupting the Lizardmen who dominate the interior, secure within the impenetrable jungle.

THE HIDDEN CITY OF ZLATLAN

If it were not for Ibn Jellaba and Yin-Tuan no one would know of the existence of the Lizardman city of Zlatlan. This pyramid city has remained secret within the jungles of the South Lands since the separation of the continents. Maybe the Dwarfs of Karak Zorn encountered the Lizardmen, if so it is not recorded in any known Dwarf sagas. Almost certainly, the Dwarfs would have been interested in the gold and riches of the city, and fascinated by its stone architecture. They may have even made contact as friends. The mysterious silence surrounding the fate of Karak Zorn could be due to war with the Lizardmen, but it could just as easily be due to war with the Undead, who sealed off the route to Karak Zorn centuries ago.

As to the Undead legions of Settra and Nagash, they have never penetrated into the jungle to attack the Lizardmen, or if they have then they certainly met with defeat. The mummified remains of the oldest Slann would be sought out by any power crazed Necromancer, if he knew where it was and could fight his way in and out of the Lizardman city.



There may have been a time when there was contact between the Lizardmen of Zlatlan and the ancient civilisation of Nehekhara in its formative stages. The people of Nehekhara could have been influenced by the Lizardman cities in the form of their own architecture. From the Lizardmen, the rulers of Nehekhara might have taken the idea of the pyramid and the practice of mummification. The priest kings themselves could have been set up in imitation of the Slann Mage-Priests. It is possible that at some early time the Slann of Zlatlan encouraged the human population of Nehekhara to build a civilisation on the Lizardman model. They would have done this in order to further the plans of the Old Ones.

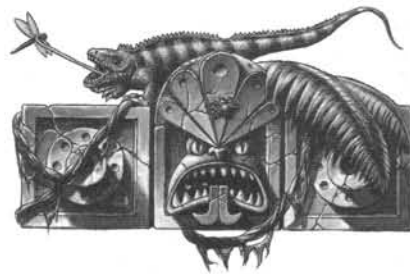
However, when things turned bad in Nehekhara, or more probably, when the Slann realised that things inevitably *would* turn bad in Nehekhara, they cut off all contact and hid themselves within their jungles. The Slann would have been extremely anxious to prevent their arcane knowledge getting into the hands of Nagash or others of his ilk. To this end they were supremely successful. Barely a handful of outsiders have ever encountered the Lizardman city of Zlatlan; it remains a fable and a rumour.

The Slann Mage-Priests of Zlatlan are unable to maintain contact with those of Lustria via telepathic links because of the curvature of the earth. The Slann communicate thoughts and magical energy along lines traced out across the jungle from one pyramid to another. The expanse of the World Pond and the curve of the world's surface prevent such a line between Lustria and the South Lands. This has led to the Slann Mage-Priests of Zlatlan having to make their calculations and rituals in isolation from the other Slann. One consequence of this is that, although the Slann of Zlatlan may deduce the time that an event predicted or planned by the Old Ones should occur, they are sometimes out of synchronisation with the Lustrian Slann. This may explain why the great armada of Emperor Wu was struck by two typhoons.

It is difficult to know which school of Slann Mage-Priests is most accurate. Whereas the Lustrian Slann have suffered the loss of many key sacred plaques bearing the glyph inscriptions of the Old Ones due to raids, the plaque sequence of Zlatlan is probably more intact if not complete due to isolation from raids. The Lustrian Slann are very arrogant in many ways and are loath to admit that the Zlatlan priests might be more accurate!

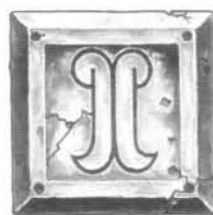
Despite its isolation, Zlatlan was not forgotten by Sotek. The Mage-Priests of Zlatlan observed the two-tailed comet and perceived that it represented the forked tongue of Sotek. Once again, it was their complete sequence of sacred plaques which meant that they had access to the Prophecy of Sotek and knew exactly what it meant.

At this time the Skaven Clan Pestilens washed up on the shores of the South Lands having abandoned Lustria. The rat spawn were in a vicious and aggressive mood. Plagues penetrated the jungle but fortunately did not reach Zlatlan. It was said that Sotek himself encircled the city to protect it. The Mage-Priests marshalled the Skink cohorts and Saurus legions and prepared for war.



Miraculously, the Skaven did not attack. They ignored the city, if they ever knew it was there, and instead set upon the underground strongholds of their own kind. For a long time the Slann of Zlatlan had been concerned about the rat spawn strongholds beneath mount Lhasa and Bhagrusa, now the Skaven were despoiling them in some strange frenzied rat-strife. All the priests agreed that the rat spawn had been sent mad by the magic of Sotek! Thus the cult of Sotek arose also in Zlatlan and henceforth any clashes between Lizardmen and those Skaven who yet remain in the South Lands provides Sotek with his rightful tribute of sacrifices.

It is not surprising, perhaps, that the glyph depicting the forked tongue of the mighty serpent god Sotek, represents not only the idea of Sotek, but also of sacrifice. This is not just because of Sotek's ravenous appetite for sacrificial victims (said to be 100 Skaven a day in the city of Zlatlan alone), but also because the sacrificial dagger is shaped like the forked tongue of a snake.



It is also interesting to note that the appearance in the sky of a fork-tailed comet was the portent for the emergence of Sotek. To Lizardman eyes, the comet's tail appeared to be the forked tongue of the serpent god himself. This glyph is therefore also a very sacred and potent talisman which is depicted on all manner of magic items.

The usual meaning of the glyph is simply 'Sotek' and it is used on its own to spell his name. When used for the word 'sacrifice' the glyph is usually accompanied by glyphs indicating the number of victims sacrificed to Sotek and would be literally translated thus: 'Ten-thousand rat spawn for Sotek', for example.

LIZARDMEN TEMPLE CITIES

Nearly all of the temple cities of the Lizardmen in Lustria and the South Lands are immensely ancient, having been founded in the time of the Old Ones. Since then many have been abandoned and fallen into ruin. Those that remain have not grown in size, but often have diminished slightly, with ruinous precincts on their outer edges, gradually being overwhelmed by the advancing jungle. From time to time the Mage-Priests of a city will deem that the time is appropriate to reclaim one of these ruined areas and rebuild the temples. Sometimes an expedition led by lesser priests will be sent out to re-found an old abandoned city, or at least, re-establish a presence there. This is usually done because the priests are interested in maintaining the network of astral alignments between the cities in order to continue the venerated intentions of the Old Ones.

Although most of the temple cities were founded in the time of the Old Ones, they are not all built on a standard plan. Each one was laid out differently according to certain astral alignments. Thus Hexoatl is planned according to important solar alignments, while Itza is planned according to alignments of the two moons. Other cities are planned according to the alignments of various constellations. Two or more cities may be aligned on the same planets or constellations, but in different ways, thus Huatl is also a solar city, but is laid out differently from Hexoatl.

Apart from these differences, all Lizardman cities have certain features in common.

PYRAMID TEMPLES

The dominant features of any temple city are the pyramid temples. These are arranged around the central plaza and rise up in platforms, giving a stepped appearance. The temple is on the flat topmost step. One or more staircases ascend the pyramid to the temple, up to a maximum of four (one on each side). Within are sacred crypts and chambers reached through secret tunnels and beneath the temples are labyrinths of catacombs where the Saurus warriors dwell ready to defend the inner sanctums. The pyramids are decorated with sculptures painted in striking colours. These depict aspects of Lizardman mythology and of course the totems of the gods. Each pyramid is placed in alignment with one or more stars or planets.

Although each pyramid temple is dedicated to a god, who will also be considered to be a manifestation or messenger of one of the Old Ones, it serves as a residence for a Mage-Priest. Exceptionally revered Mage-Priests may even have their own pyramid temples built for them. The mummified relics of former Mage-Priests are hidden in crypts within their own pyramid temples, or the pyramid temples of the gods. From the palanquin chamber in the temple, the Mage-Priest can commune telepathically with other Mage-Priests on top of distant temples or even receive inspiration from the sun, moons, stars and planets to which the pyramid is aligned. The palanquin rests on a plinth enclosed by a sacred pool. Saurus guards and Skink scribes attend the

Mage-Priest in the surrounding chambers and pillared porticos. Pyramid temples dedicated to Sotek have a deep sacrificial snake pit descending from the top platform into the depths beneath. At the bottom dwell enormous serpents, a manifestation of Sotek, fed by sacrificial victims hurled down from above. In some cities the pit is located within the pyramid or in the plaza.

SACRED SPAWNING PONDS

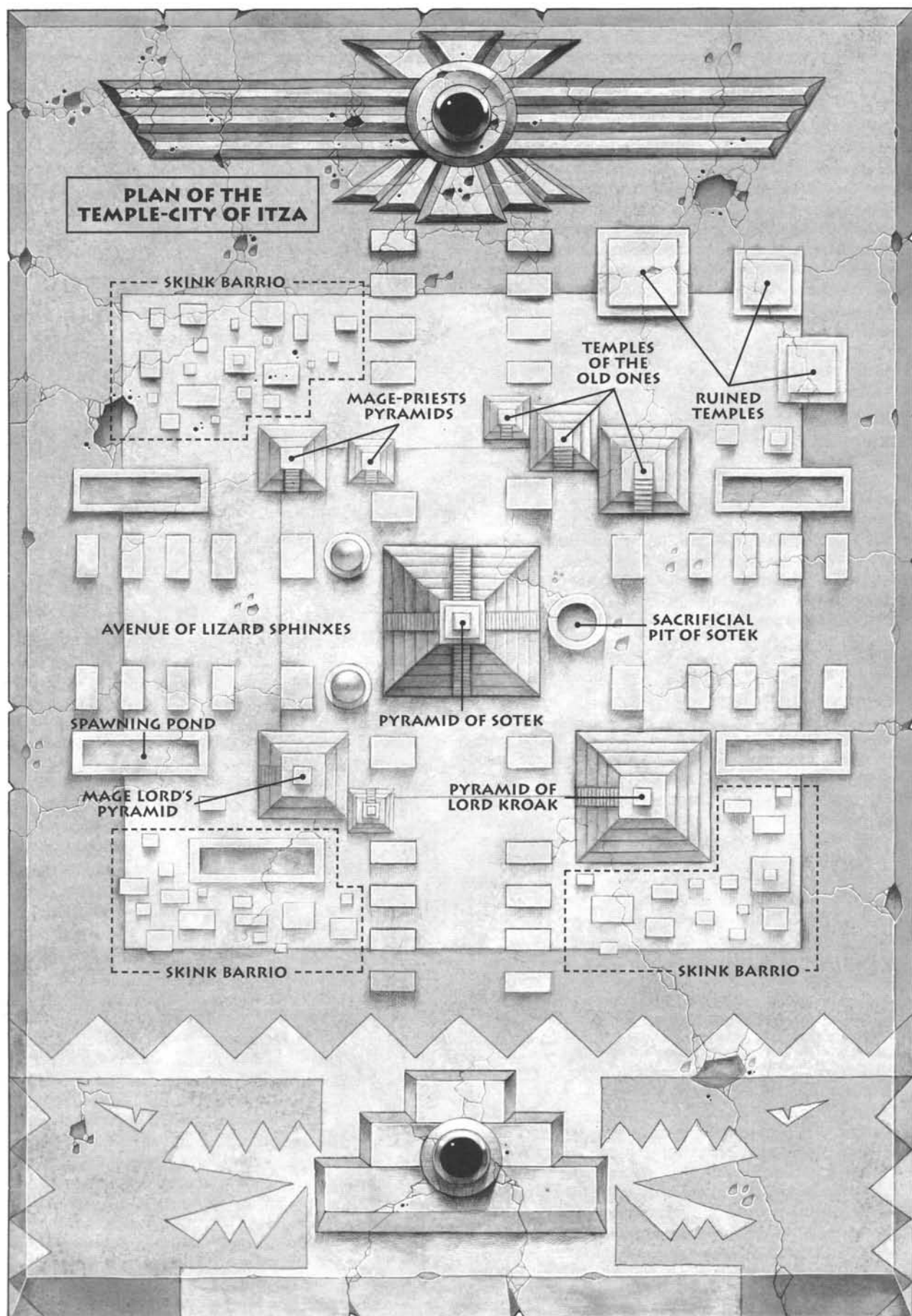
A typical Lizardman city occupies a clearing in the jungle, often bordered by swamps. The roads leading into the city often cross over these by means of paved causeways, flanked by avenues of lizard sphinxes carved from massive blocks of stone. The swamps are the spawning places of the city, where Lizardmen have been born from time immemorial. Some of these places may have been enclosed by stone embankments and made into rectangular sacred ponds. Among the spawning ponds are other ponds infested with carnivorous piranha fish. These hazards act as defences for the city, trapping the unwary foes who try to approach through the jungle to circumvent the causeways.

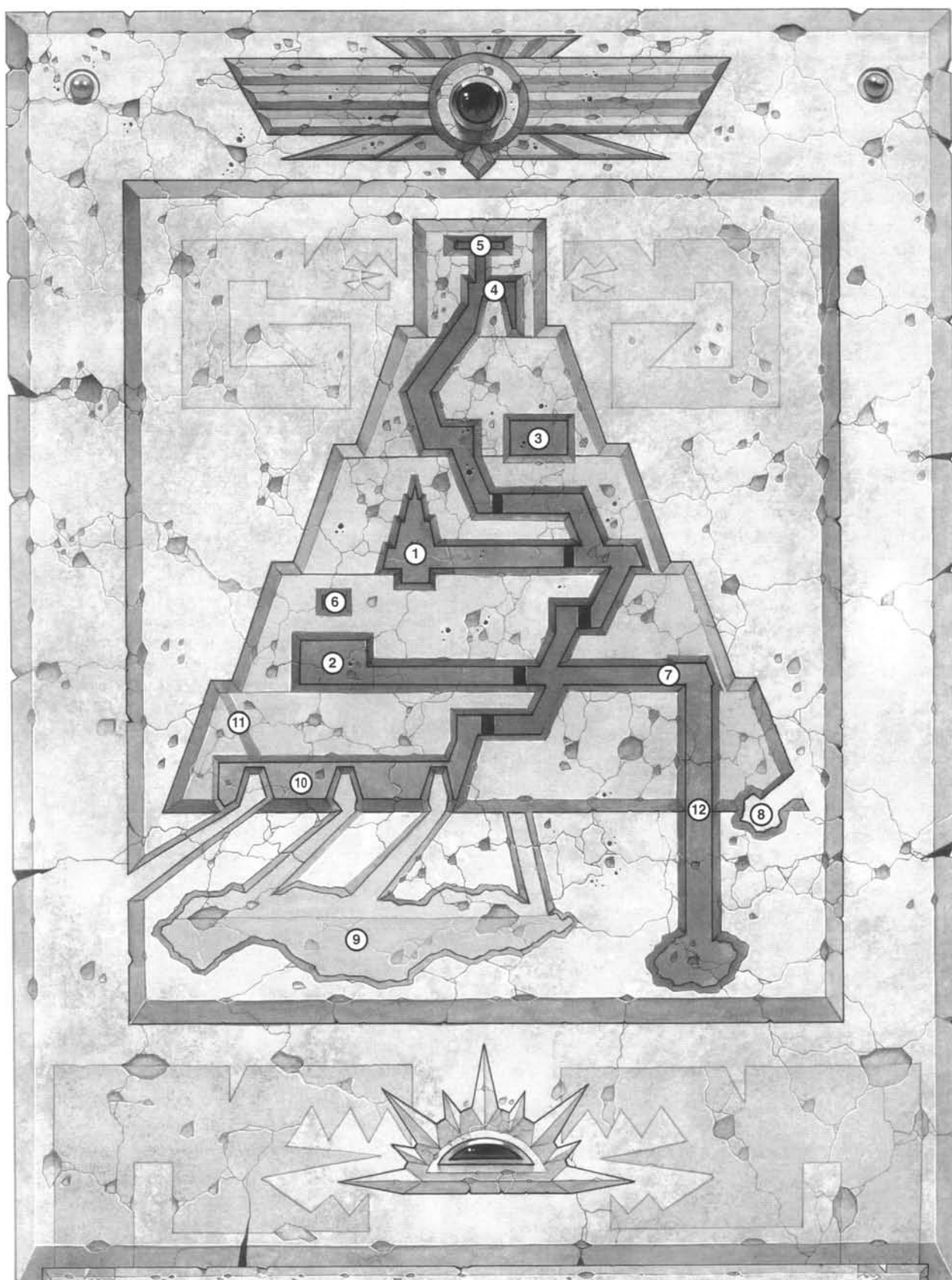
CENTRAL PLAZA

The causeways become processional ways as they proceed into the heart of the city. They are lined with carved stone stele covered in sculptured scenes and glyphs recording various events, myths or rituals important to the Lizardmen inhabitants. The roads may pass between tall obelisks which are positioned to define the alignment of the axis of the city on various stars and planets. At the heart of the city is a great paved plaza. The pyramid temples face onto the plaza from all sides. This place is where the population gather to observe rituals and where the army of the city parades before marching off to battle.

SKINK BARRIOS

The barrios of the Skinks form the suburbs of the city. Here the Skinks live and pursue their craft of making the artifacts of Lizardman civilization. There are many types of craftsmen here: the makers of scrolls, beaters of copper, brewers of intoxicating potions and the sculptors of glyphs, as well as vast numbers of workers, skilled and unskilled, and their overseers. These clusters of small houses, courtyards and workshops are crowded and full of activity, with Skinks scurrying about attending to various tasks. A thriving Lizardman city may have a teeming population numbering many tens of thousands; the majority of the population being Skinks. In the open spaces around the barrios are kept the Stegadons and other beasts needed for work in the vicinity of the city, or ready for marching out with the army. Others are kept in small clearings further out in the jungle, among the overgrown ruins on the edge of the city, or at the outlying stone quarries and mines.





THE HIGH TEMPLE OF THE LOST CITY OF PAHUAX

- | | | | |
|------------------------------|----------------------|----------------------------|---------------------------|
| 1. Tomb-Chamber | 4. Palanquin Chamber | 7. Shrine of Sotek | 10. Saurus Barracks |
| 2. Chamber of Sacred Plaques | 5. Terradon Perchery | 8. Collapsed chamber | 11. Astral Shaft |
| 3. Calendar Chamber | 6. Secret Chamber | 9. Saurus Spawning Caverns | 12. Sacrificial Snake Pit |

LIZARDMAN LANGUAGE

The Lizardman language, known as Saurian, is a primaevael reptilian tongue. It is almost unpronounceable for any race other than the Lizardmen themselves, because it contains so many sound values that occur in no other language. Only a Lizardman can voice these or interpret them as words or sentences.

It is doubtful whether the Saurian tongue was spoken by the Old Ones as they probably communicated with the Slann via mental telepathy. The Saurian language is therefore unique to the Lizardmen races that they bred.

DIALECTS OF SAURIAN

There are three dialects of Saurian. These are spoken by the Slann, the Skinks and the Saurus.

Slann

The language of the Slann is the most eloquent form of Saurian. However, the Slann rarely bother to speak it. They can communicate with each other by means of telepathy and so restrict their speech to dictating their prophecies to the Skink scribes and issuing their directives.

The Slann's orders and instructions are usually reduced to a bare minimum of words and are enigmatic to say the least. Their Skink servants are left to interpret these words of wisdom. Thus around each pyramid temple there are to be seen huddles of Skinks debating different interpretations of the dictates of their master so that they can faithfully carry out his instructions.



Skinkian

The Skinks are the most vocal of all Lizardmen. They do most of the talking and all of the reading and writing. They do not speak fast, but in long sentences laboriously constructed in a low, kroaking tone. They use much gesticulation to help communicate because all Saurian words are vague in precise meaning and yet must be used to convey the profound thoughts of their masters, the Slann.

Crude Saurian

Crude Saurian is the dialect of Saurian spoken by the Saurus. The Saurus are not really capable of pronouncing many words at all. They are far better at fearsome roars and blood-curdling battle cries. They seldom speak otherwise and their words come out deep and harsh. Saurus vocabulary is limited to about fifty or so words mostly to do with fighting and their leaders are those who can string these together into rudimentary orders and instructions to keep the rest drilled and trained ready for battle.

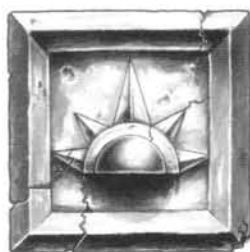
PICTORIAL GLYPHS



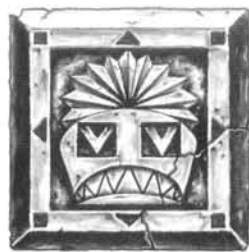
SAURUS



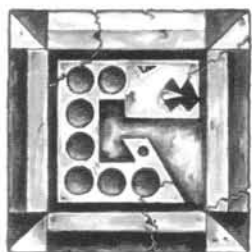
SKINK



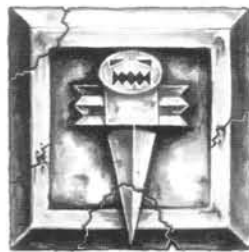
SOLAR CYCLE/YEAR



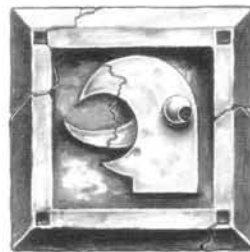
MAGE-PRIEST



SOTEK



SPAWNING



PROPHECY



LEADER/RULER

LIZARDMAN GLYPHS

PHONETIC GLYPHS



NUMERALS



THE TYRANNY OF LORD ZHUL

SECRETS OF THE SCROLLS

The Skink scribes in the temple cities of the Lizardmen make scrolls from the reeds that grow in the surrounding swamps. The pith from the reeds is sliced into thin strips which are gummed together into a kind of paper. It is upon these scrolls that the scribes write down anything of importance – records, annals, reports, astronomical observations, mathematical calculations and details of their ceremonies and rituals. The scrolls are perishable and in the humidity of the jungle, thousands of scribes spend the day copying out the old decaying texts onto new scrolls. The most important texts are of course also inscribed onto durable materials like stone and metal plaques. The scrolls are much more fragile than the parchments used by all the other races of the world, but parchment is made from animal skins and the right kinds of hides cannot be obtained in the tropical lands of the Lizardmen.

Although many scrolls have been looted from the Lizardman realms over the ages, they seldom survive for very long in the hands of barbarians. Elf scholars and wizards in the Old World are eager to acquire them to learn whatever secrets they may hold and so will pay a high price. Therefore adventurers and raiders who go to Lustria and the South Lands in search of treasure regard scrolls as equally valuable and worth taking. Elves and wizards diligently copy the texts of any decaying fragments of Lizardman scrolls they can acquire, before the scroll itself perishes.

Amazing though it may seem, some Elven scholars and a few Old World wizards have managed to translate some of the texts found on Lizardman scrolls. It is said that the Dark Elves are very good at it, but then, they take Skink captives from Lustria on their raids and no doubt force them to reveal the secrets of their language, such is their thirst for arcane knowledge to further their evil intentions. Some of the scrolls record tales of events in various temple cities. One scroll records the tyrannical rule of Mage-Lord Zhul in the city of Xahutec and dates to the period before that city was abandoned. The excellent Elven translation of this tale is given here in its entirety. The translator made a great effort to preserve the distinct archaic and hieratic style of the Skink scribe who compiled the report.

"Master Tenoq instructed that the occurrences in the time of his predecessor, Lord Zhul, should be recorded, so that those who come after may learn from it. For there are now many things seen and unseen in the world, which have entered it from the time of the Great Catastrophe. These were things of which the Old Ones did not speak, or if they did, the records have not survived. We must make our own observations of new phenomena and record the methods which are seen to be effective to correct the erratic tendencies in the great plan. We must diligently pursue our work as ordained by the Old Ones. So said Master Tenoq. May Sotek watch over our endeavours!

Lord Zhul was deep in wisdom. His thoughts were pure. Then came the time of renewing the great Pyramid Temple of the Sun in which the Mage-Lord resided. In order to commence the work, Lord Zhul was conveyed into the pyramid temple of the Northern Constellation, which was made ready for him. This place was formerly a ruin and had not been occupied by a Mage-Priest for two hundred and fifty cycles of the sun.

After Lord Zhul had resided upon the lesser pyramid for a short time, he gave instructions to stop work on the renovation of the Great Pyramid of the Sun. It was not understood why he should give such an instruction, but he was nonetheless obeyed. On another occasion Lord Zhul asked why the work on the Great Pyramid had been stopped. Why were the chisels silent and the great stones not moving up the ramps? His servants replied, "It is according to your instructions revered one!" Lord Zhul said, "I have given no such instructions, let the work be continued at once!" The chief overseer of works was dismissed and set to oversee the gold mines.

Sometime afterwards this happened again. Lord Zhul ordered the work to be stopped and then ordered it to begin again as if unaware of his previous instruction. This occurrence repeated itself many times. Each time Lord Zhul became more irritated and more angry. Three overseers of works were executed. Such a thing was unheard of! Lord Zhul even ordered that an overseer be sacrificed to Sotek. Such an offering is unacceptable to the Snake God and the order was not carried out.



When he heard that the order was disobeyed, Lord Zhul became even more angry. Then Lord Zhul began a revision of the sacred texts and ordered many to be destroyed and words to be changed. The scribes did not obey. Instead the scrolls were hidden, or sent away to another city.

When Lord Zhul became inconsistent in his pronouncements his servants divided into two schools of thought concerning the matter. Some, led by old Copaquetl, were for following the instructions of the Mage-Lord whatever they might be, for was not his wisdom more profound than theirs and was it not foolish to question it? Others, led by Anqipangi, suspected that an anomaly in the order of the world was manifesting itself through the erratic utterances of Lord Zhul himself! It was the latter faction who hid the scrolls which Lord Zhul ordered to be destroyed.



At that time there were no other Mage-Priests in Xahutec because Master Tenoq (later to succeed Lord Zhul as Mage Lord) and the other priests had moved to Huatl to re-found the city. It was decided to consult Master Tenoq concerning Lord Zhul, and this was done in secret. Master Tenoq found that he could not hear the thoughts of Lord Zhul. The mind of Lord Zhul was closed to him and also to all the other priests. Master Tenoq said, "The mind of Lord Zhul is focused on a far distant place. There is something which holds his attention."

Those scribes and acolytes that had consulted Master Tenoq then returned and persuaded the others that the matter should be investigated. It was observed that Lord Zhul 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 was therefore towards the ruined temple pyramid of Tlencan. Indeed, there was no other place on the alignment. Thus it was understood that Lord Zhul's thoughts were focused upon the pyramid of Tlencan when he became irritated and confused.

The ruined pyramid of Tlencan is located upon an island a great many days distance from Xahutec. It was decided to send an expedition of Skinks to that place to discover what it was that held the Mage-Lord's attention and disturbed the tranquillity of his thoughts. The expedition was led by Quzipantuti. He took with him the First Cohort of green-backed Skinks on account of their reputation for bravery and endurance, and also because they were willing to swim across salt water to the island.

Quzipantuti reached Tlencan after many days and crossed over the salt water. He found that the ruins were deserted as of old. Then the pyramid itself was

investigated. Quzipantuti himself entered the sacred chamber by means of stealth. He saw that the plinth in the middle of the sacred pool, upon which the palanquin of the priest was by custom placed, was occupied by a vile Xlanax!

Translator's comment: The Elf sage, Aradhel of Saphery, made a commentary to accompany his translation. In this he stated his belief that the Xlanax was a Chaos Daemon, although the exact meaning of this obscure Lizardman word cannot be known for certain.

Quzipantuti reported that the Xlanax was transfixed by an Elven blade inscribed with sacred marks. This had not slain the Xlanax, but yet had mortally wounded it. Who can say how long it takes a Xlanax to die from such a wound? The scribes have since agreed that the Xlanax was undoubtedly wounded in a great and ancient conflict between the enemies of the Old Ones and the Elven-spawn in the lands of Ulthuan. From there, the Xlanax escaped and came into the pyramid upon the island of Tlencan to die a slow death, deep in resentment. When Lord Zhul occasioned to align his thoughts towards the north, the profane instincts of the Xlanax were opened to him and polluted the purity of his contemplation!

Quzipantuti was alert in his judgement and understood that the Xlanax must be destroyed. Only Sotek could consume such a creature! Thus with stealth did Quzipantuti make his way from that place. Together with other scribes and acolytes he attended the altar of Sotek which is in Tlencan and performed the rituals on invocation.

Upon the rising of the sun, Sotek manifested himself in his aspect of a mighty serpent. He issued forth from the depths and ascended the pyramid by means of secret shafts. He entered into the chamber upon the pyramid and consumed the Xlanax! That was indeed a mighty struggle when Sotek in his wrath consumed the Xlanax, but the venom of Sotek prevailed. It took many days for Sotek to digest his prey, before he returned, satisfied, into his ancient abode.

Quzipantuti returned to Xahutec having incurred no loss among his expedition and having succeeded in purging Tlencan of the polluting presence. Before this and at the very moment at which Sotek had taken the Xlanax as his justified tribute, Lord Zhul had perished upon his palanquin. It was the effort of mental strife with the Xlanax which had caused his demise. For many cycles of the sun had Lord Zhul striven to keep his thoughts pure, failing only when his powers weakened. When he transcended this mortal existence and became a revered one, as one of the Old Ones, he became pure again. Thereupon Lord Zhul was prepared with resin and bedecked in gold and set to rest within the crypt of his pyramid, his magic restored and potent. May Sotek guard him!"

As translated by Aradhel of Saphery

LIZARDMEN ARMIES

Each temple-city of the Lizardmen is like a separate independent country, ruled by a Mage-Priest and defended by its own army of warriors. The armies of the Lizardmen are very exotic and colourful. The cohorts of Skinks and Saurus warriors line up in their serried ranks, each with a standard depicting one of their ancient jungle gods and led by officers bedecked in feathered head-dresses.

Regiments are distinguished by the vivid colours and markings of the warriors' scaly skin and everywhere is the glint of gleaming gold and bronze weapons and armour. Towering above these hordes are the swaying howdahs on the backs of the awesome Stegadons, and the ferocious Kroxigor. The Slann Mage-Priest commands the army from his golden palanquin.



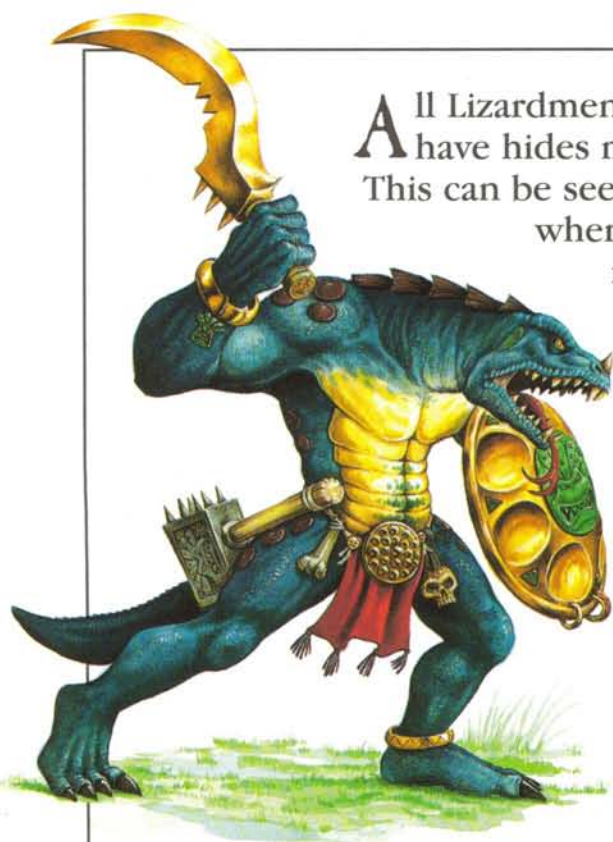
SPAWNINGS

Slann, Saurus, Skinks and Kroxigor are spawned in ponds and swamps whereas the various reptilian beasts which serve them, such as the Stegadons and Terradons, are hatched from eggs.

Every Lizardman city has its sacred ponds and expanses of marsh where the spawnings occur. Skinks and Kroxigor tend to spawn in ponds and swamps open to the sky, whereas Saurus are usually spawned in dank subterranean caverns. Pyramid temples are frequently built over the top of the entrances to such caverns and outlying swamps are sometimes made into rectangular sacred ponds. Some days after the spawn has been laid it hatches into tadpoles, which grow larger and more powerful by the day, feeding on the enormous number of tropical insects that hover above the waters. When the Lizardmen are fully developed they emerge onto dry land in enormous numbers.

The interval between spawnings can be very long and usually a spawning will not recur in the same pond within the lifetime of the last generation to be spawned there. Thus each city is surrounded with ponds which spawn at different times, so that a particular pond will be given a name such as 'Sacred Pond of the First Generation' referring to the first spawning of a new cycle of spawnings. Since generations emerge from different ponds at different intervals of time, there are always several age-groups of Lizardmen living in the population of a city at any time. The Mage-Priests keep detailed records of the spawnings but can still be taken by surprise by sudden spawnings occurring in ruined cities where the records have been lost in antiquity!





All Lizardmen belonging to the same generation tend to have hides marked with variations of the same colour. This can be seen in the most recent spawning at Pahuax, where all the Saurus of the new generation had mainly dark blue scaly hides and the skins of the generation of Skinks spawned shortly after tended to be a lighter blue.

The few Kroxigor that emerged were also blue. This was in contrast to the previous generation in that part of Lustria which had reddish hides. Regiments of both generations fought side by side at the Battle of the Xchutli Causeway, where the smaller units of the older veteran red-backed Saurus formed the rearguard.

The spawning which occurred more or less at the same time at Oyxl in the far south of Lustria produced dark green Saurus and lighter green Skinks. There is actually no way of telling what the predominant colour of a generation will be before it emerges from its spawning grounds. The Slann Mage-Priests eagerly await the advent of the spawnings and speculate about the hidden meanings of the colours of each new generation.



▲ The spines running down the back of this Saurus Champion have been painted red to distinguish him slightly from the rest of the Saurus warriors.

The spawning places were chosen or created by the Old Ones, who also determined the exact times at which new generations of Lizardmen would be spawned. The spawning times are linked to astrological cycles and always begin at certain conjunctions of stars and planets.

Thus the creation of new generations of Lizardmen continues as a natural process, long after the Old Ones themselves have disappeared from the earth. Even after a city has been abandoned by the priests or fallen into ruins the spawnings will continue to occur at the preordained times.

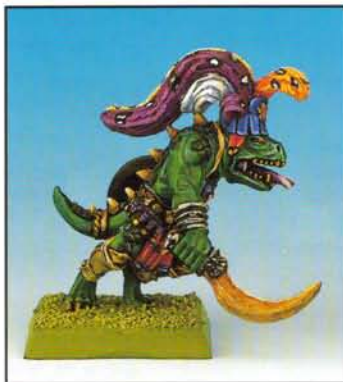
► It's worth spending a little extra time adding such details as red colouring on the drummer's throat to make your command group stand out from the rest of the Saurus warriors.





▲ A unit of Saurus warriors with the dark green colouring characteristic of the recent spawning at Oyxil.

▼ Saurus totem bearer



▲ Saurus champion

Lizardman armies are very colourful because of the exotic feathers and precious metal jewellery they wear. Try experimenting with lots of different colours rather than sticking with just one colour for metals and one for feathers.



PAINTING YOUR ARMY

When you paint your regiments of Lizardmen it is a good idea to keep in mind how you want the entire army to look when it is lined up ready for battle.

You may like the idea of trying out a different colour scheme for each unit of Skinks or Saurus. In this way your army might represent several generations or spawnings of warriors, or perhaps an army made up of contingents from several temple-cities. Such a colour scheme would be appropriate to an army including more than one Mage-Priest. The subordinate Mage-Priests would be from smaller cities, leading their contingents under the auspices of the greater Mage-Priest.

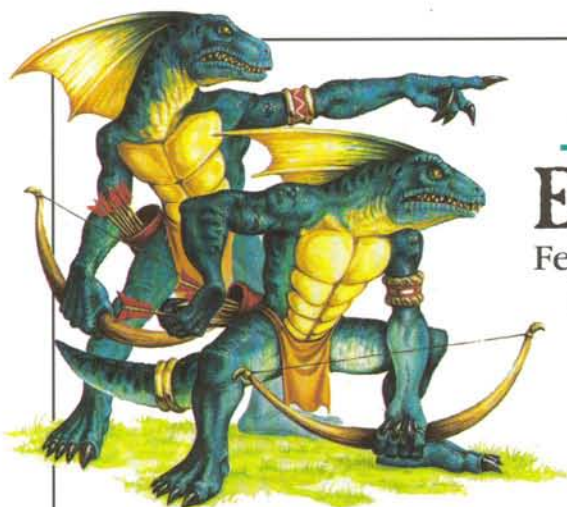
Alternatively you may prefer sticking to shades of the same basic colour as a consistent theme for the army. This is the effect you would expect if the bulk of the warriors were raised from the same spawning. This might be the army of just one large temple-city, led by a high level Mage-Priest.

Another option would be to select the colours of each regiment to distinguish it in some way and help with recognition on the battlefield. Such an army would be made up of warriors belonging to more than one spawning and there may be several regiments of each generation represented. You could then adopt the strategy of a colour coded army, with all the units of Skinks and Saurus of similar colour deployed on one flank, or as the first battle line. In this way the different colours of the regiments can help you focus your battle plans.

This is also a colour scheme which would characterise an army made up of contingents of more than one temple-city. Each Mage-Priest can recognise his own troops because the natural markings of each spawning act as a kind of uniform among the Lizardmen.

Whatever you decide to do, you will be thinking in very much the same way as the Slann generals do when they organise their armies for battle!

REGIMENTS



Each generation of Lizardmen provides enough warriors for several regiments. Fewer Saurus are spawned than Skinks and all become warriors, whereas only some of the Skinks become warriors. The rest are destined to be workers or scribes, only fighting if the city itself is attacked.

Each generation of Lizardman warriors is divided into several cohorts, each dedicated to one of the Lizardman gods. These large cohorts gradually diminish in number over time, as they fight battles and suffer losses. Losses are not replenished by new recruits from later spawnings. This is because warriors of the same spawning fight well together because of their close kinship, but this effect is diluted if the unit contains a mixture of different spawnings. They would in any case be of variant colours, causing problems of recognition and much confusion on the battlefield.



▲ These Skinks are based around a simple blue and white colour scheme. Using just two or three colours when painting large units will save you time.

► The use of primary colours like red and yellow really stands out against the blue hides of this Skink command group.



◀ The Kroxigor in this unit has been painted the same basic colour as the Skinks. This helps the unit to maintain a uniform look, and makes all the figures look as if they belong to the same generation.



▲ Members of the same spawning not only have the same basic coloration, but may also share mottled or patterned skins.

► Regimental uniformity can be achieved by adding little touches such as painting all of the unit's shield icons and feathers in the same colours.



The Studio's Lizardman army consists of predominantly blue or green units. When planning your army, it is a good idea to restrict yourself to one or two basic colours in order to give the army a unified, cohesive look.

Not only will this make your army look all the more imposing on the battlefield, but any differently coloured character models or creatures will stand out better and contrast more against the basic unit shades.

RAISING REGIMENTS

When it comes to painting a regiment, keep in mind the overall scheme of the army but vary it slightly to distinguish the regiment from others with the same basic colour scheme.

For example, if you want to have an army in which you want all the Saurus and Skink units to belong to a 'blue' spawning, each regiment might be a variant shade of blue or have mottling, stripes, crests or highlights which mark it out as different from other units of the same spawning. All the warriors sharing the same colour and belonging to the same regiment will no doubt have emerged from the same sacred pond!

Variety can also be added by changing the colours of the shields, weapons and other equipment.



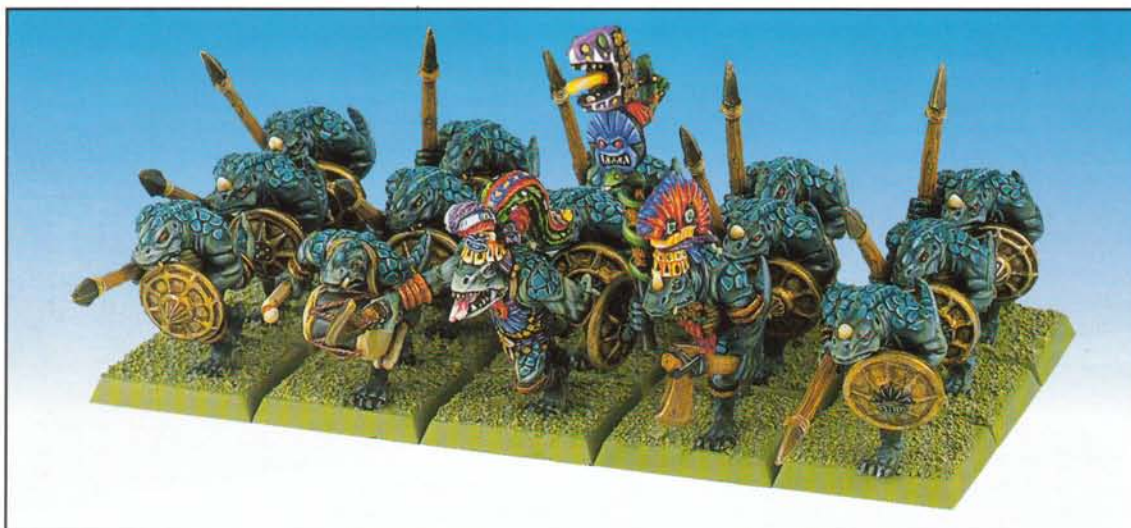


AGE MARKINGS

As Skinks, Saurus and Kroxigor grow older, the scaly skin on their backs becomes harder and some horny plates may ossify completely. The scales and horny areas therefore become lighter and may even take on a tinge of yellow, brown or white.

The natural armour of the Lizardman improves with age, thus making the hoary old veterans harder to slay in battle. Newly spawned Lizardmen tend to have glistening skin, which appears wet or slimy.

Although there have been no more spawnings of Slann for many centuries, all the same observations concerning colours, markings and patterning apply to them also. Thus Slann of different spawnings will show different coloured hides and old ones have hornier hides than relatively younger ones. Slann often display portentous individual markings. Unlike other Lizardmen, a Slann's markings may only appear later in life and may change within the lifetime of that individual.



▲ The tough, leathery look of these veteran Saurus warriors was achieved by careful blending using progressively lighter shades of blue. A much easier way of producing a similar effect is by drybrushing, adding paler and paler shades of colour in stages, until you are happy with the final result.



▲ Although different generations of Lizardmen are rarely fielded in the same unit, here we have placed five different Kroxigor together to highlight the differences between the duller veterans and their more vibrantly painted, younger kin.



▲ Although Lizardmen of the same spawning are the same colour, this doesn't mean they are all identical. Slight variations in hide colour are common, as you can see in the Saurus unit above.



▲ Like the hide itself, the scales on the backs of Lizardmen also become lighter with age. This Kroxigor has had shades of grey painted on top of its black scales, to the point where the edges of the scales are almost bone coloured.

► The Saurus in this command group have got blue scales on their backs, to distinguish them from the black-scaled Saurus that make up the rest of the unit.

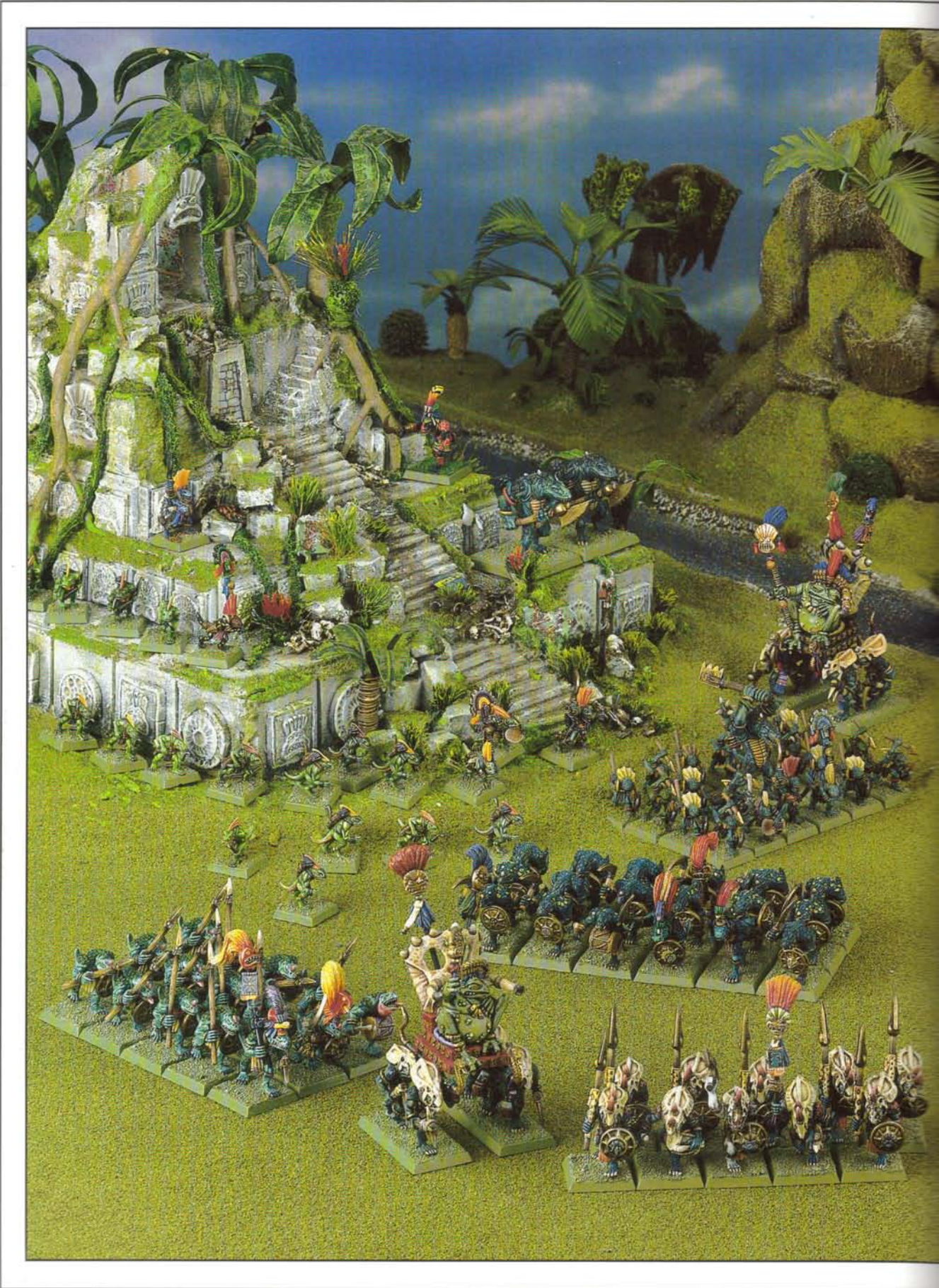


VETERAN LIZARDMEN

The wet looking hides of younger regiments can be represented by dry brushing or even fully coating the models in gloss varnish. If you normally put a layer of matt varnish over a gloss varnished model, just leave this off. This effect will look best if restricted to the hide of the model rather than his equipment. The slimy look is perhaps most appropriate to Skinks and Kroxigor, which are semi-aquatic and evolved from newts!

The crusty, horny old veterans can be represented by drybrushing the scaly hides of the models with lighter shades of the basic colour, perhaps even using a little bit of pure white on the tip of the snout and the scales on the backs of the Lizardmen. If you normally gloss varnish your models, drybrush afterwards to get the old-lizard effect or consider matt varnishing the veterans to make them look a bit dried out.









TOTEMS OF THE GODS

The standard of every Lizardman cohort indicates its identifying number and also depicts a sacred totem of one of the Lizardman gods, such as Sotek. The cohort is therefore dedicated to that god, who is invoked as protector of the unit.

As Sotek is a pre-eminent god associated with the destruction of the Lizardmen's enemies, standards depicting the sacred serpent totem are very common. Totem heads of the jaguar god Huanchi, noted for savagery, are also favoured.

If a cohort does well in battle, such as capturing an enemy standard, the unit's totem standard will be embellished with a gold or bronze glyph-plaque as a kind of battle honour. The foes defeated by a cohort are considered to be a sacrifice or offering to the totem god depicted on the standard.



▲ This stunning Mage-Priest on a palanquin has been extensively converted. The heads on the Slann's staff and one of the totem poles were swapped for the heads of standards from unit standard bearers.

Feathers were also added to the Mage-Priest's head-dress and the snakes seen twining about parts of the palanquin were made from modelling putty.

► The totem borne by this Saurus is dedicated to Sotek the Serpent God. It has been painted with a simple yet very effective geometric design using triangles and circles.



▲ The standard bearer in this Skink command group bears a totem which is a stylized representation of the sun, dedicated to Chotek the Sun God.



▲ Glyph-plaque designs taken from various Skink and Saurus units. The designs on glyph plaques are all unique, painted to represent the circumstances surrounding the unit's victory over its enemies.

Some glyph-plaques represent one of the Lizardman gods, others might be glyphs of text proclaiming the heroism of the unit. Either way, glyph-plaques offer you the chance to paint colourful and interesting designs.



LIZARDMAN CONVERSION AND COLOUR SCHEME IDEAS

BY JOHN BLANCHE

Lizardmen make ideal subjects for exotic paint and conversion projects. Appropriate weapons and parts from models of other races can be added to individualise your figures, or to build an extra special character or unit.

Mace-tail from Boneripper the Rat Ogre

Add feathers from Empire troops or Elves. Horns and tusks can be added from Orc or Chaos figures. Tongues and streamers can be cut from thin foil or paper. Add loin cloths from foil cut to shape and paint them in bright geometric patterns.

Bits of plasticine rolled into small balls make perfect stone necklaces. Savage Orc weapons make a good alternative to those the Lizardmen naturally wield.

Foil strips as armour with cocktail sticks used for the spikes.

The pictures on standards can be cut out and used to decorate armour or head-dresses.

Skaven weapons painted jade.

Add paper streamers to spears. Bracelets and nose rings can be made from wire. The spurs and horns on the tail can be made from bits of a model's spear haft sharpened to a point with a modelling knife.

You can make a fur head-dress using an Orc head and filing its forehead smooth. Use plasticine to form the skin and press a toothbrush into the plasticine to create a furry texture.

Chaos Dwarf trumpet with the detail filed smooth. Paint jade or with snake motifs.

Swarm heads used as helmets, using plasticine to hide the joints.

Use a file to cut notches into shields and weapons for that Aztec/Inca look.

Plastic skull with its back filed flat.

Replace the embossed shield with a flat one and paint it using bright geometric designs. You can add banners and the crossbars of standards to the bottom to form shield banners. You can even use old buttons as shields.



THE FAVOUR OF THE GODS

Among each generation of Lizardmen, certain individuals will be marked in some unusual way, with vivid spots, backstripes or crests of a striking contrasting colour. These markings are considered to be portents and these individuals are regarded as marked out by the Old Ones as leaders, champions and heroes of their generation.



▲ A unit of Skinks armed with javelins and containing a fearsome Kroxigor within its ranks. This unit is led by a rare albino Skink champion, one of the few Lizardmen to bear the Mark of the Old Ones.



▲ In order to achieve a realistic albino effect, this Skink was first undercoated with a mixture of Skull White and a small amount of Hawk Turquoise. A very thin mix of Hawk Turquoise was then blended into the recesses of the model.

A simpler way of achieving a comparable effect would be to undercoat with a white/turquoise mix, then add a very thin blue wash, and finally drybrush with pure white over raised areas.

MARKS OF THE GODS

The marked ones are frequently endowed with greater intelligence, keener eyesight, greater strength and endurance and more courage than the rest. A good example of this is the highly regarded vermilion crest which is considered to signify inspiration from the sun god and is known as the 'Mark of Chotec'.

These Lizardmen soon emerge as leaders of regiments, while others are selected to be scribes, acolytes, overseers or commanders. It is the Mage-Priests who scrutinise the markings and consider their implications. For example, it is common knowledge that the biggest Skinks with the largest crests make the best riders for Cold Ones.

MARKING	NAME	PORTENT
VERMILION	MARK OF CHOTEC	INSPIRED BY THE SUN GOD
BLOOD RED	MARK OF SOTEC	RELENTLESS FEROCITY
YELLOW	MARK OF TLAXCOTL	UTTER DETERMINATION
PURPLE	MARK OF TEPOC	PROFOUND UNDERSTANDING
BLACK	MARK OF HUANCHI	EXCEPTIONAL STEALTH
WHITE	MARK OF THE OLD ONES	DESTINED FOR GREATNESS
MOTTLED	MARK OF TZUNKI	AGILITY AND KEEN EYESIGHT
GREAT CREST	MARK OF ITZL	ABILITY TO RIDE COLD ONES



► A Mage-Priest borne aloft by his palanquin bearers. The Mage-Priest is the most important figure in any Lizardman army, and therefore deserves more time and attention when painting.



PAINTING CHARACTERS

Characters are distinguished by more exotic panoply, and may have head-dresses made up of vividly coloured feathers from tropical birds.

Most characters are likely to be marked out by the gods in some way. This might be limited to just a few distinctive features such as crests or stripes, or perhaps the entire model is dramatically different from the rest, so that the yellow stripes on the blue hide of the Skink champion of a blue unit are so large that the model is really an opportunity to paint a yellow Skink with blue marks. The Marks of the Gods chart on the opposite page lists a number of portentous markings that have recurred among the Lizardmen over the millennia. You should only treat this as a starting point however, for the colours and patterns you can apply to your models are really limited only by your imagination.

There are no limits to the variety of colours you can paint your characters. The more colourful they are, the better they will stand out against the rank and file members of your Skink and Saurus units.





ARTEFACTS

Lizardmen do not forge or use iron. They are not very skilled in the use of heat or fire to make artefacts, preferring to cold-hammer objects from nuggets of native copper and gold. The limit of Lizardman metal technology is the making of bronze, which does require the heat of a furnace. Bronze is therefore a rare metal reserved for equipping elite regiments. Lustrian gold ranges from pure gold to a kind of coppery gold. The purest gold is naturally reserved for sacred artefacts.

Weapons are also fashioned out of stones such as obsidian, jade, yellow quartz and red carnelian. Skinks are skilled in the working of these hard stones and their stone weapons are every bit as effective as metal blades.

To mark them out in the confusion of battle, leaders and dignitaries wear many bangles and trinkets and their head-dresses and helms are embellished with vividly coloured feathers from various tropical birds. Leaders carry ceremonial maces made of huge gemstones or stone sacrificial daggers carved in the shape of the forked tongue of Sotek, as symbols of status.

PAINTING WEAPONS AND ARTIFACTS

Gold and Bronze

The metallic colours of copper, gold and bronze are very bright and stand out in striking contrast against the blues and greens of the Lizardman hide. Any model bedecked in trinkets and wargear would be wearing a mixed variety of precious metals. The basic metallic colour often benefits from a wash of brown or maybe even green or red to give the item a slight tarnish. Duller items benefit from a highlight of brightest gold or copper. In the humid conditions of the rain forest, old copper and bronze weapons and armour may acquire a rather vivid and attractive green patina. Indeed the nuggets of native copper worked by the Lizardmen may often be this colour to start with.



Exotic Feathers



Exotic feathers are an opportunity to use really bright colours. An effective way to paint feathers is to apply a brightly coloured base coat and then add a wash of ink or watered down paint to pick out the feather details. You could even experiment with metallic colours to represent the natural sheen of tropical birds.

Stone Artefacts

Many Lizardman artefacts such as bangles, breastplates and spearheads are made of stone rather than metal. Lizardmen can also craft stone blades as sharp and shapely as any metal ones. The obvious stone to be represented would be obsidian, which is a smoky-black volcanic glass.

This can be painted using black, highlighted with white. You could also try jade, using deep greens, or carnelian using red, with edges highlighted in white.



MODELLED BASES

Applying some imaginative detail to the bases of your models can add a lot of exciting extra character to them. Texture of some kind is always a good idea, if only to cover the slot and secure the model. This can be done by using watered down PVA glue to stick flock on to the base, or you can use sand and then paint it with Goblin Green (to represent grass) or mixtures of browns or greys to represent stony ground.

Bits of lichen, available in most hobby shops, are also useful for representing shrubs and small bushes. If you really want to take time over your bases, you can shape bits of modelling putty to look like rocks, boulders or even flagstones, and glue these extra details to the base using Citadel superglue.



BATTLEFIELD



HUGE ROCK



STONE FLOOR

Bases can also be made to look wet, to reflect the nature of aquatic creatures like Skinks. Just smooth off patches of the base with a needle file, paint it using green and blue colours and give it a coat of gloss varnish and you have very convincing 'wet' patches of ground. Reeds can be made using thin wire, painted brown. Just apply a bit of PVA to the end of the painted wire and then roll it in some flock. If you want, you can paint the flock brown to make it look more realistic.

The large bases of big monsters cry out for some sort of embellishment. Small cactus-like plants and the odd small boulder here and there will do the job as well as patches of bare ground with 'dinosaur footprints' (put milliput on the base and press in the foot of the model before assembly!).



ANCIENT RUINS



GRASS



SWAMP



▲ The elite Temple Guards are the guardians of the temples of the Slann Mage-Priests. All Temple Guards are veterans and are distinguished by the skull helmets they wear, many of which are ancient and have been passed down through the generations.



▲ The unit Champion shown above is an albino Lizardman, marked at birth to be destined for greatness. His skull helmet, unlike his compatriots, is adorned with horns, inset in gold to signify his superior station.

MONSTROUS REPTILES

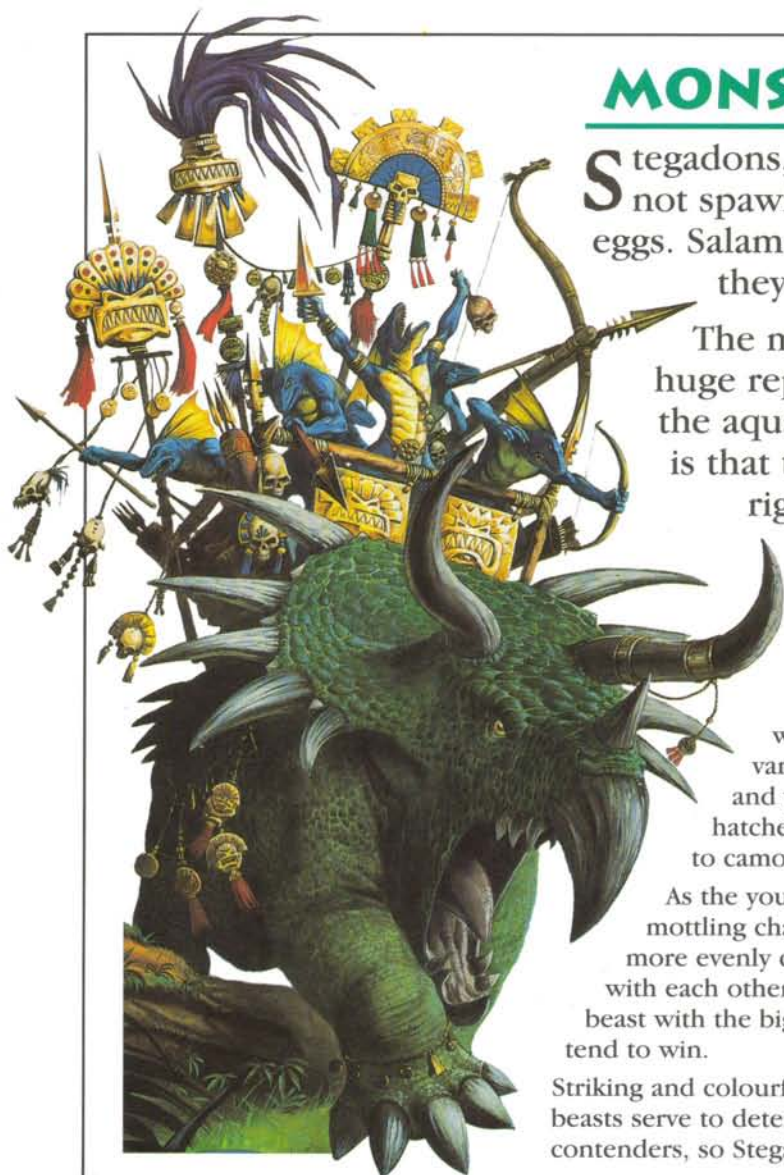
Stegadons, Terradons and Cold Ones are not spawned, but hatch from gigantic eggs. Salamanders are like Saurus in that they are spawned in the swamps.

The main difference between the huge reptiles that hatch from eggs and the aquatic creatures that are spawned is that the former have dry, scaly skin right from the start, whereas the latter creatures have smooth, shiny skin, especially when newly spawned.

Stegadons are covered in bony plates which become harder and lighter in colour with age. Stegadons occur naturally in a wide variety of hide colours, from pale blue/greys and yellows to rich greens and browns. Newly hatched Stegadons have mottled or striped hides to camouflage them from predators.

As the young Stegadon gets older its camouflage mottling changes colour becoming less contrasting and more evenly coloured. Old rogue male Stegadons battle with each other for dominance by head-clashing and the beast with the biggest spines and most impressive crest will tend to win.

Striking and colourful markings on the crests of the oldest beasts serve to deter all but the most reckless and aggressive contenders, so Stegadons marked in this way are best for war!



REFERENCE BOOKS

You can find hundreds of colour scheme ideas for your monstrous reptiles in dinosaur books.

We've also found it useful to base colour schemes upon photos we found in natural history calendars!

In general any reference books on reptiles, dinosaurs and amphibians are good sources of inspiration for the Lizardman army.



LIZARDMAN TIMECHART

<i>Date</i>	<i>Event</i>	<i>Date</i>	<i>Event</i>
-15000 to -5590	The Old Ones flourish in Lustria. Spawning of Slann, Saurus, Skinks and Kroxigor. Founding of first pyramid cities. Creation of the World Pond and the separation of continents.	100	Skaven Clan Pestilens abandon Quetzal and migrate back to Old World through the South Lands. Skaven are forced to migrate because of serpent plagues inflicted upon them by the serpent god Sotek. Henceforth Sotek is recognised by the Slann Mage-Priests as the pre-eminent Lizardman god.
-5589 to -4420	Collapse of the polar warp gates. The Old Ones perish. Many cities fall into ruins. Oldest of the Slann also perish. Lizardman armies prevail over daemonic hordes.	315	Lord Tepec-Inzi leads army to Naggaroth. Dark Elves are defeated and star stela of Quetzal is recovered.
-4419	First High Elf explorers penetrate Lustrian jungles.	876	Vampire Luther Harkon washed up on Lustrian shores. Creates Undead realm known as the Vampire Coast.
		888	Norse adventurer Losteriksson lands in Lustria and founds colony of Skeggi. Start of Norse raids into Lustria.
		891	Norse Valkyries expelled from Skeggi disappear into the Lustrian jungle, giving rise to the legend of the Amazons.
		930	Lord Xltep of Itza turns back Luther's attempt to penetrate Lustrian interior.
-2000	Ancient records of Zlatlan refer to strife with lost Dwarf stronghold of Karak Zorn occurring at this time.	c. 1150	Ibn Jellaba of Araby treks across desert to find overland route into the interior of the South Lands. Encounters hidden Lizardman city of Zlatlan.
-1500	Slann Mage-Priests finally accomplish minor shift in continents intended by the Old Ones before they perished. Worlds Edge Mountains are riven by earthquakes. Dwarf strongholds destroyed, Dwarf empire falls.		
-1399	Skaven Clan Pestilens occupy ruined Lizardman city of Quetzal. Plagues spread throughout Lustria. Many cities are abandoned. Incessant war between Lizardmen and Skaven continues for centuries.		
-215	First Dark Elf raiders penetrate Lustrian jungles to steal sacred artifacts.	1492	Tilean explorer Marco Colombo voyages to Lustria. Witnesses defeat of Dark Elf raid on Tlaxtlan.
Year 0	Prophecy of Sotek discovered in Chaqua. Appearance of double-tailed comet (Sotek's forked tongue). Migration of the Red Crested Skinks and rise of the Cult of Sotek. The cult spreads throughout Lustria.	1690	Cathayan Yin-Tuan makes epic journey across isthmus of Lustria and the South Lands. Escapes sacrifice in Zlatlan.
		1847	Bretonnian king finances expedition to Lustria. Huatl is robbed of its sacred artifacts.
		2100	Opposing Lizardman factions clash over possession of the mummified relics of Lord Xhilipepa.

THE TALE OF MARCO COLOMBO

Circa Imperial Year 1492

Marco Colombo was a Tilean merchant who 'acquired' a map from a drunken Norse adventurer in a tavern. Inspired by the map, he set about planning an expedition to Lustria. After trying for several years to raise funds from the Tilean cities, who were often too preoccupied with civil wars to be bothered, he obtained finance from one of the Condotteri mercenary lords and fitted out three ships. Unfortunately he had to hire some rather dubious crew who caused him a lot of trouble. Marco reached Lustria and after many adventures, returned to Tilea with enough treasure to fit out an army of his own and make himself lord of a minor city state. He then found the leisure to recount his exploits. Marco was extremely clever in his dealings with the Lizardmen and attempted to establish friendly relations based on trade rather than pillage.

What follows are some of the highlights of his tale of adventure in the land of the Lizardmen.

Amazingly, the Lizardman account of Marco's expedition also exists. Skink scribes wrote down an account of the events on clay tablets and Marco managed to acquire several of these which he brought back with him to Tilea. He went to great effort to translate the glyphs as best he could. When compiling the tale of his adventures he included extracts from the Lizardman version of events to show both sides of the story.

Marco Lands on the Coast of Lustria

Marco: 'On the eve of the feast of sacred Myrmidia, our lookout in the crow's nest sighted land. I was sure it was Lustria at last. We had been at sea for one hundred and forty-four days and the men were getting restless. For the last few days I had seen mutiny in their eyes. Now everybody cheered and the prospect of fresh water, food and perhaps riches banished all thoughts of mischief from their minds. We anchored offshore and prepared to land the next day.'

Skink scribal archive: 'At this time Lord Xtli mentioned the prophecy of ZhocI-Tlapoc. This plaque was consulted. Then it was revealed that the barbarians would appear with the rising of the sun on the fifteenth day after the zenith of the Itchli star. Itzi-TepI kept watch with the green crested ones.'

Historian's note: *Marco's three ships reached Lustria far to the south of the Norse colony, Skeggi, but fortunately, also much further north than the Vampire Coast. Marco was an excellent navigator and had deliberately chosen a route that would avoid any chance encounters with pirates. Elf ships from Ulthuan or Norse longships. The landfall was made near the city of Tlax.*

Marco: 'The next day I ordered the Skaven captives, that I had purchased at great expense from Giacomo of Marigliano, to be brought out of the hold. They stank and squealed their foul curses at us. All the crew were glad to be rid of them at last. Their presence aboard ship was one of the major grouses which the men held

against me. However, I knew what I was doing, and the inconvenience would soon bring forth the rewards for which I had hoped. The captives were rowed ashore and staked out on the beach, together with a heap of treasures I had collected from all over the Old World. These treasures had been looted from Lustria over the centuries and again at great expense I had sought them out and bought them for this expedition. Then I ordered the men to row back to the ships. When all were safely on board again, I ordered that the great guns be fired to attract the attention of the inhabitants. I repeated this order every hour even though the men thought I was mad to waste so much gunpowder.

Sunset was approaching and I myself was wondering whether all this effort was in vain, when they appeared. We were anchored close enough inshore to see them clearly without a spy glass. There were about fifty at least of the smaller kind which are called Skinks. Their leader was a magnificent fellow, decorated with great plumes and accompanied by a drummer and one carrying a standard in the form of a coiled serpent. We watched them inspecting the heap of treasure. They became very excited. Then their leader ordered them to take up the Skaven captives, which they did with great enthusiasm, binding them to carrying poles and disappearing back into the jungle. The treasure was likewise bundled up and taken away.

Next day, at sunrise, we observed a huge pile of fruit and gourds on the beach where our gifts had been. I sent several rowing boats out to fetch it. Our breakfast turned out to be quite a feast. The fruit was most welcome and necessary, since many of the crew had scurvy. The alcoholic beverages in the gourds were very potent – excellent stuff indeed! The dried insects were also most agreeable.'

Skink scribal archive: 'The barbarians made an offering of Rat Spawn for Sotek and returned many sacred artifacts which had been taken away from Tlax as well as Huatl, Xahutec, Hexoatl and many other places. Never had anything like this happened before!'

Historian's Note: Marco had done his research well during the many years he spent trying to raise funds for the voyage. He questioned every adventurer, trader and voyager he could find concerning Lustria, and read all the written tales he could lay his hands on. Marco knew that the Lizardmen had once fought against the Skaven, and that they sacrificed them to their principle god. Most Tilean cities had to fight off the Skaven fairly regularly and could be persuaded with gold, to capture a few alive for Marco. A desire to wage war on the ratmen was at least one thing which Tileans and Lizardmen would have in common!

Marco is Admitted to Tlax

Marco: 'Our presents had been well received by the Lizardmen, so I decided to risk going ashore with a small party of men. We took only our daggers and swords in case we had to defend ourselves, yet not wanting to appear ready to make war. We made a small camp on the beach, then, leaving a few men to guard the boats, I led the rest of the party inland. We came upon a small, ruinous platform. On top of this were arrayed a group of Skinks and the larger and more ferocious warriors called Saurus. Sat in front of them on a golden carrying throne was a creature like a great, bloated toad. This I had not expected, though some Norsemen I had questioned back in the Old World had told me that such creatures existed and were indeed the priests and rulers of the Lizardmen. They were called Slann. I did not know whether this personage was the king of this region, or perhaps just a high official. The Skink nearest to the carrying throne spoke. At first I took his rasping words for their own language, then I realised that I was being welcomed in – of all things – Bretonnian!'

Skink scribal archive: 'Lord Xtli despatched Mage Zltoc to meet with the strangers. These barbarians were like the ones which had appeared in the vicinity of Huatl at the equinox of Tlac-Ipec several score cycles of the sun before this time. We thought they might speak the same tongue so Mage Zltoc brought with him the scribe Huinipachutli who knew many words of this strange language.'

Marco: 'Fortunately I knew Bretonnian quite well, although it was very difficult to understand the Skink interpreter who could not get his reptile tongue around the words easily! First of all he informed me that the offerings had been most acceptable to their god, Sotek. I replied that I was Marco Colombo of Remas, a Tilean and that I came in peace and friendship to trade. The Skink spoke in his own tongue to his master. The inscrutable expression of the face of this dignitary remained unchanged.

Indeed he seemed far more interested in the mosquitoes buzzing around in front of him, than in us! Upon asking who this great dignitary was the Skink replied that I was in the august presence of Mage Sleetoch of Tlax (*Historian's note:* Marco is trying to spell Zltoc of Tlax as he would have heard it). Then Sleetoch uttered a single word. The Skink nodded and asked me why I had

come to their land. To this I replied that I wished to discuss trade. Sleetoch croaked once more and the Skink translated 'We do not need to trade!'

This was something I had not bargained for. I had to think on my feet. So I said 'Hey! I can make you an offer you can't refuse.' The Skink looked interested, in so far as I could tell. 'You have many enemies: the Ratmen, the Norse, the Naggrothi, the Arabi corsairs and the rest'. The Skink nodded in agreement, spitting vehemently at the mention of the names of his people's enemies. 'I have three ships, with many mighty cannons. You have heard them firing. With these I can sink the ships of your enemies before they reach the shore. If we catch any that are returning from your land, we will recover the treasures which they have taken and return them to you'.

The Skink explained all this to his master who was observing a large fly hovering in front of his face. Then he quickly gobbled it up and assuming a satisfied countenance, croaked once. The interpreter then asked me why we should bother to fight their enemies for them. I replied, 'We will do this for two reasons: they are also our enemies and... in return for gold or gems.'

At this point the Lizardmen stopped the negotiations and carried their leader back into the jungle. A strong contingent of Saurus guards remained behind to bar us from going any further inland. We therefore returned to our camp.'



Skink Scribal Archive: 'I, Huinipachutli, spoke with the barbarian leader. He expressed a desire to exchange goods with us. How foolish! How ignorant! What do these barbarians have that we might need!

Then he offered to overthrow our enemies upon the sea and return stolen sacred artifacts to us. This was a sign of intelligence. Did he know that these artifacts were very important things which belonged to the Old Ones? Then he asked for gold or gems in return for this service. How rude! How predictable! Did he not know that gold is only for Mage-Priests and the Old Ones? Why do they always want gold? What do they do with it? Do they eat it? Why did he not ask for Xtchoc Grubs, or cactus beverage which he would find much more useful?

Later Mage Zltoc said 'It is as impossible to understand their minds as it is to see the deep blue in a shallow pond'. Lord Xtli instructed that the negotiations should continue because there were three things he wished to learn from the barbarians which vexed his great mind. These were; the exact width of the World Pond on the meridian of Xochutl, whether Sotek has appeared in their lands and how do the 'New Ones' spawn?'

Marco is Questioned by the Mage Priests

Marco: 'Some days later, a contingent of Skinks, together with the interpreter I had spoken with before, approached our camp. I was summoned to follow them to their city. Apparently I was to be honoured with an audience with their ruler. Sleetoch, it appeared, was merely a lesser ranking priest in their hierarchy. I was to go alone, but several of the Skink officers were to remain behind to demonstrate that they intended me no harm, and to reassure my men that I would be allowed to return. I left Giovanni in charge of the men with instructions to flog anyone who broke discipline. I knew he would be only too vigilant for an opportunity to use the lash!

They took me to their city called Tlash (sic: Tlax), upon a carrying chair, which I took to be a great honour. The route followed winding jungle tracks and causeways across wide expanses of swamp. Then we proceeded along a straight, wonderfully paved road, flanked at intervals with ancient mould encrusted statues carved in the form of grimacing lizards and toads. After a long time we entered into a wide plaza, teeming with Skinks engaged in all manner of activities. As a stranger in their midst I aroused a great deal of interest. I was conveyed across the broad paved area towards one of the enormous pyramids which it flanked on three sides. The bearers carried me up countless steps towards the highest platform of the pyramid.

Looking around I could see the entire plan of the city from above. There were many small pyramids clustered around the larger pyramids, and as well as these there were terraces, numerous rectangular pools glinting in the sunlight, tall obelisks and other structures. All of these were intricately carved and painted. One building was still under construction. I could see huge beasts which looked like a cross between a dragon and an elephant, dragging massive blocks of stone up large ramps. The din of thousands of Skinks chipping away at the stones with chisels reached my ears, as well as the rasping orders of the foremen directing the work.

The smell of incense wafting in the breeze, drew my attention to the great doorway which we were about to enter. It was flanked by several of the Saurus warriors, clad in bronze and copper breastplates and greaves, embossed with snarling lizard faces. The room was lit by means of shafts, and all around I could see wall paintings depicting glyphs, lizard-creatures and what appeared to be maps of the heavens and the earth.

At the end of the long chamber I dimly perceived an impressive creature enthroned upon a golden palanquin. It was set on a carved plinth which formed an island in the middle of a small rectangular pond. There were several guards and Skinks in attendance around him, and numerous fan-bearers in ranks behind. As I was taken closer, I could see that it was another of the Mage-Priests, except that he was even bigger and more bloated than the one I had met before. It was obvious that these gigantic toads acted as high priests and rulers over the

Lizardmen, and I assumed this one to be the big chief of the city himself. My palanquin was set down before the potentate and he began to regard me with intense concentration, blinking first one eye and then the other.

Huinipachutli, the interpreter, began to speak to his master in his outlandish tongue. Occasionally, the Great One responded with a rather cursory and dismissive croak and a blink, or simply wafted his elaborate fly whisk. Then Huinipachutli introduced us; "Lord Xtli welcomes you". I replied that I was greatly honoured to be received by such a majestic and mighty prince and ruler of this strong and prosperous city". This went down very well, thank goodness!



This ritual of exchanging diplomatic pleasantries continued for some time, until I became impatient to proceed with some proper negotiations and to strike a deal. "Lord Zee-tlee, I want to make you an offer you can't refuse!" The interpreter paused for a moment, then spoke a few words to the big toad. He seemed pleased. I continued with the details of my offer and what a bargain it would be for a nation who had no ships to guard their shores, but a lot of treasure attracting thieves like flies to a carcass.

Huinipachutli continued translating, and all the time the great toad just blinked and looked pleased with himself. I was becoming frustrated. Did he like the deal or not? Then I realised what the Skink was doing "You're not telling him what I'm saying are you? What did you say to him?". It was true for Huinipachutli replied: "I told him you said 'Isn't that a nice amulet you are wearing' and 'May the lord's pond always be deep'". This angered me. "Why don't you tell him exactly what I say, I thought I was brought here to make a deal!" Huinipachutli winced and became agitated. "You are a very rude barbarian. Very ignorant! It is not polite to ask Lord Xtli a direct question, especially concerning such mundane matters!" I resigned myself to allowing the Skink to take charge of the negotiations, before I ended up offending the big chief, and then who knows what might happen? Huinipachutli then said "Lord Xtli wishes to ask you some questions".

Skink Scribal Archive: 'The barbarian answered the questions put to him by Lord Xtli. The answers to the first two questions were most satisfactory to Lord Xtli. The barbarian produced his chart and demonstrated the width of the World Pond. Thus Lord Xtli was content that the separation of the continents had remained unchanged since the time of the Old Ones. The barbarian said that Sotek, the mighty world-serpent had never appeared in his lands. Lord Xtli was content for this meant that Sotek had returned to his abodes beneath

Lustria. The barbarian answered the third question with much gesticulation. Lord Xtlí was greatly intrigued as to why darkness, loud music and intoxicating beverages should be essential before the New Ones could attempt to multiply. This is exactly the same answer given by the Dwarf questioned on this matter in the time of Lord Zetec. Obviously the Old Ones never intended these creatures to inherit the earth!

Marco is Granted an Island as a Stronghold

Marco: 'As it happened, I did not need a further audience with Lord Zlee-Tlee to clinch the deal. Instead in the days that followed I met with the High Skinks, who took care of everything so that the Mage-Priests were not troubled by such trivial matters. Huinipachutli translated everything, rather more accurately this time. The High Skinks, Ylopulqua, Manquoxutni, Anquipanqui, Dotpechuini, and Mancixapati, debated my offer for a long time. Then they said that they had consulted their oracles and were expecting further visits from barbarians, and that these would not be reasonable people like me. This being so, they would hire my services, but not for gold, which was reserved for sacred artifacts. I asked what they were prepared to offer. They showed me many products of their land including spice, grubs, various potions and tusks from the great reptiles that they used as beasts of burden. Some of these looked like they might fetch a high price in the Old World, but it would be a gamble, and my men were expecting gold.

Then I noticed that one of the Skink scribes had an abacus for doing his calculations. I looked closer at it and could not believe my eyes. The beads on it were the most perfect and enormous pearls I had ever seen. Immediately I asked, "Have you got any more of these?" To this they replied that they had countless amounts. They were even in the habit of spitting them out after a good meal of freshwater clams. "They will do very nicely" and to my surprise they offered me as many as I wanted. With my usual quick thinking, I added "Throw in the spices and potions and it's a deal." They seemed amazingly satisfied with this arrangement. As well as this Huinipachutli said that I could occupy a small offshore island as a base for my ships, and that all provisions would be provided. Furthermore, payment would be delivered for every enemy captured and rendered up to Sotek and a hefty reward for every sacred artefact returned to its rightful owners.'

Skink Scribal Archive: 'The High Skinks decided to come to an arrangement with the barbarian. Manquoxutni said "We dare not allow him to return with treasure for he would surely tell others, and they will come with great greed in their hearts. Nor can we allow him to go away empty handed, because he may return with greater forces. If we sacrifice him and his men to Sotek, we will need to fight a battle to capture them all and one may escape, and bring others." Ylopulqua said "The correct solution to this problem is to keep them here where we can watch them. If they are as good as their word, they will attack our enemies for us. Even if

they win, eventually there will be less of them. In the meantime, they keep others away from our lands." Huinipachutli said "Furthermore the barbarian is willing to do this for a handful of beads!"

Marco observes a Battle between the Lizardmen and the Dark Elves

Marco: 'I remained in Tlax for two more days after clinching the deal, and was about to set off on the third with many Skink bearers carrying a down payment of pearls, spice and potions with which I hoped to impress my comrades and damp down their mutinous hearts! Unfortunately this was the day that the Dark Elves, the same evil brood that had sacked Remas in my own country, fell upon the city of Tlax.

The city was taken by surprise. The raiders, a strong force, had penetrated up river to the north and approached the city from the west. At least that meant that my men were probably safe. Indeed they would not know my predicament and could not intervene to rescue me.

It was Huinipachutli who informed me what all the commotion was about. We both took up position on one of the pyramid platforms to observe the battle. All the Skinks had hurriedly marched out at daybreak with their standards, to the sound of the drum. It was a fantastic sight to behold. Behind them had gone several cohorts of Saurus in massed ranks, growling menacingly. Last of all came a lumbering monster, with huge horns and a great bony crest. On its back, swaying precariously was a tall structure, overloaded with Skinks armed to the teeth with bows and javelins. Huinipachutli said that there were other troops going into action as well, but these were far out on the flanks, and would approach stealthily through the swamps. Command of the army had been delegated to Mage Zltoc whom I had first encountered. This was because Lord Xtlí was too deep in thought to be disturbed. The left and right wings were to be commanded by the Skink captains: Copacatl and Wochuluquinat.

The Lizardman army vanished from view into the jungle but we could hear the din of battle in the distance. This went on for some time and gradually seemed to be coming nearer. Suddenly scattered groups of Skinks rushed out of the forest across the plaza, followed by depleted groups of Saurus, retreating rather more reluctantly, turning to face the jungle then falling back and turning to face the jungle again. Agitated Skink officers were rushing to and fro rounding up their men and brandishing standards. Eventually they managed to form some sort of battle line across the plaza facing the jungle. Huinipachutli was very agitated, swaying from side to side and gnashing his teeth. "Not good!" he kept saying to me.

Then the enemy surged out of the jungle onto the plaza and hesitated, forming up into a massed wall of warriors clad from head to foot in dark blue robes and black armour. Deep red banners fluttered over their heads and

their shields were engraved with hideous skulls. In their midst and easy to pick out were a throng of demented Witch Elves. Oh yes, I had seen them before, and I knew to fear and loathe them. Here they were prancing and taunting the Lizardmen, already smeared with blood, they urged on the rest. Clustered together among them were a group of sorcerers, both he and she-elves distinguished by the crackling energies emanating from the rods and orbs which they brandished menacingly. One of these was clearly their commander.

The dark horde ignored the hail of arrows discharged by the Skinks and began to press forward with great discipline. They clashed with the Saurus and swept away the Skinks who once again began scurrying away. This time there was no room to retreat in the confined space of the plaza so the Skinks fled up the steps of the pyramids. The Saurus were now falling back also and I witnessed at least one unit of these brave warriors refusing to give way and disappearing beneath the blades of the Dark Elves.

The cries of the Elves and the roaring of the Saurus was a terrible sound. The remnants of one cohort of Saurus retreated up the steps of our pyramid. There would be no escape for me or Huinipachutli. If these Saurus fell, so would we. "Are we doomed?" He shook his head vigorously and said "Not yet! Not yet!" The enemy had advanced across the plaza and forced the Lizardman line to swing around, pivoting on our pyramid where the Saurus were putting up a spirited fight from the steps, savagely striking down on their assailants pausing only to tug the crossbow bolts from their thick hides. Despite this, the situation looked grim. The Great Pyramid to the right of us seemed to be overwhelmed with Dark Elves, and looked as though it was lost.

Suddenly we heard the haunting sound of many reed pipes and the thunder of great resonant drums. A procession of Skink musicians and bronze clad Saurus brandishing halberds appeared from a great dark portal on the platform of the pyramid. Behind these came an extraordinary sight. Four Saurus wearing armour made from the bones of gigantic monsters, bearing on a palanquin what appeared to be a bundle of rags tied up with string and bedecked with colourful plumes and glittering gold objects. Strapped to the head of this object was a golden mask fashioned in the form of a grimacing Slann. Its huge, staring inlaid eyes of shell and topaz were very disconcerting. The palanquin swayed and lurched from side to side as the bearers danced to the rhythm of the drums and pipes. It was a strange hypnotic tune which I shall never forget. Even to this day it still haunts me!

This bizarre group descended the steps towards the enemy. Huinipachutli was now beside himself with excitement. His cheeks and throat were swelled up as he let out a bellowing croaking sound. On all the steps of the Great Pyramid, the Skinks and Saurus who were fighting in small beleaguered groups seemed to take heart at the sight of the advancing bundle. I later

discovered that this bundle was really a mummified Mage-Lord, a very ancient and venerated totem. Suddenly the palanquin bearers and the bronze-clad Saurus surged into the hesitating ranks of the foe with such force that Dark Elves toppled over the edge of the pyramid steps and plummeted to the plaza below, impaling themselves on the spears of their comrades who were pushing up the steps. The Dark Elf regiments flinched and recoiled as one, like some gigantic wounded beast.

Seeing this, the band of enemy sorcerers directing the battle advanced, and unleashed a storm of fireballs and crackling energy towards the mummy. For a moment the whole scene was blanketed in dark fumes. The pipes and drums fell silent for a second, then started up again, if anything, louder and faster than before. The fumes dissipated revealing the palanquin and its long dead occupant still there, although looking rather tatty after the assault. Its bearers were now triumphantly struggling with it over heaps of slain enemies, mercilessly cutting down the reckless and demented Witch Elves who rushed at the palanquin with their daggers.

I gazed around myself once again. On all sides the remnants of the cohorts of Skinks and Saurus were rallying to their standards and were forcing the Dark Elves back. The enemy sorcerers were cursing with rage and all but the commander himself charged out from the midst of the Witch Elves to attack the palanquin. Then there was the eerie sound and searing flashes of magical weapons striking bronze and gold. Bits flew off the ragged mummy. There were more blasts and flashes of light; the sorcerers were flung shrieking in all directions and were rapidly despatched by the halberds of the Saurus.

The palanquin heaved relentlessly onward, with serried ranks of Saurus on its flanks. They were in the plaza now, pressing the Witch Elves and a mixed mass of what remained of their other regiments, backwards towards a great rectangular pond. There was no escape for the Dark Elves now! They were hemmed in on all sides with their backs to the pond. This made them fight even harder, but to no avail. Each time the Lizardmen surged forward a few steps, the rear rank of Witch Elves and warriors were shoved off the edge of the pond and plunged into the water. The screams of the Witch Elves were diabolical as the water frothed and grew redder and redder.

Beside me the jubilant Hunipachutli was swaying from side to side and bobbing up and down with excitement: "Piranha! Piranha!" he yelled. I joined in with his jubilation, shouting out: "Bathe in your own blood for a change!" and "Let's see you jump out of there looking younger!" The slaughter continued until the last wailing rank of Dark Elves met their doom in the pond, now coloured the deepest darkest red. Truly I saw the fish leap into the air to bite their victims before they even hit the water. The enemy commander was the last to plunge

to his deserved doom and one could see his evil soul hanging for a moment like a dark cloud above the boiling pond before it vanished forever.

When there were no Dark Elves left alive in the plaza, the Saurus bore the palanquin reverently back up the pyramid to the sound of the Skink musicians playing a different tune. I must admit I shared Hunipachutli's satisfaction in witnessing the destruction of the dark horde of Naggaroth. "At last! Remas is avenged!" I rejoiced.

Marco Recovers the Sacred Artifacts of Tlax

'There was a hectic time in the city following the battle. Hunipachutli rushed about with me beside him, exchanging words with various officers gathering together their men. I saw a group of captured Dark Elves being dragged spitting and cursing up the steps of a temple by several angry Saurus. "For Sotek!" explained Hunipachutli. He also told me what had happened. In Hunipachutli's opinion, there was never any question of defeat. I thought it was a close thing, but kept that to myself. According to my interpreter, they never had a chance after Venerable Lord Zepec had been brought forth. As for Lord Xtli, he had not been disturbed throughout the battle, as he was pondering an important calculation!



Several Skink officers approached and spoke with Hunipachutli. Apparently, some of the wretched enemy had escaped and, worse than that, they had looted one of the subsidiary pyramids whilst the battle raged. They had of course been pursued by Terradon riders, but had put to sea in one of their sea serpents. You must know these Terradons are giant flying reptiles which can bear two riders on their backs. The Terradons had slain the others in the shallows by dropping rocks on them, but if the escaping ship was attacked in this way the sacred artifacts would be lost forever at the bottom of the sea. "You have ships, you must recover the artifacts for us!" they said. Well, we had made a deal, and they were right! But I could not get to my ships in time to catch them. Hunipachutli suggested a solution. "We fly there on the Terradon, you will accomplish your task!"

Skink Scribal Archive: 'The barbarian made ready his ships and men very quickly. The ships of the barbarians were very fast. Our Terradon riders directed him to the enemy. The thunder weapons of the barbarians were brought to bear on the enemy vessel and it was slain. Afterwards, the barbarians captured the vessel and slew every enemy on board it except for the leader, who was rendered unto Sotek. They also returned the sacred artifacts to us. Lord Xtli was satisfied and the barbarian leader was rewarded with all the beads and spices that

he desired. He was greatly contented with so many beads! His men spent hours counting them over and over again. Such tadpoles! On the next day venerable Lord Zepec was restored and the sacred pond of the Piranha god was purified with fresh water.'

Some of Marco's men Mutiny and Desert

Marco: 'After we had been on the island for several weeks, Giovanni and some of the other men came to me and said that they were going to take their share of the pearls, spices and potions and go home. I told them that they should stay because there was a lot more riches to be had. My motives were of course entirely selfish because without enough men and ships, I could not hope to defeat many raiders and therefore collect more rewards. Giovanni and the others were not impressed, they said they had enough riches already. This was strange coming from such greedy villains, but really the fools were just bored and eager to spend their wealth gambling in the taverns of Mirigliano. I told them that when we go, we should all leave together, but not until after the monsoon season. Next day I awoke to find two of my ships gone, together with Giovanni and three quarters of the crew. Also gone was a far greater share of the treasure than they were entitled to!

Several weeks passed. Even with one ship and only half a dozen guns I succeeded in chasing three passing Norse longships and recovered various sacred objects which had been looted from cities further south. The Slann Lord of Tlax sent on the loot that I recovered to its rightful owners who sent presents to him in gratitude and he passed on a share of the reward to me. Soon my treasure chest was as full as before.

Around that time Hunipachutli informed me that my mutinous deserters had turned up to the north raiding the coast near Pahuax. They had been captured and sacrificed to Sotek. This message had come to Tlax together with bearers bringing the treasure that the scurvy dogs had run off with. The lord of Pahuax assumed it had been looted from Tlax because of the glyphs painted on the great gourds in which the precious spices and potions were kept. Other sealed gourds contained the pick of the pearls.'

Marco Returns to Tilea

Marco: 'I was now very wealthy with less men to share the rewards with. The monsoon winds had changed and were blowing towards the north east. It was time to quit whilst the going was good. I waited until the entire city of Tlax was engaged in one of their many rituals and all the Skinks including Hunipachutli were not around. Seizing this opportunity, I made haste to be gone and set sail.'

Historian's note: 'Marco Colombo returned to Tilea where he was able to use his fabulous wealth to hire an army of mercenaries and overthrow the corrupt republic of Trantio to make himself prince of that city.'

LIZARDMAN BESTIARY

Before the time of Men, before even the time of the Elves and Dwarfs, the only races dwelling in the known world were the Lizardmen. Before the Lizardmen were the mysterious Old Ones who vanished from the world long ago. The Lizardmen include all the ancient races of intelligent reptilian creatures that inherited the world from the Old Ones – the Slann, the Saurus warriors, the Skinks and the mighty Kroxigor. Associated with them are the Cold Ones, the Terradons and the Stegadon. These lack the intelligence of the Lizardmen and serve them as riding beasts and monsters for their armies. Other reptilian creatures, such as the sea monsters that dwell in the depths of the oceans, Dragons and Hydras are only distant relatives of the Lizardmen and have evolved in their unique ways under the influence of the raw magic of Chaos.

SLANN MAGE-PRIESTS

Slann are the most intelligent of all the Lizardmen, and they rule over the other Lizardmen as a caste of Mage-Priests. All Slann belong to this caste, because they all possess the ancient magical powers bred into their race by the Old Ones.

In appearance the Slann resemble huge toads of the kind that live in the tropical rain forests of Lustria. Their heads are large to match the mighty intellect within, and their eyes are large and all-seeing. The Slann lifespan is very long, and their swollen and bloated bodies are carried everywhere on magnificent palanquins by servants who attend to their every need.



All the Slann alive today in the world are the very same Slann who once served the Old Ones. All of these were spawned after the Old Ones arrived on the world. Any that may have come with them are already long dead and their relics are lost, doubtless destroyed in the great catastrophe, if they ever existed.

There were five spawnings of Slann made by the Old Ones after their arrival on Warhammer World and none since the great catastrophe in which the Old Ones perished.

Slann of the First Spawning

The Slann of the first spawning died many thousands of years ago, and their mummified remains are hidden in their tomb vaults deep beneath the pyramid temples. They are venerated relics and the greatest among them is Lord Kroak of Itza.

Slann of the Second Spawning

The Slann of the second spawning are still alive, except for those slain by unnatural means, but they are all immensely old. These Slann are Lords among the Mage-Priests. There are only five of them and each rules one of the great pyramid temple cities of the Lizardmen.

Slann of the Third Spawning

The Slann of the third spawning are younger than the Lords by several thousand years and yet they are still old. These are the Master Mage-Priests. There are about twice as many of these remaining alive as there are Lords and they either serve the Lords or rule lesser pyramid temples scattered throughout the Lizardmen realms.

Slann of the Fourth Spawning

The Slann of the fourth spawning are the Mage Champions. Although they too can number their years in thousands, they seldom rule pyramid temples, but serve the greater Slann as generals of armies, overseers of works or as subordinate rulers presiding over the smaller pyramid temples that surround the great cities.

Slann of the Fifth Spawning

The Slann of the fifth and last spawning are the youngest of the Slann, but even so they can remember a time before Elf or Dwarf history began. Compared to the Lords they are alert and energetic and have been known to get up off their palanquins on rare occasions! Slann of the fifth spawning are the lowest rank of Mage-Priests who serve the older ones in temple rituals, or as commanders of small forces sent to deal with intruders and various other missions.

Thus although it is normal for a Slann to live for thousands of years, there are very few Slann remaining in the Known World, perhaps only a few hundred in total and most of them are already immensely ancient. The Slann are therefore a dying race, slowly heading towards extinction. Without the Old Ones there can be no more spawnings of Slann to replace those who



SLANN MAGE-PRIEST



perish in battle or die naturally. The dead Slann rest, preserved forever as mummies in the deep tomb crypts beneath the pyramid temples. Even in death, their magic lingers on within their dried husks and so they are venerated as much as ever they were in life.

Each Mage-Priest resides upon a great pyramid temple. The greater the Mage-Priest the higher and more magnificent his pyramid. From here, he presides as a priest-ruler over a community of Lizardmen who guard and serve him. He may have Mage-Priests of lesser status among his retinue, who reside in smaller pyramids clustered around the great pyramid. There are four of these pyramid complexes hidden in the jungles of Lustria and one isolated in the rain forests of the South Lands. All these cities are linked together by mystic astral 'lines', which enable the Slann Mage-Priests to communicate with each other.

The Slann know that they were entrusted with the task of maintaining and completing the grand design of the Old Ones. The known world is but a small element in this awesome universal plan. Since the time of the great catastrophe when the stellar gates imploded and the world was polluted with Chaos and the Old Ones vanished forever, the Slann have religiously attended to their sacred task which they hope to accomplish before their own race dies out. No matter what Elves or Dwarfs or Men may think or do, the Slann will endeavour to serve the Old Ones faithfully to the end of time or until they disappear from the world. All other Lizardmen live only to serve the Slann and help them in their cosmic task.

The mind of a Slann Mage-Priest is constantly pre-occupied with deep thought. Endlessly they ponder the meaning of time and the mysteries of the universe. To their attendants, they often appear to be in a sleepy trance with signs of life limited to the occasional blink. With their minds on contemplation in this way and seated upon their palanquins within the chambers of the temple pyramids, each Slann Mage-Priest can transmit and receive thoughts telepathically from other distant Mage-Priests. Lowly Mage-Priests are the most vocal, issuing orders and pronouncements several times a day. The older Slann speak rarely. Indeed one of the Mage-Priest Lords has only ever spoken once in the living memory of his Lizardmen attendants and that was to say only this, "Attend to the gates!" All present knew what this meant. All knew that this was the one great pressing task to accomplish and that it would take forever.

Although a Mage-Priest may seem barely awake, he is perhaps more aware of the magnitude of the universe than any other living thing. Suddenly, from time to time, a profound thought will stir the Slann Mage into activity. He will appear to wake up and issue an instruction to his attendants and loyal factotums. Often the pronouncements of a particularly ancient Slann will be so enigmatic as to require interpretation by younger and more vocal Mage-Priests. These will act on his instructions and give orders to the rest of the Lizardmen.

	M	WS	BS	S	T	W	I	A	Ld
Mage-Priest & Palanquin	4	3	2	4	4	3	2	3	8
Mage Priest Champion & Palanquin	4	4	3	6	4	4	3	4	8
Master Mage-Priest & Palanquin	4	5	4	6	5	6	5	6	9
Mage-Lord & Palanquin	4	6	5	6	5	8	6	8	10

THE SLANN MAGE-PRIEST AS GENERAL

The Lizardmen army is always commanded by a Slann Mage-Priest carried aloft on a palanquin. Thus every Lizardman army is in fact the army of a particular Mage-Priest. It is his personal army which defends him in his pyramid temple. A great Mage-Priest may well have lesser Mage-Priests under his command, who reside in smaller pyramid temples of their own clustered around the great pyramid temple. Any one of these lesser Slann may be despatched with a force proportional to his status to accomplish a task, or to deal with small forces of invaders so that the mind of the great Mage is not disturbed or distracted from contemplation of space and time. If a great task needs to be done or a powerful and numerous enemy force has to be defeated, then the mightiest Slann takes the field at the head of the full muster of his army. An army can include other Mage-Priests of equal or lower magic level than the General.

SPECIAL RULES

Palanquin and Bodyguard

All Slann Mage-Priests ride upon elaborate palanquins carried by four sturdy Temple Bodyguards. Slann must be carried everywhere they go as they are so ancient and hugely bloated with magical power that they are quite unable to move of their own accord. Even were they able to do so, they have far too many important things to think about to be bothered with such trivial matters!

The Slann directs his bearers by sheer force of will. His magical energies are transmitted to the Temple Guards carrying the palanquin, enabling them to effortlessly bear his weight for as long as he wishes. Invigorated by their master's power and driven by his will, individual Bodyguards will fight on even if they are mortally wounded – kept alive by the Mage-Priest's energy no matter how many arrows are sticking in them or how many swords are plunged through their bodies!

The greater the will of the Mage-Priest, the more powerful his Bodyguards are in combat, and the more damage they can endure. The Slann Mage-Priest, palanquin and the Bodyguards are treated as a single model with one profile – much like a cavalry model.

If the Slann carries a magic weapon or other magic device then the magic item affects the whole palanquin, all of its attacks and so on. All enemy attacks are struck against the model as a whole: only by destroying the whole model is the Mage-Priest deemed to be slain, his will broken forever, and his Bodyguards destroyed with him.

Cold Blooded

All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the 2 lowest scores.

Slann Mage Priest Telepathy

The minds of the Slann Mage-Priests are great and deep beyond mere human comprehension. Mage-Priests communicate with each other across the globe by means of currents of magic which flow through the world. On the battlefield all Slann Mage-Priests use this ability to share their magical powers. To represent this, at the start of the Lizardman magic phase each Slann Mage-Priest can swap one spell with any other Slann Mage-Priest in the battle. Thus, so long as there are at least two Mage-Priests present, it is possible to make sure that the most powerful Mage-Priests have the most appropriate spells.

Shield of the Old Ones

The Slann together with his palanquin and bearers lie under a powerful *Shield of the Old Ones* – making it hard to harm either the Slann or his servants. To represent this the entire model has a special D6 saving throw of 4+ against each wound suffered. This is a special save and is not modified by the Strength of the attack. Wounds from weapons or attacks that ignore armour saving throws can still be saved by the Shield of the Old Ones.

The Shield of the Old Ones is not a magic item but an ancient sorcerous ability of the Slann himself. Otherwise, see the comments on special saves and Wards in the Warhammer Magic supplement.

LIZARD/SERPENT SWARMS

Lizardman cities and ruins are overrun with myriads of swarms of venomous snakes and small lizards.

Serpents are sacred to Sotek, the great serpent god of the Lizardmen. If Sotek is invoked by sacrifices before a battle, swarms of serpents will appear and slither ahead and along the flanks of the Lizardmen armies as they march. They beset the hordes of the enemy, infest their camps and sting them with their venomous fangs night and day, reaping a mounting toll on the foe, reducing their numbers and sapping their will to fight.

Sometimes the core of the Serpent Swarm are the sacred serpents from the snake pit of the great temple of Sotek, which have been brought to the battlefield by the Skinks and released to exact the rightful tribute of the snake god and satisfy his insatiable appetite!

	M	WS	BS	S	T	W	I	A	Ld
Serpents	3	3	0	4	2	5	1	5	10
Lizards	4	3	0	3	2	5	1	5	10

SPECIAL RULES

Base

Swarms are represented by a number of models mounted onto a single 40 x 40mm base. The exact number of models is not important, but there should be enough to convincingly fill the base. In most cases 5 models is sufficient. A swarm always consists of one type of creature – a swarm of lizards, snake etc.

Combat

A swarm moves and fights as a large monster with 5 wounds and 5 attacks. If your force includes several Swarms of the same type they must congregate and fight together, forming a mass rather like a unit of troops.

Leadership

Swarms are immune to all psychology effects and never take Break tests if defeated in hand-to-hand combat. They will automatically pass any Leadership-based test they are obliged to take. The Leadership value of 10 is has been included purely for comparative purposes.

SAURUS

Saurus are ferocious but slow moving and slow witted creatures. The Old Ones probably bred the original Saurus warriors from some kind of prehistoric crocodile or alligator they found in the swamps of Lustria. The creatures they bred were more intelligent than their crocodile ancestors and could walk on two powerful hind legs leaving their arms free to wield weapons, but they lost the speed that crocodiles have on all four legs and the ability to move through water. The Old Ones may have bred them deliberately as warriors rather than servants and workers, if so who or what the old Ones wanted to guard themselves against remains a mystery.

Like all Lizardmen, Saurus have thick, scaly hide which protects them as a form of natural armour. It is in fact better than metal because it is horny and cannot be dented or cut through. A Saurus is only wounded if a weapon manages to pierce the skin between its scales or the softer skin of its belly.

Saurus are sufficiently intelligent to understand simple, clear orders and just about articulate enough in the rasping Lizardman tongue to repeat messages. The most intelligent are able to lead units of their own kind in battle. Saurus therefore make excellent warriors, but they are not much good at anything else. They are extremely ferocious fighters and will tear and rip with their talons and teeth as well as hacking with their crude bronze hand weapons or stabbing with short, hefty spears. They are extremely stubborn and determined and very difficult to beat in hand-to-hand combat.



Saurus warriors are hatched in the dank subterranean tunnels beneath the pyramid temples. Their numbers are only replenished slowly, unlike the Skinks.

Each pyramid temple that is the residence of a Slann Mage-Priest is guarded by a picked unit of Saurus Temple Guards. These are the oldest and best of all the Saurus in the city's army. They are given bronze armour and helmets made from Stegadon skulls, not only for protection but to make them look all the more daunting and magnificent. These Temple Guards have the duty of guarding the pyramid temple and especially its inner chambers to the death.

	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	8
Saurus Champion	4	4	0	5	4	1	2	3	8
Saurus Hero	4	5	0	5	5	2	3	4	9
Temple Guard	4	4	0	4	4	1	2	2	8



SPECIAL RULES

Scaly Skin

Saurus have scaly skin as hard as metal armour. This gives them a basic armour save of 5+ even without shields or other protection. This save is reduced according to the Strength of the attack in the normal way, except that Sauruses always have a save of at least 6+. The Saurus' save **can** be negated altogether by hits from cannons, bolt-throwers or other weapons that ignore armour saves, but Strength modifiers will never reduce the save to less than 6. This 'back-stop' save is common to most of the Lizardmen, including Skinks and Kroxigor, and it takes account of their ultra-resilient reptilian bodies that can often ignore heinous wounds that would reduce your average soft, squishy mammal to a pile of steaming offal.

Cold Blooded

Saurus are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Bite Attack

Saurus have multiple attacks, one of which is a 'bite' attack. Bite attacks are always worked out at the basic Strength of the Lizardman – they do not receive the Strength bonuses or other bonuses from the Lizardman's weapons.

SKINKS

Skinks are fast, agile and intelligent. The Old Ones may have bred them from giant newts which inhabited the Lustrian swamps at the dawn of time. Of all Lizardmen, Skinks are the most vocal and speak the Lizardmen tongue faster than any of the other Lizardmen races. This means they are good at organising themselves, conveying the instructions of the Mage-Priests and taking messages. Skinks tend to operate well in big groups and quite naturally act together to accomplish tasks, moving always on the signal of their natural leaders. This makes them very useful as warriors. Although they lack the sheer aggression of the Saurus, they are good at shooting volleys of arrows and javelins and are the only Lizardmen capable of riding Cold Ones, Terradons or Stegadon.

Skinks find no difficulty crossing water, whether this be wide rivers, swamps or lakes. They also have scaly skin on their backs which protects them almost as well as the Saurus. As troops they are far more volatile than the Saurus and switch between reckless audacity and sudden panic. This may be due to their very short memories. As soon as a Skink unit flees out of immediate danger it is quite likely to forget the experience and regroup for another attack with just as much recklessness as before.

Skinks breed out in the vast swamps in the places the Old Ones designated as their spawning grounds. Every few years vast numbers of hatchlings swarm out into the jungle and converge towards the pyramid temples. The timeless rituals of the Mage-Priests were no doubt intended by the Old Ones to summon them. Each spawning produces Skinks of new and varied colours. The Slann, assisted by the older and more intelligent of their Skink servants, round up the new generation of Skinks and train them as soldiers and workers.

Skink Shamans

It is very rare for a Skink to possess any skill in the arts of magic; this is the preserve of the Slann. However, since the time of the rise of the god Sotek there have been a few Skinks with shamanic and prophetic abilities in every spawning. This is perhaps linked to the undoubted patronage of Sotek himself. This hidden god began principally as the god of the Skinks and appeared to save them and lead them against the Skaven menace. Only later was Sotek acknowledged by the haughty Slann. By this time some highly intelligent Skinks, such as Tenehuini the Prophet of Sotek, had gained shamanic powers by invoking the snake god. Since those days Shamans have continued to appear among the Skinks. They are recognised among the newly spawned because they bare the marks of Sotek. Skink Shamans however have always remained roughly equivalent to the lowest level of Mage-Priest in their magical powers.

	M	WS	BS	S	T	W	I	A	Ld
Skink	6	2	3	3	2	1	4	1	6
Skink Champion	6	3	4	4	2	1	5	2	6
Skink Hero	6	4	5	4	3	2	6	3	7
Skink Shaman	6	2	3	3	3	1	5	1	6
Cold One rider	6	2	3	4	2	1	4	1	6



SPECIAL RULES

Scaly Skin

Skinks have scaly skin which counts as light armour. Their save can never become worse than 6+ because of the Strength of an attack. See the Saurus special rules for a full explanation of how this works.

Cold Blooded

All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Skirmish

Skinks may *skirmish* as described in the Warhammer rulebook. A Skink unit which includes Kroxigor may not skirmish because the Skinks gather too closely round the Kroxigor.

Poison

Skinks often make use of poison distilled from the skins and mucous of tropical frogs and serpents. These are used to tip their arrows and javelins, adding +1 to the Strength of the missile.

Aquatic

Skinks are excellent swimmers and Skinks on foot can move over marsh, rivers, streams, ponds or lakes without penalty.

While occupying a water feature of this kind, the Skinks benefit from being in soft cover because they can conceal themselves in the water with just the tops of their heads exposed.

Skink Units and Kroxigor

Skink units may include Kroxigor. For rules see the Kroxigor entry.

KROXIGOR

The Kroxigor are giant cousins of the Saurus. They are much bigger and more powerful creatures, but less intelligent and their speech is limited to a blood curdling roar. Kroxigor need to be goaded into activity by Saurus or Skinks, and will obey their instructions diligently, showing that they understand rather more than might be thought from their appearance. They are very good at lifting heavy objects and for battle they are given huge axes of bronze. Their long reach enables them to swing these axes even over intervening ranks of scurrying Skinks.

The Skinks tend to swarm around the Kroxigor, encouraged by the awesome power of these mighty creatures. The Kroxigor gang together with others of their kind but are also attracted to large swarming masses of Skinks. Lizardmen are a very gregarious race and always like the smell, warmth and excitement of being in a great mass of their own kind as this stimulates each individual's own energy and battle rage. The Kroxigor are quite rare and are bred very slowly in the same places as the Saurus.

	M	WS	BS	S	T	W	I	A	Ld
Kroxigor	6	3	0	5	4	3	1	3	9

SPECIAL RULES

Scaly Skin

Kroxigor have scaly skin which gives them a basic armour save of 4+. Their save can never become worse than 6+ due to modifiers from an attack's Strength.

Cold Blooded

All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

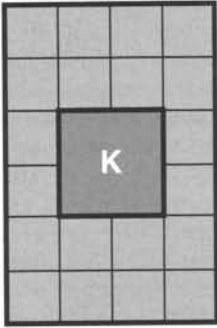
Aquatic

Like Skinks, Kroxigor can move over marsh, rivers, streams, ponds or lakes without penalty. While occupying a water feature of this kind, they benefit from being in soft cover because they can conceal themselves in the water with only their heads exposed.

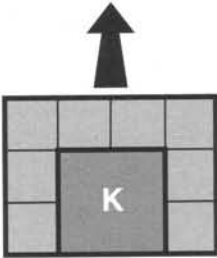
Cause Fear

Kroxigor are ferocious towering creatures with a blood-curdling roar. They cause *fear* as described in the Warhammer rulebook

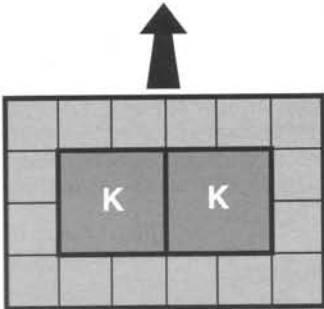
KROXIGOR IN UNITS OF SKINKS



Left: 1 Kroxigor with a unit of 20 Skinks.



Right: 1 Kroxigor with a unit of 8 Skinks.



Left: 2 Kroxigors with a unit of 16 Skinks.

Kroxigor models may be included in units of Skinks at the start of the game. You may include up to one Kroxigor for every eight Skinks in the unit. So a unit of up to seven Skinks has no Kroxigors, a unit of 8-15 Skinks can have one Kroxigor, a unit of 16-23 Skinks can have two Kroxigors and so on. Kroxigor are always placed as close to the centre of the unit as possible, in either the front rank or the second rank. This represents the Skinks massing round the gigantic Kroxigor.

A Skink unit that includes Kroxigor always counts its rank bonus as if the space occupied by the Kroxigor were taken by Skinks (each Kroxigor base is therefore equivalent to four Skinks in two ranks) and can test on the Leadership of the Kroxigor rather than that of the Skinks.

Shooting

Kroxigor which are part of a unit of Skinks can be seen over and can see over the Skinks. When shooting at a Skink unit which includes Kroxigor, roll to see whether each shot hits a Skink or Kroxigor:

D6	Hit scored on:
1-4	Skink
5-6	Kroxigor

Hand-to-hand Combat

Because of their height, Kroxigor mixed into a Skink unit can fight even if not in the front rank of the unit. They can reach over a single rank (ie, one rank) of intervening Skinks to strike at the foe. The enemy may also choose whether to strike back at Skinks or the Kroxigor.

SALAMANDER

Salamanders are giant amphibians that dwell in the jungles and swamps of Lustria. When they hunt, Salamanders spit powerful venom at their prey, which includes various animals such as large birds, monster insects and even Skinks if they are not fast enough to get out of the way! The Skinks capture these creatures and train them for use in battle as a sort of living artillery, because they can spit their spray of deadly venom over a long distance.

It is very difficult to train and control a Salamander. In battle, each Salamander is accompanied by Skink Runners who have the task of goading and tempting it towards the enemy and prodding it to make it angry enough to spit venom at them. This is a hazardous task for the Skinks, who risk getting eaten themselves! The venom is extremely nasty and corrosive since it partly digests the victim ready for the Salamander to gulp it down in one go!

	M	WS	BS	S	T	W	I	A	Ld
Salamander	6	3	3	4	4	3	2	3	6
Skink Runners	6	2	3	3	2	1	4	1	6

SPECIAL RULES

Scaly Skin

The Salamander and its Runners have scaly skin which counts as light armour and gives them a basic save of 6+. This save can never become worse than 6+ due to modifiers from the Strength of the attack.



Cold Blooded

All Lizardmen are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Spit Venom

In the wild, Salamanders spit venom when they are angry or irritated. The task of the Skink Runners is to goad the Salamander to face the enemy and then prod it with their spears to make it spit venom.

The Salamander can spit venom up to a distance of 24". Place the small round template from the Warhammer game over the target to represent the spray of venom. The venom is a powerful and corrosive poison. Roll to hit as normal using the Salamander's BS. If the Salamander hits its target, every model under the template suffers a Strength 4 hit. Each model wounded by the venom suffers not 1 but D3 wounds. The venom seeps through gaps in armour so no armour save is allowed.

If the shot misses the target roll the Scatter dice and Artillery dice to determine how far off target the venom lands and shift the template to the new location. If you roll a misfire result, it means that the Salamander didn't spit at all but gobbled up one of the Skinks instead!

Skink Runners

The Salamander is escorted by a group of four Skink Runners whose task is to goad the Salamander along so that it moves towards the enemy and spits venom at them. They can also goad it into charging and fighting if necessary.

The Skink Runners and the Salamander form a single unit in the same way as a cannon and its crew. They move together, and if obliged to flee, pursue or whatever, they stay together just like a unit of troops. Several Salamanders can be grouped into a loose unit in a similar way to cannons and war machines, in which case they form the equivalent of a 'battery'. Crew can move from one Salamander to another where required.

Should a Salamander's Skink Runners all be slain, it can still move, fight and spit venom. However, the beast is no longer directed by the Skinks and therefore is affected by the rules for Stupidity as described on page 50 of the Warhammer rulebook. Remember that Salamanders are cold blooded and roll 3D6 discarding the highest.

SHOOTING AT THE SALAMANDER

When shooting at the Salamander and its Runners, roll a dice for each hit:

D6	Hit scored on:
1-4	Skink
5-6	Salamander

Aquatic

The Salamander and its escort of Skink Runners may move over water obstacles without penalty and will benefit from soft cover while occupying water features.

STEGADON

The jungles of Lustria are home to a variety of huge lumbering primaeval reptiles which have dwelt there since before the coming of the Old Ones. Stegadons are among the largest and most aggressive of these creatures. They feed on the lush vegetation and have powerful beak-like jaws capable of grinding up the trunks of vast forest trees or cracking the hard, rock-like nuts. They use their horns to uproot whole trees before devouring them and can wallow in deep swamp relying on their thick scaly skin to protect them from predatory crocodiles and gigantic piranha fish.

Stegadons often have several large long horns projecting from their skulls as well as horns, spines or plates on their backs, flanks and tails. Their tails end in a spiny maul with which they lash out at anything that tries to approach them from the side or behind. Since predators tend to stay well clear of these creatures, they use their natural weapons fighting each other in vicious fights over the hulks of fallen trees, often remaining locked in combat for days on end. They seem to be slightly more intelligent than Cold Ones and rather more active, probably because they live out under the hot sun.

The Lizardmen soon made attempts to harness these creatures as beasts of burden, especially for clearing dense jungle to build temples and for dragging huge stones. It was not long before they were used in battle,

carrying crews of well armed Skinks in massive bronze-clad howdahs on their huge broad backs. They soon proved their worth, crashing into dense masses of the foe leaving immense damage in their wake.

	M	WS	BS	S	T	W	I	A	Ld
Stegadon	6	2	0	7	6	6	2	5	6
Skink Crew	6	2	3	3	2	1	4	1	6

SPECIAL RULES

Skink Crew & Howdah

The Skink crew of the Stegadon ride in a howdah mounted on its back. The crew are armed with hand weapons, spears, short bows, javelins and shields. Their javelins and arrows are poisoned and hits strike with a Strength of 4.

Scaly Skin & Horny Hide

The Stegadon has horny hide which gives it a basic armour save of 4+. Its save can never become worse than 6+ due to modifiers from the attacker's Strength. The Skink crew have scaly skin which counts as light armour. This gives them a save of 6+ which can never be made worse by modifiers – see the Saurus special rules.

Cold Blooded

All Lizardmen are cold blooded and naturally slow to react to psychology, if they react at all! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

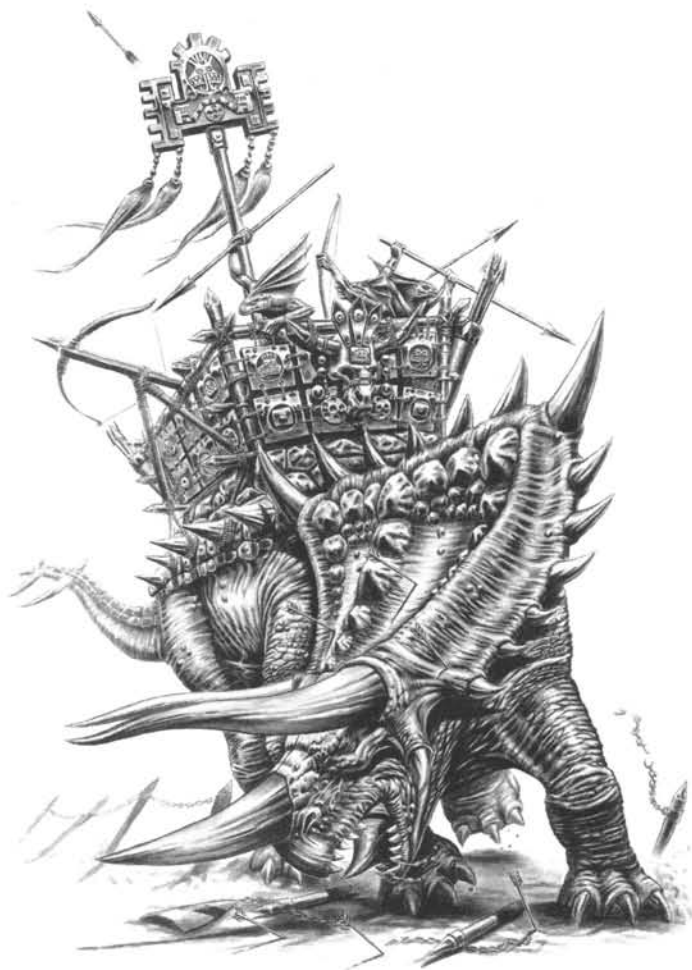
Giant Bows

Any Stegadon may be armed with a giant bow. This shoots giant arrows which are actually javelins carried in great quivers on the howdah. The bow requires two crewmen to shoot it, and has a range of 36".

The giant bow is shot in the shooting phase along with other missile weapons. Because the giant bow is mounted high up on the howdah, it can shoot over intervening troops, but not intervening terrain. Apart from that, it needs a clear line of sight to the target.

Roll to hit using the crew's BS in the same way as for ordinary bows. If you score a hit, resolve damage using the giant bow's full Strength of 5. If the model is slain, then the arrow penetrates the rank behind: resolve damage with a Strength 4. If the second rank model is slain the arrow penetrates the third rank: resolve damage with a Strength 3. Continue to work out damage as the arrow pierces and slays a model in each rank, deducting -1 from the Strength for each rank pierced.

A model damaged by the giant arrow suffers D3 wounds. The arrow is not as powerful as a bolt from a bolt thrower, so armour saving throws are allowed and are modified for the Strength of the hit as normal.



Impact Hits

In hand-to-hand combat, the Stegadon has three types of attack: attacks from the crew, attacks from the beast itself and impact hits caused by the creature's horny spikes.

When the Stegadon charges it automatically causes D6 Strength 5 hits from its horny spikes. These impact hits are inflicted first before any from either side in combat in the same way as impact hits from chariots, as described in the Warhammer rulebook. Note that no roll is made to score impact hits, the charging Stegadon automatically causes them.

Shooting at the Stegadon and Crew

Any shooting hits scored on the Stegadon model are randomly divided between the Stegadon, the howdah and the crew. Roll a dice and consult the table below for each hit to see which part of the model is struck. The howdah is shielded by the huge horny crest of the Stegadon. Anything which hits the horny plate does no damage to the monster itself and is deflected from the Skink crew. Hits on the howdah are therefore disregarded and do not penetrate to endanger the crew.

D6	Hit Location
1 - 2	Howdah (disregard hit)
3 - 5	Stegadon
6	Skink Crew

Hand-to-hand Combat against Stegadon & Crew

Hand-to-hand combat hits scored on the Stegadon model are also randomly divided between the Stegadon, the howdah and the crew, but with a better chance of hitting the crew. Roll a dice and consult the table below for each hit to see which part of the model is hit. Hits on the howdah are still disregarded, because it provides cover for the crew and is itself shielded by the monster's horny crest.

D6	Hit Location
1	Howdah (disregard hit)
2-4	Stegadon
5-6	Skink Crew

No Crew Left

If all the crew in the howdah are slain refer to the Monster Reaction Table in the Warhammer rulebook to see what the Stegadon does.

Causes Fear

The Stegadon is a huge, spiky primaeval monster with a loud frightening roar. It causes *fear* as described in the Warhammer rulebook

COLD ONES

Cold Ones are possibly directly descended from the prehistoric creatures which the Old Ones found roaming the jungles of Lustria. The Cold Ones remained more or less unchanged from that time, probably because they dwelt in the vast, dank caverns beneath the jungle, feeding on the other creatures that dwell there and coming out to the surface to feed in the mists of early dawn or after the heat of the day had passed. Cold Ones are found all over the continent of Lustria and northwards into Naggaroth, where they are tamed, in so far as is possible, by the Dark Elves for use as riding beasts. The Lizardmen also use the Cold Ones as riding beasts, although only the Great Crested Skinks are strong enough to control these difficult creatures.

Cold Ones are extremely stubborn and not at all intelligent. Their cold bodies exude poisonous slime and they are almost immune to pain, which makes them all the more difficult to fight against in battle. As well as this they have savage fangs, ripping claws and talons and lashing tails and are easily roused by the smell of fresh blood. The Dark Elves only mastered the skill of riding these creatures with great difficulty, but the Skinks, being of a closely related race, don't have so much trouble and are not bothered by the stench or slime, although they can do nothing to improve the Cold Ones' intelligence!

	M	WS	BS	S	T	W	I	A	Ld
Cold One	8	3	0	4	4	1	1	2	3

SPECIAL RULES

Fear

Cold Ones are large and frightening monsters with viciously sharp teeth. Cold Ones and their riders cause *fear* as described in the Warhammer rules.

Stupidity

Cold Ones are not very intelligent creatures and are liable to become confused or inexplicably enraged. In battle, they are likely to remain sluggish until they have tasted blood and need to be goaded into action. Cold Ones are therefore subject to *stupidity* as described in the Warhammer rules until they have fought a round of hand-to-hand combat. This means that a Stupidity test must be taken at the start of each turn, using the Leadership of the rider. Use 3D6 ignoring the highest dice in the usual manner for Lizardmen. Once a Cold One has tasted or smelt blood in a round of hand-to-hand combat, it is no longer subject to stupidity and rather eager to taste some more blood!

Save

A Cold One rider gains an extra bonus on his armour saving roll of +2 rather than the usual +1 for cavalry. This is because Cold Ones are very thick skinned, immune to pain and very difficult to wound. The slime exuded from the beast's skin quickly seals up wounds and gashes and numbs the pain.

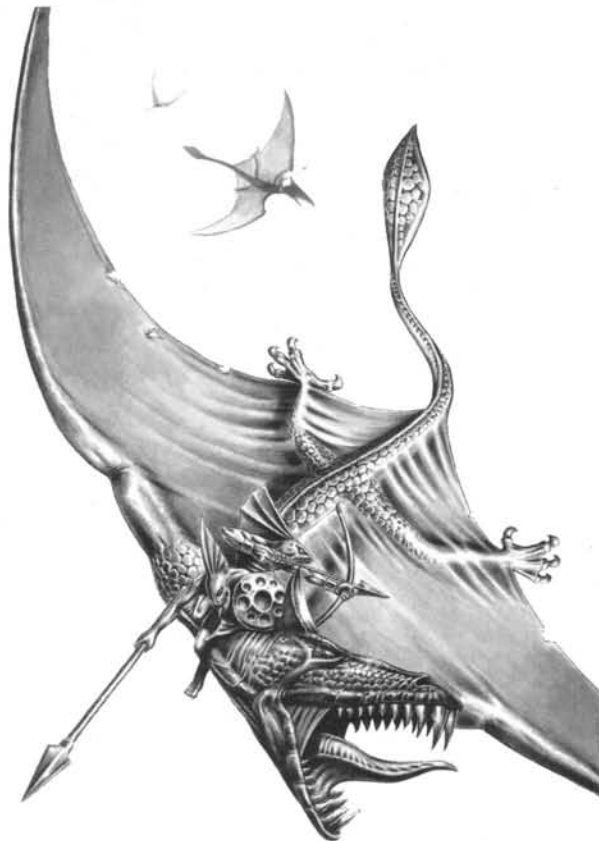
TERRADON

Terradons are another type of prehistoric reptile that has survived in the jungles of Lustria and the South Lands but few other places. Their natural habitat is the high crags and tall trees of the rain forest. Terradons are flying reptiles. They are in fact expert gliders who can use the rising steamy hot air of the jungle to stay aloft for long periods, preying on birds as they fly. Terradons are so good at soaring and swooping on the air currents that they can remain airborne for days and have been known to cross deserts and seas when ridden by Skinks.

Skinks have mastered the skill of riding Terradons that are big enough to bear the weight of two riders. These Terradon riders are exceptionally useful in battle, since they can fly ahead of the Lizardman army and attack suddenly and silently from above. Terradons have a wide wingspan and cast an ominous shadow over the foe as they swoop above them in battle. They have long beaks full of sharp needle-like teeth.

Terradons are rather more intelligent than Cold Ones and easily trained. They have been known to dive from a great height directly into the sea and emerge with huge fish in their jaws. They can pluck enemies from the battlefield in a similar way. The mournful cry of a distant Terradon is enough to make the blood of any enemy of the Lizardmen run cold!

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider	6	2	3	3	2	1	4	1	6
Terradon	2	3	0	4	4	1	2	1	3



SPECIAL RULES

Terradon Mounts

The normal rules for mounts apply to the Terradon, except that it has two riders rather than one. To represent this, the enemy must kill both riders before the model is removed. For example, if a regiment of Terradons suffers 2 wounds, remove one model. If it suffers 3 wounds remove one model and record one Skink casualty. If it suffers 4 wounds remove two models and so forth.



Scaly Skin

The Terradon and its Skink crew have scaly skin which counts as light armour. The save can never become worse than 6+ due to modifiers from the attacker's Strength.

Cold Blooded

The Terradon riders are cold blooded and naturally slow to react to psychology! Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Fly

Terradons can *fly* as described in the Warhammer rulebook.

Skirmish

Terradons always operate in skirmish formation, as described in the Warhammer rulebook.

Drop Rocks

In the wild Terradons drop rocks onto the eggs of gigantic reptiles or creatures with horny shells such as giant turtles to crack open the shells. The Skinks have exploited this natural ability by training the Terradons to go into battle clutching rocks in their talons to drop on the foe!

Each Terradon carries one rock. All of the rocks are always dropped on the first enemy that the Terradons charge in the battle. This means that after their first charge in the game they have no rocks left.

The rocks are treated in a similar way to impact hits from chariots or from a Stegadon. When a Terradon drops its rock it automatically causes 1 Strength 6 hit. These hits are inflicted first before either side strikes in combat. Note that no roll is made to score impact hits, the plummeting boulders automatically cause impact hits. If the Terradons are charged, they immediately jettison their rocks harmlessly in order to be able to fight.

THE CHRONICLE OF ITZA

The meaning of time preoccupies the minds of all Slann Mage-Priests. Their knowledge and understanding of time is infinitely more profound than that of any other race upon the Known World. This is not only because much was revealed to them by the Old Ones, but also because of their own endless study of the remaining unanswered questions. One result of all this is that the Slann have many calendars and chronological charts for different purposes. These are inscribed in glyphs on plaques of stone or precious metal and kept in secret vaults in the pyramid temples of Lustria.

The 'Chronicle of Itza' was one such plaque, said to be of gold, which was brought back from Lustria by the Norse explorer 'Haakon the Reckless'. The glyphs were hastily copied down onto parchment by an anonymous Elf scholar in Haakon's retinue, before the plaque was melted down to make a shield boss. The parchment eventually ended up in Bretonnia, where in the year 2499 it was purchased by Mendoza, an Estalian wizard attached to the court of the Duke of Brionne. The duke was anxious to find out if the document revealed the whereabouts of treasure hidden in Lustria and set Mendoza the task of deciphering the glyphs. After many years shut up in a tower to avoid being distracted from his work by temptation, Mendoza completed the task. The document was revealed to be a concise chronology of the city of Itza, and significant events in the history of the Lizardmen up to a few centuries ago. The duke was rather disappointed because it gave no hint as to the location of any riches and so he used the fleet that he had been gathering for an expedition to Lustria to raid the coast of Araby instead!

This rendering of the chronicle follows the translation of Mendoza, but the words and style are of course those of the Slann Mage-Priests who compiled the chronicle. For convenience, Slann dates have been approximately converted into Imperial reckoning. The chronology records many events which although significant to the Slann, remain totally inscrutable to us. Mendoza spent the rest of his life questioning adventurers returning from Lustria and added their information in the form of explanatory notes, which are rendered in italics.

Mendoza's Dedication:

For my Lord the Duke Jonquille de Brionne. May he win honour and riches in the land of Lustria!

THE TIME OF THE OLD ONES

(Circa Imperial Years - 15,000 to -5590)

Itza is the first of all cities. The Old Ones dwelt there in the time before time. But the city was merely an intention in their minds. So it was that they caused the Slann of the First Spawning to come forth. And the Slann measured the lines of the city according to the will of the Old Ones, and the Old Ones were satisfied and content.

Then came the moment of correcting the orbit of the world. The Old Ones caused the Slann of the Second Spawning to come forth so that they might accomplish this task. When the world was in the correct alignment the Old Ones brought forth the Saurus so that the city might be built upon the lines that had been marked out for it.

Then the Old Ones caused the Skinks to be spawned, so that they might direct the work of the building of the city, because the city rose up slowly. Afterwards the Old Ones brought forth the Kroxigor so that the great stones for their mighty pyramid might be raised up, one upon the other, for the Old Ones desired to survey the entire earth from on high. Thus it was that the city of Itza was founded in the five-thousandth cycle of the sun since the coming of the Old Ones into the world. Then the cities of Xlanhuaepec and Tlax were founded after the same design.

Then the Slann of the Third Spawning were brought forth. They accomplished the founding of Tlaxtlan and Quetzalatl. After this time the Old Ones began the spawning of the New Ones in the lands beyond Lustria

which had been prepared for them (Mendoza: *I believe these to be the ancestors of the Elves, Dwarfs and Men*).

The Old Ones perceived that the gate was in need of correction. (This is undoubtedly a reference to the polar warp gate, although Mendoza did not know this and refrains from any comment as to what this might be.) So they brought forth the Slann of the Fourth Spawning to attend to this task. After the Slann accomplished the task set for them, they founded the cities of Chaqua and Axlol, Oyx and Xhotl, Hexoatl and Xahutec, Tlanxla and Pahuax.

Then the Old Ones perceived that the time for opening up the World Pond had come. And the Slann set about this task and it was done. (Mendoza: *Undoubtedly this refers to the separation of the continents of Naggaroth and Lustria from the Old World and the South Lands*.)

Once more came a moment when it was not well with the Gate. The Old Ones brought forth the Slann of the Fifth Spawning in great haste!

THE CATASTROPHE

**The Collapse of the Polar Warp Gate,
circa -5589 to -4420.**

The Slann of the Fifth Spawning did not accomplish their task in time. The mighty Gate crashed down in the ten thousandth cycle of the sun. Then came the time of Great Catastrophe. The Spawnings of Chaos came forth. This was a thing which the Old Ones did not intend. The plans of the Old Ones were confounded. Then came the moment when the Old Ones perished. (Mendoza: *Undoubtedly the Old Ones are the gods worshipped by the Lizardmen, whom they believed once dwelt among them on the earth*.)

When the Old Ones perished, the Slann of the First Spawning also perished. Lord Kroak of Itza was the last of the Slann of the First Spawning to perish. Afterwards there was a time of the ruin of cities which lasted until the prophecy of Lord Itz-Tepec.

(Mendoza: I have discovered that this Itz-Tepec uttered a prophecy that the Slann were destined to continue the work of the Old Ones. This means that the Slann believe that they are custodians of the world on behalf of their dead gods!)

THE COMING OF THE NEW ONES

The Time when Elves discover Lustria, circa -4419 to -1400.

The coming of the New Ones for the first time in Lustria and there was strife at the city of Pahuax. *(Mendoza: According to the annals of Ulthuan, this must be a reference to the first High Elf seafarers to reach Lustria.)* At the moment of the conjunction of the two moons, the invaders were vanquished by Lord Huinitenuchli.

The alignment of the Itx-star was accomplished in Itza, thus fulfilling the first part of the prophecy of Itz-Tepec.

The coming of the new ones for the second time *(Mendoza: I believe these to be Dark Elves from Naggaroth).* There was fighting upon the steps of the Pyramid of Tlax. Lord Ztlocutec prevailed over them.

The dispute of Lord Quex and Lord Itz-Xloc in Itza and the confusion of the Skinks. At this time the great pyramid of the Old Ones fell down and the hidden plaque of Oztli-Potec was revealed.

THE TIME OF TRIBULATION

The Skaven Infestation of Lustria circa -1399 to 100.

The Time of Tribulation begins as foretold in the prophecy plaques of Chaqua. At this moment the rat spawn appeared in Quetz and pestilence spread across the land. Thereafter happened the desertion of cities and the Skinks were diminished.

The Prophecy of Sotek was discovered in Chaqua. Then began the migration of the Red Crested Skinks. It was Tenehuini who led them. At this time Sotek stirred *(Mendoza: Sotek is the great god of the Lizardmen. To placate him they sacrifice untold thousands of their enemies).* Afterwards, Sotek became manifest and the rat spawn diminished in the land, until the time of their migration.

The rat spawn went into the land across the World Pond, and the wrath of Sotek was upon them. *(Mendoza: The rat spawn are doubtless none other than the Skaven. Indeed a powerful and wicked clan of theirs is rumoured to have come into the Old World from unknown lands in the Imperial Year 100.)*

The great Pyramid of Sotek was begun in Itza.

(Mendoza: I have questioned some who claim to have seen this edifice. It is said to be a mountain of stone with a labyrinth of vaults concealed within. No-one knows if there are treasures hidden in these vaults, and no-one who has set out to find this place has ever returned!)

THE ERA OF SOTEK

Circa 101 to the Present.

The council of the High Slann was held in Tlaxtlan at which Tenehuini proclaimed the Prophecy of Sotek.

The Pyramid of Sotek is completed in Itza. Ten thousand rat spawn are sacrificed upon its altar *(Mendoza: Surely there must be great treasure heaped up in this temple!)*.

The zenith of Xla-Tepec which was also the time of correcting the continents according to the will of the Old Ones. *(Mendoza: It is said that the Slann Mage-Priests are able to alter the shape of the world by their magic. This must undoubtedly be a fantasy! However it is known that there were earthquakes in Araby and Cathay in the Imperial year 271 and I can find no maps showing these regions before that time.)*

The coming of New Ones for the third time in Lustria. *(Mendoza: It seems that each time the Slann mention the arrival of 'New Ones' it refers to a new race which they had not previously encountered before. This must be a reference to the discovery of Lustria by the Norseman Losteriksson which is claimed to be the first occasion that men set foot on Lustria. I calculate this to have happened in the Imperial Year 888.)*

Lord Xltoc accomplished the defeat of the Skeletons according to the prophecy of Huanca-Xlanpec. *(Mendoza: This must be a reference to a battle against the Undead forces of the Vampire Coast. I date this event to the years around 930 by the Imperial reckoning. The Vampire and his forces washed up on the coast of Lustria some time earlier.)*

The Eclipse of Zla... Strife in Xhotl... *(Mendoza: this entry is unreadable due to the worm eaten condition of the manuscript at this point.)*

The star stela of Quetli was brought back by the mighty army of Lord Tepec-Inzi. Between the rising of the sun and the descent of the Itzl-star the five armies were vanquished. Sotek was satisfied. *(Mendoza: As to where these armies came from into Lustria is a mystery. Perhaps they were from Ulthuan or Naggaroth, or from the old Dwarf realms or even the accursed land of the Undead?)*

Lord Xuatpec spoke... *(Mendoza: Much of the manuscript is obliterated here and I am therefore unable to account for events over many centuries.)*

Manuscript ends here.



Mendoza's Footnote

Here ends my translation of the Chronicle of Itza. The poor state of the latter half of the scroll means that the events of the last thousand years are illegible. Those who would learn more must consult the works of Ibn Jellaba and Marco Colombo, the Norse and Dwarf sagas, the Annals of Ulthuan or listen to the tales of adventurers.

LIZARDMAN ARMY LIST

The Lizardman army list, like the other Warhammer army lists, is designed so that players can choose an army to a pre-set points value. There is no upper limit to the size of an army, but 1,000 points is about the smallest size that will allow you to field a battle worthy force. Battles of 2,000 points a side will usually last an entire evening, while 3,000 points will give you enough troops for a battle lasting most of the day. Most people prefer to collect their armies in blocks of 1,000 or 500 points, starting with a 'core' force of 1,000 points. This allows you to conveniently plan your purchases and gives you time to paint your models and try out your army on the tabletop before deciding what to add next.



In most battles, both players begin the game with the same points value of troops – 2,000 points a side, for example. Before the game each player picks an army worth up to the agreed points value. The Lizardman player uses the Lizardman list while his opponent uses the list for his own army. The total value for the army may be less than the total agreed value, and will often be one or two points short simply because there is nothing left to spend the last odd points on.

The following army list tells you what proportion of your army's points you may spend on character models, regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit to the size of a regiment. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.

CHARACTERS

The points allowance which you may spend on characters includes the value of their armour and weapons, any magic items they have and a steed if they are mounted. If a character rides a monster, its points value is included in the allowance for characters instead of for monsters. The allowance of points for monsters is for monsters without riders. The points you may spend on characters includes the points paid for champions of regiments.

A character may be equipped with any of the weapons or armour available to the ordinary troops in the list. The points cost for weaponry and armour is the standard value and the complete list is repeated at the end of this section.

A character can carry appropriate magic items chosen from the magic item cards in Warhammer or Warhammer Magic. The points value is included on the cards themselves. Characters are permitted no more than the number of magic items shown on the chart below.

Character	Maximum Number of Magic Items
Champion	1
Hero	2
Skink Shaman	2
Slann Mage-Priest	2
Slann Mage-Priest Champion	3
Slann Master Mage-Priest	4
Slann Mage-Lord	5

REGIMENTS

Models are organised into units which we call **regiments**. Regiments must be at least five models strong unless indicated otherwise in the army list. There is no upper limit to the size of a regiment. The minimum of five models includes its leader, standard bearer, musician and champion if it has them.



All regiments are assumed to include a leader equipped in the same way as the other troopers in the unit and with identical characteristics. He costs the same points as an ordinary trooper.

All regiments may include a standard bearer and/or musician and these cost double the points value of an ordinary trooper. Standard bearers and musicians are assumed to be equipped with the same weapons and armour as the rest of the unit and fight just like ordinary troopers.

Some regiments are allowed magic standards. These are magic items and are described on magic item cards. If you take a magic standard then its points value is included with the points value of the regiment.

CHAMPIONS

Regiments are permitted **champions**. These always belong to the same race as the rest of the unit (so a Skink champion could not lead a Saurus regiment or vice versa for example) and are always equipped exactly like the rest of the unit, except that they are allowed one magic item in addition. A champion may be the unit's leader, but does not have to be – you can have a separate leader and champion model if you wish.

Champions always fight with their regiment and cannot leave it. The points value of the champion and of the magic item he carries, comes from the Characters points allowance not from the points allowed for regiments.



Regiments of Terradons, Salamanders and Stegadons can include champions as individual crew members or riders.

MONSTERS

Monsters are beasts brought along to fight beside the army. They include trained creatures, captive monsters goaded into fighting and monsters magically bound with spells of obedience.

PRESENTATION OF PROFILES

Profiles are given in the standard format and include all the characteristic values. They do not take into account movement reductions due to armour, nor do they include armour saving throws as these may vary depending on how you choose to equip your troops. Cavalry have two profiles, one for the rider and one for the mount.

M = Movement	W = Wounds
WS = Weapon Skill	I = Initiative
BS = Ballistic Skill	A = Attacks
S = Strength	Ld = Leadership
T = Toughness	

LIMITATIONS ON CERTAIN CHARACTERS/UNITS

The army list presents the player with various troop types which can be included in the Lizardman army. In most cases there is no limit to the number of individual models or number of units other than that imposed by the points values. However, some particular types of unit or character are limited. In some cases you can only include one character of a certain type in your army, or one regiment of a specific troop type. Any such restrictions are clearly indicated in the lists. For example, you may only ever include one General model.

SPECIAL CHARACTERS

The army list has provision for a number of characters without specifying who they are or where they come from. It is assumed that players will like to create their own names and background histories for their characters.





A separate section describing some of the most famous Lizardman characters is included at the end of the army list. These are ready made characters with their own characteristics, history, magical artifacts and points values. You can include these characters in your army if you wish. The points cost of these special characters comes out of your Characters points allowance in the normal way.

It has become standard practice amongst Warhammer players to agree with their opponent beforehand whether or not to use special characters. Some players prefer to play their games without special characters, or to use them only occasionally, as they are powerful individuals whose presence will give a distinct twist to the game.



ARMOUR

Armour saving throws are not included in profiles since they may vary according to how you choose to equip the models. The saving throws for the various combinations of armour and shield available to the Lizardman army are given below. Note that all Lizardmen have natural armour saves because of their scaly skin which can count as equivalent to either light or heavy armour. This save can be improved if they carry shields or wear armour and Cold One Riders and Terradon Riders will benefit from 'cavalry' saves.

Armour saves can be modified, but can never become worse than 6+ as a result of Strength modifiers. However, they can still be denied a save altogether, if wounded by war machine or magic item with no save allowed for example.

ARMOUR SAVES

Armour	Save	Cavalry Save
None	None	6+
Light armour	6+	5+
Shield	Adds further +1	

EQUIPMENT LIST

The following is a list of all the usual weapons in the Warhammer game that are used by the Lizardman army. It has been included so that you can choose weapons for characters without referring to the army list entries or the rulebook. A character model may be armed with any weapons available to the troops themselves. Note that only Skinks are clever and dextrous enough to use short bows and javelins.

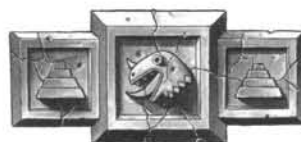
Champions are equipped in the same way as the other troops in their regiment. In all cases the models must actually carry the weapons ascribed to them.

EQUIPMENT LIST

A single sword, mace, axe or other hand weapon	Free
Additional hand weapon	1
Double-handed weapon	2
Halberd	2
Spear	1
Short bow (Skinks only)	1
Javelins (Skinks only)	1

ARMOUR

Shield	1
Light armour	2



ARMY SELECTION

Characters	0 to 50%	Up to half of the points value of the army may be spent on characters. This includes the cost of monsters ridden by characters.
Regiments	25%+	At least a quarter of the points value of the army must be spent on regiments. This does not include the cost of Champions who are paid for out of the Characters allowance.
Monsters	0 to 25%	Up to a quarter of the points value of the army may be spent on monsters. This does not include the cost of monsters ridden by characters, which must be paid for from the Characters allowance.
War Machines	None	A Lizardman army cannot include war machines, as they do not have any.
Allies	None	A Lizardman army cannot include any allied forces.

CHARACTERS

Your army may include up to 50% of its points value as characters chosen from the list below, or from the Special Characters section that follows the army list. You must always include one General, but apart from this you are free to choose as many or as few characters as you wish.

1 SLANN GENERAL

The army must include 1 Slann Mage-Priest as General and may include additional Mage-Priests.

Mage-Priest & Palanquin	115 points
Mage-Priest Champion & Palanquin	240 points
Master Mage-Priest & Palanquin	425 points
Mage-Priest Lord & Palanquin	550 points
General may have Battle Standard	+50 points

The army must include a General to lead it. The General is always the highest level Mage-Priest in the army. An army can also include other Mage-Priests of equal or lower magic level than the General, subject to the limitations of the Characters points allowance.

	M	WS	BS	S	T	W	I	A	Ld
Mage-Priest & Palanquin	4	3	2	4	4	3	2	3	8
Mage-Priest Champion & Palanquin	4	4	3	6	4	4	3	4	8
Master Mage-Priest & Palanquin	4	5	4	6	5	6	5	6	9
Mage-Lord & Palanquin	4	6	5	6	5	8	6	8	10

Weapons/Armour: Slann Mage-Priests are armed with a ceremonial mace which counts as a hand weapon.

Save: 4+ special save (Shield of the Old Ones)

Options: Your Lizardman army may have a Battle Standard (+50 points). If it does, the Battle Standard will be attached to the General's palanquin. The Battle Standard may be a magical standard. If so, it will not count as one of the General's magic items.

Spells: Any Mage-Priest character, including the General, has magic spells chosen from the Battle Magic or High Magic decks. The number of magic spells he has depends on his magic level.

Mage-Priest	1 spell
Champion Mage-Priest	2 spells
Master Mage-Priest	3 spells
Mage-Priest Lord	4 spells

Magic Items: Any Mage-Priest character is entitled to magic items chosen from the appropriate cards. The number of magic items the Mage-Priest may have depends on his level. Note that this is more than normally permitted because of the vast number and superior quality of magic artefacts in the Lizardmen's possession.



Mage-Priest	2 magic items
Champion Mage-Priest	3 magic items
Master Mage-Priest	4 magic items
Mage-Priest Lord	5 magic items

SPECIAL RULES

Cold Blooded: Slann are cold blooded and slow to react to psychology. When testing against Leadership, always roll 3 dice and select the lowest 2 scores.

Slann Mage-Priest Telepathy: At the start of the Lizardman magic phase each Slann Mage-Priest can swap one spell with any other Slann Mage-Priest in the battle.

Shield of the Old Ones: The Slann together with his palanquin and bearers lie under a powerful magic shield. The entire model has a special D6 saving throw of 4+ against each wound suffered. This is a special save and is not modified by the Strength of the attack. For more details, see the Bestiary.

Palanquin and Bodyguard: The Slann Mage-Priest, palanquin, and the Bodyguards are treated as a single model with one profile. If the Slann carries a magic weapon or other magic device then the magic item affects the whole palanquin, all of its attacks and so on. All enemy attacks are struck against the model as a whole: only by destroying the whole model is the Mage-Priest deemed to be slain.

HEROES

Saurus Hero 82 points

Skink Hero 52 points

The army may include as many heroes as you wish within the normal limitations of the points available. Heroes represent warriors of exceptional prowess and courage.

	M	WS	BS	S	T	W	I	A	Ld
Saurus Hero	4	5	0	5	5	2	3	4	9
Skink Hero	6	4	5	4	3	2	6	3	7
Cold One	8	3	0	4	4	1	1	2	3
Terradon	2	3	0	4	4	1	2	1	3



Weapons/Armour: A Saurus or Skink Hero may be armed with weapons/armour from the equipment list. See the separate equipment list for summaries and points values. Note that Skink Heroes with bows or javelins may have poison arrows or tips at an additional cost of +1 point, increasing the Strength of the bow/javelin hits by +1.

Save: Saurus 5+, Skinks 6+

May Ride: A Skink Hero may ride a Cold One (+10 points) or a Terradon (+35 points, including a 2nd Skink rider). A Skink Hero may ride as a crew member in a Stegadon's howdah (225 points, chosen from the *Regiments* section).

Magic Items: A Hero is entitled to up to 2 magic items.

SPECIAL RULES

Cold Blooded: All Lizardmen are cold-blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Aquatic: Skink Heroes on foot can move over marsh, rivers, streams, ponds or lakes without penalty and count as in soft cover when occupying a water feature.

Attacks: Note that one of the Saurus Hero's attacks is a 'bite' attack, as described in the *Bestiary*.

CHAMPIONS

Saurus Champion 32 points

Skink Champion 20 points

Any regiment may include a Champion armed and equipped like the rest of the unit (see equipment list for points values). Champions represent especially powerful or adept warriors. A regiment always has a Champion of the same type as the rest of the unit.

	M	WS	BS	S	T	W	I	A	Ld
Saurus Champion	4	4	0	5	4	1	2	3	8
Skink Champion	6	3	4	4	2	1	5	2	6
Cold One	8	3	0	4	4	1	1	2	3
Terradon	2	3	0	4	4	1	2	1	3

Weapons/Armour: A Champion is always armed as appropriate to the unit he leads.

Note that a Skink Champion of a unit with poison arrows/poison-tipped javelins must also have poison arrows/javelin tips (+1 point – add +1S to hits from these weapons).

Save: Saurus 5+, Skinks 6+.

May Ride: A Champion of a unit of Cold One Riders will ride a Cold One (+10 points). A Champion of a unit of Terradons will ride a Terradon (+35 points, including a 2nd Skink rider).

Magic Items: A Champion may have 1 magic item.

SPECIAL RULES

Cold Blooded: Skinks and Saurus are cold blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Aquatic: Skink Champions on foot can move over marsh, rivers, streams, ponds or lakes without penalty and count as in soft cover when in such a water feature.

Attacks: Note that one of the Saurus Champion's attacks is a 'bite' attack, as described in the *Bestiary*.

SKINK SHAMANS 56 points

The army may include as many Skink Shamans as you wish within the normal limitations of the points available.

	M	WS	BS	S	T	W	I	A	Ld
Skink Shaman	6	2	3	3	3	1	5	1	6

Weapons/Armour: A Skink Shaman may be armed with weapons from the Equipment List. See the separate Equipment List for summaries and points values.

Skink Shamans with bows or javelins may have poison arrows or tips at an additional cost of +1 point, increasing the Strength of the bow/javelin hits by +1.

Save: 6+

May Ride: A Skink Shaman may ride a Cold One (+10 points), a Terradon (+35 points, including a 2nd Skink rider) or ride in a howdah on the back of a Stegadon as an extra crew model (225 points, chosen from the *Regiments* section).

Spells: A Skink Shaman is a level 1 magician and so has 1 spell. A Skink Shaman must choose spells from the Battle Magic deck. Note that Skinks do *not* use High Magic.

Magic Items: A Skink Shaman may have 2 magic items. This is one more than normally permitted in deference to the number and quality of magic artefacts in the possession of the Lizardmen.

SPECIAL RULES

Cold Blooded: When testing against Leadership, always roll 3 dice and select the lowest 2 scores.

REGIMENTS

The core of any Lizardman army are the regiments of Lizardman warriors of various kinds. Your army must include at least 25% of its points value as regiments chosen from the following section of the list. It may include more if you wish. Each regiment must consist of at least five models in total including any standard bearer, musician or champion where present.



SAURUS TEMPLE GUARDS 18 points

Your army may include one unit of Saurus Temple Guards for each Slann Mage-Priest included in the army.

	M	WS	BS	S	T	W	I	A	Ld
Saurus Temple Guards	4	4	0	4	4	1	2	2	8

Weapons/Armour: Armed with halberds.

Save: 5+. Saurus have scaly skin which counts as heavy armour and gives them an armour save of 5+.

Options: Temple Guards may have light armour (+2 points per model) or shields (+1 point per model). The Temple Guard regiment may have a magic standard.

SPECIAL RULES

Cold Blooded: All Lizardmen are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Attacks: Note that one attack is a 'bite' attack, as described in the Bestiary.

SAURUS WARRIORS 15 points

Your army may include any number of regiments of Saurus warriors.

	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	8

Weapons/Armour: Armed with hand weapons and shields.



Save: 4+. Saurus have scaly skin which counts as heavy armour and gives them an armour save of 5+.

Options: Any unit may have spears (+1 point per model).

SPECIAL RULES

Cold Blooded: All Lizardmen are cold-blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Attacks: Note that one attack is a 'bite' attack, as described in the Bestiary.





Cold One Rider

SKINK WARRIORS 4.5 points

Your army may include any number of regiments of Skinks. Units of Skinks may include Kroxigor.

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

Weapons/Armour: Armed with hand weapons.

Save: 6+

Cold Blooded: Skinks are cold blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Options: Any unit may be armed with short bows (+1/2 point per model) or javelins and shields (+1 point per model). Skinks may have poisoned arrows for their bows or poison tips for their javelins (+1/2 point per Skink. Hits at Strength 4).

SPECIAL RULES

Skirmish: Skinks may *skirmish* as described in the Warhammer rulebook

Kroxigor in Units of Skinks: Kroxigor models may be included in units of Skinks at the start of the battle. You may include up to one Kroxigor for every eight Skinks in the unit. Skink units accompanied by Kroxigor test against the Kroxigor's Leadership. For full rules see the Bestiary.

Aquatic: Skinks on foot can move over marsh, rivers, streams, ponds or lakes without penalty. While occupying a water feature, the Skinks benefit from being in soft cover.

COLD ONE RIDERS 25 points

The Lizardman army may include any number of regiments of Cold One Riders. Cold Ones are ridden by Great Crested Skinks, who are bigger and stronger than normal Skinks. It is believed that they are marked out by the gods for this role on account of their huge crests.

	M	WS	BS	S	T	W	I	A	Ld
Grt Crested Skink	6	2	3	4	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Weapons/Armour: Cold One Riders are armed with hand weapon, spear and shield and ride Cold Ones.

Save: 3+

SPECIAL RULES

Cold Blooded: Skinks are cold blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Cold Ones: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders a +2 armour save in place of the usual +1.



This glyph represents the sun god Chotek. The sun's disk represents the shining face of Chotek which no-one can look upon directly. The wings are the means by which Chotek soars above the world and the rays are divine inspiration descending down to his servants below, who are of course the Slann.



Chotek is one of the Old Ones, perhaps even the oldest of that race. The glyph is used on its own to spell the name Chotek and is also a sacred and powerful talisman in its own right. The glyph of Chotek is a favorite motif for Lizardman standards, since it is believed that evil ones cannot look at the face of Chotek without flinching.

KROXIGOR 45 points

Your Lizardmen army may include any number of units of Kroxigor. A unit of Kroxigor may be less than the normal minimum of 5 models. If your army includes up to 5 Kroxigor these form a single unit (so you could have just 1 Kroxigor in your army and it will count as a unit on its own). If your army includes 6 to 10 Kroxigor models these are organised into either one unit or two as near as possible equal sized units. If your army includes 11-15 Kroxigor these may be in a single unit or two or three as near as possible equal sized units and so on.

	M	WS	BS	S	T	W	I	A	Ld
Kroxigor	6	3	0	5	4	3	1	3	9

Weapons/Armour: Kroxigor are armed with double-handed weapons.

Save: 4+

SPECIAL RULES

Kroxigor in Units of Skinks: Kroxigor models may be mixed into a unit of Skinks. You may include up to one Kroxigor for every eight Skinks in the unit. For full rules see the Bestiary.

Cold Blooded: Kroxigor are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Aquatic: Kroxigor can move over marsh, rivers, streams, ponds or lakes without penalty. While occupying a water feature of this kind, they benefit from being in soft cover.

Cause Fear: Kroxigor cause *fear* as described in the Warhammer rulebook.

TERRADONS 40 points

The Lizardman army may include up to one unit of Terradons for each Slann Mage-Priest included in the army. The army will therefore always be able to include at least one unit. A unit of Terradons may include one or more models.

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider	6	2	3	3	2	1	4	1	6
Terradon	2	3	0	4	4	1	2	1	3

Weapons/Armour: Each Terradon has two Skink riders both armed with hand weapons and short bows.

Save: 5+. The Terradon and its Skink crew have scaly skin which counts as light armour, and get +1 armour save for being mounted.

Cold Blooded: All Lizardmen are cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Options: Terradon riders may be armed with either spears (+1 point per model) or javelins (+1 point per model) in addition to their bows. They may also have shields (+1 point per model). If armed with bows or javelins then these may shoot poisoned arrows or be poisoned javelins (+1/2 point per Skink, hits at S4).

SPECIAL RULES

Hits on the Model: Roll to see whether hits are scored on the Terradon or riders as described in the Bestiary.

Fly: Terradons can fly as described in the Warhammer rulebook.

Skirmish: Terradons always operate in skirmish formation, as described in the Warhammer rulebook.

Drop Rocks: Terradons may drop rocks. See Bestiary.

STEGADON & 4 SKINKS 225 points

+6 points per additional Skink crewman

The Lizardman army may include as many Stegadons as there are units of Saurus Temple Guards, Saurus Warriors, Skink Warriors or Cold One riders in the army. So for example if the army includes 1 unit of Saurus and 2 units of Skinks, it can include up to 3 Stegadons. Stegadons can fight as individual models or they can be grouped into units of two or more monsters.

	M	WS	BS	S	T	W	I	A	Ld
Stegadon	6	2	0	7	6	6	2	5	6
Skink crew	6	2	3	3	2	1	4	1	6

Weapons/Armour: The crew are armed with hand weapons, spears, short bows, poisoned javelins, poisoned arrows and shields. Poisoned arrows strike with a Strength of 4.

Save: Stegadon 4+, Skink crew 5+. The Stegadon has horny hide which gives it a basic natural save of 4+. The Skink crew have scaly skin which counts as light armour and gives them a basic natural save of 6+ which can never be made worse by Strength modifiers.

Cold Blooded: Lizardmen are cold blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Options:

1. Any Stegadon in the army may have a magic standard attached to its howdah.
2. Any Stegadon may have a giant bow (+20 points each, range 36", crewed by two Skinks). See Bestiary.

SPECIAL RULES

Impact Hits: When the Stegadon charges it automatically causes D6 S5 impact hits. See Bestiary.

Hits on the Stegadon and Crew: Hits are randomly divided between the Stegadon, the howdah and the crew. See Bestiary.

Cause Fear: The Stegadon causes *fear* as described in the Warhammer rulebook.

SALAMANDER 90 points

The Lizardman army may include as many Salamanders as there are units of Saurus or Skinks in the army. So, for example, if the army includes 1 unit of Saurus and 2 units of Skinks, it can include up to 3 Salamanders. The Salamander is a giant amphibian which can spit venom. The Salamander has to be accompanied by Skink Runners who have the task of goading and tempting it towards the enemy and prodding it to make it angry enough to spit venom.

Each Salamander together with its runners forms a single unit, or, alternatively, two or more Salamanders can be formed into batteries in the same way as artillery.

	M	WS	BS	S	T	W	I	A	Ld
Salamander	6	3	3	4	4	3	2	3	6
Skink Runners	6	2	3	3	2	1	4	1	6

Skink Runners: Each Salamander is accompanied by four Skink Runners armed with hand weapons and spears.

Save: 6+. The Salamander and its Runners have scaly skin which counts as light armour and gives them a basic save of 6+.

SPECIAL RULES

Spits Venom: The Salamander spits venom. See Bestiary.

Cold Blooded: All Lizardmen are cold blooded and slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

Aquatic: The Salamander and its escort of Skink Runners may move over water obstacles without penalty and will benefit from soft cover while occupying water features.

MONSTERS LIST

Your Lizardman army may include up to 25% of its points value as monsters chosen from the following list of monstrous creatures that infest the jungles of Lustria and the South Lands. Note that this allowance is for independent monsters which are assumed to be magically bound or naturally attracted to your army.

LIZARD SWARMS 50 points per base

A Lizardman army may have Lizard Swarms at half cost (50 points instead of 100). You can have a maximum of as many half-cost Lizard Swarms as there are units of Saurus Temple Guards, Saurus Warriors, Skink Warriors or Cold One riders in the army. You can have more Lizard Swarms than this at the full cost of 100 points. All the Lizard Swarms in your army must be massed into a single unit.

	M	WS	BS	S	T	W	I	A	Ld
Lizards	4	3	0	3	2	5	1	5	10

Save: None

SPECIAL RULES

Lizard Swarms are immune to Psychology and Break tests. See Bestiary for a full description.



GIANT SCORPIONS 50 points

	M	WS	BS	S	T	W	I	A	Ld
Giant Scorpions	5	3	0	5	4	4	1	2	7

GIGANTIC SPIDER 50 points

	M	WS	BS	S	T	W	I	A	Ld
Gigantic Spider	5	3	0	5	4	4	1	2	7

SERPENT SWARMS 50 points per base

A Lizardman army may have Serpent Swarms at half cost (50 points instead of 100). You can have a maximum of as many half-cost Serpent Swarms as there are units of Saurus Temple Guards, Saurus Warriors, Skink Warriors or Cold One riders in the army. You can have more Serpent Swarms than this at the full cost of 100 points. All the Serpent Swarms in your army must be massed into a single unit.

	M	WS	BS	S	T	W	I	A	Ld
Serpents	3	3	0	4	2	5	1	5	10

Save: None

SPECIAL RULES

Serpent Swarms are immune to Psychology and Break tests. See Bestiary for a full description.

SWARMS 100 points

	M	WS	BS	S	T	W	I	A	Ld
Frogs	4	3	0	3	2	5	1	5	10
Insects/Spiders	4	3	0	3	2	5	1	5	10
Scorpions	4	3	0	4	2	5	1	5	10

SPECIAL CHARACTERS

Your army may include any of the following special characters representing renowned Lizardman personalities of legend and history. These are ready-made characters with their own characteristics, magical artifacts and points values. Note that the magic items and special abilities of each special character described here are unique to the character himself and are not available to any other army or any other characters. If you use any of these special characters you must take them exactly as described and you may not change, leave out or add any equipment, special abilities or magic items unless agreed with your opponents. The points cost of these characters comes from the Characters' points allowance in the normal way.

VENERABLE LORD KROAK 620 points

The army may include the mummified remains of Mage-Lord Kroak, a very ancient and long dead Slann Mage-Priest. He can be included in addition to the General no matter what the total points value of the army is. Lord Kroak cannot lead the army himself so the army must also include a living Slann Mage-Priest as General.

Among the Lizardmen it is the custom for exceptionally potent and revered Mage-Lords to be mummified when they die. They are then kept in secret crypts within the depths of the pyramid temples and are brought out for various rituals and processions, or occasionally for battle. Such relic priests are extremely rare and sacred. They are venerated above all else among Lizardmen and their secret resting places are carefully hidden and well guarded.

The mummies are revered because magic lingers within the dried and preserved husk of the dead Mage-Lord. The mummified remains, wrapped in the finest feather cloaks or sheathed in gold, are a sacred relic and powerful talisman for the army in battle. The mummified Slann is carried on a palanquin exactly like his living counterpart. His inlaid eyes stare out of his golden death mask giving the impression of eternal wakefulness.

Mage-Lord Kroak is perhaps the most ancient and venerated of these relic priests. His mummified remains have accompanied Lizardmen armies to countless victories over untold centuries. It is said that Lord Kroak still greets the rising of the sun on the first day of the new year from behind the enigmatic and serene visage upon his gold death mask. It is also said that Lord Kroak was present at the beginning of the world and therefore is fated to endure until the last moment of time itself.

	M	WS	BS	S	T	W	I	A	Id
Lord Kroak & Palanquin	4	6	5	6	5	8	6	8	10

Weapons/Armour: Lord Kroak is armed with the *Ceremonial Mace of Malachite*, as described below.

Save: 3+ special save from the *Mighty Shield of the Old Ones*.

Spells: Lord Kroak is a mummified Mage-Lord and due to lingering magic within his long-dead husk, has his full quota of four magic spells chosen from Battle Magic or High Magic. Lord Kroak cannot cast these spells himself, since he can no longer utter the incantations, but the spells can be used by any other Mage-Priests on the battlefield by means of telepathy.

SPECIAL RULES

Cold Blooded

All Lizardmen including Slann, are cold blooded and are therefore naturally slow to react to psychology. When testing against Leadership, always roll 3 dice and select the lowest 2 scores.

Slann Mage-Priest Telepathy

The minds of the Slann Mage-Priests are great and deep beyond mere human comprehension. Mage-Priests communicate with each other across the globe by means of currents of magic which flow through the world.

Although Lord Kroak can no longer cast spells himself, his spells can be used by living Mage-Priests present on the same battlefield. To represent this, at the start of the Lizardman magic phase each Slann Mage-Priest in the battle can swap one spell with Lord Kroak.

Mighty Shield of the Old Ones

Lord Kroak, his palanquin and bearers, are protected by a greater and more potent Shield of the Old Ones than living Mage-Priests – making it hard to harm either his mummified remains or his servants. To represent this the entire model has a special D6 saving throw of 3+ against each wound suffered. This is a special save and is not modified by the Strength of the attack, and wounds from weapons that ignore armour saving throws can still be saved by the Mighty Shield of the Old Ones.



The Mighty Shield of the Old Ones is not a magic item but an ancient sorcerous ability of the Slann himself which is still possessed by Lord Kroak's mummified remains. Otherwise, see the comments on special saves and wards in the Warhammer Magic supplement.

Palanquin and Bodyguard

Lord Kroak is carried upon a palanquin by four sturdy temple bodyguards. His magical energies are transmitted to the temple guards carrying the palanquin, enabling them to effortlessly bear his weight throughout the battle and fight on even if they are mortally wounded – kept alive by Lord Kroak's magic.

Lord Kroak, his palanquin, and the bodyguards are treated as a single model with one profile – much like a cavalry model. Lord Kroak's magic items affect the whole palanquin, all of its attacks and so on. All enemy attacks are struck against the model as a whole: only by destroying the whole model is the mummified Mage-Priest deemed to be destroyed, and his bodyguards destroyed with him.

MAGIC ITEMS

Lord Kroak is a mummified Mage-Lord character and carries five magic items: the *Standard of the Sacred Serpent* affixed to his palanquin (note that this is not an army battle standard), the *Gold Death Mask* worn on the face of the mummy, his *Ceremonial Mace of Malachite*, the fabled *Amulet of Itza* and the *Glyph of Potec*. These magic items are intended to protect the sacred mummy of Lord Kroak as it rests in the tomb, but they also protect him in battle.

Standard of the Sacred Serpent

Magic Banner 25 points

The standard is in the form of a huge golden serpent coiled around the standard-pole. Its forked tongue faces the foe and if any enemy approaches Lord Kroak, the serpent is awakened and writhes, hisses and spits like a living creature, animated by Lord Kroak's residual power. It is a matter of great debate among the Mage-Priests as to whether this standard represents Sotek, since Lord Kroak perished many centuries before the emergence of that god. However, it is quite possible that Lord Kroak knew that Sotek was destined to emerge and had already begun to venerate or even invoke him in the deep thoughts of his inscrutable mind.

The serpent standard has a range of 8" and spits D6 times in the shooting phase. Roll to hit using the BS of Lord Kroak. The venom is poisonous and inflicts a Strength 4 hit.

Gold Death Mask

Enchanted Item 50 points

The Death Mask is made from beaten gold and protects the mummified head of Lord Kroak. The most striking features on the mask are the two staring eyes made from inlaid white and yellow gemstones which represent the all-seeing and unblinking eyes of Lord Kroak, staring out for all eternity and watching over his people.

Lord Kroak's death mask gives him a *hypnotic gaze*, causing his foes to lose all sense of purpose when they attempt to attack him. This means that Lord Kroak can only be struck in hand-to-hand combat on the D6 to hit roll of a 6.

Ceremonial Mace of Malachite

Magic Weapon 50 points

This is the magic weapon which Lord Kroak wielded in his lifetime. Now he cannot swing it as before, but its magical power remains just as useful to him. The Mace has the magic power to negate any magic weapon used against Lord Kroak in hand-to-hand combat. The weapon cannot be used to strike Lord Kroak although the attacker can use ordinary weapons instead.

Amulet of Itza

Wizards Arcana 25 points

This amulet, carved in the form of a lizard from a meteoric crystal, protects the mummy of Lord Kroak from hostile magical spells.

The amulet dispels any spells directed against Lord Kroak and the unit he accompanies, on a dice score of 4+. If successful, the caster suffers 1 Strength 4 hit due to magical power reflecting back at him from the magically refractive amulet.

Glyph of Potec

Enchanted Item 20 points

Lord Kroak's spirit, which lingers within his mummified remains, exists in the supernatural world and so is vulnerable to the supernatural forces of the Undead. To guard against this, Lord Kroak's mummy bindings are inscribed with the arcane Glyph of Potec. This means that any Undead in base contact with Lord Kroak suffer double damage.



VENERABLE LORD KROAK

LOTL BOTL

100 points

The army may include Lotl-Botl as an independent character. Lotl-Botl is a Saurus Hero.

Old, savage veterans among the Saurus warriors tend to become the leaders of the Saurus legions of the temple cities. One of the most notable of these heroes is Lotl-Botl, whose name roughly translates as 'Very Hard'.

Lotl-Botl and his Saurus legion guard the ancient and most revered Mage-Priests of Xlanhuapec and the sacred temples of this city. Lotl-Botl is no great intellect and his tactical skills are negligible but such things are not really required from a Saurus commander. Lotl-Botl has the great Saurus virtues of determination, savage ferocity, stubbornness, unquestioning loyalty and malicious spite for all the enemies of the Lizardmen, both known and unknown. He is truly great among Saurus.

	M	WS	BS	S	T	W	I	A	Ld
Lotl-Botl	4	5	0	5	5	2	3	4	9

Weapons/Armour: Lotl-Botl is armed with a hand weapon, light armour and shield.

Save: 3+. Lotl-Botl has scaly skin which acts as additional armour. His armour save cannot be reduced to less than 6+ due to Strength modifiers.

Cold Blooded: Lotl-Botl is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPECIAL RULES

Lotl-Botl does not carry any magic items. Instead he has special natural abilities. One of these is a *Blood-Curdling Roar* that frightens the enemy, the other is his *Cold-Blooded Determination*.

Blood-Curdling Roar

Lotl-Botl's blood-curdling roar is exceptionally savage and frightening even for a Saurus. Lotl-Botl therefore causes *fear* as described in the Warhammer rulebook.

Cold-Blooded Determination

Lotl-Botl does not like giving ground in hand-to-hand combat. If the enemy are coming at him from all sides and trying to overwhelm him, it just makes him more angry. He wades into the pressing throng cutting a swath right into the heart of the enemy unit, yelling to his warriors to follow him. Any unit of Saurus accompanied by Lotl-Botl will be inspired by his presence, becoming harder to beat in hand-to-hand combat and will gain a +1 bonus to their combat result.

KROQ

113 points

The army may include Kroq as an independent character. Kroq is a Saurus Hero.

There are sometimes variations among the spawnings of Saurus, and some individuals are stronger, tougher or more intelligent than others. These are not mutations, but naturally occurring variations. Such distinctive and often more dangerous Saurus warriors tend to become leaders, champions and heroes among the Saurus legions. Kroq is one such unique Saurus. He is distinguished by his crocodilian head with his huge jaws boasting many sharp teeth.

	M	WS	BS	S	T	W	I	A	Ld
Kroq	4	5	0	5	5	2	3	4	9

Weapons/Armour: Kroq is armed with a hand weapon and shield.

Save: 4+. Kroq has scaly skin which acts as heavy armour. His save can never become worse than 6+ due to Strength modifiers.

Cold Blooded: Kroq is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPECIAL RULES

Kroq does not carry any magic items but he has two unique special natural characteristics which make him a dangerous and savage opponent: *Massive Jaws* and *Bony Plates*.



Massive Jaws

Kroq has 4 attacks, one of which is a bite attack with his massive jaws. This attack inflicts D3 wounds representing the fact that Kroq can literally bite an enemy's head off! There is no armour save against Kroq's bite attack. He bites straight through armour.

Bony Plates

Kroq has a series of large bony plates along his back which partly shield him from weapon blows and other damage. To represent this, Kroq may make one attempt to re-roll any failed armour saving roll.

OXAYOTL

102 points

The army may include Oxayotl as an independent character. Oxayotl is a Chameleon Skink.

Oxayotl is one of the last of the Chameleon Skinks. This rare breed of Skinks were more akin to chameleon lizards and geckos than newts, and they therefore shared a different set of natural attributes to other Skinks. Unfortunately the entire breed lived only in the pyramid city of Pahuax and only ever spawned in the sacred ponds of that city. Pahuax was ruined shortly before the collapse of the polar warp gates and may have been sacrificed by the Old Ones in their desperate attempts to pre-empt this impending disaster by shifting the shape of the world. Nearly all the Chameleon Skinks and some other unique breeds spawned by the Old Ones perished.

Thereafter barely a handful of this breed of Skinks survived to spawn in their ancestral pools. Occasionally one of them migrates and joins the army of a Mage-Priest in one of the flourishing temple cities, answering an age-old telepathic call to serve. Oxayotl is one such unique lone warrior.

	M	WS	BS	S	T	W	I	A	Ld
Oxayotl	6	4	5	4	4	3	7	3	7

Weapons/Armour: Hand weapon, blowpipe and poisoned darts.

Save: 5+. Oxayotl has scaly skin which acts as armour and gives him a save of 5+. His save can never become worse than 6+ due to Strength modifiers.

Cold Blooded: Oxayotl is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPECIAL RULES

Oxayotl does not carry any magic items, but does have an unusual weapon, a Poison Dart Blowpipe and special natural abilities unique to a Chameleon Skink: *Chameleon Skin* and *Amazing Stealth*.

CHAMELEON SKIN

Oxayotl has *Chameleon Skin*, which changes colour and patterning to match whatever terrain he is occupying, even if it is open ground. This means that he is extremely hard to see. As a result of this natural camouflage, any enemy shooting at Oxayotl suffers a -2 penalty to hit.

POISON DART BLOWPIPE

The blowpipe has a range of 12" and there is no penalty for shooting at over half range. Oxayotl is able to shoot three darts in each shooting phase, but all of these must be shot at the same target. The darts are poisoned with tarantula venom and strike with a Strength of 5.

AMAZING STEALTH

Oxayotl is amazingly stealthy and can creep up on the foe without being noticed. He knows exactly when to move and exactly when to remain motionless, and can freeze in one position for hours without so much as blinking an eye. Foes are confounded: "Did I see that cactus move?"

Oxayotl uses his unique skill to approach close to the enemy before battle, perhaps even getting behind or among them unseen. To represent this you may place Oxayotl anywhere on the battlefield after all deployment is completed. You can put him in the enemy deployment zone and in the open, he does not have to be concealed from the enemy like scouts, because they won't see him even if he is right in front of them. The only limitation is that you cannot deploy Oxayotl closer than 8" to any enemy unit or model.



INXI-HUINZI

85 points

The army may include Inxi-Huinzi as an independent character. Inxi-Huinzi is a Skink Hero.

Inxi-Huinzi was one of the most cunning and persistent of the Skink leaders who made assaults on the upstart colony founded by the Norse. No-one would have bothered the Norse of Skeggi had it not been for their greed for gold. The colony became a haven for plunderers, eager to get their hands on the sacred relics of the Slann. Inxi-Huinzi was appointed to lead the cohorts of Skinks issuing forth from Hexoatl to do battle with the invaders and drive them back to the sea.

Despite brave and relentless efforts, the Norse are still there, but their expansion has been halted and their raids curtailed. This is due to Inxi-Huinzi and his Cold One riders, who prowled the rain forest and dominated the tracts of pampas and sisel grass. Often Inxi-Huinzi led attacks along the broad beaches, catching the enemy unaware. As the Cold One riders savagely charged the enemy and forced them into a shield wall, other Skinks on foot were able to make their way through the mangroves to hole the longships. This prevented the raiders from sailing up and down the coast pillaging the sealed vaults of the scattered ruined temples.

	M	WS	BS	S	T	W	I	A	Ld
Inxi-Huinzi	6	4	5	4	3	2	6	3	7
Horned One	8	4	0	4	4	1	1	3	3



Weapons/Armour: Inxi-Huinzi is armed with a hand weapon, spear, poisoned darts, light armour and shield.

Save: 2+. Inxi-Huinzi has scaly skin which acts as additional armour. His save can never become worse than 6+ due to Strength modifiers.

Rides: Inxi-Huinzi rides a rare breed of Cold One known as a 'Horned One'.

Cold Blooded: Inxi-Huinzi is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPECIAL RULES

Hail of Darts

Inxi-Huinzi carries dozens of poisoned darts behind his shield and spare ones in his quiver. These darts are barbed and tipped with an extremely potent venom secreted by the toxic fish-lizards of the Lustrian swamps. Inxi-Huinzi has perfected a technique for hurling several darts as he charges or as the enemy charge him and before levelling his spear to fight hand-to-hand.

The number of darts Inxi-Huinzi can throw depends on the distance that has to be covered by the charge. He can throw one dart for every full 4" of charge distance. So if he charges enemy who are 8" away, he has time to hurl two darts, and if enemy charge him over a distance of 12" he can hurl three darts at them. The darts have the same range as a short bow (16") and like javelins, do not suffer a penalty for half range. Note that enemy who charge Inxi-Huinzi from flying high count as charging a distance of 16".

Roll to hit for each dart using Inxi-Huinzi's BS. Because of the poison each hit always wounds on a score of 4+. Inxi-Huinzi reserves his darts for charging or being charged, and does not throw them in the shooting phase. Because of the extraordinary effect of the hail of missiles wounds caused by the darts are counted as if they were caused in hand-to-hand combat when working out which side won the fighting. Inxi-Huinzi cannot throw darts in succeeding rounds of combat and relies on his other weapons instead.

Horned One

Inxi-Huinzi does not carry magic items. Instead he has his own unique special abilities and rides a rare breed of Cold One with a huge crest and horns, known as a Horned One.

The Horned One is a rare, virtually extinct breed of Cold One which exists only in Lustria. It ventures out of the caverns into the jungle, which is probably why it is almost extinct. The Horned Ones are very aggressive and territorial, and will tackle virtually any other monster, regardless of its size. The Horned Ones are naturally adapted for fighting duels and have large horns and spiny crests growing out of their heads.

Inxi-Huinzi is one of the few Skinks ever to capture and succeed in riding a Horned One which he rode at the head of the Cold One riders of Hexoatl against the Norse at the battle of the Piranha Swamps. Here, the only way forward was via a causeway and all Skinks who attempted to cross the swamps on either side were eaten by millions of ravenous Piranha fish. Inxi-Huinzi's Horned One, named Xltzhpctli (which roughly translates as 'Bite-gore-lash-with-the-tail-beast') charged along the causeway and gored the huge Norse hero who was holding the causeway, allowing the Lizardman army to catch up with the raiders and recapture the precious idols of Zlaxhute.

Unlike other Cold Ones, Horned Ones are not subject to stupidity because they are always enraged by the smell of other creatures invading their territory. A Horned One therefore behaves like a Cold One which has already tasted blood and is eager to fight. The bellowing of the Horned One infects other Cold Ones with the same aggression, so that any unit of Cold Ones accompanied by Inxi-Huinzi on his Horned One will be immune to *stupidity* while he is with them.

Causes Fear: Like other Cold Ones the the Horned One causes *fear* because of its savage roar and frightening appearance.

ITZI-BITZI

105 points

The army may include Itzi-Bitzi as an independent character. Itzi-Bitzi is a Skink Hero.

Itzi-Bitzi was one of the cleverest commanders of Skinks ever to serve the Mage-Priests of Lustria. With determination and skill he exploited the natural stealth and skirmishing skills of his Skink cohorts to seal the doom of many raiding expeditions, intent on the pillage of sacred relics. The annals of the Old World, Araby, Cathay, the High Elves and the Dark Elves and the Norse Sagas are full of adventurers who set out for Lustria never to return. Itzi-Bitzi knows where their bones lie, picked clean by the geckos of the swamps, the red ants and the carrion beetles.

	M	WS	BS	S	T	W	I	A	Ld
Itzi-Bitzi	6	4	5	4	3	2	6	3	7

Weapons/Armour: Itzi-Bitzi is armed with the *Piranha Blade*, light armour and shield.

Save: 4+. Itzi-Bitzi has scaly skin which acts like additional armour. His save can never become worse than 6+ due to Strength modifiers.

Cold Blooded: Itzi-Bitzi is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

SPECIAL RULES

Skink

Itzi-Bitzi is a Skink and so can move over marsh, rivers, streams, ponds or lakes without penalty and counts as in soft cover when occupying a water feature.

The Incantation of Xetlipocutzi

The Incantation of Xetlipocutzi is, according to legend, the last recorded thought of Mage Lord Zltep of Tlaxtlan before he finally spoke no more and was duly mummified to join his predecessors in the great vaults of the pyramid temple of that city. Itzi-Bitzi was the only

one of his servants to hear the words of the incantation and realising their awesome power, kept them secret. The words are merely the first part of a prophecy of utter dread for all enemies of the Lizardmen. Lord Zltep never completed the prophecy, but the first words were enough to instil indescribable despair into the enemy, even though they cannot understand them.

In order to keep the incantation secret, Itzi-Bitzi has vowed before the great altar stone of Sotek never to utter the incantation more than once in battle. He therefore chooses his moment well and then utters the words as loudly as he can, directing them in all their spite at the foe. Itzi-Bitzi can therefore use the incantation once only in the battle, at any time in the Lizardman turn. The effect of this is to cause all enemy units within earshot (8") to take an immediate Panic test on three dice, choosing the highest two scores. This is not a spell or a magical effect, so it cannot be dispelled or countered.

MAGIC ITEMS

Itzi-Bitzi carries a single magic item, the *Piranha Blade*.

The Piranha Blade

Magic Weapon 35 points

The Piranha Blade is shaped in the form of a vicious, ravenous carnivorous piranha fish. The teeth of this fish are set along the edges of the blade, and the hilt is decorated with inlaid fish eyes. The weapon mimics the action of the piranha fish and bites into the flesh of the victim devouring it.

Roll to hit and to wound as normal, but each wound inflicted multiplies into D3 wounds.

TENEHUINI, PROPHET OF SOTEK

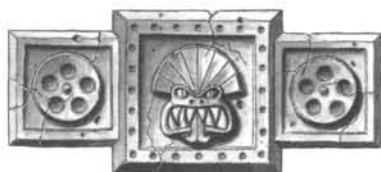
120 points

The army may include Tenehuini as an independent character. Tenehuini is a Skink Shaman.

Tenehuini was the prophet of the serpent god Sotek. This god was destined to emerge as the pre-eminent cult of the Lizardmen. Originally, the Prophecy of Sotek was only known in the city of Chaqua. When the Skaven plagues ravaged Lustria, this city was stricken. The Mage-Priests of the city died in the plague, and the Red Crested Skinks who served them were left leaderless. At that moment Tenehuini took the sacred golden prophecy plaque of Sotek from the pyramid temple and made it into a totem standard. Then he led the Red Crested Skinks on a great migration, proclaiming the coming of Sotek to rid Lustria of the evil rat spawn.

Although the Mage-Priests ignored the prophecy and doubted its veracity, the Skinks, who were suffering most from the plagues, swarmed to the new cult. Skaven were captured and sacrificed to invoke Sotek and increase his power. Eventually the god emerged, preceded by myriad legions of lesser serpents. This plague of snakes forced the Skaven Clan Pestilens to migrate from their stronghold in Lustria, pursued by Sotek himself. Since that time Sotek has been the greatest of the Lizardmen gods.

	M	WS	BS	S	T	W	I	A	Ld
Skink Shaman	6	2	3	3	3	1	5	1	6



Weapons/Armour: Tenehuini is armed with the *Serpent Dagger* and he carries the *Totem of Sotek*.

Save: 4+ special save. Tenehuini has scaly skin which acts as armour. This save cannot be reduced to less than 6+ by Strength modifiers.

Spells: As a Skink Shaman, Tenehuini has 1 spell chosen from the Battle Magic deck.

SPECIAL RULES

Shield of Sotek

Tenehuini is under the protection of the serpent god Sotek, who is one of the Old Ones. To represent this, Tenehuini has a special D6 saving throw of 4+ against each wound suffered. This is a special save similar to magic wards, and is not modified by the Strength of the attack. Wounds from weapons that ignore armour saving throws can still be saved by the Shield of Sotek. When Tenehuini suffers wounds take any normal armour saves first, and then special saves for wounds that get past his armour.

Skink

Tenehuini is a Skink and so can move over marsh, rivers, streams, ponds or lakes without penalty and count as in soft cover when occupying a water feature.

Cold Blooded

Tenehuini is cold blooded and naturally slow to react to psychology. Roll 3 dice when testing against Leadership and choose the lowest 2 scores.

MAGIC ITEMS

Tenehuini has two magic items: the *Dagger of Sotek* and the *Totem of Sotek*.

Dagger of Sotek

Magic Weapon 50 points

The Dagger of Sotek strikes with the vengeful wrath of the mighty god Sotek that drove the foul Skaven from the lands of Lustria and swallowed them into his great belly. Its touch is despair for that abominable race.

The Dagger of Sotek strikes with +1 Strength. If a Skaven unit takes 1 or more wounds from the Dagger of Sotek then its normal Leadership rank bonus is discounted for purposes of working out the combat result. When working out who has won the combat no bonus is gained by the Skaven for the rear ranks fighting, and no bonus is added to their Leadership value if a Break test is required as a result.

Totem of Sotek

Magic Standard 10 points

The Totem of Sotek is a sacred standard. The most sacred part of the Totem of Sotek is the prophecy plaque inscribed with Lizardmen glyphs. This is surmounted by the image of Sotek himself in the form of a great golden serpent head with inlaid obsidian eyes and crystal fangs. The image is decorated with emeralds and other gems to represent his scales.

If the Totem of Sotek is present on the battlefield, the god Sotek is invoked and will vent his wrath upon the foe. Serpents will be summoned from their holes and crevices on the battlefield and mass together in a swarm which is attracted to the standard like a magnet.

If your army includes a Serpent Swarm you may deploy it anywhere within 12" of the totem but no closer than 8" to any enemy. This means that you could deploy the swarm outside your deployment zone as long as it is within 12" of the totem.

You can choose to deploy the swarm when you deploy the rest of your army before the battle, or 'summon' the swarm by means of the totem at the start of any subsequent Lizardman turn. If the swarm is summoned in this way it is placed within 12" of the totem and may be placed in hand-to-hand combat. All Serpent Swarms gain 1 extra Attack while they remain within 12" of the Totem of Sotek since they are filled with Sotek's divine wrath.

LORD MAZDAMUNDI

900 points

Your army may be led by Lord Mazdamundi as General. If so he replaces the General in the main list.

Lord Mazdamundi resides in the pyramid city of Hexoatl which he rules over as Mage-Priest Lord. Many lesser Mage-Priests serve him and countless teeming hordes of Saurus and Skinks attend to his every need.

Mazdamundi spends almost all his time contemplating the glyphs of the Old Ones. He seeks only to maintain the original world plan of the Old Ones which was left unfinished when they all mysteriously perished at the time of the collapse of the polar warp gate. At that time Mazdamundi was newly spawned and was still yet a tadpole in the sacred pond of Hexoatl. He was instructed by the Slann Mages of the first spawning, before they also perished, perhaps in magical duels against daemons invading through the collapsed portal.

The arrival of the Norse on the coast not far from Hexoatl did not disturb the tranquillity of Lord Mazdamundi. His servants among the lesser Mages defend the city against the raids and depredations of the Norse. Lord Mazdamundi knows that all the new races that have spawned in the world were intended by the Old Ones and so must be tolerated. Therefore he has never caused the waters of the swamps to rise up over the Norse colony, though it is within his powers to do so.

"The Old Ones in their infinite wisdom spawned Elves, Dwarfs and Men to be predators upon the spawn Chaos." Thus spoke Mazdamundi! It is enough merely to protect the sacred relic and artifacts bequeathed to the Slann by the Old Ones from those who would pillage them, and recover them if lost.

It is the Lizardmen alone who understand and take on the burden of this sacred task for all eternity. Therefore Lord Mazdamundi only bestirs himself to lead the army if the Lizardmen must march across continents to bring back the sacred plaques. Then he wields his spells of geomancy to part the oceans and raise causeways, for Lord Mazdamundi absolutely will not be deterred from that upon which he sets his mind.



studying the glyphs of the Old Ones and perfecting these four awesome spells of Slann geomancy which are unique to the Slann. No other wizard of any other race can ever use them. Only the mind of a Slann is capable of the mental concentration required to cast the spells and only a Slann could pronounce the incantation.

SPECIAL RULES

Cold Blooded

All Lizardmen, including Slann, are cold blooded and naturally slow to react to psychology. When testing against Leadership, always roll 3 dice and select the lowest 2 scores.

Slann Mage-Priest Telepathy

The minds of the Slann Mage-Priests are great and deep beyond mere human comprehension. Mage-Priests communicate with each other across the globe, and possibly across space and time, by means of currents of magic which flow through the world. On the battlefield Lord Mazdamundi uses this ability to borrow spells from other Slann Mage-Priests.

To represent this, at the start of the Lizardman magic phase Lord Mazdamundi may 'borrow' one spell from any other Slann Mage-Priest. The spell is returned once it is dispelled, ceases to have any effect, or if Lord Mazdamundi does not use it that turn. He may not have more than one borrowed spell at a time.

	M	WS	BS	S	T	W	I	A	Ld
Lord Mazdamundi									
& Stegadon	6	6	5	7	6	8	6	8	10

Weapons/Armour: Lord Mazdamundi is armed with the *Cobra Mace of Mazdamundi* which counts as a hand weapon.

Save: 4+ special save from the *Shield of the Old Ones*.

Options: If your army includes Lord Mazdamundi as General, then the *Sunburst Standard of Hexoatl* which is attached to his palanquin will be the army's battle standard.

Spells: Lord Mazdamundi is a Mage-Lord character and has four unique magic spells, which only he can use. Lord Mazdamundi has spent countless centuries

Shield of the Old Ones

Lord Mazdamundi, together with his palanquin and bearers, lie under a powerful Shield of the Old Ones – making it hard to harm either the Slann or his servants. To represent this the entire model has a special D6 saving throw of 4+ against each wound suffered. This is a special save and is not modified by the Strength of the attack, and wounds from weapons that ignore armour saving throws can still be saved by the Shield of the Old Ones.

The Shield of the Old Ones is not a magic item but an ancient sorcerous ability of the Slann himself. Otherwise, see the comments on special saves and wards in the Warhammer Magic supplement.

MAZDAMUNDI'S STEGADON

Lord Mazdamundi rides into battle on a Stegadon. Instead of being carried into battle by four Saurus bodyguards (as he is carried around the city in times of peace) Lord Mazdamundi instructed that his palanquin should be lashed to the back of a Stegadon.

Although the Mage-Lord's intentions are inscrutable, the Skinks believe he has done this in order to fulfil the Prophecy of Querchi. This states that the hitherto obscure god, Querchi, believed to be one of the Old Ones, will favour 'he that rides the Horned Beast'. The glyph for 'horned beast' in the prophecy is of course the same as the glyph for a Stegadon.

Lord Mazdamundi directs the Stegadon by sheer force of will in the same way as other Mage-Priests direct their palanquin bearers. His magical energies are transmitted to the Stegadon carrying his palanquin, enabling the creature to carry him in battle for as long as he wishes. Invigorated by his master's power and driven by his will, the Stegadon will fight on even if it is mortally wounded – kept alive by Lord Mazdamundi's energy. Because of this Lord Mazdamundi, his palanquin, and the Stegadon are treated as a single model. All enemy attacks are struck against the model as a whole: only by destroying the whole model is the Mage-Priest deemed to be slain.

STEGADON SPECIAL RULES

Impact Hits: When the Stegadon charges it automatically causes D6 Strength 5 hits from its horny spikes. These are inflicted first, before any other hits from either side in combat are worked out, in the same way as impact hits from a chariot. Note that no roll is made to test for impact hits, the charging Stegadon automatically causes impact hits.

Causes Fear: The Stegadon is a huge, spiky primeval monster with a loud frightening roar. It causes *fear* as described in the Warhammer rulebook.

Bony Shield: The Stegadon has a huge bony crest which partly shields Lord Mazdamundi as well as the Stegadon itself. To represent this, roll D6 for each hit scored on the model. On a score of 1 the hit strikes the bony shield and is ignored. On a score of 2+ the hit strikes the model and is worked out as normal.

SPELLS

Lord Mazdamundi is a Mage-Lord character and has four magic spells: *Move the Mountains*, *Ruin of Cities*, *Earth Line* and *Part the Waters*.

Lord Mazdamundi has spent countless centuries studying the glyphs of the Old Ones and perfecting these four awesome geomantic spells which are unique to the Slann. No other wizard of any other race can ever use them. Only the mind of a Slann is capable of the mental concentration required to cast the spells and only a Slann could pronounce the incantations.



Move the Mountains Power 2

Lord Mazdamundi concentrates his mind upon a hill, causing it to tremble and shake until the start of the following Lizardman magic phase. Any troops occupying the hill may not do anything except cling to the ground to avoid tumbling off the slopes, falling down cracks in the earth or being crushed by lumps of falling rock. They may not move, shoot, cast spells or fight while the hill trembles. Lasts 1 turn.

Ruin of Cities Power 3

Lord Mazdamundi concentrates his mind upon a building or group of buildings forming a single terrain feature, or a stone wall or bridge. The structure will shake, crumble and rapidly collapse into a heap of rubble counting thereafter as very difficult ground.

Roll two dice for each model occupying the feature. If the score exceeds the model's Toughness, the model is crushed by falling masonry and removed from play. Any unit losing 25% must take a Panic test.

Earth Line Power 3

Trace a ley line across the table from Lord Mazdamundi to one of the four corners. The corner is chosen by the Slann player. A surge of power rushes along this line outwards or inwards towards Mazdamundi. Any model through whom the line passes may be wounded or slain by the surge of earth energy.

Roll two dice for each model on the line. If the score exceeds the model's Toughness, the model suffers 1 automatic wound which cannot be saved. Any unit losing 25% must take a Panic test.

Part the Waters Power 1

Lord Mazdamundi can cause any water feature on the battlefield to be crossed by a causeway of dry land which rises up from the bottom or is created by the waters receding from each side. Mark the causeway with sand or flock. The causeway is wide enough for a rank of four Saurus to cross over, which is therefore also wide enough for Stegadons and a palanquin. There is no limit to the length of the causeway. Mazdamundi can use this spell to part the sea itself! The causeway lasts for the rest of the battle and cannot be dispelled.

MAGIC ITEMS

Lord Mazdamundi is a Mage-Lord character and has five magic items in addition to the *Sunburst Standard of Hexoatl* which is the army's Battle Standard. These magic items are: the *Cobra Mace of Mazdamundi*, the *Plaque of Tepec*, the *Plaque of Xoloc*, the *Itxi Grubs* and the *Egg of the Quango*.



Cobra Mace of Mazdamundi

Magic Weapon 15 points

The Mace of Mazdamundi is shaped like the gaping mouth of a hooded cobra. As well as using this as an ordinary hand weapon in battle, Mazdamundi uses the Cobra Mace to parry and 'bite' the magical weapons of his opponents. The mace strikes at the incoming blow with the lightning speed of a cobra.

If Mazdamundi is attacked with a magic weapon, roll D6 once before working out the attacks. On a score of 6, Mazdamundi has parried the blow with his mace and the magic weapon is broken, bent or mangled by the lizard's jaws and destroyed.

The Plaque of Tepec

Wizards Arcana 50 points

Mazdamundi may use one of the sacred clay plaques of the pyramid of Tepec in Hexoatl in order to counter an enemy spell cast at him or the unit he is with. The spell is automatically dispelled. In addition both players roll a D6. If Mazdamundi rolls higher, the enemy spell is destroyed. He only ever takes one such plaque into battle, so as to keep some back for centuries to come. The plaque shatters into a thousand shards when used and so can only be used once.

The Plaque of Xoloc

Wizards Arcana 50 points

Mazdamundi may also use one of the sacred clay plaques of the pyramid of Xoloc in Hexoatl in order to power one of his spells instead of power cards, or as power to lend to another Mage-Priest by means of telepathy. This means that the plaque can power a spell cast by another Mage-Priest for free. The plaque always casts the spell with Total Power.

Mazdamundi only ever takes one such plaque into battle in order to keep some back for future battles. The plaque crumbles into dust when used and so can only be used once. The destruction of the plaque has an additional unpleasant effect on all wizards on the battlefield. Roll a dice for each wizard including the Slann Mage-Priests themselves. On a score of 1, the wizard suffers 1 wound.

The Itxi Grubs

Wizards Arcana 50 points

Mazdamundi always carries with him a gourd containing a handful of dried Itxi Grubs. These are very potent magical grubs which absorb raw magical power from the ground. When the Mage-Lord eats the grubs, he gains the magical energy contained within them. He has to eat the whole gourd-full of grubs to gain a significant effect on his own magical powers, so the grubs can only be used once and are then expended. Mazdamundi can declare that he is chewing the grubs at the start of his magic phase. He is then dealt an extra D6 Winds of Magic cards.

The Egg of the Quango

Enchanted Item 10 points

Mazdamundi possesses the last remaining egg of the mysterious Quango. This is a relic from the time of the Old Ones which was found in a secret chamber during the rebuilding of the great pyramid temple of Pahuax. Until that time only the name of the creature was known and its existence was mere legend. No-one knows exactly what will hatch out of the egg. The egg however, shows no sign of hatching of its own accord and has been dormant for millennia.

Mazdamundi may drop the egg as a last resort in hand-to-hand combat. When this happens the egg will crack and release the Quango hatchling, which will bite the enemy before it dies from extreme age. This effectively gives Mazdamundi D3 extra attacks. The egg can only be used once.

The Sunburst Standard of Hexoatl

Magic Standard 50 points

The Sunburst Standard of Hexoatl counts as an army standard, with all the benefits that bestows. In addition, it is a magic standard. The standard depicts the sun with a Slann stylised face. It is believed to be Chotec who was one of the Old Ones and patron god of Hexoatl, within which city he is considered superior in the hierarchy of gods to Sotek. Chotec is believed to be in the sun, or like the sun in his power.

The burnished gold of the Sunburst Standard dazzles any models flying high who attempt to descend into combat with Mazdamundi or the unit he accompanies. Models flying high therefore cannot charge Mazdamundi or the unit he is with. They must come down to ground level in order to attack.



REZEPHUA FROGS

THE ARMY OF REZEPHUA

The army of Rezephua is a typical example of a 2,000 point Lizardman army. Magic items have been chosen from Warhammer Magic. You can use it exactly as it appears below, or as a basis for designing your own army.

This is the army of a small temple-city. The core of the army are the Saurus cohorts, backed up by skirmishing Skinks and various gigantic and ferocious reptiles.

CHILIPEPA, General of the Army

Mage-Priest Champion

	M	WS	BS	S	T	W	I	A	Ld
Mage-Priest Champion & Palanquin	4	4	3	6	4	4	3	4	8

Weapons/Armour: Chilipepa is armed with a ceremonial mace which counts as a hand weapon.

Save: 4+ special save

Options: The General's palanquin carries the army battle standard.

Magic Items: Chilipepa carries the *Amulet of Xapatti*.

Spells: As a Mage-Priest Champion, Chilipepa has 2 Battle Magic/High Magic spells.

Total Points: 315

SOTEK COHORT

The Sotek Cohort consists of 15 Saurus Temple Guards, including a musician and a standard bearer. The unit is led by Drulndribl, a Saurus Champion.

	M	WS	BS	S	T	W	I	A	Ld
Saurus Champion	4	4	0	5	4	1	2	3	8
Saurus Temple Guards	4	4	0	4	4	1	2	2	8

Weapons/Armour: Drulndribl carries the *Biting Blade*. The Temple Guards are armed with halberds.

Magic Item: *Jaguar Standard*

Save: 5+

Total Points: 375



TEKILA COHORT

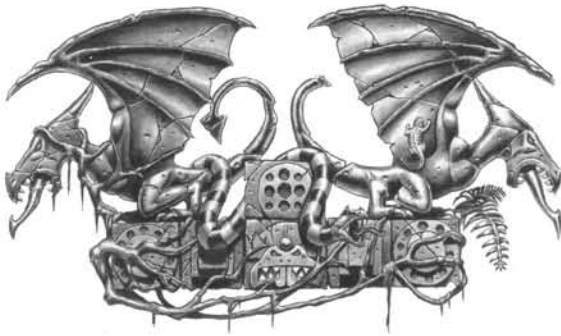
The Tekila Cohort consists of 15 Saurus Warriors, including a standard bearer and a musician. The unit is led by Oquicoci, a Saurus Champion.

	M	WS	BS	S	T	W	I	A	Ld
Saurus Champion	4	4	0	5	4	1	2	3	8
Saurus	4	3	0	4	4	1	1	2	8

Weapons/Armour: Oquicoci is armed with a spear and a shield. The Saurus Warriors are armed with spears & shields.

Save: 4+

Total Points: 306



15 RED CRESTED SKINKS

The unit includes a standard bearer and a musician. The unit is led by Piquipoqi, a Skink Champion.

	M	WS	BS	S	T	W	I	A	Ld
Skink Champion	6	3	4	4	2	1	5	2	6
Skink	6	2	3	3	2	1	4	1	6

Weapons/Armour: Piquipoqi and the Red Crested Skinks are armed with javelins & carry shields.

Save: 5+

Total Points: 115.5

15 YELLOW CRESTED SKINKS

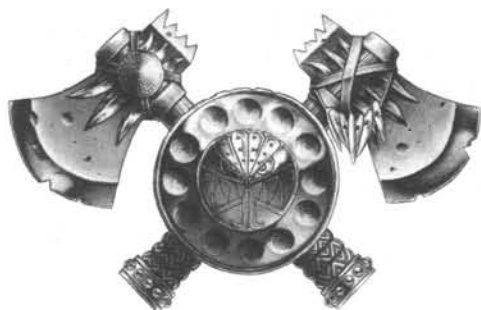
The unit includes a standard bearer and a musician. It is led by Anqippanqi, a Skink Champion.

	M	WS	BS	S	T	W	I	A	Ld
Skink Champion	6	3	4	4	2	1	5	2	6
Skink	6	2	3	3	2	1	4	1	6

Weapons/Armour: Anqippanqi and the Yellow Crested Skinks are armed with short bows & poisoned arrows.

Save: 6+

Total Points: 115.5



3 KROXIGOR

	M	WS	BS	S	T	W	I	A	Ld
Kroxigor	6	3	0	5	4	3	1	3	9

Weapons/Armour: Double-handed weapons

Save: 4+

Total Points: 135

STEGADON & 4 Skink crew

	M	WS	BS	S	T	W	I	A	Ld
Stegadon	6	2	0	7	6	6	2	5	6
Skink crew	6	2	3	3	2	1	4	1	6

Weapons/Armour: The crew are armed with spears, short bows, poisoned arrows, poisoned javelins & shields. The Stegadon is armed with teeth, horns and a bad temper.

Save: Stegadon 4+, crew 5+

Total Points: 225

SALAMANDER & 4 Skink Runners

	M	WS	BS	S	T	W	I	A	Ld
Salamander	6	3	3	4	4	3	2	3	6
Skink Runners	6	2	3	3	2	1	4	1	6

Weapons/Armour: The Runners are armed with spears

Save: 6+

Total Points: 90

TERRADON & 2 Skink Riders

	M	WS	BS	S	T	W	I	A	Ld
Terradon	2	3	0	4	4	1	2	1	3
Skink Rider	6	2	3	3	2	1	4	1	6

Weapons/Armour: The Skink riders are armed with short bows, spears, poisoned arrows and shields.

Save: The Terradon and its riders have a save of 5+

Total Points: 45

15 BLUE CRESTED SKINKS

The unit includes a standard bearer and a musician. It is led by Tech-Huechi, a Skink Champion.

	M	WS	BS	S	T	W	I	A	Ld
Skink Champion	6	3	4	4	2	1	5	2	6
Skink	6	2	3	3	2	1	4	1	6

Weapons/Armour: Tech-Huechi and the Blue Crested Skinks are armed with short bows & poisoned arrows.

Save: 6+

Total Points: 115.5

CHOTEC'S COHORT

5 Cold One Riders. The unit includes a standard bearer.

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider	6	2	3	4	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Weapons/Armour: Hand weapon, spear and shield.

Save: 3+

Cold One Special Rules: Cold Ones cause *fear*, are subject to *stupidity*, and give their riders a +2 armour save.

Total Points: 150

TOTAL ARMY POINTS VALUE
1987 $\frac{1}{2}$ POINTS

As the last burning embers of sunlight gave way to night and the hum of beetle-song, Ximnipot wearily made his way back along one of the secret paths that led to the city of Xlanhuapec. Every once in a while, the young Skink scout would stop to pluck a juicy grub from the leaves of a Jaleema tree, or pause by a mangrove patch and scoop a handful of water from where it had collected in the matted roots of the plants.

Three moons ago, exalted Lord Uxicuxi had informed his people that it would soon be time for the Incandescent Spawning of Moonsglow, an event prophesied on one of the temple's ancient gold plaques which foretold that a new spawning of Lizardmen was immanent in Xlanhuapec. The plaque also warned that outsiders would try to prevent the spawning, and so Lord Uxicuxi had placed the city's warriors on a state of heightened alert. As the time of the spawning grew nearer, scouts were being despatched to search the perimeters of the city for any sign of intruders. Now, the night before the ceremonial Ritual of Welcoming, Ximnipot, like many others, had to report that he had failed to detect any sign of the presence of interlopers.

Partly on impulse and partly to stave off the humid evening heat, Ximnipot decided to enter the city via one of the many jungle streams which flowed through or under it. The Skink lowered himself into the cooling waters of a stream his people called the Inward Underspiral, for it was one that led underground and collected into one of the vast sacred ponds beneath Xlanhuapec, where previous generations of the city's Saurus had been spawned. Ximnipot had decided earlier that he would perform his ceremony of welcoming tonight by the sacred pond, for he was due for scout duty again the next day, during the city-wide ceremony.

Reaching the small fissure which marked the entrance to the underground river system, Ximnipot took a deep breath and dove beneath the water. Like all Skinks, Ximnipot felt equally at home in water as on dry land. Unlike most of his kin however, Ximnipot still possessed vestigial gills, and thus was able to stay under water for hours at a time without having to resurface for air. Under water, Ximnipot could not see very far in the dark and so relied instead on differences in water temperature to determine in which direction to swim. The Skink knew that the colder the current of water, the further underground he was, so navigating by these colder currents, he dove deeper towards the sacred pond.

Eventually, Ximnipot felt he was swimming more upwards than forwards, which meant he was close to the sacred pond. Here the water was slightly lighter than elsewhere, thanks to the many phosphorescent mosses which grew on the walls of the cave complex. Although not really enough to see by, Ximnipot was aware that there were signs of life in the water all around him, for every once in a while dark shapes would loom into sight and brush against his scaly skin as he passed them. Finally, just as he was beginning to feel the uncomfortable need for oxygen, the Skink silently broke the surface of the water and breathed in a lungful of slightly stale air. Blinking a few times to adjust his vision to the lighter environment, Ximnipot started to make for the edge of the pond and then froze suddenly, startled by a strange noise coming from the far bank.

At first he could not pinpoint where the strange scabbling sound was coming from. Looking about, he could see no sign of movement. Yet the sound steadily grew louder, and so deciding upon caution, Ximnipot lowered himself back into the water until only his yellow-slitted eyes were visible above the waterline. Slowly he swam towards the origin of the sound until at last, out of the corner of his eye, he

spotted motion and halted in place, silently treading water. Upon the north bank of the pond, a small bulge was beginning to form in the earth, as if something were pushing it upwards to form a mound. Then, so quickly he almost missed it, Ximnipot saw a small figure about his own size erupt from the mound and skitter quickly away from it, hiding itself in the shadows along the cave wall. The creature's form was hidden from head to toe by a shapeless black cloak, although from beneath and behind it stretched a short, scrawny tail, much less muscular or graceful than Ximnipot's own.

Believing itself to be alone, the strange creature emerged from the shadows and tentatively headed towards the edge of the pond. Crouching by the side of the water, the creature began fumbling in its cloak for something. It all began to make sense to the Skink now. No interlopers had been found outside the city, for the enemy had penetrated *beneath* Xlanhuapec and into the one place the Lizardmen had thought was impregnable. No guards had been posted by the sacred pond, for no-one had thought there was a need for them, and now Ximnipot had no time to warn the others that the city's defences had been breached.

Whoever the intruder was, Ximnipot was not about to wait and see what they might do. Quietly, he made for the side of the pond, where it formed a natural lip beneath which the Skink hoped he could edge towards his enemy unobserved. When he had gotten within a few metres of the creature, Ximnipot stopped and hesitantly peered over the lip. The creature had set a strange sickly coloured globe by its side and was again nervously scanning the area to reassure itself it was alone. Then, taking the globe in its furry, clawed hands, it brought it down with a loud crack against the ground, much as one would crack open an egg.

From the cracks in the globe, a noxious smell assaulted Ximnipot's senses. Realising the creature intended to spill the globe's foul contents into the sacred pond, the Skink acted without hesitation. Ximnipot launched himself out of the water and sprang upon the intruder, taking it by surprise and knocking the globe out of its hands. Rolling around on the bank, the two grappled with each other, each trying to lever his opponent into a position of weakness. Ximnipot could feel the creature raking its claws against his scaly hide, but it was too weak to cause any significant damage. Then, just as the Skink was gaining the upper hand, his opponent withdrew a wickedly barbed blade from the folds of its cloak and raised its hand to bury the dagger in Ximnipot's soft, unprotected throat. As the blade plunged towards him, Ximnipot lashed out with his tail in desperation and landed a resounding blow against the side of the creature's head. With a shrill groan, its eyes glazed over and it collapsed, dropping the dagger to the floor.

Pulling himself from beneath the unconscious form, Ximnipot caught his breath and then curiously pulled back the intruder's hooded cowl. The Skink hissed sharply when he saw the vile rodent features of his Skaven captive. After binding the rat-thing's paws with strips torn from its own cloak, Ximnipot slung the senseless form over his shoulder and began making his way to the surface of the city. There would be much celebration come the morrow. Not only could the city perform the Ceremony of Welcoming without fear of interruption, but now that Ximnipot had captured the Skaven, the Lizardmen would have a suitable sacrifice to dedicate to Sotek and make the spawning all the more auspicious. The only thing that bothered Ximnipot was the thought that more Skaven might attempt to infiltrate the city, but that was a matter for exalted Lord Uxicuxi to consider. For the time being, the city was once again safe.

LIZARDMAN REFERENCE

SLANN MAGE-PRIESTS

	M	WS	BS	S	T	W	I	A	Ld
Mage-Priest									
& Palanquin	4	3	2	4	4	3	2	3	8
Mage Priest Champion									
& Palanquin	4	4	3	6	4	4	3	4	8
Master Mage-Priest									
& Palanquin	4	5	4	6	5	6	5	6	9
Mage-Lord									
& Palanquin	4	6	5	6	5	8	6	8	10

When testing vs Ld, roll 3 dice and select lowest 2 scores. May swap 1 spell with another Mage-Priest start of each magic phase. Entire model has special save of 4+ vs each wound suffered. Slann, palanquin & bodyguards are treated as 1 model.

SAURUS

	M	WS	BS	S	T	W	I	A	Ld
Saurus	4	3	0	4	4	1	1	2	8
Saurus									
Champion	4	4	0	5	4	1	2	3	8
Saurus Hero	4	5	0	5	5	2	3	4	9
Saurus Temple									
Guard	4	4	0	4	4	1	2	2	8

Basic save 5+. When testing vs Ld, roll 3 dice and select lowest 2 scores.

SKINKS

	M	WS	BS	S	T	W	I	A	Ld
Skink	6	2	3	3	2	1	4	1	6
Skink									
Champion	6	3	4	4	2	1	5	2	6
Skink Hero	6	4	5	4	3	2	6	3	7
Skink Shaman	6	2	3	3	3	1	5	1	6
Great									
Crested Skink	6	2	3	4	2	1	4	1	6

Basic save 6+. When testing vs Ld, roll 3 dice and select lowest 2 scores. May *skirmish*. May move over water features without penalty. When occupying a water feature, count as being in soft cover. Skink units may include Kroxigor.

KROXIGOR

	M	WS	BS	S	T	W	I	A	Ld
Kroxigor	6	3	0	5	4	3	1	3	9

Basic save 4+. May move over water features without penalty. When occupying a water feature, count as being in soft cover. Cause *fear*. May accompany units of Skinks.

SALAMANDERS

	M	WS	BS	S	T	W	I	A	Ld
Salamander	6	3	3	4	4	3	2	3	6
Skink Runners	6	2	3	3	2	1	4	1	6

Basic save 6+. When testing vs Ld, roll 3 dice and select lowest 2 scores. Spit venom up to 24". Accompanied by 4 Skink runners. Subject to *stupidity* if no Skink runners within 3". May move over water features without penalty. When occupying a water feature, count as being in soft cover.

STEGADONS

	M	WS	BS	S	T	W	I	A	Ld
Stegadon	6	2	0	7	6	6	2	5	6
Skink Crew	6	2	3	3	2	1	4	1	6

Bears howdah carrying Skink crew. Basic save 4+. When testing vs Ld, roll 3 dice and select lowest 2 scores. Crew may be armed with a giant bow. Stegadon causes D6 S5 impact hits when charging. Causes *fear*.

COLD ONES

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider	6	2	3	4	2	1	4	1	6
Cold One	8	3	0	4	4	1	1	2	3

Cause *fear*. Subject to stupidity until they have fought a round of hand-to-hand combat. Rider has +2 armour save.

TERRADON

	M	WS	BS	S	T	W	I	A	Ld
Skink Rider	6	2	3	3	2	1	4	1	6
Terradon	2	3	0	4	4	1	2	1	3

Save 5+. Terradons can *fly*. Always operate in skirmish formation. May drop rocks first charge of game.

LIZARD SWARMS

	M	WS	BS	S	T	W	I	A	Ld
Lizards	4	3	0	3	2	5	1	5	10

Immune to psychology and Break tests.

SERPENT SWARMS

	M	WS	BS	S	T	W	I	A	Ld
Serpents	3	3	0	4	2	5	1	5	10

Immune to psychology and Break tests.



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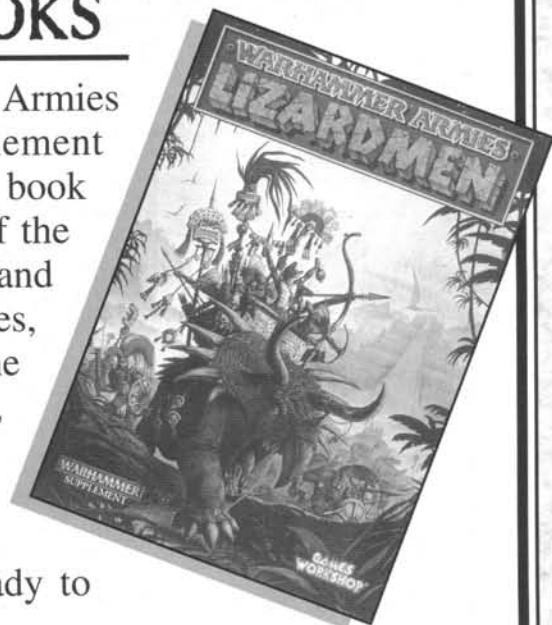
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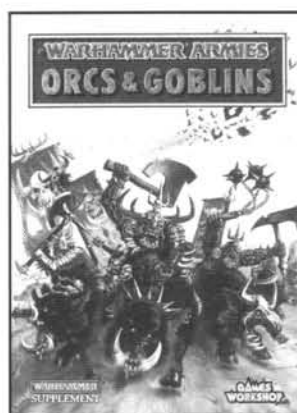
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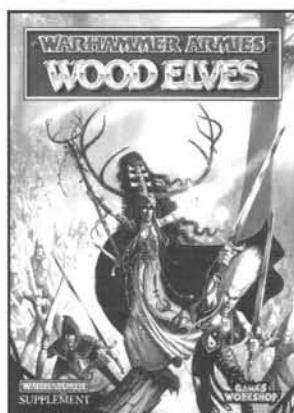
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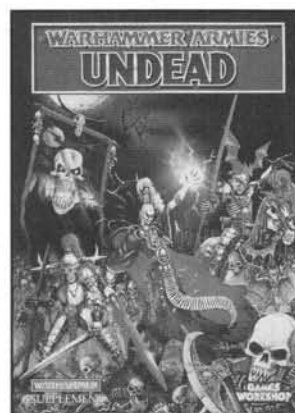
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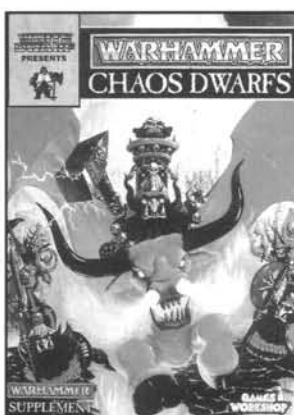
Wood Elves protect their forest realm against all intruders. This Warhammer Armies book describes the defenders of Athel Loren and includes a detailed history of these guardians of the forest.



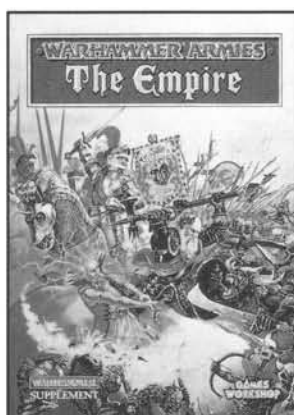
The Undead hate all living creatures, and are terrible and tireless foes. This volume describes the armies and heroes of the dead, including the great Necromancer Nagash.



In the far north, Malekith the Witch King gathers his forces and plots his invasion of the Old World. This book describes the history and troops of the Dark Elves.



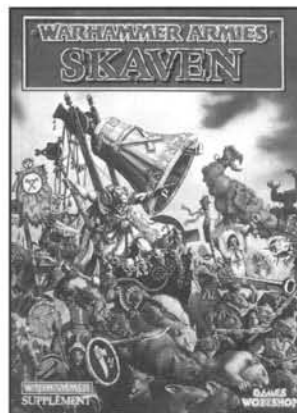
Chaos Dwarfs are the foul inhabitants of the Dark Lands. This book is a compilation of Chaos Dwarf articles from White Dwarf magazine, including a full army list.



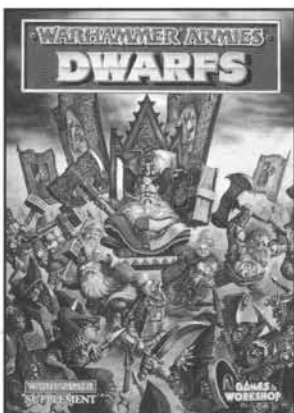
The Empire is the largest realm in the Old World. This Warhammer Armies book describes the lands and history of the Empire, and details its troops and mighty war machines.



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COLLECTING A LIZARDMAN ARMY

Having read the Lizardman book you will now be keen to start collecting your Lizardman army. The following is an example of a basic 1,000 point army, with some good sized core regiments which will form the backbone of a larger force

Collecting an army is simple if you remember to plan your force beforehand and build up the army in small, manageable steps. One thousand points is a good starting point for any army, as it will not take long to collect or paint, and once complete provides a solid, battle-worthy force without being overly restrictive.

The first 1,000 points should include one or two core regiments, and these can be built up by using the plastic boxed sets combined with a few blister packs. You can add variety and character to the regiment by including a standard bearer, musician and a suitable heroic champion.

Every army must have a General to lead it. He is the only model which *must* be included in the army, so you'll need to pick a suitable character model to represent your General on the battlefield. The General of a Lizardman army is always a Slann Mage-Priest. Before buying a model, consider how to equip your General, what magic items he will be carrying, and what magic level he will be.

It is a good idea to ensure that all of the miniatures in your army are carrying the right weapons and equipment, as it helps avoid confusion for you and your opponent. For instance, if you decide to take a Saurus Champion armed with a spear, then make sure that your Saurus Champion miniature is armed with a spear.

With your core regiments and General chosen it is now time to start looking at the more exotic

troop types. The Lizardmen possess some very deadly troop types and some equally lethal monsters. Choosing an army now begins to get really challenging. With the army list as your guide you can begin plotting just what forces to collect, reading up on the rules and planning battlefield tactics for the army when it is completed.

The roster sheet shows a 1,000 point army which we have worked out as an example of the sort of force you can start with. Each of the regiments or characters are easily available in blister packs or boxed sets, and as well as being an army in its own right it will also provide you with a starting point for a larger collection.

As it stands, the army is a well balanced force, and includes enough units, characters and monsters to make it ready for battle against any similar sized army.

IF YOU HAVE A COPY OF WARHAMMER, YOU WILL FIND IT MUCH EASIER TO BUILD YOUR LIZARDMAN ARMY SINCE TWO OF YOUR CORE UNITS ARE INCLUDED IN THE BOX!



A 1,000 POINT LIZARDMAN ARMY READY FOR PAINTING

WARHAMMER® ROSTER SHEET

ARMY OF THE SLANN MAGE-PRIEST HYFHI-QUELI

Models/Unit	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Point Value
HYFHI-QUELI Slann Mage-Priest on palanquin (and 4 Saurus palanquin bearers). Hand weapon.	4	3	2	4	4	3	2	3	8	4+	Wears Amulet of Xapati (3+ Dispel, if successful may cast one of his own spells for free) Units within 12" test on Hyfhi-Queli's Leadership, Cold Blooded.	140
19 SAURUS WARRIORS Standard bearer, musician, shield, hand weapon.	4	3	0	4	4	1	1	2	8	4+	Scaly Skin (min. save 6+), Cold Blooded (tests Leadership on 306).	315
1 SAURUS CHAMPION Shield, hand weapon. Ogre Blade	4	4	0	5	4	1	2	3	8	4+	Scaly Skin, Cold Blooded, +2 Strength.	73
19 SKINK ARCHERS Standard bearer, musician, short bow, hand weapon, poisoned arrows.	6	2	3	3	2	1	4	1	6	6+	Scaly Skin, Cold Blooded, May Skirmish, Move over watery terrain without penalty (and count as in Soft Cover).	115.5
1 SKINK CHAMPION Hand weapon, short bow, poisoned arrows.	6	3	4	4	2	1	5	2	6	6+	Scaly Skin, Cold Blooded, may Skirmish, Move over watery terrain without penalty (and count as in Soft Cover).	22
19 SKINK JAVELINS Standard bearer, musician, poisoned javelin, hand weapon, shield.	6	2	3	3	2	1	4	1	6	5+	Scaly Skin, Cold Blooded, may Skirmish, Move over watery terrain without penalty (and count as in Soft Cover).	126
1 SKINK CHAMPION Hand weapon, shield, poisoned javelin, Potion of Strength.	6	3	4	4	2	1	5	2	6	5+	Scaly Skin, Cold Blooded, May Skirmish, move over watery terrain without penalty (and count as in Soft Cover).	23
4 KROXIGOR Double-handed weapon.	6	3	0	5	4	3	1	3	9	4+	Scaly Skin, Cold Blooded, may join Skink units, Aquatic, Cause fear.	180

SLANN MAGE-PRIEST ON PALANQUIN

Hyfhi-Queli is the General of the forces of the lesser Pyramid of Xeti-Oatl, at Hexoatl. The army we have chosen is his personal retinue. They are dedicated to defending their Mage-Priest and the pyramid. Hyfhi-Queli himself, although a powerful mage in his own right, is a servant of the great Mage-Priest Lord Mazdamundi, the ruler of Hexoatl.

This army represents the sort of force that would be sent forth by Lord Mazdamundi, to attack invaders or deter foreign explorers from venturing too far into the jungles of Lustria.



SLANN MAGE-PRIEST BOXED SET

There are many magical items hidden within the pyramid, one of which Hyfhi-Queli takes to war with him – the powerful Amulet of Xapati. The Amulet will dispel enemy magic cast against Hyfhi-Queli or a unit he is with on a roll of 4+. If the dispel is successful then Hyfhi-Queli can cast one of his own spells for free, so long as the power required to cast that spell does not exceed the power level of the enemy spell. Immediately after casting his own spell the magic phase is ended.

On the battlefield the Mage-Priest rides on a palanquin, carried by four Saurus body-guards. In battle the General, the bearers and the palanquin are treated as a single creature with one profile. They are protected by the arcane power of the Old Ones, and they are only slain once the model has taken its full quota of wounds.



SLANN MAGE-PRIEST ON PALANQUIN

PROFILE	M	WS	BS	S	T	W	I	A	LD
Mage-Priest	4	3	2	4	4	3	2	3	8

SAURUS WARRIORS OF XETI-OATL



SAURUS WARRIOR UNIT

Saurus are large and ferocious creatures who are rather dim-witted, but are intelligent enough to understand basic orders. The Saurus regiment is the core of Hyfhi-Queli's army and as such should form the centre of your battle line. The regiment has a standard bearer and a musician and is led by a Saurus champion.

All Saurus have two attacks, one with their weapon, and one bite attack. The Champion has three attacks. They all have scaly skin, which counts as heavy armour, giving them a total save of 4+. In addition to this, modifiers can never reduce a Saurus warrior's save to worse than 6+. Saurus warriors are *cold blooded*, meaning they roll three dice when testing against their Ld, and choose the lowest two scores. This makes them unlikely to break in close combat.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Saurus	4	3	0	4	4	1	1	2	8
Saurus Champion	4	4	0	5	4	1	2	3	8

SKINKS OF THE FIRST TIER



REGIMENT OF SKINKS
ARMED WITH JAVELINS

Skinks are much smaller and nimbler than their cousins, and are much more intelligent. Though not as aggressive as Saurus, they are capable of using bows and javelins, often with poisoned tips.

Like Saurus, Skinks have scaly skin to protect them from harm, and are also cold blooded. Being bred amongst the swamps of Lustria, Skinks are aquatic and can cross marshes, rivers, streams and lakes without any movement penalty. When occupying a water feature, Skinks treat it as soft cover because they can conceal themselves underwater with only the tops of their scaly heads exposed.

The Skinks of the first tier of the Pyramid of Xeti-Oatl are armed with javelins and carry shields. The regiment has a standard bearer and a musician, and is led by a Skink Champion. The regiment can act as skirmishers, harrying the enemy with their javelins and operating out on the army's flanks or in dense terrain.

Metal command figures and Skinks with javelins are available in blister packs. Skink archers are available in plastic boxed sets.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Skink	6	2	3	3	2	1	4	1	6
Skink Champion	6	3	4	4	2	1	5	2	6



PLASTIC SKINK
BOXED SET AND
BLISTER PACKS

SKINKS OF THE SECOND TIER



REGIMENT OF
SKINK ARCHERS

These Skinks are more highly favoured by their master, Hyfhi-Queli, and are allowed to bask in the sun on the second tier of the Pyramid of Xeti-Oatl. On the battlefield this unit is armed with short bows and poisoned arrows which makes them good at shooting down the enemy at close range.

This unit is probably best used as skirmishers, rushing forward into range with their bows and firing hails of deadly arrows into poorly armoured enemy troops. Alternatively they can be formed into a long line, so as many Skinks as possible can fire their arrows. This unit has a standard and musician and is also led by a Skink Champion.

PROFILE	M	WS	BS	S	T	W	I	A	LD
Skink	6	2	3	3	2	1	4	1	6
Skink Champion	6	3	4	4	2	1	5	2	6

KROXIGOR OF XETI-OATL



KROXIGOR UNIT

The Kroxigors are huge cousins of the Saurus. Strong, tall, and fearsome to behold, Kroxigors are amongst the most powerful troops used by the Slann Mage-Priests. Hyfhi-Queli himself commands four such creatures, and keeps them hidden away in the vaults below the pyramid until they are required to march to war.



All Kroxigors have scaly skin which gives them a natural 4+ save. This cannot be modified to worse than a 6+ save. Like all Lizardmen they are *cold blooded*, and like Skinks they are *aquatic*. This means that when they

PROFILE	M	WS	BS	S	T	W	I	A	LD
Kroxigor	6	3	0	5	4	3	1	3	9

occupy a terrain feature such as a river, lake or marsh, they treat it as soft cover, since they can immerse themselves in the water leaving only their heads exposed.

The Kroxigors may fight as a unit, or they may join a unit of Skinks. If they join a unit of Skinks then they can remain in the second rank, attacking over the heads of the smaller Skinks with their great double-handed axes. The Skinks also benefit from the Kroxigors' high Leadership score.

However, if a Kroxigor joins a unit of Skinks, then the Skinks lose their ability to skirmish, as they enthusiastically crowd around their gigantic cousins.



KROXIGOR BLISTER PACK

ASSEMBLING MULTI-PART METAL KITS

The Slann Mage-Priest and the Kroxigor are both supplied as multi-part metal kits, so you will need to stick them together before using them in battle.

When assembling multi-part models, small metal components can be stuck together with an adhesive such as superglue, but

larger pieces require the use of stronger adhesive like an epoxy resin. While the glue is setting, the components can be held firmly together with plasticine or sticky tape.

Large pieces sometimes require a stronger join as superglue may not support their weight. One way

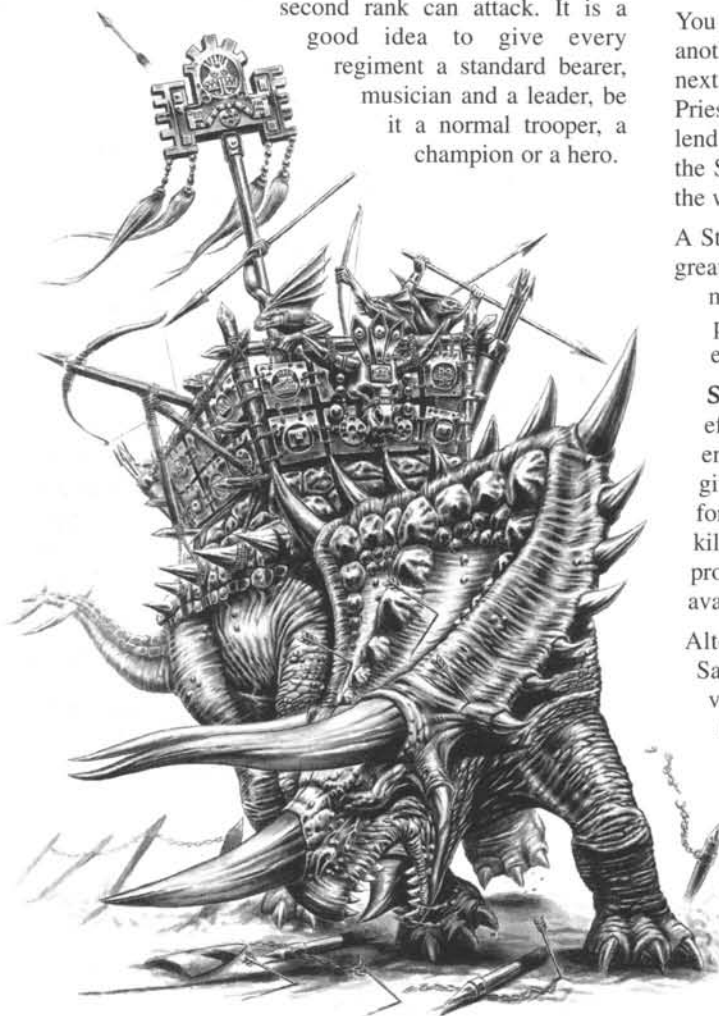
to make a join really strong is to insert a strengthening pin between the two components.

Any gaps in the model can be filled with modelling putty. This process is covered in more detail in the 'Eavy Metal Painting Guide, available from Games Workshop stores.

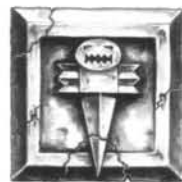
EXPANDING THE ARMY

When the time comes to expand your army, first to 2,000 points and then to 3,000 points, you will have the opportunity to increase the size of your existing units, or even add another core unit, such as another good sized Saurus regiment. Try arming them with spears so the

second rank can attack. It is a good idea to give every regiment a standard bearer, musician and a leader, be it a normal trooper, a champion or a hero.



A unit of Saurus Temple Guard is another excellent choice of core unit. These halberd-armed Saurus warriors are deadly fighters, the ideal choice of bodyguard for your Mage-Priest.



You would do well to consider taking another Slann Mage-Priest, as the next 1,000 points of the army could then be the new Mage-Priest's pyramid guards. With their ability to telepathically lend spells to each other, plus their access to High Magic, the Slann Mage-Priests are the most powerful sorcerers in the world.

A Stegadon with a howdah full of Skinks, complete with great bows and poisoned arrows is a must. Not only will it make a fearful foe, but it will also make a great centre piece for your army, lumbering forward, crushing enemy troops as it goes.

Similarly, Cold One riders and Terradons make really effective mobile strike units with which to harry the enemy. Magic items are always useful, and you should give your more expensive and important characters some form of magical protection. If your Slann Mage-Priest is killed you will find your army in deep trouble. You must protect him at all costs, since he is the only wizard available to you.

Alternatively, you might prefer to invest in some Salamanders. These creatures can spit deadly corrosive venom onto the foe from afar, and are very effective against armoured targets, since the venom seeps through their armour preventing any save.

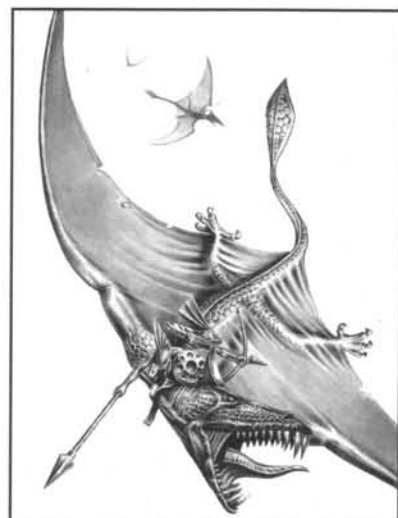
When your Lizardman army reaches 2,000 or 3,000 points, you might like to consider using some of the special characters available to you. These colourful individuals are just the thing to give your army a little extra punch, as well as being excellent models on which to display your painting skills.



SKINK COLD ONE RIDER



SALAMANDER



TERRADON

RAISING THE ARMY OF REZEPHUA

I am the Mage-Priest!

The best and most entertaining way of building a Lizardman army is to think of yourself as the Slann Mage-Priest of a temple-city. I myself am planning to build up my own Lizardman army, which will be the army of the obscure, lost temple-city of Rezephua. This means that I now take on the crested crown and feather mantle of the Slann Mage-Priest Chilipepa.

As Mage-Priest, my first concern is to raise a small army that is ready to fight as soon as possible. This is important to defend the city and its sacred relics and of course myself. Who knows what foes are approaching? This initial force will be raised to a value of 1,000 points because this is a convenient number and also the city only has one spawning pond!

SPAWNING AN ARMY

The first spawning was prophesied for the new moon of Sotek. On that day numerous Saurus warriors emerged into the sunlight. I personally selected the best fifteen to guard my temple and gave them the ancient skull helms that befit their status. This cohort was designated Sotek's Cohort. On the rising of the star Tekila, a second spawning occurred. Once again fifteen Saurus warriors, the best, were selected for Tekila's Cohort. The total points value of myself, the Mage-Priest, and the two Saurus cohorts was 996 points. I painted the entire spawning turquoise in honour of Sotek.



This army marched out immediately to do battle with raiders and were victorious. However, Sotek revealed to me the need for champions to lead the Saurus cohorts, so it was clear that the army should be expanded by a further 1,000 points. First I selected two champions from among the ranks of the Saurus warriors, according to the sacred marks which appeared upon them as their hides dried out. In order to fulfil the will of Sotek I bought two champion models and painted them up with various portentous markings. The names of these two champions shall be Drulndribl and Oquicoci.

Further Spawnings

Observations of the heavens indicated further spawnings of Skinks and Kroxigor were imminent. Three spawnings of Skinks emerged from previously unknown ponds – the yellow crested ones, the red crested ones and the blue crested ones. It was immediately obvious that there were three champions among them marked out by the Old Ones, their names being Piqipoqi, Anqipanqi and Tечи-Huechi. From among the teeming multitudes I formed three cohorts of Skinks to support my Saurus cohorts. The rest serve me as scribes and artisans. I painted the entire spawning in dark colours in honour of the tarantula god Inzi.

BUILDING A PYRAMID-TEMPLE

A number of Kroxigor were also spawned at this moment and three were selected as warriors. Now I decided to begin work on the great pyramid temple of Rezephua, which hitherto had been in ruins as though it had never been!



This edifice I raised in three stages. I built up three squares of card and polystyrene in steps according to the instructions in Wargames Terrain, which is a sacred text of the Old Ones. The steps were plastered and painted with the serpent god Sotek and many glyphs which I found in the Lizardman army book, also a very sacred text of the Old Ones. Upon the top step, I constructed a small chamber in which my palanquin shall be rested. Then when I do not take the field of battle, I can be displayed to the multitudes in my tranquillity, rather in the manner of a diorama. The temple was made resplendent with plastic foliage, which was found by Skinks in an aquarium shop and painted up to resemble the tropical trees of Lustria.

ENLARGING THE ARMY AGAIN

Because of the numerous Skinks at my disposal I was able to send them out to find a Stegadon and also a Terradon in the surrounding jungle. These were tamed and trained for war. The industrious Skinks designed and constructed a howdah to place on the back of the Stegadon. Also at this time, inspired by a disturbing oracle concerning the Elf spawn and their devious mechanisms of war, I instructed Skinks to find a venomous Salamander among the swamps so that it may spit upon such devices which threaten my majesty. For why should a mighty mage and wielder of magic be struck down by a common metal bolt?

Among the Skinks were five marked out by their great crests. I sent them forth to harness the savage Cold Ones lurking in the caves beneath Rezephua. Thus I raised up a unit of Cold One riders for my army. The army had now been expanded to 2,000 points. This was just in time to inflict severe defeats upon the Skeletons, the Dark Elf spawn and the Ratspawn. However, the battles were fierce and it was clear that Sotek required more sacrifices than my army was able to capture. Why should Sotek go hungry because my army is only 2,000 points! I considered the final expansion of my army to 3,000 points.

CREATING SPAWNING POOLS

Before this expansion I decided to make secure the newly found spawning pools. I made these pools with cardboard, bordered on the edges with balsa wood, which grows abundantly in Lustria, painted and carved to resemble fine stonework. The interior of the pools was painted turquoise and varnished to resemble water. These terrain features were now ready for me to place upon the battlefield, causing difficulties for my enemies, but naturally, my own Skinks found them no problem to cross.



I observed the star called White Dwarf, to see which spawnings were imminent for my last 1,000 points. Mighty special characters marked out for greatness by the Old Ones were predicted, but their time was not yet nigh. I foresaw that one day my army would expand to 4,000 points and I should become a Mage-Lord. In the meantime, further spawnings of Saurus and Skinks were about to occur. Among these would be a further five Skinks marked by the great crest of a Cold One rider. Sotek requires a striking force, so that my army will not be restricted to defending the city, but may strike back at the foe from the flank or rear.

FINAL EXPANSION OF THE ARMY

Among the new spawnings of Skinks some were marked out as riders of beasts. This shall enable me to train another mighty Stegadon. In this way the army may form up in the manner of the jaguar glyph, with two Stegadons proceeding the cohorts like the two paws of the jaguar which grab the prey before its head is bitten off. Two more Salamanders shall be spawned, so that vile war machines, especially those of the accursed Ratspawn, can be destroyed from afar. This is pleasing to Sotek. Two more Terradons shall be spawned in order to find and attack the commander of the enemy army or his wizards.

I become a Master Mage-Priest!

Finally, as befits the ruler of such a mighty city with such a formidable army, I shall be raised up as Master Mage-Priest because my knowledge of spells has increased. So strong is my army that I have been able to study the spells of the Old Ones undisturbed by raiders and the sacred scrolls have not been taken away by any enemies. Furthermore, it is time to beautify the city with yet more terrain features, groves of tropical trees, crocodile sphinxes, obelisks and a barrio for my Skinks. This shall be made in the manner of an Orc mud brick building, but smaller and several in a row, accessible by means of

ladders hewn from tree trunks, represented by balsa strips, like the one in the painting by John Blanche. Thus I am modelling not only an army, but an entire world – which is what the Old Ones want us Slann to do!

TACTICS OF THE OLD ONES

As Master Mage-Priest Chilipepa, the victorious, the invincible, one who sacrifices thousands for the gratification of Sotek, it is fitting for me to dictate a tactical treatise to my Skink scribes. Then those that come after me shall know how to defend Rezephua and deliver unto Sotek his rightful tribute!

It was in my mind even before the spawnings to form my army in two battle lines. I myself would take up position in the principal battle line, upon my palanquin, flanked by my Saurus cohorts on my immediate right and left. This makes a solid and invincible block, enduring like an imperishable pyramid temple in the midst of the battlefield. From its apex issues forth my magic upon the cowering foes.



Before this battle line proceed numerous Skinks of my three Skink cohorts. They may spread out to skirmish, or swarm together to overwhelm the foe according to my desire and the nature of the terrain. The Skinks on the right and left shall endeavour to outflank the enemy while those in the centre shall screen the advance of the Stegadons. These beasts will go forward preparing the way for my majesty, trampling underfoot the foe and breaking through their ranks like pampas grass.

On the far open flank I shall place the Cold Ones ready to wheel around the enemy flank and cut off their retreat, thus threatening those troops which hide from me. To this end I shall also despatch the Terradons and instruct the spitting of the Salamanders to commence. No enemy troops are safe from the wrath of Sotek. All shall be destroyed.

I constantly search the catacombs and secret chambers of the city of Rezephua to find artifacts with which to equip my valiant warriors. Unlike the Mage-Priests of neighbouring cities, I put my trust in standards, because these place an entire unit under the protection of the Old Ones. I endowed Sotek's Cohort with the *Jaguar Standard* so that they might suddenly leap forward like the jaguar, attacking those enemy who shrink back through fear of my army! Also I have instructed the archers and javelin throwers of the entire army to dip their barbed arrowheads in the venom of Salamanders. May Sotek bring us victory!



WARHAMMER ARMIES

LIZARDMEN

Deep within the steaming jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples and ruined cities, they issue forth to defend their ancient civilization and conquer new lands.

Under the guidance of their Slann masters, the Lizardmen have come to unleash their cold-blooded savagery upon the world.

LUSTRIA

A description and history of the tropical jungles of Lustria, cradle of the Warhammer World's most ancient civilization.

SPECIAL RULES

The Bestiary describes the fearsome Lizardmen in all their guises, featuring Skinks, Sauruses, Kroxigor and the Slann Mage-Priests themselves. Also described are Cold Ones, Terradons, Stegadons and Salamanders, awesome reptiles bred ages past to serve the Lizardmen as mounts and beasts of burden.

ARMY LIST

A complete army list for the Lizardmen, including all the various troop types, as well as unique special characters like Venerable Lord Kroak, Lotl-Botl the Saurus, and Oxayotl the Chameleon Skink.

COLOUR SECTION

Colour photographs of the Lizardman army painted by Games Workshop's 'Eavy Metal team, plus a map of Lustria and extensive tips on how to paint Lizardman models.

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