

WARHAMMER®

LIZARDMEN



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A Lizardman force musters to the defence of a jungle temple.



Slann Mage-Priests can call upon a myriad of warriors, from the massive Kroxigors to the nimble Skinks.

WARHAMMER ARMIES:
LIZARDMEN



BY ANDY HOARE

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INTRODUCTION

The jungle continent of Lustria is home to the crumbling, ruined empire of the Lizardmen. Lustria was once the realm of gods, for aeons ago the mysterious Old Ones ruled and the Lizardmen were their servants. With the Great Catastrophe and the coming of Chaos, the Old Ones departed the world. The Lizardmen were stranded, left to interpret the Great Plan their masters had set in motion. That work has continued for many thousands of years, and now, with Chaos in the ascendant, the cold-blooded denizens of Lustria stir, ready to punish all who stand in the way of their sacred mission. This book is the definitive guide to collecting, painting and playing with a Lizardmen army in games of Warhammer.

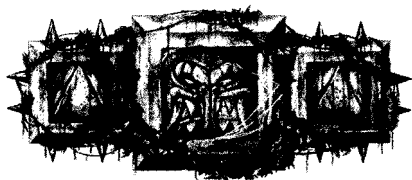
THE WARHAMMER GAME

The Warhammer rulebook contains the rules you need to fight battles with your Citadel miniatures. Every army has its own book that works with these rules and allows you to turn your collection of miniatures into a battle-ready force. This particular army book describes the Lizardmen.

WHY COLLECT A LIZARDMEN ARMY?

A fully arrayed Lizardmen army is an awesome and striking battle force filled with colour and variety. Saurus Warriors form the fighting core of the army, supported by nimble Skinks that harass the enemy with blowpipe and javelin. Saurus riding the slow-witted yet powerful Cold Ones form devastatingly powerful cavalry regiments. Terrifying creatures such as the vicious, fire-breathing Salamanders, the towering Kroxigor and the gargantuan Stegadons fight alongside the Lizardmen, while the Slann Mage-Priests unleash blasts of sorcerous energy the likes of which few other wizards can equal.

The Lizardmen army allows you to create a force to suit your tastes, from rank upon rank of heavily armoured Saurus that march implacably on the enemy and crush him with cold-blooded brutality, to one in which clouds of fast moving Skinks reign poisoned darts and javelins on the outmanoeuvred and frustrated enemy.



HOW THIS BOOK WORKS

Every army book is split into five main sections, each of which deals with a different aspect of the army. Warhammer Armies Lizardmen contains:

The Lizardmen. The first section introduces the Lizardmen and their place in the Warhammer world. It describes the fall of their empire, and the many wars the Lizardmen have fought against those who would obstruct the Great Plan of the Old Ones.

The Forces of Lustria. Every unit type and hero in the Lizardmen army is examined here. You will find a full description of each entry, alongside complete rules and details of any unique abilities they possess.



Mustering the Hosts. Here you will see photographs of the range of Citadel miniatures available for the Lizardmen army, gloriously painted by Games Workshop's world renowned 'Eavy Metal team. Colour schemes for the different units in the Lizardmen army, example forces and a wealth of useful information can all be found here.

Lizardmen Army List. The army list takes all of the warriors presented in the previous section and arranges them so you can choose an army for your games. Units are classed as either Characters, Core, Special or Rare Units and can be taken in different quantities depending on the size of the game you are playing. Each model also has a points value to help ensure you can pit your army against an opponent's in a fair match.

Treasures of the Old Ones. The final section of the book lists all the magical items that your Lizardmen can be equipped with, including weapons, armour and other ancient and powerful items.

FIND OUT MORE

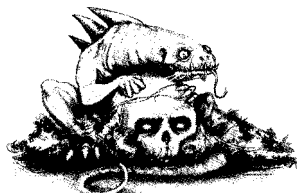
While Warhammer Armies: Lizardmen contains everything you need to play a game with your Lizardmen army, there are always more tactics to use, different battles to fight and painting ideas to try out. The monthly magazine *White Dwarf* contains articles about all aspects of the Warhammer game and hobby, and you can find articles specific to the Lizardmen on our website:

www.games-workshop.com

THE LIZARDMEN

The origins of the Lizardmen are shrouded in an age of myth, when creator-gods came to the world and recast it according to their Great Plan. Coldly alien and enigmatic, the Lizardmen pursue the mission of their long-lost masters from the steaming jungles of Lustria.

The Lizardmen race was created by the mysterious Old Ones, a race of godlike beings whose empire spanned not just the world, but the vast gulfs of space and time. The Old Ones departed the world in the wake of a terrible calamity, and their servants, the Lizardmen, were stranded in a world irrevocably changed.



DENIZENS OF LUSTRIA

The Lizardmen are divided into a number of sub-species. All are impassive and inscrutable, yet savage and entirely devoted to their long-lost creators. The Slann are the leaders of the empire, bloated, immobile creatures whose magical powers are greater even than those of the Elven Loremasters. The soldiers of the empire are the Saurus, single-minded and mighty warriors bearing spiked weapons of heavy obsidian and bronze, and protected by bony armoured plates. The artisans and administrators are the Skinks, diminutive and skittish, yet fast and nimble scouts and fighters on the battlefield.

The empire of the Lizardmen is quite unlike any other. The Lizardmen are not born into the world as most other creatures are. Entire generations – called spawnings – spontaneously crawl forth, fully formed, from spawning pools in the jungle or in the dank caverns beneath the temple-cities. The entire spawning will share the same purpose and fate, whether it is a regiment of Saurus Temple Guard tasked with defending the Mage-Priests, or a generation of the hulking Kroxigor destined to rebuild a fallen temple-city. Whatever mission they are spawned to fulfil, the Lizardmen are perfectly adapted to it, according to the Great Plan of the Old Ones.

THE LIZARDMEN AT WAR

The race of Lizardmen exists to further the work of their creators, no matter that those creators have long since departed the world. Many of the world's races have emerged in the age since the departure of the Old Ones,

their presence unnatural and contrary to the proper order of the world. The Lizardmen make it their mission to eradicate such races, to restore the balance lost with their gods. The greatest battles have been fought against those who covet the riches and power of the Lizardmen and attempt to penetrate the sacred domains of Lustria.

A Lizardmen army arrayed for war is a truly awesome sight to behold. Serried ranks of unshakeable Saurus march beneath shining totems of gold, the pounding of their war drums striking fear into the heart of the boldest foe.

Before the Saurus march regiments of the smaller Skinks, who use their speed and familiarity with the jungle to outmanoeuvre the enemy, raining down poisonous darts and javelins from unexpected quarters. Perhaps a Slann Mage-Priest has deigned to lead the army in person, born aloft upon his arcane palanquin and surrounded by his utterly loyal Saurus Temple Guard.

Even the beasts of the jungle heed the will of the Mage-Priests. Above the battlefield swoop flocks of leather-winged Terradons, Skink riders guiding their mounts to drop crushing boulders upon the enemy. Teams of especially bold Skink handlers goad fire-breathing Salamanders, great goutts of burning venom arcing through the air to immolate the foe. Others harry the irascible Barbed Razordon towards the foe, hundreds of lethal spines impaling any foolish enough to approach. Waves of snakes and lizards rise from the undergrowth to overwhelm those who would intrude in Lustria.

Striding through it all are the mighty Stegadons, their tread causing the very ground to tremble. Mounted upon their backs is a swaying howdah, bearing a giant bow or huge blowpipes crewed by the boldest of Skinks. Others bear the ancient and arcane Engines of the Gods, bizarre war machines that harness the power of the Old Ones in blasts of blinding sorcerous power. Most destructive of all are the Carnosaurs, the jungle's most deadly predator, ridden to battle by only the strongest of Saurus.



Though mighty in arms, the army is unsurpassed in its magical potential. The Slann are amongst the oldest beings in existence, and learned the art of magic at the feet of the gods themselves. Few wielders of magic in the entire world can hope to prevail in a duel against a Slann Mage-Priest, for their minds are as dams harnessing vast reservoirs of mystical energy. With the slightest gesture, a Mage-Priest can summon unfathomable sorcerous power and bring about the doom of entire armies. With but an uttered syllable of command he can muster the cold-blooded armies of the Lizardmen to march to war against those who would defy the will of the gods.



CHILDREN OF THE GODS

Many aeons ago, the world was a cold, dark and windswept place. Ice sheets covered much of the surface, a thin equatorial band the only region capable of sustaining much in the way of life. Savages roamed the land, battling the elements and other, more ancient and evil things, for survival. Who knows what inhuman civilisations rose and fell in that forgotten age, their remains now buried by the passage of time.

All this changed when the Old Ones came to the world. These godlike beings were born when the universe itself was young. They ruled an empire that spanned not only the stars, but also time itself. They were inscrutable engineer-mystics for whom astrology and astronomy, science and magic, reality and art were one and the same. Each world in the Old Ones' empire was linked by a gateway. Some were small portals, allowing a single being to travel light years in but a step. Others, often situated in the cold void of space, were gateways so large that the mightiest of vessels could pass through. In the skies above the world was constructed a gate that would allow the Old Ones' stellar ships to come and go, bringing with them many wondrous things, and many new races.

The Old Ones looked upon the world and saw its unique, boundless potential. They decreed that this world would have a central place in their unknowable plans. But, before those plans could be set into motion, they determined to alter the orbit and so warm the atmosphere. In time, the ice sheets retreated, verdant forests soon spreading to cover the newly revealed land.

CREATOR-GODS

Upon the plains of the world the Old Ones encountered the primitive creatures that would one day be taken up and transformed into the very first Elves, Dwarfs and Men. They found other creatures too, beings whose existence the Old Ones considered incompatible with their plans for the world. They created the Saurus, who became their soldiers. As the climate warmed, vast armies of Lizardmen marched to do war with those native races the Old Ones wished removed, fighting a devastating series of wars long ago passed from memory.

Under the guidance of the Old Ones, the world became a paradise. They created, as they had elsewhere, servants to tend to their needs. The First Spawning of the Slann Mage-Priests came into being. These were the grand viziers of the Old Ones, trusted companions who would administer their realms and guide the lesser beings in their development. The Slann were the only beings able to withstand the presence of the godlike Old Ones, being themselves creatures of prodigious intellect and magical power. As the Saurus went about their task, so the Old Ones ordered the next phase of their plans, and the quick-witted and nimble Skinks were spawned to serve as the artisans and administrators of the new empire. Also at this

time, the Kroxigor were spawned, mighty Lizardmen upon whose labours the first of the mighty temple-cities would be built. From the initial fastness established in the lush equatorial jungles of the region that would become Lustria, the Lizardmen built cities and other structures across the entire globe, each a vital nexus in a world-spanning web of arcane power.

The next stage of the Old Ones' plan was the realignment of the tectonic plates. From the single mega-continent revealed by the retreat of the ice sheets, the Old Ones set into motion a plan that would see the formation of entirely new lands and seas, making the world conform to an established pattern compatible with their ends. This realignment would take many millennia, none other than the Old Ones knowing its final form or purpose.

DISCORD IN PARADISE

Yet, all was not well with the Old Ones' galactic empire. The source of their magical powers was the dimension of pure spirit later called the Realm of Chaos. In addition, their extra-dimensional gateways led through the darkling halls and stygian depths of this impossible realm. Nascent beings now stirred deep within; malign intelligences that resented the Old Ones' trespasses. As life flourished throughout the galaxy, often brought into being by the Old Ones themselves, so the dimension of Chaos became turbulent and troubled as it echoed new passions and emotions born in the universe.

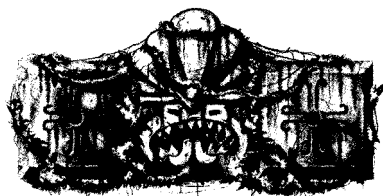
In time, the Old Ones found themselves embattled with creatures spawned by these emotions deep within the sea of Chaos, fighting a constant war for mastery of that impossible dimension. Perhaps the races the Old Ones had nurtured during this time were intended to fight against these creatures of Chaos. The first created were the Elves, who learned the lore of magic in the lap of the gods, followed by the Dwarfs, whose magic was not learned, but intrinsic and instinctual. Perhaps as the struggle intensified the Old Ones were forced to create in haste more beings, for Men, and finally Halflings and Ogres, were risen up from the savages that roamed the world, to take their place at the feet of the gods.

THE COMING OF CHAOS

Then, disaster befell the Old Ones. The network of dimensional pathways collapsed. If the Old Ones tried to seal off the portals or whether their enemies' constant attacks brought about the disaster will never be known. The raw stuff of Chaos spewed forth into the world. The gateway collapsed in upon itself, and many Slann sacrificed their lives and their souls in the span of a few seconds to stave off the immediate, total destruction of the planet. Yet they failed to seal the portal entirely, and a billion gibbering fiends forced their way through the crack in the stuff of reality, forcing open a gateway from hell.

Even as the gateways collapsed, the Old Ones departed from the world. Whether they were destroyed or they simply abandoned the world to its fate, none will ever know. The Old Ones were beings of order and life, and Chaos was anathema to them. The raw stuff of Chaos coalesced into solid form, to rain down upon the world, poisoning life and bringing into being all manner of twisted and unnatural creatures. At the poles, great chunks of the stuff fell to earth, the remnants perhaps of the gateways themselves. Further afield smaller rocks plummeted through the sky upon wierdling contrails, setting the air afire with pulsating, eerie lights. No region escaped, as a fine layer of warystone dust settled across the entire world, bringing mutation to all. Where the gateway had once been, now there throbbed a second moon, a malevolent, green satellite made from the very stuff of Chaos.

The Lizardmen rallied, their armies setting out to face the vile creatures now spilling across the world. Many cities were lost in those first terrible days, overrun by untold hordes of Daemons. Yet others stood, tenuous redoubts of order amongst the boiling ocean of abomination.



THE DEFENCE OF ITZA

As temple-cities fell, so the web of power encircling the globe began to collapse. The horde found the way open to attack Itza – the First City, the very centre of the Lizardmen's arcane defences. Itza was under the protection of Lord Kroak, first of all the Slann spawned in the world. With the fate of creation itself hanging in the balance, Lord Kroak mustered his defences.

Tapping in to the collapsing web of magical energy, Kroak erected an enclosing field of power around the city. The enraged daemonic horde battered against it for days on end, expiring even as they clawed at the crackling magical dome. Eventually, the Mage-Priest could hold the mystic wall no longer, and with a final, thunderous surge of power, he made the barrier explode outwards, levelling the jungle for miles all around. A hundred thousand Daemons were banished in an instant. Nevertheless, there were still countless more, and the screaming masses of Chaos swarmed into the First City.

Even as Itza appeared doomed, Kroak's entire Temple Guard marched out to block the lofty Bridge of Stars which led to the Great Pyramid. They formed a line as wide as the bridge and a hundred warriors deep, barring the Daemons' path just as they began to swarm on to the bridge. As one, a thousand daemonic abominations gave a savage war cry, and battle was joined. The Temple Guard were grievously outnumbered, but not one step back was

taken. The sun rose high in the sky, and still the Temple Guard held the centre of the bridge. By the time the sun had set, the line was thinning, but when the morning came, it held still. By noon on the second day the chasm below the bridge was choked with ruined Daemon-flesh, but only a tenth of the Temple Guard still stood. Inexorably, the Temple Guard were cut down as wave after wave of Bloodletters and Daemonettes, the foot soldiers of Chaos, broke upon their ever-thinning line. As the sun set that second day, so the last Temple Guard fell, and the daemonic horde surged across the bridge.

Yet, the stout defence of the Bridge of Stars had bought Lord Kroak time to enact one, final incantation.

Lord Kroak's Great Pyramid was a serene island of calm at the eye of the hellish storm. Using the Slanns' web of power, he tapped into untold reservoirs of energy, Slann in other temple-cities expending their very life force to aid him. Casting spells that were the preserve of the gods themselves, Kroak caused fire to rain from the heavens. With a word, he forced the River Amaxon to change course and sweep away thousands. With a gesture, he blasted the land with searing winds. With a thought, he caused earthquakes to tear open gaping chasms, engulfing entire daemonic legions before closing once more. Time itself stood still and the fabric from which the universe is woven became strained and threatened to tear apart.

Yet, eventually Lord Kroak succumbed. A dozen Greater Daemons of Khorne, protected from Kroak's magicks by the favour of their god, fought their way to the top of the pyramid and fell upon his serene form, ripping him apart in an instant of savage bloodlust. So powerful was Kroak's undying spirit however, that he fought on. Such was Kroak's determination and dedication to the temple-city that he refused to let even death hinder him. Set free from his flesh, Lord Kroak's radiant spirit soared high above the embattled city, scourging the attackers with a divine light so bright it appeared as if a second sun had appeared in the heavens. The First City, the keystone in the global web of power was saved, but at tragic cost.

THE END OF AN EPOCH

The war against Chaos raged across the globe for many more years, the Lizardmen forced back to Itza, Hexoatl and a handful of other stronghold temple-cities. Tragically, they were unable to intervene as elsewhere the Dwarfs and Elves were decimated, these young races never before having faced the terrors of war. At the last, it was the Elves of Ulthuan that saved the world from total destruction, enacting their Great Ritual and creating the vast, magical vortex maintained at the centre of their isle to this day. Only by the Lizardmen's stand against the Daemons was Chaos held in check long enough for the ritual to be performed. The magic that sustained the horde was blasted back to the poles, where the Daemons merged once more with the seething, unchecked energies of Chaos. The first, great war against Chaos was over, but alas, the age of the Old Ones was ended.

THE AGE OF ISOLATION

With the Daemons of Chaos banished, a new day dawned over the jungles of Lustria. The Lizardmen found their domains reduced to blasted, smoking ruins. Though the scorched jungle would soon grow anew, the survivors knew the temple-cities might never be rebuilt. The Mage-Priests looked upon a world irrevocably changed, twisted beyond recognition by the taint of Chaos. The Lizardmen faced the immediate challenge of survival, for now was the time of the younger races, whose nascent empires were rapidly spreading to cover the entire globe. The Lizardmen sealed themselves within their domains, making Lustria a nigh impregnable realm. To tread there was to invite certain death from myriads of predatory beasts, carnivorous plants, tropical diseases and the armies of the Lizardmen themselves. No matter how the ebb and flow of conquest touched the world, Lustria would endure, a haven in which the Mage-Priests could shelter, meditate upon the plans of the lost Old Ones, and century by century rebuild their powers.

RUMINATIONS

While the Slann Mage-Priests meditated, dreaming of their lost realms and their lost creator-gods, their society began an inexorable slide towards barbarism. Much knowledge had been lost in the long war against Chaos, and every Slann of the First Spawning had been slain. None of the remaining Mage-Priests had so much as entered the presence of an Old One. The Old Ones took on the aspect of distant gods, worshipped by the Lizardmen and beseeched in times of need.

The Lizardmen even began to make bloody sacrifices, offering up the lives of captured enemies to their creators in an effort to attract their blessings. The Lizardmen possessed a great many relics, remnants of the Olds Ones' arcane technology, yet understanding of them slipped from the knowledge of those who remained. To the Lizardmen, these devices became objects of veneration and superstition, understanding of their working and manufacture replaced by ceremony and ritual.

PRONUNCIATION

The language of the Lizardmen is all but impenetrable to warm-blooded creatures, but these phonetic pronunciations are good approximations of the names of the Lizardmen's temple-cities.

<i>Hexoatl</i>	Hecks-oh-atul	<i>Tlax</i>	Tal-acks
<i>Tlaxtlan</i>	Tal-acks-tal-arn	<i>Chaqua</i>	Chack-ah
<i>Xlanbuapec</i> ..	Chan-yua-peck	<i>Quetza</i>	Ketz-ah
<i>Itza</i>	Its-ah	<i>Axlol</i>	Ash-loh-tul
<i>Pabuax</i>	Par-horks	<i>Xbotl</i>	Choh-tul
<i>Tlanxla</i>	Tall-arns-klah	<i>Oyxl</i>	Oh-shul
<i>Xabutec</i>	Sar-yoo-teck	<i>Chupayotl</i>	Chup-ay-oh-tul

The mission of the Slann and their servants became two-fold. Although the Elves' Great Ritual had thwarted Chaos, it had not done so entirely. Of utmost importance was the maintenance of what remained of the geomantic web. The web was used to erect the Great Warding, a string of defences and sentinels against Chaos that would keep the Daemons at bay and secretly lend its power to that of the Elves' vortex at the centre of Ulthuan. Many Mage-Priests would spend centuries attending exclusively to this task, their ceaseless watch ensuring that the Great Warding remained intact, even though the watchers appeared immobile or even slumbering to their servants.

The second task to which the Slann Mage-Priests set their indomitable will was to piece together the Great Plan of the Old Ones. Remnants of the Old Ones' intentions were scattered across the world, clues left in plaques or other items of alien manufacture. Over the centuries, the Lizardmen worked to recover and compile these writings into a mighty archive of plaques, some predating the coming of Chaos, others written since and taking the form of predictions, prophecies and portents. Even the suspicion of such an item having been found was sufficient to rouse a Mage-Priest from his contemplation, and for a mighty host to be dispatched to retrieve it.

THE RISE OF THE WARM-BLOODS

In time, the younger races discovered Lustria and attempted to penetrate its depths. The fleets of the Elves of Ulthuan plied the seas, intercepting many ships of other races that attempted to cross the Great Ocean. Yet, some slipped through, drawn by the lure of treasures beyond imagining. Most that set foot upon the golden coastline died a gruesome death before travelling far into the jungle. Others succeeded in plundering outlying sites, stealing away treasures sufficiently valuable to establish entire empires in the lands from whence they came.

The coming of these young races was, to a degree, predicted. Yet, since the coming of Chaos, the Great Plan was inexorably going awry. Were it not for the influence of Chaos, then perhaps the Slann would have been able to predict and control every step in the development of the mortal races. Instead, imbalance and entropy crept into the Great Plan, spreading ever further as ripples on the surface of a pond. The races of the world acted in increasingly unfathomable patterns, until the Mage-Priests could scarcely predict where they might trespass next.

THE COMING OF THE FIRST ONES

The first of the younger races to set foot upon the hallowed ground of Lustria were the High Elves. In the wake of the Great Catastrophe as the war against Chaos became known, an eerie, expectant silence had descended upon the world. The High Elves had seen that all had changed, and that there was much to explore beyond



Ulthuan. With the Old Ones gone, a new age dawned. Only the most learned of Elven Loremasters had even an inkling of the beings that dwelled within the jungles of Lustria, though they knew not whether any could possibly have survived the war against Chaos.

And so, on a mist-shrouded, mangrove-choked shore on the isthmus of Pahuax, a graceful, silver-prowed ship pierced the salty miasma. To tread the loamy soil of Lustria must have been deeply significant for the company of explorers. It was as trespass in the halls of the gods who had forbidden them to dwell anywhere other than Ulthuan. The Elves' coming was marked before they had travelled a hundred paces. Runners were dispatched to the temple-city of Pahuax. The Mage-Priest Lord Huinitenuchli was roused from the recuperative slumber in which he had lain since narrowly defeating the Daemon Slaa'Ullann at the battle of Xuhua Lake. The Mage-Priest had yet to fully recover from wounds sustained in that battle, and it would be many days before he was sufficiently attuned to converse with his attendants. In the meantime the Skink Priests were shorn of their master's wisdom and forced to deal with the arrival of the High Elves as best they could.

The Elven explorers pushed onwards through the fly-infested coastal swamps, heading westwards, towards the temple-city. Many sickened in the cloying heat, their constitutions unsuited to the jungle environs. Soon, the first of the Elves fell to the vampiric, poisoned bite of bloodwasps the size of large birds. Still more Elves, wading through shallow, fast-flowing streams, fell to the flesh-

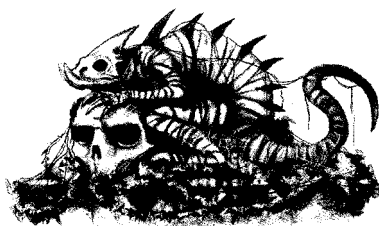
stripping bite of piranha-lizards. After twenty days, only a score of Elves survived to stand in the shadow of the mighty, bronze gates of Pahuax.

By this time, Lord Huinitenuchli had been awakened and carried upon his palanquin to the Star Chamber at the apex of the Golden Pyramid. The Mage-Priest was displeased that his slumber had been disturbed and had uttered a number of orders entirely indecipherable, yet undeniably offensive, to his attendants. As he became more aware, however, the Mage-Priest gained some understanding of the situation, and became more lucid in his commands. These intruders, Huinitenuchli ordered, must be brought before him, so that he might look upon them and determine their place in the Great Plan.

RELIC PRIESTS

In the wake of the defence of Itza, Lord Kroak's Skink attendants lamented the death of their master, whose body had been ripped asunder and scattered across the steps of the Great Pyramid. The Skinks collected every last scrap of his body, and with great reverence sewed it back together and swathed it in resin-soaked wrappings. Thus was created the first Relic Priest. The Lizardmen found that the spirit of a departed Mage-Priest is so powerful that it lingers near its erstwhile body. In times of great need therefore, the Relic Priests are brought forth from their hidden crypts, to enact once more the Great Plan of the Old Ones.

With great ceremony, the Elves were brought into Pahuax. They walked the city's processional ways gazing in awe at the majesty of the architecture. Flanked by Temple Guard as silent and motionless as statues, they climbed the steps of the Golden Pyramid, and were led into the Star Chamber. Silence fell, as Huinitenuchli appeared not to register their presence. At length, the Mage-Priest's eyes focused upon the beings knelt before him, and he spoke a single sentence. The Skink Priests attending Huinitenuchli erupted in excited chittering as they debated the meaning of the Mage-Priest's utterance. The most senior amongst the Skinks declared that Huinitenuchli had said "they should not be here".



In an instant, the Temple Guard closed in around the Elves, their mighty halberds raised. Seeing their peril, the Elves drew their own weapons, and bedlam erupted in the Star Chamber. The instant the Elves' weapons were unsheathed, the Temple Guard moved to protect their master. Fully half of the Elves were cut down savagely in the first confused minutes, but their captain led a desperate fighting retreat, leading his warriors down the steps of the pyramid and towards the city gates. The Elves were pursued throughout their flight, and only their captain and a handful of his warriors reached the tree line.

THE GEOMANTIC WEB

When the Old Ones ordered the construction of the temple-cities, they were specific about where each city should be built. Each was to occupy a node in the 'geomantic web' a vast matrix of natural earth energy that encompasses the entire world. The Old Ones were able to draw on this vast reservoir of power, and through it manipulate and alter the continental plates, the weather patterns, and even the very orbit of the world itself.

Furthermore, the Slann Mage-Priests are able to use the geomantic web to communicate with one another over vast distances. By entering a deep trance, the Mage-Priests are able to transmit their thoughts from one to another throughout the entirety of the web, enabling them to hold councils of 'sublime communion'. The oldest and most powerful Mage-Priests are able to send their spirits soaring along the geomantic web, allowing them to bring their prodigious magical powers to bear far from their otherwise weak and vulnerable bodies.

Three months later, the Elf captain returned to Ulthuan, wracked by disease and crippled by infected wounds that refused to heal. He carried word to the Phoenix King Bel Shanaar of the creatures dwelling within the jungles of Lustria. It would be many years before the Elves of Ulthuan set foot in the New World again, and they did so many hundreds of miles to the north, where they established their colony of Arnheim, lest the cold wrath of the Lizardmen descend upon them again.

THE DOOM OF CHUPAYOTL

Ages passed, the High Elves sending their fleets to every corner of the globe. Malekith the Great befriended the Dwarf King Whitebeard, and the Slann pondered the meaning of these events. Meanwhile, a long-perceived threat was manifesting to the south. The city of Chupayotl had started to slip inexorably into the sea during the war against Chaos. Whether this was part of the Great Plan was a subject on which the Slann had meditated for some time, and had yet to reach a consensus.

Whatever the cause, it was on the eve of the alignment of the Fire Stars that a great tremor struck the eastern coast of Lustria. The ocean receded, exposing the seabed as far as the distant horizon. Vast leviathans not touched by sunlight since the creation of the world thrashed upon the steaming mud flats.

Even as the seas drained, the Skink Priests announced that the city was to be abandoned. It fell to the Temple Guards to lead Chupayotl's Mage-Priests to safety. It took many hours to rouse them all and to disinter the mummified bodies of the Relic Priests. It is written that the Mage-Priests would have preferred to meditate upon events, but the Temple Guard simply hefted their ruminating charges' palanquins upon their broad armoured shoulders and bore them away from the city.

As the last of the Mage-Priests left, a mighty wall of water arose to block out the very sun. The waters that had receded now returned as a tsunami many hundreds of yards high. The seas broke not only upon Chupayotl, but the greater part of its population too. The waters carried many miles into the jungle, flattening a vast area before its force was spent. As the waters swept back to the ocean, the sea level finally equalised and Chupayotl was gone, swept into the ocean along with thousands of its former occupants. Tragically, the Mage-Priests of Chupayotl fell too that day, dashed against the ruins of their own temple-city.

The sinking of Chupayotl heralded one final disaster. The city had served as a nexus in the geomantic web. Communion with those few outposts beyond Lustria was now impossible. Those distant Mage-Priests who had survived the Great Catastrophe were cut off. Henceforth they would be left to their own devices to pursue the Great Plan as best they might.

Chupayotl, it is said, now sits upon the seabed, having come to rest at the bottom of a deep, stygian trench.

Perhaps others now occupy its temples, to creep ashore by moonlight and devour the unwary with mouths filled with row upon row of shark-like teeth. Many and strange are the tales told of sunken Chupayotl...



DESTRUCTION IN THE WORLDS EDGE MOUNTAINS

The sinking of Chupayotl caused great consternation amongst the Mage-Priests, for it introduced into their unknowable thought patterns something akin to self-doubt. Surely, the Old Ones could not have intended the death of the Mage-Priests of Chupayotl? If they had not, then had the Slann themselves somehow erred in their mission? Perhaps previous realignments had been carried out incorrectly, infinitesimal errors in the calculations having been amplified over time with tragic results. The Mage-Priests saw that entropy had somehow crept into the cosmic order of the Old Ones.

Over the coming centuries, the meditations of the Slann were riven with turmoil. Many counselled that no further realignments should yet be made. They pondered while in the world beyond Lustria the Sundering split the Elven Kingdoms in twain, and Caradryal, called the Peacemaker, became Phoenix King. Others, notably those of the more recent spawnings, voiced the opinion that action should be taken sooner, that the errors should be corrected while there was still time.

Two of the Mage-Priests engaged in what, to the Slann, was a raging and bitter dispute. Lord Quex of Pahuax believed that a drastic realignment was now overdue, and that it should be instigated right away. Lord Itz-Xloc of Itza believed that no such realignment should be undertaken. Each lay recumbent on his throne while attendants wiped saliva from his lips, yet the sublime communion resonated to the sound of their argument.

At length, the debate escalated into a manner of arcane duel. Mystical lightning arced from the tops of temple-pyramids, the air became charged as the magical pressure grew to staggering proportions and the beasts of the jungles bellowed in anger and confusion. Then, in an instant, the matter was decided and the debate was won. The will of Lord Quex prevailed, and, drawing upon the staggering reservoirs of power within the geomantic web, the Mage-Priest caused the continents to move.

Earthquakes struck every corner of the globe. Skycastlees tumbled in the Mountains of Mourn and a ragged breach appeared in the Great Bastion of Cathay, through which a

"The more we study our inner light, the more profound becomes the outer darkness."

Archival transcript of the words of Lord Xltep

hundred thousand vengeful Hung Marauders swarmed. The lands about ancient Kavzar were blasted apart, before being drowned by the sea. Worst hit of all were the Worlds Edge Mountains, for beneath this range was to be found the great Underway of the Dwarf Empire. Lava surged up from the world's depths to flood the halls of the Dwarfs, and untold numbers were incinerated in an instant.

The continent of Lustria itself was not spared the destruction. The great pyramid of Itza, atop which sat Lord Itz-Xloc, collapsed to the ground, killing the Mage-Priest in an instant. The venerable Mage-Priest's death sent shockwaves resounding through the sublime communion, violently awakening the meditating Slann. Soon after, word came that amidst the rubble of Itz-Xloc's pyramid had been found the long-lost plaque of Otzli-Potec. The awakened Mage-Priests of Itza ordered this plaque brought before them, and having read it, they pronounced that Lord Quex had been correct in his interpretation of the will of the Old Ones. The realignments would continue, the Slann Mage-Priests ordered, no matter the cost, lest the Lizardman race ever again stray from the true path, or deviate from the Great Plan of the Old Ones.



THE RAT AND THE SERPENT

Amongst the sacred plaques of Chaqua there existed a passage not found in the sequence of any other temple-city. This prophecy dealt with a time when a twisted strain of rats, walking upright in parody of the Lizardmen, would come to Lustria and infect the land with terrible plagues. The Mage-Priests of Chaqua did not meditate long upon the prophecy's meaning, lest the other Mage-Priests read their thoughts as corrupt and denounce the plaques. The sequence in question was called the Prophecy of Sotek.

THE COMING OF CLAN PESTILENS

The first sign that the prophecy might be fulfilled appeared with the coming of the vile Skaven to the world. Some Mage-Priests believe the ratmen were cast to Lustria by some terrible magical accident in their homeland on the other side of the world, or were perhaps fleeing a great catastrophe that had befallen their kind. The true reason may never be known, but the Skaven appeared in the ancient caverns beneath the ruined temple-city of Quetzta and there made a dank, putrid home.

It was not long before the Skaven began to fall prey to many and varied tropical diseases. The tunnels and caves beneath Quetzta soon became a stinking charnel house as squealing Skaven implored the Rat God for aid. Perhaps that vile deity heard the prayers of his subjects, for the last few of their number were blessed by apocalyptic visions. In fevered nightmares, they were told to go out into the jungles and to take captive any Lizardmen they should encounter. These were sacrificed in week-long rituals, the Skaven chanting the praises of the Rat God.

The Skaven that carried out these vile rituals were granted the blessing of their god, embracing plague and suffering. Their pox-ridden bodies became preternaturally tough while hosting the most virulent and contagious of plagues. These priests of pestilent ritual became the Plague Monks, and from them grew Clan Pestilens.

THE PLAGUES

This new clan dwelt unseen beneath the ruined temple-city of Quetzta for an age, its numbers swelling as only those of rats may. The caverns beneath the city were enlarged to form a vast warren, the ratmen ruled over by the pustulant Plague Monks. First amongst this abominable order was Nurglitch, the bloated, pus-ridden lord of the clan. The Mage-Priests of nearby Chaqua knew nothing of the evil that lurked beneath Quetzta, until word reached them of the corruption of the spawning pools south of the city. Instead of fully formed Skinks emerging from the holy waters, foul, malformed creatures had crawled forth, only to die within hours.

Within days, a series of bitter skirmishes had been fought south of Chaqua. Captives were brought back to the temple-city, to be sacrificed in the hope of securing the

blessing of the Old Ones. But captives were not all that was brought back to Chaqua.

The temple-city was soon in the grip of Clan Pestilens' most virulent plagues. The Skinks and Kroxigor sickened first, before, tragically, the Mage-Priests themselves showed signs of the malady. The Slann withdrew into their temples to consider the matter and to consult the plaques, while the population sickened and died all around.

After several days of fevered contemplation, the sickly Mage-Priests agreed that the time spoken of in the plaques of Chaqua was at hand. Looking to the sky, they saw through eyes made rheumy by contagion, the distant, yet clearly visible glimmering of a heavenly portent. It was a serpent-tongued comet as foretold by the plaques. While the Slann had contemplated, the population had been wracked by disease, and scarcely one-tenth of the populace still lived. Eventually, the Mage-Priests succumbed to the virulent maladies, incoherent prophecies of a Serpent God their last words. As one, the remaining Temple Guard turned and bore the Slann back into the pyramids. The Saurus sealed the pyramids from within, and the Mage-Priests of Chaqua passed forever from the world.



A CENTURY OF DEVASTATION

Of those that had not yet succumbed to the plagues, most were Skinks. Greatest of their number was Tehenhauin, who recovered the plaques that related to the Prophecy of Sotek, and carried them, at the head of a great column of the plague's survivors, out of Chaqua.

Tehenhauin was hailed as the Prophet of Sotek, and he preached the words of the prophecy across Lustria. The Serpent God Sotek, the prophet declared, would deliver the Lizardmen, as indicated by the distant twin-tailed comet, but would not become manifest until given his due of rat spawn. And those rat spawn, even as the prophet spoke, were rising from their tunnels all over Lustria.

The realms of the Lizardmen were plunged into an age of war, pestilence and bloodshed. Leading the struggle against the endless hordes was the Prophet of Sotek. It was a time of unprecedented slaughter and rivers of blood. Neither side had even the slightest mercy towards the other, and each committed unspeakable acts. Screeching Skaven hordes threw themselves upon the temple-cities, their priests unleashing terrible plagues that scoured the jungle for miles around of all animal life. The Lizardmen in turn

brought forth the arcane Engines of the Gods, and blasted the Skaven to ashes by the thousand.

As total war raged across Lustria, the Mage-Priests withdrew to meditate. Their last order was that no rat spawn should be sacrificed within the temple-cities. The Skinks continued their bloody rituals in the jungles.

The Slann saw that the ratmen had no part to play in the Old Ones' plans and no right to tread upon the holy ground of Lustria. What corruption could have entered the Great Plan to bring such twisted creatures into being? If any of the Mage-Priests realised that the Skaven were the creations of Chaos, then none gave voice to such a thought. And yet the rat spawn were, according to the Skinks of fallen Chaqua, spoken of in the plaques of that city, as was the being who would deliver the Lizardmen from the plagues; the mysterious Sotek. The Mage-Priests refused to acknowledge this being, for he was not spoken of in the plaques of any temple-city other than Chaqua.

And so years of war turned to decades, and still the conflict raged on. Tehenhauin exhorted his fellows to take ever more captured rat spawn and offer them up to Sotek in rituals of mass sacrifice.

THE GREAT OFFERING

With each battle the number of foul ratmen rendered unto the Serpent God Sotek swelled, and the comet waxed ever larger in the sky. Finally, after a century of strife, the war reached its bloody climax. Tehenhauin went into the deepest jungle with many thousands of his followers, taking with them a vast column of Skaven captives. At a long lost and crumbling jungle altar, Tehenhauin called upon the Serpent God. So many Skaven were sacrificed in that terrible ritual that it is said the wide River Amaxon ran crimson with their blood.

As the twin-tailed comet filled the sky, countless serpents rose from the depths. The warren beneath stinking Quetzal was choked with writhing reptilian forms. Those Skaven not overwhelmed in that instant were driven from their lair, fevered with the effects of poisonous bites.

Meanwhile, the armies of the Prophet of Sotek had driven the Skaven to ground, slaughtering untold thousands as the comet filled the sky. The Skaven were encircled by the sacred hosts of the temple-cities, the Plague Lords of Clan Pestilens had but one recourse. Mustering their armies into a single horde, an ocean of rat spawn stretching from one horizon to the other, Nurglitch led the entire clan in a breakout that ground through the Lizardmen armies.

The Skaven were pursued all the way to the coast, where the last battle was joined upon the vitrified shores of Fuming Serpent Island. Ever since that time, the Skinks have insisted that Sotek himself rose from the bubbling volcano, and plunged into the boiling sea after the fleeing Skaven, pursuing them to the far corners of the world. Such is the myth of Sotek.

THE COUNCIL OF THE HIGH SLANN

The Skaven defeated, the Mage-Priests summoned Tehenhauin before them. A council of the High Slann was convened, an actual meeting of the Mage-Priests, the first of its kind since the time of the Old Ones. Every single Slann Mage-Priest was conveyed through the scorched and blasted jungles to Itza, the First City, where they gathered together in solemn convocation.

The Prophet of Sotek came before the Slann. By order of the Mage-Priests, his words were not recorded. In the council's wake, the Mage-Priests declared it was fitting that Sotek be venerated, and temples built in his honour.

THE ETERNAL BATTLE

While Clan Pestilens had been expelled from Lustria, the warrens beneath Quetzal remained tainted beyond redemption. Though swarms of serpents guarded the tunnels, no Lizardman could set foot there and survive the virulent plagues that remained. Henceforth, Quetzal would be called 'the Defiled'. The millennia-long war had instilled in the Lizardmen a cold contempt of the rat spawn that would endure forever more. Though Clan Pestilens was defeated, the two races would clash many times in their history. Wherever Lizardmen and Skaven fought, there Sotek and the Rat God enacted their eternal battle.

The Lizardmen stood upon the very cusp of a new era. It was to be an age of blood, sacrifice, and the worship of distant, inscrutable gods.



THE AGE OF STRIFE

The long war against Clan Pestilens heralded a new age for the servants of the Old Ones. Throughout the coming epoch, the younger races would become ever more covetous of the wonders of Lustria, and ever more violent in their attacks upon the Lizardmen and one another. In the wake of their victory over the Skaven, however, the Lizardmen were invigorated, ready to meet any threat that the upstart young races might pose.

Many such threats took the form of raids, but the greatest of Lustria's treasures were well protected from the thieving grasp of the younger races. The Mage-Priests were little troubled by the loss of trinkets, so long as the sacred plaques remained safe. Faithful Skinks were entrusted with the recovery of such treasures as were missed, and sentinels set to guard the jungle sites. Thus, even the most tumbledown, vine-choked ruin in the depths of the jungle were watched by patient, unblinking eyes, the smallest of intrusions noted. In most instances, small bands of Lizardmen commanded by Skink Chiefs were sufficient to repel intruders. Where the enemy came in greater numbers, it was the guards' task to track the warm-bloods whilst swift runners were dispatched to rouse the armies of the temple-cities. Few could stand against the might of the Saurus hosts, and most simply dropped their ill-gotten loot and fled for their ships as swiftly as they might.

THE THEFT OF THE STAR STELA

Perhaps the most prolific of raiders were the Dark Elves of Naggaroth. The Slann had pondered the appearance of the Elves' dark kin for some time. To the Mage-Priests, these twisted creatures were scarcely distinguishable from the Elves of Ulthuan, with whom the Lizardmen had had scant contact following the first, disastrous encounter at Pahaux. At first the Slann Mage-Priests had allowed these Elves to enter Lustria's jungles unmolested, in order to observe their ways and discern their intentions. Yet, the newcomers appeared interested only in plundering the magical riches of the Lizardmen's realms. This only served to confirm the Slann Mage-Priests' opinion that all of the younger, warm-blooded races had deviated far from the Great Plan of the Old Ones, and contact with them could only lead to further conflict.

NAKAI – THE WANDERER

The ancient Kroxigor known as Nakai the Wanderer is a sacred and revered creature, regarded by the Skink Priests as some kind of powerful jungle-spirit given form. Though he has travelled all over the world, Nakai is a mighty protector of the Lizardmen race. He appears out of the jungle in times of need. The Skink Priests treat Nakai with great deference, adorning his body with ceremonial tokens, for his presence is a tangible portent that a battle of great import is about to take place.

One of the most serious of these attacks came when the Elves of Naggaroth discovered the Black Way, a vast network of subterranean rivers and seas stretching across the continent. They stole the Star Stela of Quetli, one of the most sacred of artefacts from perhaps the best guarded vault in the entire land.



The master Mage-Priest Lord Tepec-Inzi of Itza, roused from a decades-long meditative trance by the turmoil of his fellows' thoughts, determined to recover the Star Stela and thwart whatever malice the Dark Elves had in mind.

The Mage-Priest mustered the cohorts of Itza and led a vast army of Lizardmen north into the Forest of Ash and along the grey shores of the Ashen Coast. The army intercepted the Dark Elves' vessels at the mouth of the Witch Sea as they emerged from the Black Way.

The battle that ensued was bloody in the extreme, for the Lizardmen cornered the Dark Elves, forcing them back against the breakers of the cruel sea. Tepec-Inzi turned to the most trusted of his Saurus warriors, Gor-Rok, called the Great White Lizard for his albino skin marked him as blessed by the Old Ones, and gave a suitably blunt order: 'retrieve'. Gor-Rok bowed his head and strode off towards the battle lines of the Dark Elves.

The Dark Elves had no intention of being cheated of their prize. Their leader, a nefarious Dreadlord, mounted his scythed chariot and charged head-on at the Saurus, the Dark Elf cavalry following in its wake. Gor-Rok stood his ground as the warmachine thundered towards him, not once flinching. At the last moment the White Lizard planted his massive stone shield into the earth and as the wicked construction collided it was utterly smashed asunder. Before the broken debris had settled, the Dreadlord ran the Saurus through the chest with an iron lance. Gor-Rok stubbornly refused to die, however. He pulled the Dark Elf towards him by drawing the lance further into his own body and then ripped open his throat with powerful reptilian jaws.

Only after the battle had ended and Gor'Rok had retrieved the Star Stela was the Dark Elven weapon removed from Gor'Rok's blood-slicked form. The sacred Star Stela was returned to its rightful place in the temple-city of Itza. It was ordered that from henceforth the Star Stela would be watched over by the most devoted of the city's Temple Guard, lest any dare attempt to steal it again.

THE COMING OF MAN

Five centuries after the recovery of the Star Stela, many new empires had risen across the globe. The High Elves of Lothern were rulers of the seas, interdicting any vessel that attempted to cross the Great Ocean. One race succeeded in running the High Elves' blockade: Man.

The first humans from across the Great Ocean to land upon the coast of Lustria and live to tell the tale were the Norse, led by the infamous adventurer Losteriksson. The Norse were fortunate to discover an overgrown ruin not far from the coast, and had soon ransacked the holy place, unaware of the blasphemy they committed by their very presence. The share of the gold they found made all the survivors staggeringly wealthy.

The Norse longboats returned home laden with riches, and word soon spread throughout Norsca of a new land overflowing with gold. It was not long before the Norse returned to Lustria and a settlement had taken shape. The new colony was named Skeggi, in honour of Losteriksson's daughter who was the first child to be born in the new land. Losteriksson forbade anyone from going into the jungle but soon young warriors eager for riches were disobeying him. Most never returned.

Unfortunately, one of the more reckless bands stumbled upon a site guarded by Lizardmen. They seized a relic and fled. Losteriksson only discovered what had happened when an army of Lizardmen emerged from the jungle to encircle the settlement. The Norse believed themselves doomed, but Losteriksson ordered all of the treasure in Skeggi to be thrown over the rampart. Recovering only a single glyph-inscribed plaque, the implacable Lizardmen simply left without a backward glance.

The army 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 little more than trinkets as far as they were concerned, though it was a fortune to the humans.

And so the settlement survived, and would in time prosper. The Norse learned the lesson that to probe too far into the interior was to bring down the retribution of the Lizardmen upon their settlement. Of those who went too far, none returned and so the great cities of the interior remained hidden.

THE ANCIENT ENEMY

It was not only greedy treasure hunters that Losteriksson brought with him to the continent of Lustria when he established the settlement of Skeggi. The Norse, being fierce men of the far north, carried with them their own, warlike gods within their hearts. A power not felt in Lustria for centuries now stirred once more. The Mage-Priests' meditations became troubled as an echo from the distant past reverberated from the mind of one Slann to the next. They now faced the possibility that Chaos might be abroad in the world once more, carried to the shores of Lustria in the barbaric souls of the Norse.

TREASURE HUNTERS

The Norse were but the first Men to make the arduous journey across the Great Ocean to the so-called 'New World'. While the High Elves of Ulthuan had retained at least a vestige of knowledge of their heritage, the race of Man had entirely forgotten the role the Old Ones had played in weaning their race towards civilisation. And so, in his lusty greed for gold and treasure, Man came to Lustria from every corner of the Old World and beyond. Yet, although many came, few found anything more than a painful death in the alien jungles.

The raiders and explorers found the jungles strewn with sites ripe for plunder. Many such places were of great importance to the Lizardmen, and to trespass within them was, inevitably, to bring down swift and terrible violence.

For a thousand years, the Lizardmen endured these raids. Few penetrated more than a dozen miles inland, while the Dark Elves remained a threat due to their use of the Black Way. In the grand scheme of things, most of these raids were of little consequence to the Mage-Priests, who barely registered the presence of the intruders. They had far greater matters on which to focus their meditations.

The Slann Mage-Priests could not fathom the young races' taste for gold, but in general refrained from violent action unless an item of true significance was stolen. Over time, various settlements would be founded, but their occupants would invariably provoke attack from the Lizardmen, their greed spelling out their own doom.





THE PASSING OF LORD ZHUL

Across the Great Ocean, the domains of Men waxed and waned. Unbeknownst to the Slann, the Skaven race had brought the Empire to its knees with the Black Plague, as once they had with such devastating effect in Lustria.

In the lands of the Lizardmen, however, a very different threat to the Great Plan was developing. Lord Zhul, a Slann Mage-Priest of Xahutec, was known as especially steeped in the wisdom of the Old Ones. Yet, Lord Zhul had begun to issue irrational and contradictory orders, causing much consternation amongst his attendants.

When the Mage-Priest's words were considered by his attendants, 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. This alignment was towards the ruined temple-pyramid of Tlencan, for there was no other place on the line of power of the geomantic web. Thus it was understood that Lord Zhul's thoughts were focused upon the pyramid of Tlencan when they became irrational, contradictory and confused.

The ruined and overgrown temple-pyramid of Tlencan was located upon an island off the Scorpion Coast of northern Lustria, many days travel from Xahutec. It was decided to dispatch an expedition to discover what it was that disturbed the tranquillity of the revered Slann Mage-Priest's thoughts. The trusted Skink Chief Quzipantuti would lead the expedition.

The force reached Tlencan after many days travel through the jungles of the Scorpion Coast, and crossed over the channel. The ruins were found to be deserted and overgrown with vines, as of old. Then the pyramid itself was investigated. Quzipantuti stealthily infiltrated the sacred chamber in which the palanquin of the Mage-Priest was by custom rested on a plinth in the middle of the glass-like sacred pool. There he saw, slumped upon the plinth, a vile Daemon Prince, or a 'Xlanax' in the sibilant tongue of the Lizardmen.

Quzipantuti saw that an Elven blade of magical forging transfixd the Daemon Prince through the torso, its innards glowing like lava. The sword had not slain the vile creature, but had mortally wounded it. It was later surmised that the Daemon had been wounded in a great battle against the Elves in the lands of Ulthuan. Defeated, the Daemon Prince had fled across the sea, following the lines of the geomantic web, hoping perhaps to leech the power of the web and restore its own. Finding refuge within the pyramid it would either recover or die a slow, resentful death. When Lord Zhul had aligned his thoughts towards the pyramid of Tlencan, the malign influence of the servant of Chaos had polluted the purity of his contemplation.

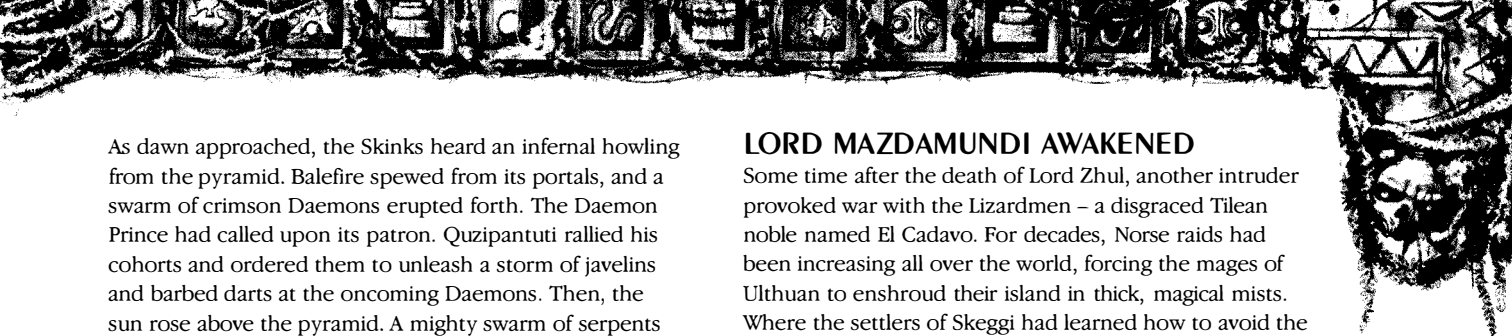
Quzipantuti knew that the Daemon must be destroyed, and that only the power of the Old Ones could consume such a creature. The Skink Chief made his way from the pyramid chamber, and attended Tlencan's altar. There the rituals of summonation were performed.

COATL – GUARDIANS OF SACRED PLACES

One of the rarest creatures to be found in Lustria is the Coatl. Sporting a long, sinuous, snake-like body, a dragon's head and massive feathered wings, the Coatl is more than an unlikely accident of evolution. The Coatl are highly intelligent, and are powerful mages. They are said to have the power to alter the jungle around them to draw invaders away from the places in which they dwell, and into the leech-infested swamps surrounding them.

The Coatl are said to be a manifestation of the Old One Tepok, and are venerated by the Skink Priests as sacred creatures of the air, magic and of places of power. The Coatl are sometimes seen as messengers of the gods, beseeched when a sacred site is under threat that the power of the Old Ones will be granted to the Lizardmen.

When the Coatl attack, they rarely leave any witnesses. Those few who have lived to tell the tale speak of a terrible force of nature that is able to call upon the ancient mystical power that permeates the jungle. The Coatl appears from the skies upon a thunderous wind, churning the jungle canopy and stirring the undergrowth to a frenzy. The skies darken and the jungle shifts, and the invaders are soon hopelessly disoriented, lost within a swirling maelstrom of magical aspect.



As dawn approached, the Skinks heard an infernal howling from the pyramid. Balefire spewed from its portals, and a swarm of crimson Daemons erupted forth. The Daemon Prince had called upon its patron. Quzipantuti rallied his cohorts and ordered them to unleash a storm of javelins and barbed darts at the oncoming Daemons. Then, the sun rose above the pyramid. A mighty swarm of serpents issued forth, ascending the pyramid by its secret shafts. The serpents entered into the inner chamber and assailed the Daemon Prince. The struggle was violent, but the serpents' venom was so potent that even the unnatural body of the Daemon was overcome. Outside, the onrushing Daemons vanished in an instant, mere feet from their charge hitting home.

At the very moment the Daemon Prince succumbed, Lord Zhul perished. The mental strife of combating the Daemon had finally defeated him. For many cycles of the sun Lord Zhul had striven to keep his thoughts pure, failing only when his powers weakened. The Skink attendants pronounced their master's death, recording that he had transcended mortal existence and become one with the Old Ones. Lord Zhul's body was prepared with resin and bedecked in gold and set to rest within the crypt of the Great Pyramid, to be honoured as a mummified Relic Priest as long as the Lizardman realm shall stand.

With the coming of the Xlanax, the Mage-Priests' minds were opened to the return of Chaos. No longer was it just a malign influence that had brought into being the vile Skaven, or the evil stain on the souls of foolish younger races. Chaos was now tangible. If a single, dying creature of Chaos could so disrupt a Slann as to cause his death, what tragedy might occur if greater numbers of such beasts manifested? The Slann saw that the very oldest of threats had now fully returned to the world. Quite apart from the Skaven, Dark Elves and Men, the Lizardmen now faced the very enemy that had laid the Old Ones low and nearly destroyed the entire world. The Daemons of Chaos.

LORD MAZDAMUNDI AWAKENED

Some time after the death of Lord Zhul, another intruder provoked war with the Lizardmen – a disgraced Tilean noble named El Cadavo. For decades, Norse raids had been increasing all over the world, forcing the mages of Ulthuan to enshroud their island in thick, magical mists. Where the settlers of Skeggi had learned how to avoid the retribution of the Lizardmen, El Cadavo and his followers showed only a foolish lack of caution.

On three separate occasions, El Cadavo established a settlement, naming it 'Cadavo' after himself, upon the coast of the Isthmus of Pahuax. Upon the foolish warm-blood's first three attempts, Lord Mazdamundi of Hexoatl was roused from his slumbers to consider the matter. Like a Stegadon's tail swatting away a bothersome bloodwasp, he ordered the settlements destroyed, before he returned to his meditations. None believed the human would return. Yet, Lord Mazdamundi took a reading of the southern constellations, and determined that indeed, the intruders would return one last time. Mazdamundi's contemplations had now been disturbed three times in a decade – to a Slann but the blink of an eye – and so he made his preparations. The Mage-Priest ordered his throne placed upon the back of the largest Stegadon in the city's pounds and marched south to intercept the intruders.

Mazdamundi determined that he would see the settlement destroyed once and for all, as a warning to all of those who would invade the realm of the Lizardmen. Invoking the names of the Old Ones, Mazdamundi unleashed the immense power of the tectonic plates, bringing about a terrible earthquake that reduced the settlement to shattered ruins. When the dust had finally settled, not one of the town's stones stood upon another and all its defenders were crushed to a bloody pulp. Mazdamundi was satisfied that the troublesome warm bloods would not return. He marched back to Hexoatl to resume his contemplation of the great mysteries of the universe.

THE FIVE SPAWNINGS OF THE SLANN

The Slann of the First Spawning were the architects of the first temple-cities, and the most powerful of all the Mage-Priests. Although all have long since perished, many endure still as venerated Relic Priests. Most venerated of all of these is Lord Kroak, the Deliverer of Itza.

Of the Second Spawning of the Slann only five now remain. Each is immensely old, amongst the oldest living creatures in existence. They are the most powerful of the surviving Slann and were originally spawned to alter the world's alignment and orbit. These Slann spend much of their time in deep meditative states, silent and still for thousands of years at a time. Indeed, one of these Mage-Priest lords has only spoken once in the history of the Lizardmen and that was to pronounce: "Attend to the gates!"

The Slann of the Third Generation are younger than their forebears by several thousand years. Around a score survive today. They founded the lesser temples and places of power, creating the geomantic web.

The Mage-Priests of the Fourth Generation were spawned to maintain the warp gates above the poles and to aid in the creation of the World Pond, the great separation of the continental plates.

Most numerous of the Slann are those of the Fifth Generation, created in haste mere centuries before the Great Catastrophe. Though the last and youngest of their kind, they remember a time before the histories of the Elves or Dwarfs. It is these younger generations who are inclined to lead armies to war.

THE NETHER-THING

It was during the year of the Jade Star Sea (2223 by the calendar of the Men of the Empire) that an echo of the Great Catastrophe came to Lustria. Slaa'Ulaan, a Daemon Prince referred to in the archives as 'the nether-thing of the second moon', was amongst the most vile and destructive of the fiends of Chaos ever to wage war against the Lizardmen. The servant of Slaanesh had despoiled his way across Lustria during the Great Catastrophe. He had committed what to the Lizardmen was surely the most heinous of blasphemies, taking particular delight in the defeat and capture of a number of Mage-Priests, who were sacrificed in obscene rituals to the Prince of Chaos.

It was only by the efforts of the Mage-Priest Lord Huinitenuchli of Pahaux that Slaa'Ulaan had been defeated, at the Battle of Xuhua Lake, though the Slann's body was grievously wounded and he took many years to recover from the harm done to him.

Centuries later, the Daemon Prince returned to Lustria. Lord Huinitenuchli, who had relocated to Xlanhuapec, could not be roused from his slumber despite his attendants' persistent efforts. His subordinate, Lord Tenuchli, was roused instead. Tenuchli was attended by his Eternity Warden, the mighty Chakax, Prime Guardian of the City of Mists. Tenuchli's army faced the vile Daemon Prince at the Pillars of Unseen Constellations.

TEMPLE GUARD RANKS

There is a strict hierarchy amongst the Temple Guard. The youngest spawnings are tasked with the protection of places of power, great constructions that are rarely graced with the presence of a Slann but are still of sacred significance. Older, tougher and more proven Temple Guard are sent to watch the outer limits and lesser pyramids of their own city whilst the most ancient protect the great temples and the many plaques and relics kept within the crypts themselves.

When not protecting their charge in battle, each of these Saurus attends to a specific duty. The Stone Warden guards the Slann's Palanquin Chamber. The Sentinel of the Blessed is responsible for the safety of the Temple's Skink attendants. The Relic Keeper stands sentry in the temple-city's vault, watching over the treasures so valued by warm blooded thieves, whilst the Mortuary Custodian guards the most sacred relics of all, deep within the pyramid's tomb-chamber – the Relic-Priests. The Revered Guardian, inevitably the strongest and most savage of the Temple Guard, stands sentry at the very entrance to the inner sanctum of the Slann itself. It is the Revered Guardian, sometimes called the Master of the Twenty Two, who leads the Temple Guard in battle and it is he alone who can grant access to the Slann Mage-Priest.

Highest ranked of all is the Eternity Warden, who stands at his master's side, locked inside the Star Chamber as the Slann casts his mind to the furthest reaches of the universe.

The pillars had been daubed with blasphemous runes and obscenely pulsing chains were wrapped about them. Waves of impure energy radiated from the defiled masonry, stunning the Lizardmen and dulling their senses, making their steps sluggish and sapping their strength. As the Saurus struggled to even raise their weapons, the Daemon Prince struck and the Lizardmen were cut down by wave upon wave of Bloodletters and Daemonettes.



In scant minutes, only Lord Tenuchli remained, Chakax standing immobile before him. Having stood guard within the Star Chamber of the Slann, Chakax was accustomed to magical effects, and was able to shrug off the Daemon's disorienting spells.

Slaa'Ulaan charged the Eternity Warden, believing him rendered as helpless as the other Saurus. In an instant, Chakax exploded into violent motion, hacking the Daemon Prince's form into a steaming mass before returning to immobility at his master's side.

But the Daemon had one last deception to weave. As his spirit fled his ruined body, Slaa'Ulaan unleashed a fearsome arcane blast, directed straight at Lord Tenuchli. The Mage-Priest was grievously wounded, and his palanquin sank to the ground. Chakax was the last surviving warrior of the army, and would not leave his master's side to seek help. Instead, he stood over his master's supine form, protecting him against the predatory beasts of the jungle day and night for an entire cycle of the moon. Eventually, a search party from Xlanhuapec found the Eternity Warden and his charge. The still unconscious Tenuchli was returned to the City of Mists upon the back of a Stegadon, the ever-devoted Eternity Warden keeping pace beside it every step of the way.

THE RETURN OF THE SKAVEN

Three centuries later, the Skaven returned to Lustria. For years, Skink patrols had watched the boundaries of Quetz, the Defiled City, guarding against the return of Clan Pestilens but daring not to approach too closely lest they contract and spread the plagues that lingered there still. With no apparent cause, these patrols suddenly encountered large numbers of Skaven attempting to penetrate the jungles around the ruined city.

This event was foretold by the Skink Astromancer Tetto'eko, who saw that a junction in the course of the Old One's plans was nigh. If events were not guided and

fulfilled according to the plans of the Old Ones then a second Age of Strife would descend upon the Lizardmen. The Astromancer lead a mighty force to investigate the unusually high number of Skaven incursions.

The army approached the Defiled City in the light of the misty dawn, Tetto'eko at its head upon his own stone palanquin. Suddenly, he relayed a series of sharp commands and ordered the Saurus to halt and form ranks in the tree line. The Saurus obeyed without question. Scant moments later there was a rumble in the earth and the jungle floor caved in, a tide of Skaven erupting from underground tunnels. The filthy ratmen had returned to Lustria in unprecedented numbers, and were it not for the Astromancer's foresight the Saurus would have been entirely overwhelmed by the vermintide.

As the battleline met the brunt of the Skaven advance an amazing thing happened in the skies above. The Chaos Moon, hanging low in the morning sky, slipped from view as the true moon eclipsed it. Tetto'eko read the skies and saw the flow of the battle to come and the consequences of his failure. A warning halted the advance of the cavalry. Hidden from view, packs of monstrous Rat Ogres had dragged a battery of warpstone-powered war machines into a jungle clearing. Learning of the threat, Scar-Veteran Bok-Ax immediately redirected his Cold One Riders to meet the Skaven artillery, charging through the foliage and slaughtering the crew before the weapons could open fire and reduce the Saurus to little more than burnt flesh.

With the immediate threat averted Tetto'eko closed his eyes and drew upon the Winds of Magic, reaching out to the heavens with the tendrils of his prodigious will. He pulled a giant celestial object from high above, bringing it crashing down into the heart of the desecrated city. With a thunderous impact the comet fell to earth, collapsing the tunnels beneath the city, stemming the tide of Skaven reinforcements. By this deed, Tetto'eko routed the surviving Skaven and won the battle.



Once again, disaster had been avoided. Tetto'eko's actions had steered the fate of the Lizardmen away from defeat. The Astromancer scried the heavens, and the message was unequivocal: the Skaven had not all been destroyed by the Prophet of Sotek. Revealed to Tetto'eko was a vast network of tunnels beneath the earth, spreading across the entire globe, choked with vile ratmen. Through these tunnels the Skaven would come in unending waves. The Lizardmen would have to ready themselves for a second war against the Children of the Rat God.

ATTACK OF THE THUNDER LIZARDS

Thunder Lizards are behemoths, so large they dwarf even the mighty Stegadons. Their tread shakes the earth and their deafening roar can be heard for miles. They devastate the jungle with their passing, leaving miles-long trails of broken trees and tramped vegetation behind.

Fortunately for the Lizardmen, Thunder Lizards are rare and the jungles so massive that the two species seldom come into contact. Should a Thunder Lizard's distant roar be heard, then runners will be sent to the nearest temple-city and the populace roused lest the beast's path take it near. A Thunder Lizard passing through a city is akin to a natural disaster of the kind that sunk Chupayotl. The chief defence against a Thunder Lizard is for a Slann to bring his formidable powers to bear on the creature's simple mind, forcing it to turn aside from the city and take an alternative path through the jungle.

There has been one instance in which a Thunder Lizard could not be turned aside. During the time of Lord Amoxixan's second ascension, one of these mighty behemoths was observed locked in deadly combat with some form of sea monster that had risen from the depths and come inland from the Tarantula Coast. The combat between the two creatures lasted an entire cycle of the moons, and destroyed vast swathes of the jungle. At the last, the combatants smashed through the outer limits of Xlanbuapec, the City of Mists. Though many Slann pooled their magical powers, the Mage-Priests were unable to penetrate the beasts' frenzied minds to steer them clear. When the warring beasts had finally passed on, entirely unaware of the destruction they had wrought in their passing, the ancient Temple of the Lost had been destroyed, along with countless numbers of the irreplaceable relics that had been housed within since before the time of the Great Catastrophe.

THE AWAKENING

Ever since the passing of Lord Zhul, the Mage-Priests have set their attentions upon the world at large. Though they have little first hand knowledge of the lands beyond Lustria, the Slann know that great forces stir over the seas. Chaos, they sense, waxes ever stronger at the poles, and a time of great tribulation is at hand.

At any one time, up to half the Mage-Priests alive in the world today are engaged upon the task of opposing the influence of Chaos wherever it might be encountered. Their spirit-selves battle in the ether against foes that would escape the Realm of Chaos and invade the world were it not for the Slanns' unstinting efforts.

When, two centuries ago, a mighty surge of mystical energy erupted from the north, a great horde of mortal servants of Chaos invaded the northern regions of the Old World. Though the Lizardmen were too far removed to march against the forces of darkness, every last Mage-Priest in Lustria entered a deep meditation, pooling their powers so that the incursion of Chaos might be repelled. Though Magnus the Pious, the great hero of the Empire who led the defence of the human realms, never knew of it, he was aided greatly in averting what might have proven the end of his realm.

Furthermore, the Slann Mage-Priests have detected a subtle instability in the mystic vortex maintained by the High Elves at the centre of Ulthuan. They have foretold that the workings of the Great Ritual will weaken, and have leant their own efforts to maintaining it with power from the geomantic web. To date, the High Elf Loremasters

remain unaware of this mystical aid, though perhaps the mightiest amongst them suspect that a power other than their own is at work.

THE LOST PLAQUES

The Lizardmen's increased watchfulness proved most wise, for the Mage-Priests, ever cautious of a repetition of the fate of Lord Zhul, detected a subtle ripple in the geomantic web and a concomitant straining of the Great Warding. As one, the Slann of Hexoatl raised their defences and sought out the cause of the disturbance. Their spirit-forms soared through the ether, following the great lines of the geomantic web crossing Lustria, and converged upon the Spear of the Gods, a mighty column of glittering crystal rising a mile into the sky from the stormy waters of the Sea of Squalls. From their vantage point, the Slanns' spirit-selves looked south, and knew that the source of the disturbance lay in the Turtle Isles, the thousand mile-long chain of islands skirting the jagged western coast of Lustria.

The Turtle Isles were located hundreds of miles from any of the intact temple-cities, and separated from the mainland of Lustria by monster-infested seas. It was decided that a force of Terradon Riders would be sent, led by the Skink leader Tën-zlati, regarded by the Skinks as an Oracle and most worthy servant of Lord Kroak. Through the Oracle's eyes, the Slann would see all that transpired.

From the towering eyries of the First City, a hundred Terradons went forth, the Oracle of Lord Kroak at the head of the formation.

It was many days before the Terradon Riders reached their destination. Then, visible over the horizon, there rose a pillar of golden light so tall it transfixed the very clouds. Tën-Zlati ordered his force to follow the nigh-blinding light to its source, which they found to be the highest peak at the very centre of a long island.

At the base of the incandescent pillar of light Tën-Zlati found a ziggurat made of shining gold. The structure was undoubtedly Lizardmen built, yet it was flawless, as if the millennia since the Great Catastrophe had taken no toll upon it at all or had passed in the blink of an eye. The flanks of the shining structure were studded with gems of every possible hue.

Tën-Zlati bade his Terradon land before the gleaming ziggurat, spying as he did so a dozen or more bloody bodies scattered across the mountainside. Upon investigation the remains proved to be those of Men. They were the barbaric seafaring warriors, Tën-Zlati knew, of the far north. It took the Oracle but a moment to deduce that the humans had been killed by blasts of arcane energy, for each bore terrible burn marks the like of which Tën-Zlati had never before seen.

THE LIZARDMEN AT WAR

Small raiding forces are often led by a Skink Chief, while simple tasks of guarding or destruction can be entrusted to a Saurus leader. However, a Lizardman army of any size tends to be commanded by a 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 temple-pyramids of their own clustered around the great temple. Any of the lesser Slann may be dispatched with a force proportional to his status to accomplish a task, or to deal with small groups of invaders so that the mind of the great Mage is not disturbed or distracted from the 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 to the field.

The organisation of the fully mustered army of a temple-city resembles the steps of a temple-pyramid, with the lesser Slann commanding the lower tiers, with the single most powerful Mage-Priest in the city at the apex.

Instructing his warriors to spread out and search the mountain for more Men, and to locate the vessel upon which they must have arrived, Ten-Zlati approached a portal at the base of the ziggurat. As he did so, the gems pulsed with unknowable power. Passing through the portal into the ziggurat, the Oracle came across yet more horribly burned bodies. These he stepped over with some distaste, for the stench of scorched flesh was cloying in the cramped environs within.

Then, as he passed through the narthex and entered a golden, gem-studded chamber, Ten-Zlati's crest rose and he gave voice to a sibilant hiss. Set upon a plinth before him, scorched human body parts scattered all around, was a sequence of sacred plaques. In that instant, Ten-Zlati felt his consciousness pushed aside as the Mage-Priests took control of his body. He looked on as a mere bystander as his hands reached out to touch the glyphs. He knew then that here was a segment of the Great Plan of the Old Ones long thought lost, and that with its discovery a great moment in the history of the Lizardmen had arrived.

THE GREAT WARDING FALTERS

No sooner had the lost plaques been delivered to Hexoatl than a second disturbance entered the geomantic web. But this time, the Mage-Priests could not locate a single source. It appeared as if the entire Great Warding was being attacked, and was beginning to fail.

Over the course of several months the pressure upon the Great Warding steadily grew, yet still the Slann could not pinpoint the origin. Meanwhile, those Mage-Priests not engaged in shoring up Lustria's mystic defences studied the lost plaques and debated their significance. Foremost among those intent upon deciphering the sequence was Lord Mazdamundi, who withdrew to a distant jungle temple to consider their meaning. Mazdamundi had glimpsed within the obscure passages the potential to restore the Great Plan of the Old Ones.

THE SIEGE OF HEXOATL

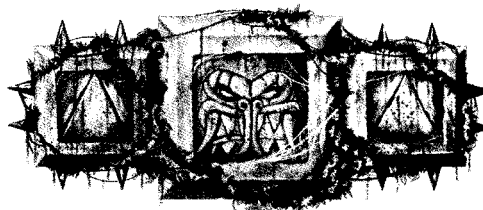
While the Slann studied the plaques and struggled to maintain the Great Warding, the true nature of the new threat gradually emerged. It soon became clear that Chaos was in the ascendant.

Across the entire globe, seafaring tribes of human Marauders assailed crucial points in the Great Warding. Many such sites were long lost to the Lizardmen and beyond their capacity to defend. The effect was felt keenly,

"There is wisdom and there is ignorance, and in between are the gateways to eternity through which the Old Ones so long ago passed."

Archival transcript of the words of Lord Xuatep

for the network of power became unstable while the Mage-Priests fought bravely to keep it from collapsing entirely. The attacks were not merely physical, the Slann knew. Sorcerers of great power were accompanying the Marauders, committing unspeakable blasphemies in the name of the Dark Gods at each site.



Furthermore, many of the sites were actually occupied by others. Many of the High Elves' colonies had been built upon the ruins of far older, Lizardman sites. Although the High Elves had not done so deliberately, they had found themselves maintaining, and defending, pivotal nexus points in the Great Warding. Now, these scattered colonies and distant garrisons came under sustained attack, and the scant forces occupying them were hard-pressed to defend themselves.

In response, the Mage-Priests ordered the hosts of the temple-cities mustered. They predicted that an attack upon the nexus points of the Great Warding could only be followed by a direct assault upon Lustria itself.

Yet, Lustria is a vast land, and exactly where the foe might strike the Mage-Priests could not predict. Over the course of several cycles of the moon, the pressure on the Great Warding intensified while the attacks upon outlying nexus points increased. As the Lizardmen armies gathered, the enemy closed in upon Lustria until the Monument of the Sun and the Monument of the Moon, both huge, monolithic structures off the coast of the Isthmus of Pahuax, were desecrated. The Mage-Priests struggled to restore the Great Warding, but with these two nexus points so weakened, all balance was lost.

With the loss of so many sacred sites, the Mage-Priests were all but blinded to what was about to occur. From the Forests of the Viper north of Hexoatl swarmed a vast horde, an army of the mortal servants of Chaos. Mercenary Dark Elves from the chill land of Naggaroth, each promised a hundred slaves as payment, acted as scouts and guides for the horde. At its head, atop a Dragon the shade of midnight, was a being of purest evil known to his followers as Vashnaar the Tormentor.

Following the counsel of his Dark Elf allies, Vashnaar led his horde through the winding paths of the Forests of the Viper and across the Serpent's Tongue river, crossing at a wide fording point a mere hundred miles north of Hexoatl. It was not until Vashnaar's forces moved past the monolithic wards surrounding the temple-city that the defenders became aware of them. By that point, it was almost too late to respond.

THRONES OF THE ANCIENTS

The Slann know that to touch the ground will earth their magical powers and disturb the serenity of their thoughts. Whilst ensconced in their pyramid-temples, the Mage-Priests sit enthroned upon a leaf-cushioned litter in the centre of a pool of tranquil water. They often spend days upon days studying the lights reflected in the pool's shimmering surface whilst the fumes of the jungle lotus cloud the air:

When the Mage-Priests go to war, they do so upon floating palanquins made of stone and other, unknown substances. These palanquins are magical artefacts of a long-lost age, and although the Slann can control their movements with but a thought, the secrets of their construction have long since been lost. About the palanquin shimmers the potent Shield of the Old Ones, keeping the Mage-Priest safe from enemy bow fire.

Lord Mazdamundi has ordered his palanquin mounted upon the back of a mighty Stegadon, combining the arcane protection offered by the stone throne with the obvious advantages of being able to command his army from the back of such an impressive beast.

It was Hexoatl's Master of Skies, a Skink Chief leader called Tiktaq'to, who first sighted the invaders. Riding his mighty Terradon, Tiktaq'to swiftly brought word of the impending attack to Hexoatl. But the great Lord Mazdamundi was not within the city's confines and no other Mage-Priest could be awakened, so deep were they in their contemplations. Tiktaq'to sent his fastest riders to find the Slann Lord and to bring back reinforcements.

Assuming command of the remaining cohorts, Tiktaq'to prepared the city's defences, marshalling the city's Saurus to defend the gates. In a series of coordinated hit and run attacks he and his Terradon Riders harried the foe for three days and three nights, outflanking the approaching columns and striking from above before falling back and regrouping in the jungle canopy.

On the fourth day Tiktaq'to lured the vanguard of the Chaos army, some five hundred Marauder Horsemen, into the Bloodleech swamps where they were cut down in carefully prepared ambushes, their advance blocked by two-score powerful Kroxigor who the Sky Master had positioned beneath the swamp's murky surface. Despite his efforts though, the enemy dominated the approaches to Hexoatl within a week.

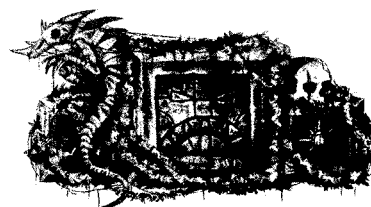
Even as the two armies clashed in earnest, the first of the Slann awoke and saw that the horde fought in the service of Chaos. The battle soon escalated, sprawling from the eastern to the western horizons, and terrible blasts of sorcerous power rent the very skies asunder. In the midst of the sprawling carnage was to be found Vashnaar the Tormentor upon his ebon mount, dealing death to all who challenged him. Though they fought with cold-blooded

discipline and a courage born of their sacred duty, none amongst the Saurus could stand before such a foe. Soon, the host of Hexoatl began to lose ground.

Within three days, Vashnaar the Tormentor was at the very gates of the temple-city.

The walls of Hexoatl were lined with implacable Saurus while Skinks rained their poisoned darts and javelins onto the horde swarming below. Vashnaar then brought forward the most fearsome weapons in his arsenal – the Hellcannons of Chaos. These terrible weapons fired arcane blasts of Chaotic aspect that the energy shield surrounding the temple-city was hard-pressed to repel.

In a desperate attack, Tiktaq'to directed his Terradons towards the lumbering Chaos war machines. At the Sky Master's command a host of Terradon Riders erupted from the jungles, a swarm that blotted out the sun and rained boulders upon the daemonic artillery, shattering the iron frames of every one of the twisted machines. This small respite seemed to be no more than a token effort, for the full might of the Chaos horde now stood prepared, eager to spill the blood of their elusive foes.



The siege of Hexoatl ground on for two cycles of the moons, the Chaos horde swelling all the while. The Mage-Priests bent their formidable will to the maintenance of the energy shield, while the armies of the southern temple-cities began the long march north to relieve Hexoatl. Though the Lizardmen maintained a stolid defence and mounted many bold counter-attacks, it was becoming clear that Vashnaar's horde must eventually prevail through sheer weight of numbers.

On the sixty-third day of the siege of Hexoatl, everything changed. As the sun rose above the treeline, a blood-chilling, saurian roar penetrated the mist-wreathed jungles. The servants of Chaos rose from their camp, looking all around for the source of the fearsome sound. Then the earth shook as with the heavy tread of some enraged god, and a second roar pierced the still morning air, this time far closer than the first. Confused shouts went up from the assembled servants of Chaos and, in an instant, the jungle erupted.

A mighty Carnosaur surged from the misty treeline, a huge Saurus upon its back. It was the ancient Scar-Leader Kroq-Gar of Xhotl, returned from a mission far from the temple-city, in its hour of direst need. From behind him emerged Kroq-Gar's army, a mighty host of Saurus Cold One cavalry ready to enact vengeance upon the servants of Chaos.

Even as Vashnaar the Tormentor strode from his pavilion to confront this threat, a low rumbling became audible. The ground beneath Vashnaar's feet shook violently, and split to form a wide, jagged wound. Vashnaar staggered at the precipice, before catching the extended claw of his dragon as it swept from the air to save him. The jungle parted, and the largest Stegadon ever seen crashed into the open, to stand, stamping and snorting, beside Kroq-Gar's mount. Upon the back of the Stegadon was Lord Mazdamundi, and the ancient judgement of the Old Ones burned cold in his eyes.

Tiktaq'to's actions had delayed the Tormentor's advance, buying precious time for Lord Mazdamundi to return.

With a flick of a multi-jointed hand, Mazdamundi caused a second rent to appear, splitting the Chaos horde in two. Hundreds plummeted to their doom as they fell into the vast crack. Vashnaar swept down upon his Dragon, and in an instant, battle was joined.

The battle that ensued was perhaps the largest the Lizardmen had fought in a thousand years and more. Kroq-Gar and Vashnaar became locked in battle, each apparently the equal of the other. All the while, Mazdamundi pounded the Chaos horde with his sorcery, drawing deep of the power of the geomantic web to expel these intruders from his realms. The gates of Hexoatl were flung open, and the entire host of defenders sallied forth, crashing into Vashnaar's army even as it turned to face the charge of Kroq-Gar's cavalry.

At the height of the battle, the armies that had marched north to relieve Hexoatl arrived. Serried ranks of Saurus marched forth, splendid Temple Guard leading the way. Swarms of Skinks rushed forwards, turning the sky dark with a rain of javelins. Against the sun were silhouetted formations of Terradons, which swept down to drop mighty boulders upon their foes. As the sun dipped towards the horizon the long shadows were banished by the blinding sorcerous energies unleashed by the Engines of the Gods. The carnage was total.

As dusk came to Hexoatl, Mazdamundi and Kroq-Gar stood upon the field of battle and surveyed their victory. Vashnaar's severed head hung from Kroq-Gar's saddle as a grim trophy, and the hooves of Mazdamundi's Stegadon were crimson with the blood of those crushed beneath them. The horde of Vashnaar the Tormentor was defeated, and Hexoatl was saved.

THE MESSAGE OF THE LOST PLAQUES REVEALED

With Vashnaar's defeat and the lifting of the Siege of Hexoatl, the pressure on the Great Warding lessened, though it did not disappear entirely. The Mage-Priests surmised that Vashnaar had taken advantage of a general upsurge in the power of Chaos, and therefore others might do so in his wake.

But it was Lord Mazdamundi who decided the issue. Mazdamundi announced via the sublime communion that the plaques recovered in the Turtle Isles related to the Old Ones' intentions for the world, and had been composed mere days before the Great Catastrophe.

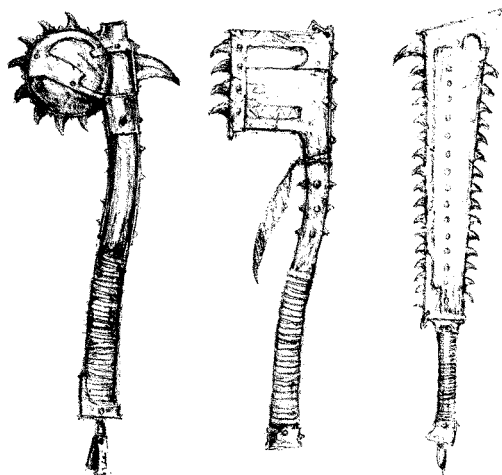
The message of the lost plaques, Lord Mazdamundi stated, was incontrovertible. The Great Plan could not proceed until all of the corrupting elements introduced since the Great Catastrophe had been expunged. And greatest amongst these corruptions were the followers of Chaos. All such creatures, Mazdamundi told his peers, must be eradicated, no matter the cost. Anything less, the Mage-Priest pronounced, would be tantamount to a failure of their duty to the Old Ones.

Chaos, Mazdamundi declared, stirred once more, and so too must the Mage-Priests and the entire Lizardmen race. The Slanns' very dreams would have to cast a warding against the return of the scions of Chaos. Those conflicts the Lizardmen had fought against the younger races would be as mere skirmishes once their powers were fully realised. The final battle against Chaos, Lord Mazdamundi pronounced, was finally at hand.

LIZARDMEN WEAPONS

The savage cutting edges of Lizardmen weapons are made from a material unknown outside Lustria. Outsiders have dubbed the material 'obsinite'. Neither the metallurgists of the Imperial College of Engineering nor the wizards of the Golden Order in Altdorf have been able to identify it.

Obsinite appears to be some form of super-hardened stone, yet it is not brittle or fragile like the stone weapons of other crude, warm-blooded races. The secrets of the manufacture of obsinite have thus far remained hidden from the jealous eyes of strangers, guarded carefully by the caste of Skink artisan-priests responsible for constructing the weapons. Indeed, it is said to be more durable even than the highest quality steel and capable of smashing any armour it strikes.



CHRONICLES OF LUSTRIA

All dates use the Imperial Calendar for ease of reference. The Lizardmen themselves count the passing of time by the alignments of various celestial bodies. For example, a particular event might be said to have occurred 'at the seventh co-alignment of the Fire Stars'. Furthermore, the Sacred Plaques could be considered as a calendar of events stretching back to creation and forward to the end of time itself.

THE GREAT CATASTROPHE

- c5600 The polar warp gates collapse and the Old Ones are to lost to the world. The Lizardmen are forced to
- c4500 enact the Great Plan without the guidance of their masters, holding Chaos at bay as best they can.

THE AGE OF ISOLATION

- 4419 The first High Elf explorers penetrate the Lustrian jungle. They arrive at the gates of Pahuax at the time of the Conjunction of the Two Moons, commonly held as a portent of ill fortune.
- 3894 The temple-city of Chupayotl slips into the sea, and its surviving inhabitants are scattered to other temple-cities. Alarming, this event is not prophesised in any known plaques.
- 1500 Lord Quex enacts his realignment of the continents. The Worlds Edge Mountains are riven by earthquakes. Dwarf strongholds are destroyed, and the Dwarf empire falls into decline. As far as the Mage-Priests are concerned, the alignment is carried out according to the will of the Old Ones, as written on the Plaque of Otzli-Potec.

THE AGE OF STRIFE

- 1399 Skaven Clan Pestilens occupies the ruined city of Quetza. A time of great tribulation is foretold in the prophecy plaques of Chaqua, but these will not be fully revealed for many centuries.
- 215 The first Dark Elf raiders penetrate the Lustrian jungles to steal sacred artefacts.
- 0 Chaqua is abandoned as its Mage-Priests succumb to Skaven plagues. Tehenhauin preaches the Prophecy of Sotek as a twin-tailed comet appears in the sky.
- 100 The Skaven are finally driven from Lustria by Tehenhauin's armies. The Cult of Sotek gains prominence, particularly amongst the Skinks.
- 271 At the Zenith of Xla-Tepec, more continental realignments are made. A series of earthquakes ravage Araby and Cathay.
- 315 Lord Tepec-Inzi leads an army to Naggaroth. The Dark Elves are defeated and the Star Stela of Quetli is recovered.

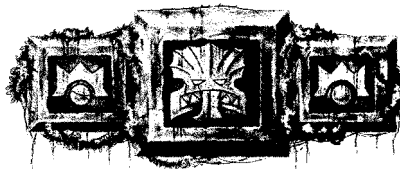
- 513 Lord Zltep of Tlaxtlan passes from the world. The last words he uttered were a prophecy which would become known as the Incantation of Xetlipocutzi. The Mage-Priest did not complete the prophecy, however, and it is said that should anyone ever do so, the world will come to an end.

- 876 Many ships plying the Great Ocean are lost, called to their doom by an eerie siren call from the west. The bodies of sailors drowned in these wrecks are washed up on the stretch of coast that will become known as the Vampire Coast. The dead do not find peace, however, for many of the waterlogged bodies rise and stagger into the jungles.

- 888 Norse adventurer Losteriksson lands in Lustria and founds the colony of Skeggi. Norse raids into Lustria begin. Though Losteriksson himself is wise enough to avoid direct conflict with the Lizardmen, more impetuous champions attempt to penetrate the jungle. None are seen again.

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

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



- 954 Allac Fellclaw leads the first full scale Chaos invasion of Lustria since the Great Catastrophe. His horde is defeated and driven into the sea. The survivors escape with much gold, but the plaques they had stolen are recovered.
- 930 Lord Xltep of Itza halts a shambling horde of Zombies raised from drowned sailors, fulfilling the Prophecy of Huanca-Xlanpac.

1004 At the equinox of Tlac-Ipec, Lord Mazdamundi consults the plaques of Huatl. He raises the Grey Guardians mountain range in the path of a mighty Dark Elf invasion of northern Lustria. The plaque sequence of Huatl is realigned with that of Itza.

1492 Marco Columbo, Tilean explorer, voyages to Lustria, arriving on the fifteenth day after the zenith of the Itchli Star. This event is predicted in the Prophecy of Zhoc-Tlapoc. The explorer is present at the defeat of the Dark Elves at Tlaxtlan.



1721 A Dark Elf raiding force uses the Black Way to attack Xlanhuapec, the City of Mists. The intruders bypass the city's arcane defences and penetrate its outer quarters. Lizardmen using the mists and their knowledge of the city's layout mount a series of devastating ambushes and slaughter the intruders.

1809 Workers rebuilding the Great Pyramid of Pahuax discover a secret chamber. Within is found the only known egg of the mysterious Quango, a creature from legend not seen in the world since the time of the Old Ones. The egg is presented to Lord Mazdamundi, who declares that it will only hatch when the Old Ones have returned.

1910 Lord Nanahua leads an expedition to Chaqua in search of lost relics of the Old Ones, but in the process contracts a Skaven plague. Though he summons the magical strength to keep death at bay, he is covered in weeping buboes and contagious sores. He goes into voluntary exile and now resides in an isolated temple deep in the jungle, only emerging to defend Lustria against Skaven incursions.

1944 Mage-Priest Lord Mazdamundi of Hexoatl invokes the earthquake that destroys the settlement of Cadavo. Thus Mazdamundi is proven to be the one spoken of in the Prophecy of Querchi, 'he who rides the Horned Beast'.

1977 A Skink Priest enacting the Ritual of Listening at the Sentinels of Xeti believes that he briefly hears the distant voice of the Old Ones. The Slann Mage-Priests contemplate the matter for several years, before finally denouncing the Priest's claim.

2100 Skink Priests attending to the mummified remains of Lord Xhilipepa dispute the meaning of the flight patterns of mosquitoes circling his skeletal head. The disagreement escalates and opposing factions clash over possession of the remains.

THE AGE OF AWAKENING

2304 Taking a reading of the Iztli Star, the Slann bolster the power of the Great Warding, lessening the influence of Chaos and thus aiding Magnus the Pious in the Great War against Chaos.

2349 A Lizardmen army from Itza marches south across the Culchan Plains. A bridge of magical energy is summoned and the army crosses to the island on which stands the Citadel of Dusk. The High Elves fear a siege, until a fleet of Dark Elf Corsairs attacks from the sea. It is only with the aid of the Lizardmen that the Corsairs are repulsed. The Lizardmen then march back north without a word to the High Elves.

2355 The Battle of Cholulec. The disgraced Dwarf Engineer Sven Hasselfriesian sets out from Barak Varr in his amazing steam-powered ship, reaching the Tarantula Coast of Lustria after several months and many battles with the creatures of the deep. Sven and his companions clash with the Lizardmen at the ruins of Cholulec.

2418 The Slann Mage-Priest Tecciztec of Tlaxtlan, the City of the Moon enacts a sorcerous ritual aimed at pushing the Chaos Moon out of its orbit. The Mage-Priest fails to muster sufficient power however. The Chaos Moon is shaken, and chunks of it split away, to fall with devastating effect upon the lands of Men across the Great Ocean.

2489 The Skink Astromancer Tetto'eko stems a Skaven incursion from the ruins of Quetzta, the Defiled City, redirecting a passing comet to crash down upon the centre of the city and destroy the ratmen's nest.

2497 The Slann lend their power to the High Elves' Great Vortex on Ulthuan.

2517 The long-lost Chameleon Skink Oxyotl mysteriously returns to Lustria, having been lost since the fall of Pahuax. This coincides with the spontaneous and unheralded spawning of Chameleon Skinks in the ruined city – the first in many thousands of years.

2520 The Lost Plaques are recovered from the Turtle Isles by Ten-Zlati, the Oracle of Kroak.

2522 Mazdamundi and Kroq-Gar are forced to return to Hexoatl to break Vashnaar the Tormentor's siege.



DOMAINS OF THE LIZARDMEN

The continent of Lustria is one of the most hostile regions in the entire world. The majority of the landmass is covered in primordial jungle seething with flesh-eating tropical diseases, voracious blood-sucking parasites and mighty, prehistoric carnivores. Even the weather is inimical to all but native life, for tropical rainstorms and violent cyclones lash the jungles. To the Lizardmen, however, Lustria is a haven, a nigh impenetrable bulwark against the disorder set loose in the world with the coming of Chaos. Such is the legacy of the Old Ones that the Lizardmen are perfectly adapted to the environment of their homeland.

PRIMORDIAL JUNGLES

More than four fifths of Lustria is covered in jungle so thick that its canopy blocks out the very sky above. Indeed, it is said that a creature, such as the arboreal razor-lizard, could cross the entire continent leaping from branch to branch. In places, the trees soar many hundreds of feet into the air, and are older than the race of Man. The jungle floor is choked by dense undergrowth. Few paths cross the floor, for the Lizardmen have little need of such ways, moving unhindered through the thickest vegetation. The air beneath the jungle canopy is wreathed in drifting mists, and swelteringly humid.

A great amount of the plant life of Lustria is carnivorous. Some plants entrap a victim with grasping creeper-tentacles. Others spray acidic, digestive juices and then imbibe the rendered-down remains through questing roots. One type of fungus reproduces by choking a passing creature with a cloud of its spores, which then gestate within the victim's body, slowly transmuting it into a sickening parody of mammal and mushroom!

As if the environment itself was not deadly enough, the jungles are home to all manner of beasts. The canopies overhead are the hunting grounds of the Terradons – prehistoric, leather-winged predators that swoop down upon their prey before bearing it off to consume in bone-littered eyries. The jungle floor trembles with the tread of the mighty Stegadon, while the roar of the Carnosaur strikes fear into even the stoutest of hearts. Other creatures are said to haunt the deep jungle, such as the nigh-extinct Arcanadon, the mighty Thunder Lizard and the strange, feather-winged serpent known as the Coatl.

STINKING QUAGMIRES

The quagmires and bogs that pervade the continent of Lustria can swallow even the most agile of creatures before it even realises the ground underfoot is no longer firm. The mire harbours pockets of poisonous gas and choking lungblight that can overcome a creature in seconds. Through the murky, stinking mud slither pallid blindworms, which attach themselves to passers-by with an anaesthetised, lamprey-like bite. They then lay their eggs in the bloodstream and condemn their victim to an

agonising death as the voracious larvae hatch. Even worse is the Lustrian brainfluke, the feeding habits of which are best left unmentioned.

Some Mage-Priests hold that, although Clan Pestilens was exiled from Lustria millennia ago, small enclaves of Plague Monks still lurk within the swamps, biding their time and concocting ever more virulent plagues.

SOARING MOUNTAINS

Along the entire length of Lustria's eastern coast runs the mountain range known as the Spine of Sotek. The mountains are home to hundreds of volcanoes, which make crossing the range extremely hazardous. Mighty glaciers are to be found there too, descending the valleys almost to the jungles. The mountains are dotted with Lizardmen sites, though many are disused and stand mysteriously empty despite never having been touched by war. Of vital importance to the Lizardmen however is the Chasm of the Condor, a mountain pass between the eastern and western sides, which is guarded by the temple-city of Xhotl. During the Great Catastrophe, many great battles were fought to hold the chasm from the Daemon hordes, though ultimately, it was lost and with it the city. Though Xhotl fell, its ruins are to this day home to a small cadre of sentinels, their unblinking gaze never leaving the chasm below, lest the forces of Chaos return.

MIGHTY RIVERS

The jungles are crossed by thousands of miles of waterways, from small, fast-flowing streams to the widest of rivers. Greatest amongst these is the Amaxon, which rises in the Spine of Sotek mountain range and flows down to a basin so vast it encompasses the domains of three temple-cities. At its widest points, the opposite bank is scarcely visible, and archipelagos stretch for miles along the river. What might be hidden on some of these isolated islands has never been discovered, for even the aquatic Skinks avoid them, by order of the Slann.

SOUTHERN PLAINS

To the south of the temple-city of Oyxl, the jungles give way to a vast and fertile plain stretching many hundreds of miles to the southern-most extent of the continent of Lustria. The plains are named after their primary inhabitants, the huge, vicious, flightless birds called Culchan. Mage-Priests sometimes travel to Oyxl to sit upon the apex of the crumbling Great Pyramid, aligning themselves towards the south whereby they are afforded an uninterrupted view all the way to the horizon, and are able to cast their thoughts even further still. The plains are an eerie place, instilled with arcane mystery, and strange lights streak across the skies by night. Perhaps this is some form of fallout from the terrible energies unleashed during the battles of the Great Catastrophe.

LUSTRIA



HEXOATL
City of the Sun



PAHUAX
City of Ash

SEA OF SERPENTS

CACTUS
COAST

SCORPION
COAST

THE FLOATING PYRAMID

ROYAL PALACE
of GANAINA

TARANTULA
COAST

TLAXTLAN
City of the Moon

TLAX
City of Ghosts

XAHUTEC
City of Echoes

TLANXLA
City of the Sky

XLANHUAPEC
City of Mists

HUATL
The Awakening

CHAQUA
City of Gold

QUETZA
The Defiled

SPINE OF
SOTEK MOUNTAINS

THE HALLS OF
THE HOLY

GWAKAMOL CRATER

ITZA
The First City

AXLOTL
The Star City

CHASM OF
THE CONDOR

XHOTL
City of Destiny

OYXL
The Eternal City

CHUPAYOTL
The Sunken City

COPPER DESERT

VAMPIRE
COAST

FUMING SERPENT

SPITTING
SERPENT

MANGROVE
COAST

THE TURTLE ISLES

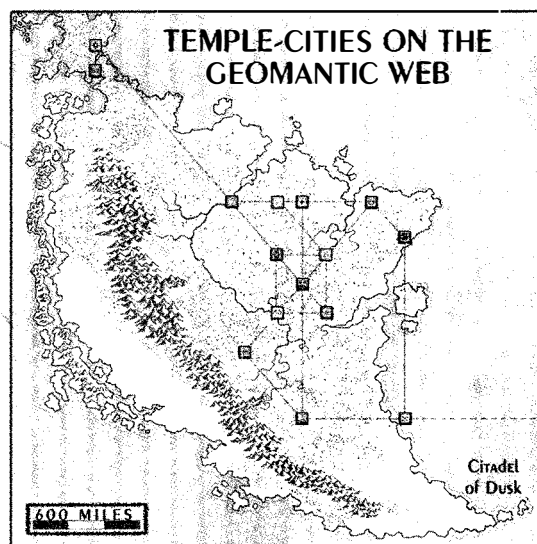


LIVING CITY



RUINED CITY

CULCHAN PLAINS



TEMPLE CITIES

The temple-cities of the Lizardmen are amongst the very oldest structures in the world, for they were constructed during the age of the Old Ones and none have been built since. In the time of the Old Ones the cities would have teemed with activity, from Mage-Priests and their viziers supervising the nurturing of the various races of the world, to regiments of Saurus marching to war against those deemed detrimental to the Old Ones' Great Plan.

All but four of the temple-cities have long since fallen, almost all during the Great Catastrophe. Whether intact or ruined, most cities are crumbling shadows of their former glory. Even those that have fallen are far from abandoned, however, for ever-watchful sentinels peer from the jungles, guarding the treasures hidden within.

Each of the temple-cities is carefully positioned to relate to a specific celestial body or astral phenomena. Each is a pivotal nexus in the geomantic web, and is therefore vital to the maintenance of the Great Warding. Yet, with the coming of Chaos to the world and the subsequent deviation from the Great Plan, the alignments are slowly drifting away. In fact, at least one temple-city has been lost entirely, its location and the fate of its population unknown even to the Mage-Priests.

Temple-cities do not have permanent rulers. Responsibility for a city's administration falls mainly to the Skink Priests,

for the Mage-Priests seldom express any interest in the details of the administration of their realm. When an issue arises that the Skink Priests cannot deal with alone, they will awaken the city's pre-eminent Mage-Priest and put the issue to him. Such problems might include the approach of an intruding army through the jungles, the discovery of a new jungle lotus grove, or the reading of a portentous omen in the migratory flight patterns of the wind frog.



INTACT TEMPLE-CITIES

Though four temple-cities currently stand intact, this has not always been the case. In the millennia since the Great Catastrophe, the fortunes of the temple-cities have risen and fallen according to the unknowable will of the Old Ones. Some cities have been inexplicably abandoned by their populations, which march through the jungle in vast columns to repopulate and renew some other ruin many miles distant. Sometimes a single Mage-Priest of one city will set out with an army to refound another. This may be temporary – little more than the Lizardmen dwelling within the ruins for a time so that the Mage-Priest may meditate in peace upon the deepest of matters. Or, it may herald the complete rebuilding of a long-ruined temple-city, a mighty undertaking that will last many centuries.

ITZA – THE FIRST CITY

Itza was the very first of the temple-cities to be founded, and is home to the most powerful and ancient practitioners of magic to be found anywhere in the world. First among them is the venerable Lord Kroak, whose indomitable spirit has guarded Itza against the return of Chaos since the Great Catastrophe. The First City has never once, in over ten thousand years, yielded to an attacker. Itza itself is one of the most impressive of all the extant temple-cities. The concentration of the most venerable of Mage-Priests at times causes the very air to seethe with arcing magical power, while at other times a palpable feeling of serene contemplation overcomes all who visit it. All around the high temple-pyramids gather flocks of Terradons, each carrying a Skink dignitary from a far distant temple-city. The wide avenues are crowded with scribes and artisans, going about the business that is vital to the running of such an important city.

And watching over it all are the warriors of the Host of Itza. The temple-city's armies are second to none, for they guard the First City, the sacred ground upon which the Old Ones themselves once walked, and perhaps one day may do so again. Beneath that ground in buried vaults are



housed the most powerful of the Old Ones' creations, devices so potentially devastating that not even the Slann Mage-Priests dwell upon their nature for long.

HEXOATL – CITY OF THE SUN

Though Itza can be said to be capital of the Lizardmen's domain, Hexoatl has eclipsed in importance the First City, for the City of the Sun is home to Lord Mazdamundi, the most active of all the remaining Mage-Priests.

The reason for Lord Mazdamundi's comparative vigour is to be found in the location of the City of the Sun. Hexoatl is the northernmost of the temple-cities, situated on the Isthmus of Pahuax. The city is therefore Lustria's first line of defence against invaders from the north. Two hundred miles to the north of the city can be found the Grey Guardians, a mountain range created by Lord Mazdamundi himself in a mighty spell, to block the path of a Dark Elf army that threatened to overwhelm his city. It is also upon the Isthmus of Pahuax that the majority of warmbloods from across the Great Ocean have made landfall. All of their settlements have been destroyed save Skeggi, the occupants of which have, on the whole, proven wise enough to avoid conflict with Mazdamundi's armies.

As a consequence of its location and history, the City of the Sun is the most fortified and martial of all the temple-cities. It is surrounded by mighty walls where the boundaries of most other cities simply merge with the surrounding jungle. Along its avenues march serried regiments of Saurus and Temple-Guard, and mighty Stegadons patrol the jungles for hundreds of miles all around, ensuring that any intruder is intercepted before ever reaching the walls of the City of the Sun.

TLAXTLAN – CITY OF THE MOON

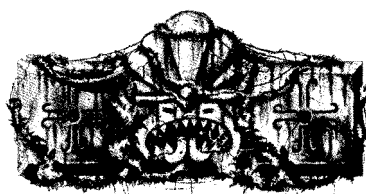
Another of the currently intact temple-cities is Tlaxtlan, the so-called City of the Moon. It is significant that the temple-city's moniker refers to only a single moon, rather than the pair of satellites that actually circle the world, for the city was constructed when only a single moon hung in the night sky above the world.

SLAVE-WARRIORS OF THE CITY OF THE MOON

The first human invaders to brave the Piranha Swamps around the Amaxon delta met with a grisly end, but not at the teeth of the region's voracious predators. A Lizardman army from the City of the Moon ambushed the raiders as they picked their way through the swamps, for Lord Chuqa-xi had foreseen their coming. This eccentric Slann ordered the intruding warm-bloods captured rather than slain. They were brought to Tlaxtlan, and lobotomised in a bizarre ritual surgery. To this day, lobotomised humans serve in the armies of Tlaxtlan, drooling and incontinent, yet unflinchingly obedient to the will of Lord Chuqa-xi.

According to legend, the occupants of the City of the Moon were once renowned across the Lizardmen realm as astromancers and prognosticators without peer. Their observations of the moon and stars made for stunningly accurate predictions of future events. With the Great Catastrophe, however, the second moon came into being, composed of the pure stuff of Chaos, and their mastery was lost. The Chaos Moon is not subject to the universal laws that govern the movements of the world's original moon, instead orbiting according to no fathomable pattern.

Since the Great Catastrophe and the fall of the Old Ones, the Slann of Tlaxtlan have pondered the conundrum of the Chaos Moon. They have focused all of their prodigious energies towards pushing it out of the world's orbit, directing meteorites to strike it, and a hundred other methods of restoring their once great powers. Throughout the ages, however, other foes have demanded the Mage-Priests' attentions, distracting them from their task. Perhaps one day, when the powers of Chaos are defeated once and for all, the Mage-Priests of Tlaxtlan will complete their mission, and dispel the Chaos Moon.



XLANHUAPEC – CITY OF MISTS

Xlanhuapec was the second of the temple-cities to be built. The entire city is perpetually wreathed in banks of coiling mists. It is in fact entirely possible to trek straight by the city, passing within a dozen yards of its boundary stones without even noting its presence, so thick are the swirling vapours that enshroud it.

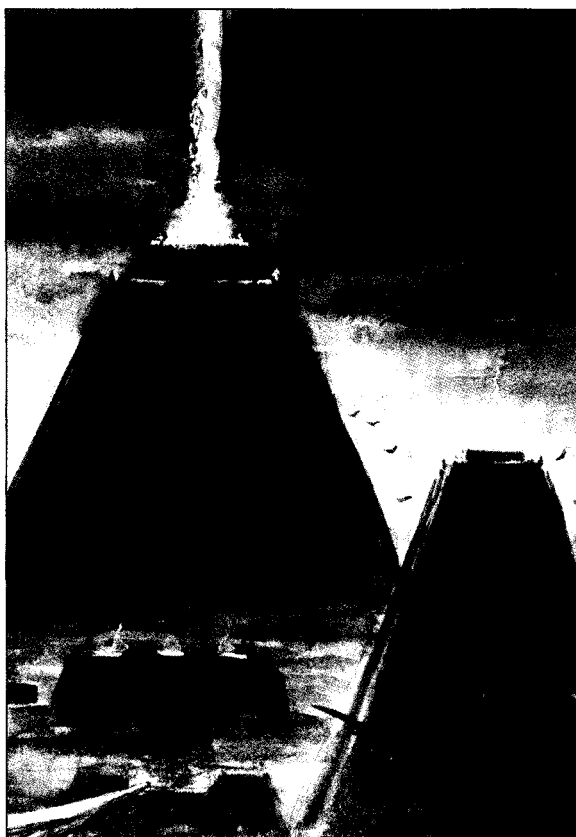
The Slann and Skink Priests of Xlanhuapec are especially skilled in the elemental magical arts, for the city occupies an auspicious alignment on the lines of power crossing the world. At all times, one of the city's Slann Mage-Priests maintains the shrouding mists that hide the city, chanting a grand spell that has remained uninterrupted for millennia. The Mage-Priest's words turn to creeping vapour even as they leave his lips, filling his chamber with cloying fog which spreads forth to encompass the entire city. The environs are said to be watched by magical beings made from water and air, summoned into existence by the magic of the Old Ones. These magical constructs are possessed of terrible strength and vitality near the City of Mists, but they soon dissolve to nothing the further they travel from it. Thus, an intruder heading south-west from the Mosquito Swamps would be wise to turn back the instant he glimpses in the corner of his eye some ill-defined figure tracking him through the half-light. Should he carry on, only a gruesome death in the all-encompassing mists awaits.

WITHIN THE TEMPLE-CITIES

Although most of the temple-cities were founded in the time of the Old Ones, they were not all built to a standard plan. Each one was laid out differently according to certain astral alignments. Thus Hexoatl is planned in line with important solar alignments, while Tlaxtlan is laid out according to alignments of the moon Men call Mannslieb and the Lizardmen call the Silvered One. 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 most prominent features of any temple-city are its pyramid-temples. Each pyramid is placed in alignment with one or more stars or planets, or some other celestial body. These are arranged around the central plaza and rise up in platforms, giving a stepped appearance. Steep staircases ascend the pyramid, one on each side. Within the pyramid-temples are sacred crypts and chambers reached through secret tunnels, and beneath the temples are labyrinths of passages where the Saurus Warriors dwell ready to defend the inner sanctums. The pyramid-temples are decorated with sculptures and sometimes painted in striking colours. These paintings depict aspects of Lizardman mythology and feature the symbols and totems of the many and varied gods.



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 pools infested with carnivorous piranha fish. These hazards act as defences for the city, trapping unwary foes who try 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 stelae covered in sculptured scenes and glyphs recording various events, myths or rituals important to the 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 musters before marching off to battle.

SKINK BARRIOS

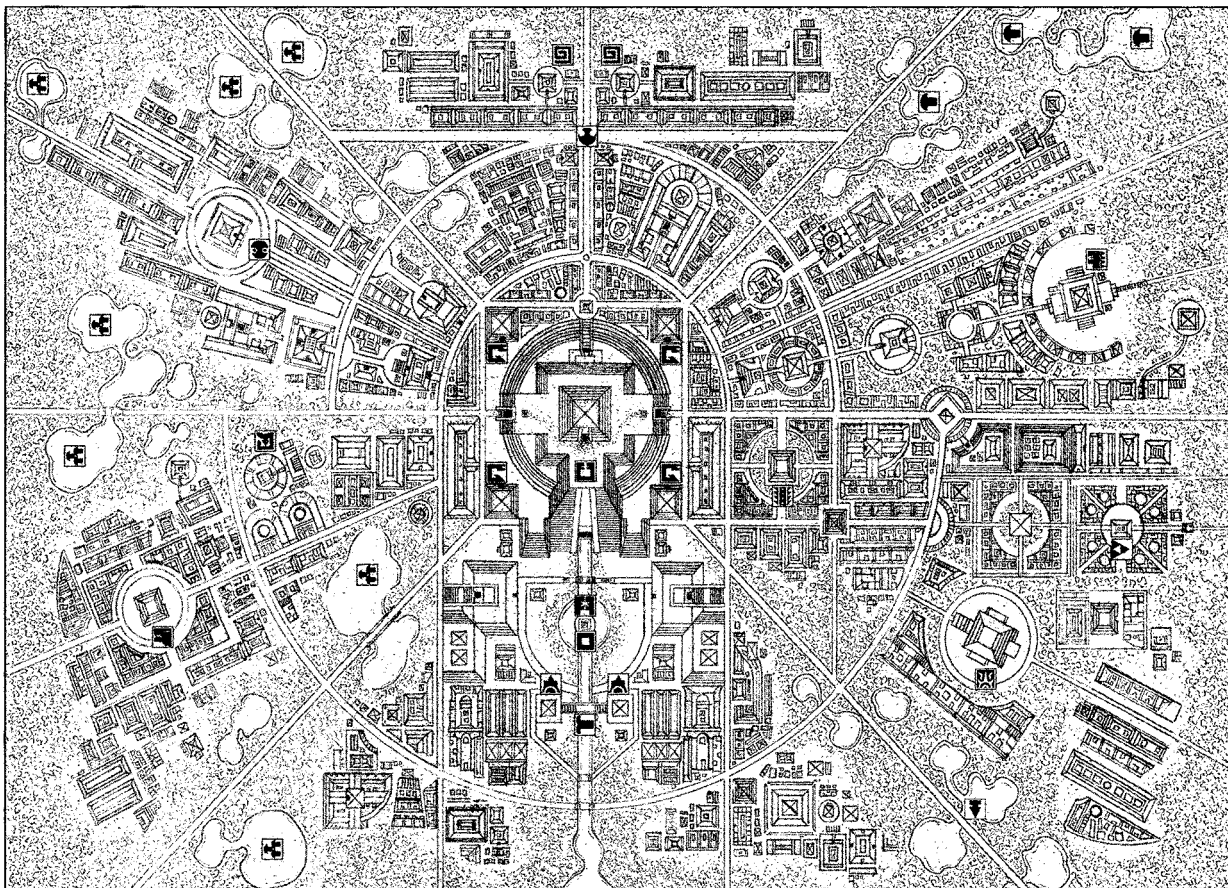
Here the Skinks live and pursue their craft of making the artefacts of Lizardmen civilisation. There are many types of craftsmen here: the makers of scrolls, beaters of copper, brewers of potions and the sculptors of glyphs, as well as workers and their overseers. The courtyards and workshops are full of activity. 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 HERMIT-LORDS OF AXLOTL

Each of the pyramid-temples of the ruined city of Axlotl is topped with an impossibly tall pillar made of the hardest obsidite. Atop each pillar sits a single Slann Mage-Priest, deep in meditation, his attentions fixed upon a distant star. These Slann never interact with each other or with any other Lizardmen, and gain sustenance through entirely magical means. They are protected from the raging jungle storms by a sphere of energy which glows all the brighter as the wind and rain lashes against it. Exactly what the Hermit-Lords await or seek in the distant stars is a mystery not even known to their fellows.

TLAXTLAN

CITY OF THE MOON, REVERED ABODE OF LUNAMANCERS, FOURTH CITY OF LUSTRIA



GREAT TEMPLE OF TLAZCOTL
The residence of the great Mage-Priest Lord Adohi-Tehga of the Second Spawning.

BLOOD SHRINES OF SOTEK
The site of mass sacrifices of the foes of the Lizardmen to satisfy the Serpent God's eternal thirst for blood.

BLESSED PYRAMID OF TZUNKI
Surrounded by placid waters through which its priests must dive to enter by its water-gates.

SHRINES OF TEPOK
Tepok is greatly honoured in Tlaxtlan. Five of the city's priests have been incanting a great spell within the central shrine for almost 1,000 years.

GREAT STATUE OF TLAZCOTL
All who enter Tlaxtlan must pass this mighty statue of the Old One Tlazcotl. It is said the statue's eyes see all and that none may pass with evil intent.

MORTUARY SHRINES OF THE HOLY
Here are interred the Relic Priests of Tlaxtlan, attended by their mortician-priests and Temple Guard.

DOMES OF HUANCHI
No light or sound penetrates the dome, that the Slann may meditate at the point of oblivion.

THE GUARDIAN
Tlaxtlan's safety does not rest solely with its warrior cohorts. This mighty device is capable of destroying the largest of foes with beams of arcane power.

ZIGGURAT OF QUETLI
In times of dire need the Mage-Priests gather in the ziggurat and combine their energies to create a dome of mystic energy capable of enveloping the city.

SUN TEMPLE OF CHOTEC
It is here the Saurus gather before marching out to make war, that Chotec's energy may invigorate them.

GATEWAY OF TLAXTLAN
The gateway was sealed during the Great Catastrophe, lest the raw stuff of Chaos spew forth. It is guarded by a cadre of the very largest Kroxigor, each encased in golden armour inscribed with protective wards.

TEMPLE OF ITZL AND CORRAL-ARENA
Here the great beasts of the jungle are turned to the service of the Lizardmen.

FLOATING GARDENS OF LOST XHOLANKHA
These drifting glades revolve in an eternal dance. The Slann contemplate there when the glades align into auspicious patterns.

BARRIOS OF THE WORKER
Around which toil 10,000 Skinks.

SPAWN-POOL OF THE GUIDE
So-named for the great number of Skink Priests spawned from its waters.

SPAWN-POOLS OF THE LABOURER
From these pools emerge the hardest of the city's Skinks.

SPAWN-POOLS OF THE WORKER
The most productive of pools, from which uncounted generations have emerged.

SPAWN-POOLS OF THE SENTINEL
These pools have not produced a new spawning in over 2,000 years, yet recently the dark waters have begun to glimmer deep within.

RUINED TEMPLE-CITIES

There are many reasons a temple-city might exist in a state of ruin. Most were lost during the Great Catastrophe, overrun and destroyed by the daemonic horde. Many cities lost in this way have since been recovered, while others remain so tainted by the Daemons' passing that they may never be habitable again. Some cities have fallen in the millennia since the Great Catastrophe, such as Quetza and Axlol, while others have simply been abandoned.

TLAX – CITY OF GHOSTS

The ruined temple-city of Tlax lies close to the Tarantula Coast, a stretch of coastline upon which seaborne invaders may land with relative ease. As a result of its location, only fifty miles or so inland, many intruders have come to Tlax. Very few, however, have left.

Tlax, called with good reason the City of Ghosts, is quite literally haunted by the far distant past. It is as if the calamitous events of the Great Catastrophe were etched into the very air itself, to be replayed, over and over, at the alignment of particular constellations. At certain times of day or night, spectral forms battle one another for possession of the city – mighty, ghostly Saurus marching to war against hordes of leering Daemons. Those treasure hunters who have witnessed such sights have fled screaming into the jungle, their sanity hattered, most falling prey to Lustria's many deadly threats long before reaching the safety of the coast.

THE RITUAL OF WORDS YET UNVOICED

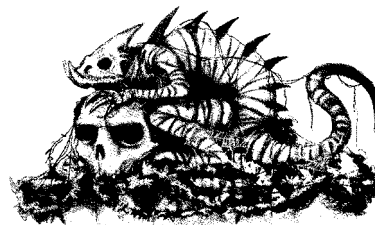
Every year on midsummer's day, the Lizardmen enact a mighty ritual atop the ruined Great Pyramid of Inscriptions in the temple-city of Tlax. A delegation of Mage-Priests, one from each of the extant temple-cities, congregates in the 'Chamber of Words yet Unvoiced' at the pyramid's apex.

Just before the sun rises, the Mage-Priests combine their vast powers, moulbing a potent invocation. At the ritual's climax, the great square before the pyramid is filled with ranks of insubstantial figures, and the ruined city and its tumbledown temples appear pristine once more. The figures are the ancient defenders of Tlax, as they were before they marched out to face the Daemons at the height of the Great Catastrophe. Though the Mage-Priests cannot communicate with the ghosts, they bestow upon them as much power as they can spare, so that the defenders might hold off the forces of Chaos that destroyed the city in ancient times.

And then the sun breaks over the horizon, and the ghosts fade away as the city returns to its ruined state once more. It is a matter of deep conjecture amongst the oldest of the Slann whether the ritual allows the defenders of Tlax to hold the city as long as they did, or whether the accumulation of power over the millennia may one day enable the past to be changed, and the temple-city to stand.

XAHUTEC – CITY OF ECHOES

Xahutec fell during the Great Catastrophe, when a portal leading to the dread Realm of Chaos was opened beneath it. Since that time, the Lizardmen made several efforts to refound Xahutec, ignorant of the curse still seething beneath the city's ruins. The Mage-Priests declared Xahutec 'lost forever' after the portal was discovered, and finally closed. Despite this proclamation, several Mage-Priests have attempted to re-found the city over the millennia, if only for a time. The last of these was Lord Tenoq, who inherited rulership of the cursed city after the death of the ill-fated Lord Zhul. Lord Tenoq did not reign long however, and the City of Echoes was abandoned for the final time shortly after. The temple-city remains empty to this day. It is said that the sound of the city's fall echoes through time and reverberates through its ruined avenues, a residue perhaps of the opening of the rift at the height of the Great Catastrophe.



HUATL – THE REAWAKENING

Huatl is a rare example of a temple-city that is in the process of being refounded, having stood ruined and nigh-empty for millennia. Three decades ago, a delegation of Mage-Priests from the nearby City of Mists agreed that the furtherance of the Great Plan required that Huatl be reawakened, and set out at the head of a mighty column of Skink artisans and Kroxigor workers to do so. To date, the city's reconstruction is at an early stage, yet the Great Temple has been rebuilt, and its Star Chamber now houses a Mage-Priest for the first time in an age. The jungle resonates to the sound of Skink artisans carving intricate stone reliefs. The ground trembles as huge stone blocks, borne upon the backs of Kroxigors, are dropped into place with incongruous precision.

CHAQUA – CITY OF GOLD

Chaqua is rightly called the City of Gold, for the flanks of its pyramids and temples, even the flagstones of its wide avenues, are lined with gold. Sadly, the precious metal is coated in the patina of millennia and the city is overgrown, for Chaqua fell to the plagues of the vile Clan Pestilens during the long war against the Skaven. To date, the Lizardmen have had scant success reclaiming the city, for the presence of the ratmen lingers there still.

The Lizardmen do not value gold for its beauty, but for its longevity, utilising it in the knowledge that it will remain uncorroded by the march of aeons. The Mage-Priests are

well aware, however, of the love the warmblooded races harbour for the substance. Many prophecies speak of the coming of Man to Chaqua and of the insatiable greed in his heart, yet the Slann have yet to connect this with the material from which the city is constructed. Because of the many warnings and portents, the ruined temple-city is guarded by hundreds of Skink sentinels. The jungles all around are haunted by Chameleon Skinks able to spend days on end motionless in the undergrowth, watching the jungle paths for any sign of intrusion.

QUETZA – THE DEFILED

The temple-city of Quetza survived the Great Catastrophe, but was abandoned for unknown reasons at some point before the coming of Clan Pestilens. Somehow, the Skaven penetrated the sprawling network of caverns beneath the city, caves resplendent with forests of majestic gleaming stalagmites and stalactites amongst which the city's Mage-Priests would contemplate the nature of the universe. How the vile ratmen gained entrance to Quetza's caverns remains a great mystery to the Mage-Priests, but it seems most likely, however implausible, that they dug their way up from tunnels even deeper below the earth.

Quetza formed the ratmen's greatest bastion throughout the long war between the Serpent God and the Rat God. During that time it was transformed into a sprawling, stinking warren, strewn with half-gnawed bones, rotting litter and rancid rat filth. Though Quetza was purged of its vile occupiers at the moment of Tehenhauin's victory, the city remains empty to this day. It is a place shunned by the Lizardmen, tainted beyond redemption by the diseases of the vile Skaven.

OTHER TEMPLE-CITIES

Many more ruined temple-cities languish within the sweltering, mist-wreathed jungles of Lustria. Some will stand entirely empty, not knowing the presence of the Lizardmen for centuries at a time. Others, though ruined, may be home to a small party of Lizardmen – perhaps a lone Skink Priest maintains a vine-choked fane, or a band of Chameleon Skinks keeps silent vigil from the tree line. In some cases a Mage-Priest might take up residence amidst the ruins, attended to by a small army of guards. Perhaps the Mage-Priest was spawned in the city before its fall, and is paying tribute to his former home before returning to his duties elsewhere.

Pahuax, the City of Ash was aged many thousands of years in an instant during the Great Catastrophe, yet its pyramids stand as a defiant testament to the power of the ancients. Southwards of Pahuax is to be found the wondrous Tlanxla, City of the Sky. Axlol, the Star City fell during the Great Catastrophe, but was briefly repopulated during the long war against Clan Pestilens. Its temples were reconsecrated and attended to by hundreds of Skink Priests, before being abandoned once more soon after the

THE SLUMBER OF THE DRAGON

When the Old Ones first came to the world, a yet more ancient race already dwelled there – the Dragons. As the world's orbit was shifted the Dragons retreated into hibernation, hating the warmth so beloved of the Old Ones. Many still slumber, awaiting a colder age, dreaming of a time when the creations of the Old Ones will be but a memory, and the Dragons will rule the skies once more.

Council of High Slann declared the coming of Sotek. Further south still, where the jungle gives way to the Culchan Plains, is to be found OyxI, the Eternal City. Though ruined, the city's Great Pyramid is still attended by Skink Priests. Many of the Skink fighters who guard them have mastered the carnivorous, flightless birds that roam the plains, patrolling far from the city upon their unusual mounts.

The Lizardmen may one day reclaim some of these cities. Others may be discovered by treasure hunters and ransacked of their gold. The loss of each city is keenly felt by the Mage-Priests, no matter that the loss occurred centuries ago. Each temple-city occupied a position on the vast network of geomantic power, the reservoir of arcane potential that can only ever be entirely restored with the re-founding of all of the original temple-cities. That task seems all but impossible, even to the Mage-Priests, who do not count such things as do the mortal races.



PLACES OF POWER

The temple-cities are far from the only structures rearing above the jungle canopy or languishing in the misty darkness beneath. The vast tracts of jungle are punctuated by hundreds, even thousands, of sacred sites, the crumbling relics of the long-lost age of the Old Ones.

Many of these sites occupy lesser nexus points in the geomantic web. Others serve a more obscure purpose, long lost even to the Mage-Priests.

It is these so-called 'places of power' that are more often the sites of battles between the Lizardmen and those who would invade their realm. This is because few intruders have the numbers, or are foolish enough, to launch a direct attack upon so large and well-defended a target as an intact temple-city. However, many of the places of power hide riches enough to attract invaders and treasure hunters, and so most are visited regularly by far-ranging patrols of watchful Skinks.

THE TREASURES OF LAKE XUHUA

Beneath the placid waters of Lake Xuhua lie untold riches gleaming invitingly in the shallows. Yet, any who attempt to recover the ingots and gemstones meet a grim end. The instant an intruder dives beneath the surface, he is trapped and finds himself unable to break the surface. He is condemned to drown pounding hopelessly on an invisible barrier across the surface of the water. The records of the Lizardmen state that the lake rose over and drowned a fabulously wealthy temple-city. According to the plaques this place was studded with gems of all hews. When the lake rose over the unnamed city, all of its occupants drowned, and no Lizardman has ever attempted to intrude there since.

THE STAR CHAMBER

At the apex of every temple-pyramid that is the abode of a Mage-Priest is to be found the Star Chamber. Within this sacred temple space the Slann aligns his thoughts to those of his peers, taking his place in the sublime communion. When not engaged in metaphysical debate with the other Mage-Priests, the Slann turn their attentions to the stars and constellations above, seeking signs in the heavens that foretell of the return of the Old Ones.

There are many of these chambers atop temple-pyramids both intact and in a state of ruin, in the temple-cities and a thousand other sites across Lustria. On occasion a Slann Mage-Priest will decide that a matter of particular import may only be considered with due clarity from within the Star Chamber of some ruined and overgrown pyramid deep in the jungle, perhaps many hundreds of miles distant. Thus, even the most ancient and decrepit temple may be the abode of a Mage-Priest, if only for a brief period once in a thousand years.

THE STELLAR PYRAMIDS OF THE SOUTHERN SKIES

These strange structures are the destination of many a Mage-Priest's pilgrimage, for to meditate in their shadow is to gain an understanding of divination surpassed only by the Old Ones themselves. Over the millennia, the pyramids have been the target of a great many Dark Elf raids, the Sorceresses intent upon reading the entrails of sacrificed prisoners in order to divine their own futures. None have liked what they have seen, for in every case the readings have foreseen a swift death at the hands of vengeful Lizardmen.



THE ZIGGURAT OF DAWN

This sheer-sided and imposing ziggurat pierces the jungle canopy and is visible for many miles around. At its summit is a fiery beacon that burns day and night, all year round. It is said that those who touch the fire and live are gifted with the power of the sun itself. This legend led the insane Dark Elf Prince Kharondhel to enact a perverse and blasphemous imitation of the ceremony of the Flames of Asuryan. What the twisted noble hoped to gain from this act can only be speculated upon, but all he found was a painful and gruesome death.

THE SENTINELS OF XETI

West of the Spine of Sotek Mountains, upon an arid coastal plain beyond the Chasm of the Condor, is to be found one of the strangest places in Lustria. The Sentinels of Xeti take the form of row upon row of monoliths, each dozens of yards high and covered in intricately graven patterns and shimmering green inlays. It is said that the Sentinels were erected at the order of the Mage-Priest Lord Arexibo of Itza soon after the Great Catastrophe. Their purpose is to listen for messages from the Old Ones, though to date none have been heard.

MARKS OF THE OLD ONES

Deep in the jungles of central Lustria are to be found a series of vast geometric symbols carved deep into the ground, each describing the stylised form of a creature of the jungle. From the ground, they appear as perfectly engineered earthworks, but their true form is said only to be visible to the eyes of the gods. No mortal who walks upon the surface of the world could ever perceive the patterns, and some say they are intended only to be seen by the enigmatic Old Ones themselves.

THE CITADEL OF DUSK

Upon an island off the southern-most tip of the continent of Lustria is the Citadel of Dusk. This High Elf garrison-port was built in the ninety-seventh year of the reign of the High Elf Phoenix King Morvail the Impetuous. Though the graceful structure is of Elven manufacture, it is constructed upon the site of a far older place of power. Though surely unaware of the fact, the High Elves, in occupying and defending the ancient site, are maintaining an important nexus point in the Great Warding.

The High Elves of Ulthuan maintain a number of similar garrison-ports across the entire globe. How many of these are active parts of the Great Warding is unknown to the Mage-Priests of Lustria, though undoubtedly each is a site of enormous magical power.

THE EMERALD POOLS

Several hundred miles to the north of Itza is to be found a place of power named the Emerald Pools. The pools take the form of dozens of placid, lotus-strewn ponds which glow with an eerie green, inner light. The pools are especially sacred to the Mage-Priests, each of whom makes a pilgrimage to them every century or so. No Lizardmen other than the Slann are allowed to enter the waters of the Emerald Pools, the Saurus, Skinks and Kroxigor under strict instruction to await their master's return at the pool's edge. The Slann spend many days in the Emerald Pools, the sacred waters replenishing their bodies and perhaps refreshing their ancient souls.

No intruder has ever penetrated the jungles around the Emerald Pools, even during the tumultuous years of the war against the Skaven Clan Pestilens. The only warmbloods that even know of the pools' existence are the savage human tribeswomen who haunt the jungles of the region, and these hold them in as much reverence as the Slann, bathing in the glowing green waters of life.



RUINS OF AN EMPIRE

Such places are to be found not only in Lustria, but across the world. More exist, but the Slann of Lustria have lost contact with them. The records tell of cities hidden in the jungles of the Southlands, though few of the older spawnings of Slann remain to rule them. To the east are the Dragon Isles, which were populated by Saurus and Skinks but never by Slann. If any dwell still in the islands, then they must have regressed to a savage state indeed without the guidance and wisdom of the Mage-Priests.

THE JUNGLE LOTUS

In hidden groves deep in the jungle, is to be found a plant so rare that an entire caste of Skinks is dedicated to locating and harvesting it. The jungle lotus is a plant of magical aspect that grows only in the wild, for not even the magic of the Slann can force it to grow elsewhere.

An intruder stumbling into a grove in which the jungle lotus grows will be overcome by the beady aromas, to drift into a dream of other planes of existence. His flesh will become one with the loamy soil from which the plant draws its sustenance. It is even said that the victim's very life essence is taken up into the plant as well, and is the source of its mystical nature.

The Lizardmen treasure the jungle lotus greatly, for it has a singular effect upon the metabolism of the Slann. Once a grove is located, the Skinks carefully gather a crop, from

which is prepared using secret methods a unique, magical concoction. This is burned in censers in the eternity chambers of the Slann, allowing them to enter the deepest of meditations. It is said that when they inhale the fumes of the jungle lotus the Slann shed the manacles of their earthly existence and their spirits soar free to the ends of the universe. Such spirit-journeys may take minutes or decades, with the Slann entirely unaware of how much time has passed in the physical world while they are engaged upon their quests for the Old Ones.

Aside from the Slann, the only creatures capable of inhaling the fumes of the jungle lotus without their spirit fleeing their body never to return are the Saurus Temple Guard. For this reason, the Slann's chamber is sealed airtight before the lotus is burned, and any Skink attendant seeking entry will only do so in the direst of circumstances.



GODS OF WAR

Many long, bloody millennia have passed since the collapse of the polar gates and the departure of the Old Ones. No living Slann Mage-Priest remains to speak of them and so they have passed from memory into legend. The enigmatic Old Ones have come to be regarded not as benevolent rulers of an order spanning the universe and the dimensions, but as distant, long-lost gods.

THE LOST GODS

With no first hand knowledge of the Old Ones, and with their records scattered and incomplete since the Great Catastrophe, the Lizardmen have but a fragmentary picture of their creators. The sacred plaques are replete with oblique and obscure references to various Old Ones and their deeds, and from these the Lizardmen have come to associate specific traits with individual Old Ones.

Tlanxa, for example, is an Old One described in many glyphs as the embodiment of the warlike nature of the Lizardmen, and a pair of matching glyph sequences in Hexoatl and Itza make reference to him riding to war in a mighty sky-chariot. Quetli is spoken of in the sacred plaques of Hexoatl as a warrior-god, being referred to in the Prophecy of Xhalo as the 'Protector of the True Way'. Xhotl, the Old One after which the temple-city is named, is described in every sequence that mentions him as the chooser of those destined for greatness.

As the Lizardmen have come into conflict with more and more races, those Old Ones associated with the martial aspects of the Lizardmen's nature have come to the fore.

VENERATIONS

Worship of the Old Ones is a highly ritualistic affair, but its exact form depends on the deity in question and the nature of the worshipper. The Mage-Priests, for example preside over all manner of ceremonies yet remain impassive throughout. A Mage-Priest might be carried to the high altar to officiate at a ceremony and remain in his meditation trance all the while, unaware or uncaring of events around him. It is the Skink Priests that actually carry out the many and varied observances, abasements and rites associated with each Old One. The Saurus too pay homage to the lost gods, though these single-minded warriors do so in their own, simple ways. They may heap the bodies of fallen enemies before a totem to the warrior-defender Quetzl for example, or swallow whole the still-beating hearts of the vanquished in honour of Tzcatli, he who grants strength to a warrior's arm. Even the Kroxigor make obeisance to the gods of the Lizardmen, the jungle resounding with low, rumbling chants as the sun rises.

Perhaps once, before the Great Catastrophe, the Lizardmen communicated directly with their masters, or had no need to do so at all, all their needs predicted and met. So long after the departure of the Old Ones however, the Lizardmen go to ever-greater lengths to enact the will

of their lost gods. A mighty force might march to war, crossing the entire continent because a particular alignment of the stars demanded it. A beaten enemy army, its back to the sea, might be spared complete destruction because a Mage-Priest perceived the will of the Old Ones in the pattern of a sandshark's footprints across the beach.

TEMPLE-BASTIONS

The temples in which the Lizardmen honour their gods take many different forms. The majority have stood since the time of the Old Ones, and many have been built upon over the millennia, layer upon layer of construction making the pyramid ever larger. Inside these temple-pyramids are a labyrinth of tunnels and chambers. Each is eminently defensible and its construction is proof against the most destructive of siege machines or determined of assaults. An attacker that managed to penetrate a temple-city would be faced with the task of besieging dozens of these bastions, each defended by hundreds of Lizardmen.

The appearance of these temples varies enormously. Though most are stepped pyramids, even these display much variety. In Chaqua, for example, the Great Pyramid and many other structures are made entirely of gold, though these are choked with vines for the city is long abandoned. The Temple of the Great Serpent in Itza appears from a distance to be made of terracotta – in reality it is coated in the dried blood of thousands of enemies that have been sacrificed upon its flanks.

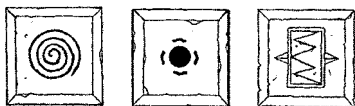
Some Old Ones are judged by the Slann more active or receptive to their prayers at certain times of the year, at the moment of particular celestial phenomena. At these times the temples are a hive of activity and ceremony. Great rituals are enacted and the air around the temple seethes with magical energies. Waves of sorcerous power pulse from the tops of the temples. The clouds above boil and churn and spectacular storms wrack the skies. It is said that if the correct obeisance is made, the Old One to which the temple is dedicated will hear the prayers of the Lizardmen and, should he find them deserving, grant them a portion of his immeasurable power.

SACRIFICES

In the centuries since the coming of the Serpent God Sotek, the Lizardmen have taken more and more to the sacrificing of enemy warriors they have defeated and captured in battle. By the ritual shedding of the blood of their enemies, the Lizardmen hope to prove themselves worthy of the blessings of the gods, demonstrating their continued dedication and commitment to the Great Plan. Some Mage-Priests believe it only proper that living beings give up their lives in this manner, for the Old Ones, the very creators of the world, sacrificed all at the moment of the collapse of the polar gates that the world might be saved from total destruction.

SOTEK – THE DELIVERER

The most significant sacrifice the Lizardmen have offered up to their distant gods was that which heralded the coming of the Serpent God Sotek. The war against the Skaven of Clan Pestilens lasted an age and the deeds and events that transpired in that time are the subject of much legend and hearsay. It is known that Tehenhauin, the Prophet of Sotek, offered up a vast number of Skaven captives. His followers slaughtered untold numbers of the vile ratmen in a ritual so potent the twin-tailed comet that had dominated the skies for centuries blazed overhead, heralding, they say, the coming of Sotek to the world.



Since that time, Sotek has come to represent the deliverance of the Lizardmen from those creatures that are the result of deviation from the Great Plan. Sotek is perceived as a mighty serpent that swallows whole the enemies of the Lizardmen, digesting them for millennia in his distended belly. It is Sotek that the Lizardmen invoke when they go to war against the servants of Chaos, and every temple-city has a large temple-pyramid devoted to him. In the aftermath of a momentous victory, the temple-cities resound to the chanting of the warriors and the ring of sacrificial blades striking stone altar blocks having sliced through the neck of a drugged captive. At the height of these ceremonies, the blood of the servants of Chaos gushes in torrents down the steps of the pyramid, to mingle with the waters of the great rivers.

THE DEPARTED

Though Sotek is the pre-eminent god of the Lizardmen, many others are venerated. Of some, very little is known. Xholankha is referred to only as 'the Lost', though all other references are vague and often contradictory to any but the deepest intellect. The name of Rigg, called the Outcast, is mentioned in a small number of glyphs. Highly unusually, this being is referred to in the feminine context, and in one glyph sequence referred to as the 'Mother of Kalith', a term with no known meaning to the Lizardmen. Some exist in name only, such as Conaxa, Inhamex and Yuxa, the sacred plaques naming these lost gods but providing no further details. It is probable others exist, and that not even the Mage-Priests know the names of all of the Old Ones.

After Sotek, around a dozen of the Old Ones are venerated as a second tier in the pantheon of Lizardmen gods. Amongst the most prominent of these are Chotec – Lord of the Sun, Tepok – god of magic and wisdom, and Potec – he who wards against the supernatural. Each of these Old Ones has temple-pyramids dedicated to them in many of the temple-cities, and entire armies invoke their names before marching to war.

Certain of these gods are associated with particularly martial qualities, and greater dedications are made to them at times of war. In addition to Sotek, Tlanxla and Xhotl, the warriors give praises to Tzunki – lord of water, agility and keen eyesight; Tlazcotl – the impassive, patient and determined; Huanchi – the Jaguar God of the earth and night, and Xapati, whose name is invoked before vengeance is called down upon a foe.

Beyond these, there are many other Old Ones to whom veneration is paid, perhaps less often or at specific times as dictated by celestial alignments. Itzl for example is the god of coldblooded beasts, who is said to grant those who ride Cold Ones and Carnosaurs dominion over their mounts. Xokha is the spirit of stone, the giver of strength, and the Arbiter of Duty. Uxmac is the messenger of the gods, who will one day return to the world, bearing the word of the Old Ones. Caxuatn is the predator, he who stalks the deep jungles, whose passing causes the beasts to become suddenly silent and the winds to become still.

To the Lizardmen, every single one of these beings is a sacred deity. Each played a crucial role in creation and in the maintenance of an empire that spanned both space and time. Though the Old Ones are lost, the Lizardmen remain ever vigilant for their return. Sacrifices and veneration are made that one day, the Old Ones might find their way home, and lead their children in the final battle to rid the world of the corrupting influence of Chaos. Only then can the empire of the Old Ones be rebuilt, space and time being moulded to the dimension-spanning Great Plan of the creator-gods.

THE ETERNITY CHAMBER

When a Slann Mage-Priest determines to enter the very deepest of trances and to send his spirit soaring to the furthest reaches of space and time, he retires to the Eternity Chamber. Here, he seeks to attune his mind to the will of the Old Ones, to follow the strands of their consciousness, to hear even the faintest echoes of their thoughts.

The Great Pyramid of every temple-city contains such a chamber, as do a number of the smaller temple structures aligned upon it. While the temple's Star Chamber is located at the pyramid's apex, so that the Slann might contemplate the stars above and the lofty thoughts of his fellows, the Eternity Chamber lies at the very heart of the mighty temple, beneath dozens, even hundreds of metres of rock. The thoughts of the temple-city's population are quietened, allowing the Slann Mage-Priest the peace he needs to gradually slow his metabolism, so that his heart eventually beats but once an hour.

Only when he has entered such a state can the Mage-Priest's spirit detach from his body, and soar free through the dimensions. Only then can the Slann hope to detect the distant, half-heard echoes of the voices of the Old Ones.

LANGUAGE OF THE GODS

The language spoken by the Lizardmen is incredibly versatile and rich. Every member of the race, from the Mage-Priests to the Kroxigor is spawned able to understand the words and associated concepts needed to fulfil their role. The words were bestowed upon the Lizardmen by the Old Ones themselves, that their servants might understand their place in the Great Plan. It is doubtful that the Old Ones used the language amongst themselves, however, communing instead by way of their god-like magical powers.



Only the Slann Mage-Priests know the entirety of the language, though they rarely speak it, communicating instead in the realm of pure thought known as the sublime communion. When a Slann does speak, it is generally to utter some command to a Skink attendant, who must record it accurately using the glyphs that form the written language of the Lizardmen. Attending to the oldest of the Slann may be dozens of Skink scribes, all expectantly awaiting but a solitary syllable from their master, though

he may never utter a word in their lifetime. When the Mage-Priests do speak it may be in words not uttered for millennia, and couched in impenetrable metaphysical terminology. The Skink Priests often debate the exact meaning for days, even weeks before acting upon a Mage-Priest's command.

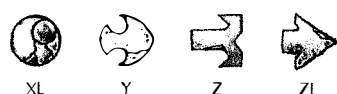
The language of the Skinks is spoken in staccato bursts; subtle inflections communicated by sharp hisses and alterations in the attitude and hue of the crest. The Skinks are capable of discourse on a wide range of subjects, for they are the artisans and administrators of the Lizardmen. In addition, it is the Skinks who deal with outsiders brought before their lofty-minded Slann masters, acting as intermediaries and translators, a task only the most nimble-minded of Skink Priests can hope to achieve.

The Saurus speak a more straightforward dialect, one entirely devoted to the art of war. Saurus Warriors have little use for speech themselves, but understand a range of commands that may be given to them in battle. Thus, the rank-and-file Saurus have no words for many mundane terms, yet can comprehend, and act upon, relatively complex battlefield orders.

The lowest of the Saurian dialects is that used when speaking to the Kroxigor. This relates to construction and war. In fact, many terms are interchangeable between the two, whether instructing a Kroxigor to use its club to clear a path through the undergrowth or through an entire regiment of enemy warriors!

PHONETIC GLYPHS

ALPHABET



NUMBERS



TEMPLE-CITY GLYPHS



ITZA THE FIRST CITY

Itza's glyph shows the Mask of the First, as worn by many of its Mage-Priests. The design of the mask echoes the death mask of Lord Kroak, first and greatest of the Relic Priests.



HEXOATL CITY OF THE SUN

Hexoatl's glyph shows the Lord of the Sun, Chotec, imparting his power and wisdom on the world below. The rays of the sun are also the wings upon which Chotec soars above the land.



TLAXTLAN CITY OF THE MOON

Tlaxtlan's glyph represents the 'Silvered One', the world's first moon.



XAHUTEC CITY OF ECHOES

Xahutec's glyph combines two elements – the pit, and resonance. This may be a prophetic reference to the rift that opened beneath the city during the Great Catastrophe, which ultimately made it necessary for the Lizardmen to abandon Xahutec permanently.



HUATL THE AWAKENING

The glyph used to name Huatl shows the Wheel of Continuance, conveying the notion of renewal and the cycle of life and death.



TLAX CITY OF GHOSTS

Several of the ruined temple-cities have glyphs that suggest their fate. The glyph of Tlax was once a stepped pyramid, but this was changed to show the Lizardmen's symbol for 'those beyond reach'. This is a subtly different notion to simply 'the dead', for it implies a permanence that does not translate well into other languages.



PAHUAX CITY OF ASH

Since its fall, Pahuaux has become known as the City of Ash, and this is conveyed in the city's glyph by the representation of flames.



TLANXLA CITY OF THE SKY

Tlanxla's glyph shows a reptilian wing, suggesting the Terradons and other creatures that flock about the city.



CHAQUA CITY OF GOLD

Chaqua's glyphs shows a gold ingot, which is also the symbol for 10 in the Lizardmen's numeric system.



QUETZA THE DEFILED

Quetza's glyph shows the symbol for 'the Lingering Death', for the city was not destroyed, but may never be reclaimed because of the lingering Skaven plagued.



AXLOTL THE STAR CITY

Axlotl's glyph shows the Lizardmen's symbol for 'the Point of Origin', a complex and subtle idea for a point distant in space, time and other dimensions.



OYXL THE ETERNAL CITY

The glyph for Oyxal shows a gate, a symbol used to denote a long journey achieved in an instant.



XHOTL CITY OF DESTINY

Xhotl's glyph incorporates the Lizardmen's symbol for 'prophecy', which has subtle undertones of instruction, teaching and steering.



CHUPAYOTL THE SUNKEN CITY

Chupayotl lies far beneath the waves, and this is represented in the glyph used to refer to it – the symbol for the surface of the deep sea.



XLANHUAPEC CITY OF MISTS

Xlanhuapec is surrounded by the Guardian Mist, summoned into being by the incantations of the Mage-Priests. The city's glyph is the Immortal Coil, representing the incantation that shall be spoken as long as Xlanhuapec stands.

SPOKEN LANGUAGE

Word (or part thereof)	Meaning	Word (or part thereof)	Meaning	Word (or part thereof)	Meaning
Ataxa	Plague/Curse	Hua	Hunt/Mist	Qua	Blood/Fate
Ata	Prophecy/Archive/Sequence	Huini	Small/Insignificant	Tehe	Scholarly/Knowledgeable
Ax	Chaos/Antithesis/Argument	Itza	First/One/Beginnings	Tli	Beast/Servant
Boq	Weapon/Hurt/Hit	Itz'xa'khanx	Ringed by Ocean (Elves)	Xa	Vengeance/Cold Rain
Botl	Permanence/Solidity	Kai	Ancient/Forgotten/Lost	Xapati	Flat/Stone
Cuaq	Learning/History	Kro	Dead/Sacred/Transcendence	Xlanax	Daemon/Outsider
Cho	Warm-blooded/Ignorant	Kha	Revered/Justified	Xho'za'khanx	Untamed Ones (Men)
Chaq	Hatred/Depth/Dark	Kor	Mighty/Impressive/Majestic	Xa'kota	Unnatural Spawn of the Rat (Skaven)
Chuq	Magic/Measured progress/Propel	Loq	Fierce/Danger/Death	Xili	Fire
Dro'ka'khanx	Those who delve (Dwarfs)	Lot	Slayer/Brave	Xiliquncani	Volcanic eruption
Gar	Attack	Mundi	Of the world/Natural	Ximni	Smoke/Suggestion
Goq	Forward/March	Nka	Captive/Unchanging	Xocibiki	Sustenance
Gor	Rend/Slash/Strike	Qu'itt	Gift/Sacrifice/Balance	Xla	Law/Thesis/Statement
Huan	Darkness/Deep jungle/Moon	Qu	Defend/Obsidian	Zec	Foe/Intruder/Thief



FORCES OF LUSTRIA

This section of the book details the forces of a Lizardmen army. It provides the rules necessary to use all of the elements of the army in your games of Warhammer. Every character and regiment is described, including some of Lustria's powerful leaders, such as Venerable Lord Kroak, Ancient Scar-Leader Kroq-Gar or Tehenhauin, the Prophet of Sotek. Any special rules that apply to a particular model are given here, including the rules for Slann Mage-Priests and their own unique powers.

SPECIAL RULE – COLD BLOODED

For all Leadership tests, models with the Cold Blooded special rule roll 3 dice and use the lowest two scores.

Any aquatic model with the Scouts special rule counts as being deployed out of sight if they are deployed within a water feature and more than 2" from its edge. They must still deploy 10" or more from enemy troops as normal.

SPECIAL RULE – AQUATIC

Models with the Aquatic special rule treat marshes, rivers, lakes or any other such water features as open terrain. They also benefit from soft cover while they are in such terrain features.

SPECIAL RULE – JUNGLE POISONS

All shooting attacks made by Skinks with non-magical missile weapons benefit from the Poisoned Attacks special rule, as described in the main rulebook.

DIFFERENT SIZED BASES WITHIN UNITS

It is quite common for a Lizardmen army to include units containing models with different sized bases – such as a Slann in a Temple Guard unit or one or more Kroxigor in a Skink unit – so it is worth some clarification as to how this affects ranks and rank bonuses.

The best way to handle rank bonuses is to count the model on the larger base as the same number of models that would normally occupy that space. So, a Slann in a Temple Guard unit would count as four models – two in each rank – when determining rank bonus (see example diagram below).

Furthermore, by the normal Warhammer rules, a rear rank cannot be larger than the one in front. Following the above principle, if there were two Kroxigors in a unit of Skinks, and only three Skinks were left in the front rank, one of the Kroxigors would have to move forward to the front rank.

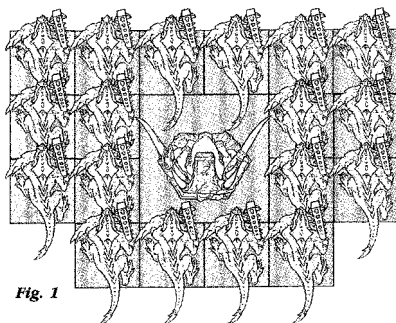


Fig. 1

Fig 1: This unit has a rank bonus of +2. The first rank consists of six models, the second and third ranks count as having six models because the Slann occupies the space of two in each rank. The fourth rank only has four models, too few to count towards the rank bonus

Fig 2: This mixed unit of Skinks and Kroxigors starts out with a rank bonus of +2. Even though it has lost a Skink from its third rank, this rank and the second still count as having at least five models in them because the Kroxigors occupy the space of two models in each. Later on in the battle, only six Skinks remain. These form the front rank, while the Kroxigor rank up behind them. However, if three more Skinks are killed, one of the Kroxigors has to step forward, because a unit's rear rank may not have more models than any other rank.

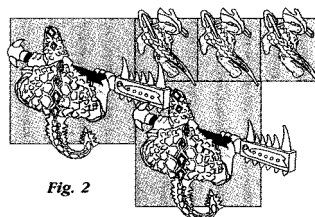
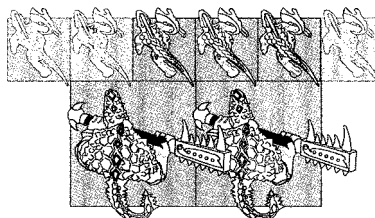
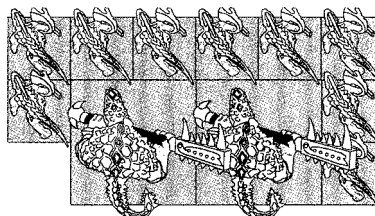


Fig. 2

SLANN MAGE-PRIESTS



The Slann are the favoured servants of the Old Ones. Possessed with considerable intellect and magical abilities, they rule the Lizardmen as a caste of venerated Mage-Priests. Their large, bloated bodies resemble toads of the kind that inhabit the tropical rainforests of Lustria. Their heads are large to match the mighty intellect held within, and their eyes are bulbous and all seeing. They have long arms and multi-jointed fingers, a flick of which can engulf their foes in writhing flames. Enemy wizards find the mightiest of their incantations unravel before them as the Slann contemptuously waves his hand. A single nod from a Mage-Priest can even cause the extinction of a whole city.

Slann can live for many thousands of years and perceive the passage of time differently to the short-lived mortal creatures of the world such as Elves. The minds of the Mage-Priests are constantly pre-occupied with deep thought and Slann regularly slip into extended periods of contemplation that can last decades, or even centuries at a time. They sit unmoving on huge stone palanquins that float by means of sorcery and long lost science. No Slann has touched the Chaos-contaminated ground since the fall of the polar gates. To an outsider a Slann appears asleep when in such a meditative state, with signs of life limited to a very slow breathing and the occasional blink. The Slann themselves are far more aware of the universe than any realise. They look at the world with cold, unreadable eyes, seeing the disorder that thrives throughout the lands. They work to counter the imbalance of Chaos,

hoping for the day when the Great Plan is complete and the Old Ones return for their lost children.

Privileged Skinks attend upon the Slann, patiently waiting for the ancient beings to stir from their trances, recording any prophecy or proclamation that is uttered, whether verbally or telepathically. These Skinks never leave their master's side and know of no life besides attending upon the Slann. It is seen as the highest honour to serve a Mage-Priest thus. In battle, these Skinks are fiercely protective and slash with concealed blades at any who dare touch their lord.

All of the Slann Mage-Priests alive today are the same ones that once served the Old Ones, though all were spawned on this world after their masters' arrival. Those few Slann that travelled to the world from across the stars have long since passed from the world. There were five spawnings of Slann, created by the Old Ones after their arrival, and none have been spawned since their departure. Without the Old Ones there can be no more spawnings to replace those that perish. The Slann are a dying race, slowly heading for extinction.

Each of the spawnings of Slann Mage-Priests had a particular role to play in the Great Plan of the Old Ones and each wields unfathomable power. Much of this power is purely instinctual, for the Slann are naturally gifted and inherently magical beings, and their grasp of the Winds of Magic is unparalleled. Since the fall of the polar gates and the creation of the vortex by the Elves, much of the magical energy in the world has been contained. The Slanns' powers are now a mere shadow of their former glory, but the Mage-Priests remain the undisputed masters of the magical arts.

ULHA'UP – VOYAGER IN THE RAIN DROPS OF ETERNITY

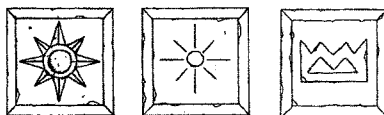
Lord Ulha'up was a Slann of prodigious power, but he was also quite mad. He determined to explore the world, his attendants spreading the word of the Old Ones wherever he went. He believed that the rest of the world was spiritually and physically corrupt, and that were he ever to touch anything of that world, his own powers would be grounded and corrupted also. Everywhere he went he travelled on his palanquin, a long train of other such platforms bearing supplies behind. When this became damaged in a battle, his Temple Guard lifted him up upon their shoulders, and a litter was made of crude branches, to carry him onwards.

Ulha'up has long since passed beyond the sublime communion, and so the Mage-Priests of Lustria have no idea where he may be, or even if he still lives. Perhaps one day he will return to Lustria, having spread the wisdom of the gods far and wide. Most of the Slann doubt this.

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

MAGIC

Slann are Level 4 Wizards, and use spells from any one of the Lores in the Warhammer rule book.



SPECIAL RULES

Cold Blooded; Disciplines of the Ancients; Unit Strength 3.

Shield of the Old Ones: Slann are protected by potent magical defences that give them a 4+ ward save.

Guardians: In battle the Slann Mage-Priest rides upon his floating stone palanquin, and is often accompanied by the utterly resolute Saurus Temple Guard. The Temple Guard form a solid block of reptilian sinew through which an enemy wishing to attack the Slann Mage-Priest must first fight. When joined to a unit of Temple Guard, a Slann is always placed within the second rank. See page 41 for further details of how to handle this. A Slann placed in the second rank may still act as normal (he may cast spells, use magic items, act as a general, army banner bearer etc). The Slann Mage-Priest's palanquin allows it to float up to cast its powerful magic before dropping back within the protection of its unit. Because of this, the his line of sight is worked out as if the Mage-Priest himself was a large target. In addition, as long as the Slann has no enemy models in base-to-base contact, it may still cast magic missiles even if his unit is engaged in close combat. If the Slann joins any unit other than Temple Guard, it is placed in the front rank as normal.

DISCIPLINES OF THE ANCIENTS

Slann Mage-Priests are impossibly ancient beings, and many, in particular those of the earlier spawnings, are possessed of prodigious abilities. Such powers are not merely spells or other temporary effects, but intrinsic states of mind attained over countless years of contemplating the hidden truths of the universe.

A Slann Mage-Priest must take between one and four Disciplines of the Ancients from those described on this page. at the points cost listed in the army list at the back of this book. You cannot take the same discipline for a single Mage-Priest more than once, but different Mage-Priests in the army can have the same disciplines if you wish.

Focus of Mystery

Through millennia of study, the Mage-Priest has gained total mastery over one aspect of the art of magic.

Instead of choosing spells normally, choose a single lore from the Warhammer rulebook. The Mage-Priest knows every spell in that lore.

The Focused Rumination

So attuned is the Slann's mind that he is able to focus power as an extension of his normal bodily processes.

When the Slann casts a spell, a 'free' power dice is added to the attempt. This can cause an irresistible force or a miscast as normal, and can cause the Mage-Priest to roll more dice than normally allowed.

Transcendent Healing

When wounded, the Slann's sheer force of will literally recombines his body.

The Mage-Priest has the 'regenerate' special rule.

The Harrowing Scrutiny

Within the Slann's gaze shines the cold-blooded scrutiny of the Old Ones.

The Mage-Priest causes Terror, as described in the Psychology section of the Warhammer rule book.

Higher State of Consciousness

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

Only magical attacks have any effect upon the Slann.

The Becalming Cogitation

The Slann Mage-Priest is able to reach out with his prodigious mind, and smother the spells of a puny warm-blooded wizard.

At the beginning of the enemy's Magic phase, before any spells have been cast, nominate one enemy Wizard within 24" of the Mage-Priest. Any power dice that roll 6 made by that Wizard are discarded, and do not count towards an irresistible force result.

Unfathomable Presence

So alien are the Mage-Priest's thought patterns that enemy wizards cannot perceive him to engage him in magical duels.

The Mage-Priest has Magic Resistance (3).

Soul of Stone

The Slann Mage-Priest's spirit is hardened against the ill effects of magic.

The Mage-Priest may re-roll results on the Miscast table. He must accept the re-rolled result.

SAURUS LEADERS

The Saurus were created purely for war; it is the sole reason for their being and they are entirely single-minded in their role. Though slow to react, the Saurus are not dim-witted or simple – they know everything there is to know about fighting, but care for nothing else. In times of conflict, Skinks defer to the Saurus, and they in turn defer to the oldest of their kind, for combat is their realm, and they have an instinctive understanding of battle tactics and warfare that is second to none.

The Saurus Scar-Veterans and Oldbloods are ancient beings, some having been alive for several thousand years. Indeed, it has never been known for a Saurus to die of old age. The longer Saurus live, the tougher and more ferocious they become. Their scales become thicker and harder, and their sheer physical presence encourages the younger Lizardmen to greater acts of savagery.

The most obvious sign of a Saurus's age is the multitude of battle scars, burns and tooth marks criss-crossing its body – all wounds earned executing the plans of their masters. Many Scar-Veterans and Oldbloods bear markings that indicate one or more of the inscrutable Lizardmen gods favours them. These markings may be a subtle change in the hue of their crests or more obvious signs, such as a pale or even albino skin tone. These most favoured of Saurus are destined to become mighty heroes and leaders of the Lizardmen armies.

Saurus leaders are often attended to by scores of Skinks so that their every thought can be directed towards the impending battle. These servants will secure bronze armour plates and otherwise help prepare them for battle. The Skinks will often daub warpaint and adorn the Saurus with oils, precious metals, the shrunk heads of sacrificed foes and other such grisly trinkets. This not only marks the status and rank of the Saurus leader but also serves to warn the enemy that the vengeance of the Old Ones, made manifest in over eight feet of savage reptilian muscle, has come for them.

Throughout many long years of constant warfare, the Saurus of the same spawning are reduced in number through casualties in battle. Those few Saurus who have alone survived from amongst their spawning are inevitably the most fierce and resilient of their kind. These Saurus veterans are without mercy and capable of slaughtering entire regiments in terrifying acts of savagery. With lethal efficiency, these cold-blooded killers dispatch their foes, each and every movement a killing stroke. There is no finesse to the massacre – the enemy are quite literally torn apart limb from limb.

When a Saurus leads an army, a number of his peers may be given specific tasks to perform on the battlefield. Thus the enemy must face a resolute wall of scale and muscle, bolstered at key points by the mightiest warriors of the Lizardmen race.



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

SPECIAL RULES

Cold Blooded; 5+ Scaly Skin (Scar-Veteran); 4+ Scaly Skin (Oldblood).



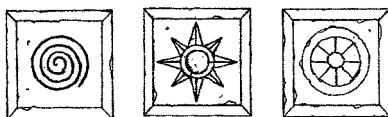
AGE MARKINGS

As Lizardmen, in particular Saurus, grow older, the scaly skin on their backs becomes harder and some plates ossify completely. Their scales become paler, taking on a tinge of white, a marking considered blessed by the Old Ones. The natural armour of the Lizardmen therefore improves with age, making the hoary old veterans harder to slay in battle, their scales thick and covered in lethal protrusions.

SAURUS WARRIORS

Saurus Warriors are vicious predators whose very bodies have been created to maximise their fighting potential in close combat. They have bony crests and tough, scaly hides that can turn aside all but the surest of sword strokes. Saurus carry large weapons fashioned from obsinite, bronze and precious metals, adorned with vicious barbs and hooks that rend and tear their enemy apart. Even unarmed, Saurus Warriors are formidable foes, with sharp claws capable of tearing out throats and a powerful tail that can smash a man's ribcage. Their vicious bites can break or even sever limbs. If not killed outright, an enemy will most likely succumb to a tropical infection and fever in the days that follow.

The Old Ones cultivated this race of reptilian warriors, though whether they brought these soldiers with them or if they adapted them from life forms that already dwelt within the primordial jungles is not clear. Saurus are brutish yet disciplined creatures with minds that register little emotion except crude, single-minded savagery. They can use simple weapons but are unable to master more complex devices, and their language is little more than growled commands. In the prehistory of the world, before the time of Elves and Dwarfs, the Saurus marched forth and pacified the lands, exterminating entire species as part of the Old Ones' plans as well as acting as the guardians of the temple-cities and their Slann masters.



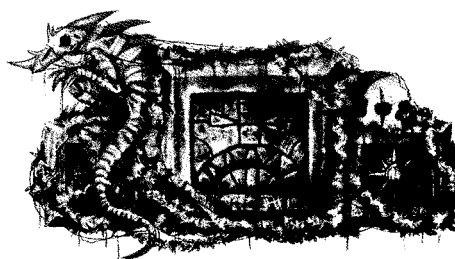
Saurus are spawned in dark pools in the caverns beneath the temple-cities. From the moment they crawl from the spawning pools, they instinctively know how to fight and conduct warfare. Saurus that are spawned together stay as one cohort through life. They share a bond that is only severed in death, and when not in battle these groups tend to feed and dwell together in their caverns. These warriors share a common mindset. They act not individually but as a whole, each knowing his place and his role in battle. Many are the accounts of the Saurus launching perfectly timed ambushes and manoeuvres, even when it might seem to an outsider that there was no communication amongst the Saurus themselves.

When the Lizardmen march to war, it is the Saurus who make up the bulk of the army. Rank upon rank of savage, yet precisely drilled warriors form the army's core. The entire battle line bristles with polished obsidian spears or viciously spiked clubs and blades. The Saurus bear shields made of the cured hides of the largest of jungle beasts. They march to the beat of pounding drums beneath totems that are altars to the glory of the Old Ones. The very act of battle is thus fitting tribute to the long-lost masters of the Lizardmen.

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

SPECIAL RULES

Cold Blooded; 5+ Scaly Skin.



THE OLD ONE CHOTEC – LORD OF THE SUN

Chotec is associated with the sun, and it is said that his followers are imbued with great vigour and energy.

Hexoatl, the Solar City, is aligned so as to harness the power of the sun, within which Lord Chotec is sometimes said to reside. It is no coincidence that the city's ruler, Lord Mazdamundi is so vigorous in his prosecution of the Great Plan of the Old Ones.



COLD ONE CAVALRY

On occasion, spawnings occur that produce Saurus Warriors with different natural abilities to their brethren. It is said that the Old Ones foresaw the future, and could predict when warriors with particular skills would be needed, and so the seemingly random spawnings are all part of the Old Ones' careful calculations. These spawnings are regarded as blessings from the Old Ones themselves, sent to aid the Slann in their sacred duty.

One of the spawnings that has become more common in the temple-cities in recent decades is the birth of Saurus Warriors with the instinctive ability to control the Cold Ones. Powerful mounts for those able to ride them, Cold Ones are foul tempered and dim-witted. It is said that it is the blessing of the Old One Itzl becoming manifest in the jungles that allows these Saurus to ride Cold Ones, and an indication that such fast-moving warriors will have an auspicious role to play in the coming wars.

Cold One cavalry have superior senses to help them track their prey. A superior sense of smell and taste allows them to detect the scent of warm-blooded prey, even over the powerful stench of their mounts. Drawn to the scent of blood, packs of Cold One Cavalry can spend days trailing the enemy, keeping downwind of their quarry. That the Saurus can, to some degree, control the natural bloodlust and short attention span of the Cold Ones during this time is testament to their force of will.

Cold One Cavalry have an innate aptitude for mounted warfare. Sharp dewclaws act as natural spurs allowing the Saurus to grip the flanks of their reptilian steeds, leaving them free to carry spear and shield. When the Cold One Cavalry charge they come crashing through the thick undergrowth, smashing into enemy regiments with a force sufficient to slay even the mightiest of foes. Wholesale butchery quickly ensues as Saurus and Cold One alike revert to their more bestial nature.

When the Lizardmen army is fully arrayed for battle, the Cold One Cavalry will often take position at the extreme flanks. As the enemy advance upon the main body of the Lizardman army, the Cold One cavalry begin a wide flanking manoeuvre. As the enemy close on the Lizardmen's main battleline the cavalry will burst forth, smashing into the foe's exposed sides. Thus faced with the Saurus infantry to the fore, and the cavalry to their side, most enemies will flee, or be slaughtered in a cold-blooded frenzy. At other times, the cavalry are kept in reserve, to launch a devastating counter-attack at the climax of the battle. The thunderous charge of the Cold Ones has turned the tide of many a battle, and accounted for untold number of warm-blooded intruders.

	M	WS	BS	S	T	W	I	A	Ld
Cold One Rider	4	4	0	4	4	1	2	2	8
Champion	4	4	0	4	4	1	2	3	8
Cold One	7	3	0	4	4	1	2	1	3

SPECIAL RULES

Cold Blooded; 5+ Scaly Skin; Fear; Stupidity.

Thick Skinned: The scaled hide of the Cold Ones gives a +2 bonus to their rider's saving throw instead of the normal +1 save given to cavalry models.



THE HORNED ONES

There exists in the deepest jungles a rare breed of Cold One referred to as the Horned One. These beasts breed within dank caverns, emerging into the rainforests to hunt. They are startlingly aggressive and extremely territorial, so much so that they will take on any other beast they perceive as a threat, no matter its size.

Very few Lizardmen are able to ride a Horned One, and only then a beast that has been reared with great care from hatching. It is said that to master such a beast, a warrior must be blessed in the sight of the Old One Itzl. Such warriors are extremely rare and are often spawned alone. Those especially favoured by Itzl may sport massive crests upon their heads, marking them out from the moment they come forth from the spawning pools. Truly, these riders are great warriors, fated to perform mighty deeds in the holy name of the god of beasts.

TEMPLE GUARD

The Temple Guard are an uncommon spawning of Saurus created to protect the Slann Mage-Priests and the temples in which they dwell. They are armed with massive ceremonial halberds and shields festooned with sacred glyphs and gruesome trophies. Their bodies are clad with armour plates created from the strongest bronze and they have an unshakeable resolve to guard the Slann Mage-Priests at any cost.

It is said that many of the Temple Guard are as old as the temple-cities and the Slann they protect. When in battle these stoic warriors stand sentry, silent and motionless. They can maintain their sleepless vigil for centuries, as still as statues, thick layers of dust settling upon their reptilian forms. The chambers of the Slann Mage-Priest are protected by the most powerful individual of the spawning, the Revered Guardian, who silently watches all granted an audience with the Slann. Even the Skink Priests approach with skittish caution for the Guardians react to any perceived threat with savage violence.

The warriors of the Temple Guard are adorned with distinctive helmets fashioned from the skulls of Lustria's great predatory beasts. These bear horns and crests that enhance the warriors' already fearsome appearance. The Skink Priests believe that the spirits of the Temple Guard are bound to these skulls. Should a Saurus fall in battle their helmet is salvaged by Skink attendants and placed within the inner sanctums of the temple-pyramids. There they remain, amidst the most holy and venerated of the sacred relics, until a new generation of Temple Guard are spawned. It is believed that when a new Saurus inherits one of these ancient heirlooms it imbues him with a portion of its predecessor's strength and power. In this way the Temple Guard can continue to protect their masters for all eternity.

The Saurus perceive the Slann as the living embodiment of the temple-cities and they protect both with relentless determination. When foreign armies trespass within the city realms, the Temple Guard march to face them before the temples are defiled any further. When the Slann Mage-Priests take it upon themselves to face the enemy, their stalwart bodyguard stay close by. In battle, the Temple Guard oppose any enemies that would threaten their masters. Not for these warriors the reckless frenzy of bloodlust, for such a thing would jeopardise their sacred duty. They are instead utterly focused, and they slaughter the enemy with a cold methodical fury, at all times positioning themselves between the enemy and their ward. Heedless of injuries they ignore even mortal wounds, continuing to execute their sacred task until death finally claims them. The Temple Guard crash their magnificent halberds into the enemy, cleaving foes apart whilst viciously toothed shields slash open ribcages. Only with the complete destruction of all intruders will the Temple Guard retire to the inner sanctums of the temple-cities to stand vigil once more.

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

SPECIAL RULES

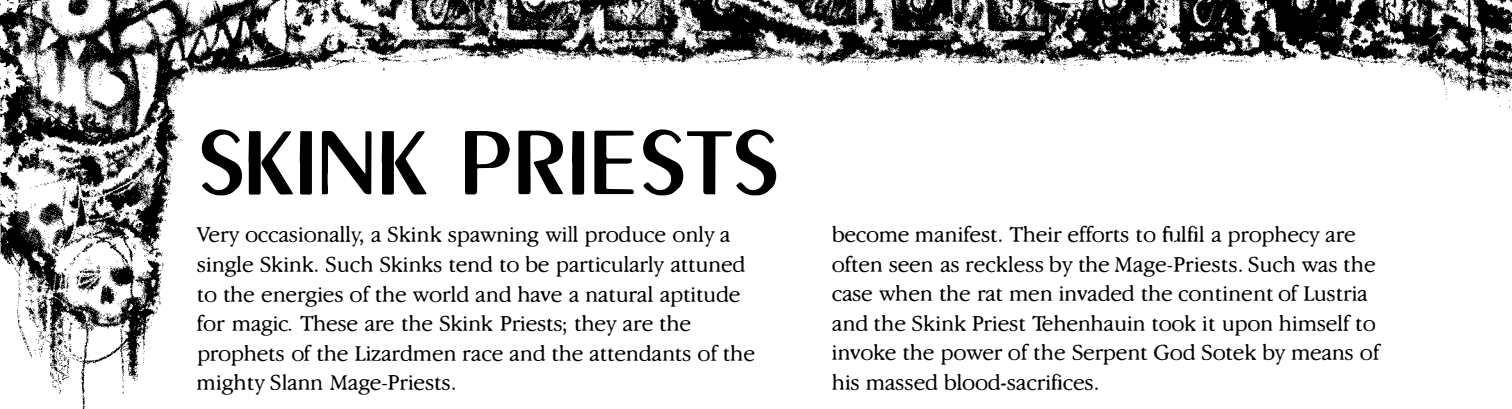
Cold Blooded; 5+ Scaly Skin.

Sacred Duty: Each Slann Mage-Priest must join a unit of Temple Guard when both are present in the same army. Each unit of Temple-Guard may only be joined by a single Slann. The Slann cannot leave this unit – the Temple Guard are spawned to protect the Slann and their temples, and they will not leave their charge for anything, even if the Slann might wish them to! While there is a Slann Mage-Priest within the unit, the Temple Guard are Immune to Psychology and Stubborn, as described in the main rulebook.

THE OLD ONE QUETZL – THE PROTECTOR

The servants of Quetzl are resolute and tough, as befits the chosen of a warrior god. Quetzl is venerated as the protector, and Lizardmen spawned under his star are often gifted with bony crests and especially thick hides. It is hardly surprising that foremost amongst those who honour Quetzl are the Saurus Temple Guard.





SKINK PRIESTS

Very occasionally, a Skink spawning will produce only a single Skink. Such Skinks tend to be particularly attuned to the energies of the world and have a natural aptitude for magic. These are the Skink Priests; they are the prophets of the Lizardmen race and the attendants of the mighty Slann Mage-Priests.

Skink Priests are amongst the most intelligent of their kind and theirs is the task of enacting the instructions of the sacred plaques left behind by the Old Ones. These writings can refer to many things – the destruction of a city, the recovery of a lost artefact or the birth of a mighty warrior. This is a great responsibility and one that weighs heavily upon the Skink Priests. Perhaps more importantly, they interpret the will of the Slann. This is rarely straightforward and Skink Priests often argue about the true meaning of their master's typically cryptic commands – a meaning that may not become apparent for a thousand years or more years.

The Slann are slow to react and may contemplate decisions for centuries at a time. It is forbidden to disturb a Mage-Priest in any but the direst of circumstances. In the absence of the Slann's guidance it is left to the Skink Priests to act as caretakers for the temple-cities and ensure that the Old Ones' Great Plan comes to fruition. Unlike their Slann masters, Skinks are impatient beings and take a more proactive role in ensuring that the prophecies

become manifest. Their efforts to fulfil a prophecy are often seen as reckless by the Mage-Priests. Such was the case when the rat men invaded the continent of Lustria and the Skink Priest Tehenhauin took it upon himself to invoke the power of the Serpent God Sotek by means of his massed blood-sacrifices.

In battle the Skink Priests act as the eyes and ears of the Slann. The Slann are powerful telepaths and can perceive the world through the Skink's senses. Though the Skinks cannot manipulate the Winds of Magic anywhere near the extent of their Slann masters, they still possess considerable magical power. They focus energies through staffs that are, much like their bodies, adorned with glyphs and symbols of power. Skink Priests channel the fury of nature itself and unleash it at the enemies of the Lizardmen. The sky above roars as lightning bolts strike from the heavens, smiting whole regiments in a blinding flash of arcane power.

On urgent occasions, a Skink Priest will have to undertake an expedition without the guidance of a Mage-Priest. This mission will often be undertaken alongside a Skink Chief experienced in the ways of war. The Priest and the Chief thus work together to further the plans of the Old Ones, at least until such time as a Mage-Priest is awakened to lead the army in person.



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

MAGIC

Skink Priests are level 1 or 2 wizards, and use spells from the Lore of Heavens.

SPECIAL RULES

Cold Blooded; Aquatic.

Channelling: A Mage-Priest has the ability to take over the mind of a Skink Priest in order to cast a spell through its minion.

The Slann can channel a magic missile spell through any Skink Priest within 24". The spell is cast as if the Slann model was where the Skink Priest model is. Any miscasts affect the Slann as normal.

The Skink can cast his own spells in the Magic phase using his own power dice.

"Pass me another Itxi grub."

Last words of Lord Ztlotec, to his chief attendant, the Skink Priest Xbili'Zkuki

SKINK CHIEFS

Those Skinks that prove themselves in battle or who enter the world already marked out for greatness are taken aside into the confidence of one of the Skink Priests. Many of these Skinks bear the title of Chief and they speak with the authority of the Skink Priests. Whilst the Skink Priests attend to the prophecies and the smooth running of the temple-cities, the Chiefs act as the overseers and wardens for the many patrols that operate throughout Lustria. It is the responsibility of the Skinks Chiefs to lead these patrols, and they must operate at all times, not just in times of war. They are the sentinels and the watchers of the jungle and it is their prime responsibility to discover the presence of any intruders and, where possible, to eliminate the threat. The Chiefs are aggressive compared to most Skinks, but their role is not to sacrifice themselves in battles they cannot win, but to awaken the Saurus should an interloping force arrive in great numbers. The Skink Chiefs then guide the Saurus Warriors and other fighters to their quarry, and the intruders are, invariably, swiftly eliminated.

The Skink Chiefs act as the right hand of the Skink Priests, loyally obeying them. The Skink Priests occasionally have need of warriors who can obey complicated instructions in a discrete manner, something beyond the mental capabilities of the brutish Saurus. The Skink Chief may be entrusted with sacred relics or tasked with the fulfilment of some specific destiny. This may be the recovery of a lost artefact or the assassination of a specific foe. It is not uncommon for the Chief to lead a small scouting force to aid him in his appointed duty.

Occasionally the rise of a great warrior is foretold in one of the many prophecies and the Skink Priests keep a careful watch out for spawnings showing unusual markings. The most distinctive of these markings is a large red crest, a clear sign that the Skink bears the favour of the Serpent God Sotek. These Skinks are treated with a mixture of awe and trepidation, for such warriors are only sent to the Lizardmen in times of great need. Red-crested Skinks are the bravest of their kin and they do not shy from combat. The fury of the snake god flows in their veins and they kill without mercy, their thirst for battle as insatiable as Sotek's appetite for blood. Many warmbloods have met a grisly demise at the hands of these Skink Chiefs.

When fighting as part of a large Lizardmen army, the Skink Chiefs fulfil a number of vital roles. The most important of these is to bolster the battlelines of the Skinks, providing leadership and encouragement as the enemy approach, for the Skinks, though utterly dedicated servants of the Old Ones, are not mighty or confident warriors. At times the Skink Chiefs will lead smaller war parties of Skinks forward of the main Lizardmen battleline. These are tasked with disrupting the enemy's advance by casting their poisoned javelins into his flanks or feigning advances and retreats. This is a dangerous duty, but one that the Skink Chiefs are supremely confident in leading.

	M	WS	BS	S	T	W	I	A	Ld
Skink Chief	6	4	5	4	3	2	6	3	7

SPECIAL RULES

Cold Blooded; Aquatic; Jungle Poisons.

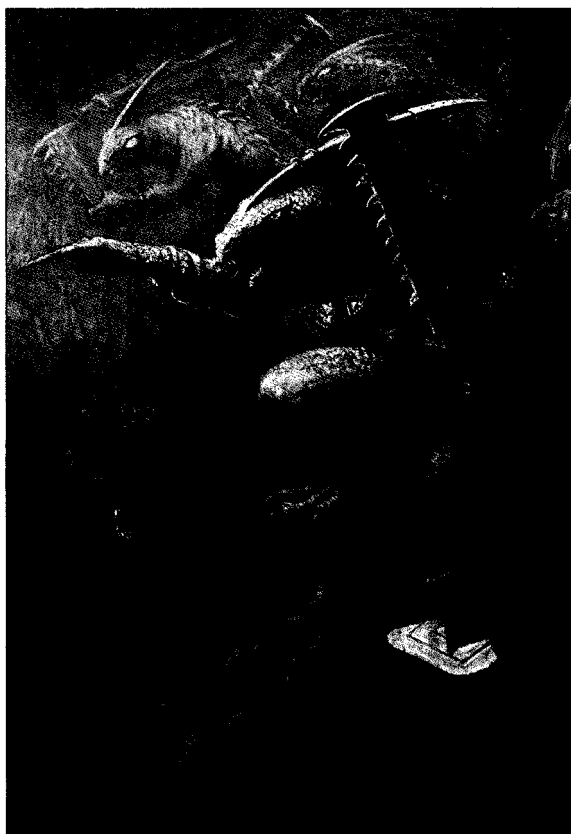
ITZI-BITZI – THE PIRANHA WARRIOR

Itzi-bitzi was one of the most tenacious and warlike Skink Chiefs ever to serve the Mage-Priests of Lustria. He sealed the doom of scores of raiding expeditions intent on the pillage of sacred relics. The annals of the Old World, Ulthuan, Naggaroth and Norsca are full of the tales 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.

Blowpipe: The most common weapon of the Skink hunters is the blowpipe. The natural dexterity of the Skinks is combined with darts tipped with lethal venoms, to create a weapon deadly enough to take down the toughest of foes.

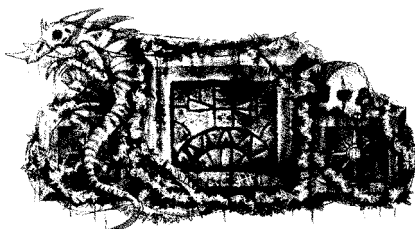
Maximum range: 12" **Strength:** 3

Rules: 2 x Multiple Shots



SKINKS

Skinks are small, intelligent creatures created by the Old Ones from the amphibious life-forms that had inhabited the Lustrian swamps since the dawn of time. They are physically and mentally agile, capable of executing complex tasks. Skinks perform many roles that require a quick mind and are perfectly adapted to ensure the smooth day-to-day running of the temple-cities. They formed the mass workforce of the Old Ones, as they do for the Slann today. Highly organised and sociable beings, Skinks instinctively work well in large groups. They communicate through subtle changes in skin tones and crest hues, alongside vocal commands, and accomplish complicated tasks with quick efficiency.



In times of war, Skinks often take up their weapons to fight alongside the Saurus and Kroxigor. The Skinks are roused to fight by the bravest and most aggressive of their kind. Although not born warriors, being weaker than their larger kin, they are capable of operating more complex



devices and weapons. As troops they switch between reckless audacity and sudden panic. Their skittish nature will often see them flee in the face of strong resistance.

Skinks are skilled hunters and have learned to coat their weapons with lethal toxins distilled from the poisonous amphibians, insects and serpents that dwell in the hot, steamy jungle. These poisons are varied, but all are lethally potent. The slightest scratch can cause heart-stopping paralysis, neck-breaking seizures or even solidify a man's blood into a gelatinous mass. Such is the fate of any warm-blooded intruders that dare venture into their world.

When fighting as part of a larger Lizardman army, the Skinks perform a number of roles. At times they fight in massed formations, bulking out the battleline and guarding the flanks of the Saurus cohorts. At other times, the Skinks advance before the main army in dispersed groups, harassing the advancing enemy with deadly poisoned darts and javelins. The Skinks' natural affinity for water makes them able to approach and attack the enemy entirely unexpected quarters. Many an enemy has been routed by a well-timed charge through the misty swamps, into an unprotected flank thought safe from the enemy.

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

SPECIAL RULES

Skinks: Cold Blooded; Aquatic; Jungle Poisons.

Skink Skirmishers: Cold Blooded; Aquatic; Jungle Poisons; Skirmishers.

SPAWNING POOLS

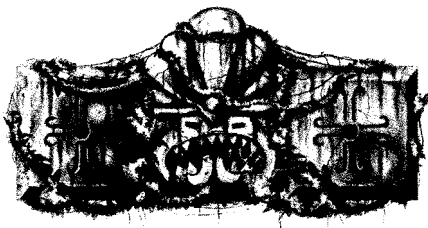
Lizardmen do not reproduce, give birth or parent young in any conventional sense. Instead, entire generations – or 'brothers of the same water' – simply emerge, fully formed, from spawning pools in the jungles or in the dank caverns beneath each temple-city, even those otherwise ruined.

These pools have existed since the age of the Old Ones, and contain a weirdly glowing, magical, primordial soup. Many spawnings are predicted in the Sacred Plaques, while others occur without warning, and are always treated as holy portents of great significance.

The war against the Skaven Clan Pestilens was beralded when the Sacred Pools of Reflected Rain Clouds were poisoned by the foul ratmen, cruelly malformed Lizardmen crawling forth to die within hours. Spawning pools are amongst the most sacred of places to the Lizardmen, and the loss of even one is a great tragedy.

CHAMELEON SKINKS

The Chameleon Skinks are a more aggressive subspecies of Skink that can blend seamlessly into the jungles. Their skin continuously changes colour to match their surroundings, perfectly mimicking the patterning of their concealed positions. This natural camouflage reacts to changes in light levels in a heartbeat, rendering the Chameleon Skinks virtually invisible. They have protruding eyes that can move independently, allowing them to see all around whilst the Skink remains perfectly motionless. Indeed, they have been known to stay immobile for days on end, awaiting the perfect moment to launch their deadly ambush.



Chameleon Skinks are an unusual spawning that was long thought extinct. They were originally birthed only in the sacred spawning pools of Pahuax, a city that was destroyed soon after the fall of the polar gates. In recent years, however, Chameleon Skinks have started to spawn across Lustria. The fact that they have spontaneously begun to spawn again has been interpreted by many Skink prophets as part of the Old Ones' Great Plan. Whether this is due to the growing Chaos threat, or because the Old Ones deemed that Chameleon Skinks would be needed for the Lizardmen to expand their realm, is mere speculation, and Skink Priests argue about exactly what the return of the Chameleons might herald for the Lizardmen race.

Like all Skinks, Chameleons coat their weapons in poisons and toxins. The venom of the Lustrian tree frog is extremely lethal and is used almost exclusively by Chameleon Skinks, for they are the only ones able to capture such specimens. The venom is so virulent that it can even boil the foul blood in a Daemon's veins. Armed with deadly blowpipes and a telescopic sense of vision, the Chameleon Skinks are expert hunters, able to fire their poison tipped darts with unerring accuracy. Even a heavily armoured foe is not safe as darts are aimed at vision slits and between armour joints.

Chameleon Skinks do not dwell within the temple-cities and only reluctantly interact with other Lizardmen. They dwell continuously in the Lustrian jungles, and are inevitably the first to detect the presence of trespassers. They stalk their prey through the dense vegetation and are able to move within yards of the target without being noticed. The Chameleon Skinks strike without warning. To the enemy it appears as if the very jungle itself has come alive and is striking them down. Panic-stricken soldiers cry out in fear, blindly firing into the undergrowth in the

hopes of hitting one of their unseen assassins. One by one the cries fall silent, and the bodies slump to the ground. When the interlopers are dead and only the sounds of the jungle remain, the hunt resumes once more.

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

SPECIAL RULES

Cold Blooded; Aquatic; Jungle Poisons; Skirmishers; Scouts.

Chameleons: With skin that shifts colours to match their surroundings, Chameleon Skinks are very hard to spot. This means that the enemy suffers an additional -1 To Hit when shooting at them.

THE OLD ONE XHOLANKHA – THE LOST ONE

This enigmatic Old One is rarely invoked, for he is believed to be lost to the Lizardmen and therefore unable to bear their prayers. Some Slann Mage-Priests believe that Xholankha is engaged upon an all-but impossible mission at the very beginning of time, from which he may, if successful, one day return.





TERRADON RIDERS

Terradons are large flying reptiles that have haunted the skies above the jungles of Lustria since the prehistory of the world. They are dangerous predators with sharp claws and long beaks filled with needle-like teeth. Terradons have a wide wingspan and cast an ominous shadow over their prey as they soar overhead, their huge, leathery wings propelling them at great speeds. They are surprisingly agile, able to fly at full speed through the thick jungle while avoiding branches, vines and trees. Terradons are also expert gliders and can remain airborne for many days on end, riding the steamy, hot thermals that rise from the jungle. In Itza, many hundreds of Terradons are kept in eyries in the summits of the temple-city's pyramids. The skies above are constantly filled with the creatures, each mounting a messenger bound for one of the other temple-cities of Lustria.

Terradons dwell in the high crags and the jungle canopy, hundreds of metres above the ground. Their keen eyesight can pierce the gloom of the jungle, enabling them to spot their prey at great distances. In the wild, Terradons drop rocks onto the eggs of gigantic reptiles or creatures with horny shells such as giant turtles to crack them open and get at the soft flesh beneath. The Skinks have exploited this ability by training the Terradons to glide into battle clutching rocks in their talons to drop onto the foe. The strongest and largest of these winged beasts have been known to pluck enemies from the battlefield in a similar

way. Descending with mighty beats of their powerful wings, the Terradons latch onto their foes with iron-hard talons, lifting them into the air before dropping them to plummet to their doom.

Terradons are more intelligent than Cold Ones and more easily trained. They are reared from hatchlings by Skinks who have mastered the skill of riding the swift creatures. They carry the Skinks as messengers and scouts, alerting the Slann to the presence of intruding forces. These Terradon Riders fly ahead of the main army, reporting the position of the enemy, and striking from above. The Skinks launch their poisoned javelins from the backs of the Terradons, as large boulders and slabs of masonry plummet from the skies and crush those beneath. The mournful cry of a distant Terradon is enough to make the blood of even the boldest of enemies run cold.

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

SPECIAL RULES

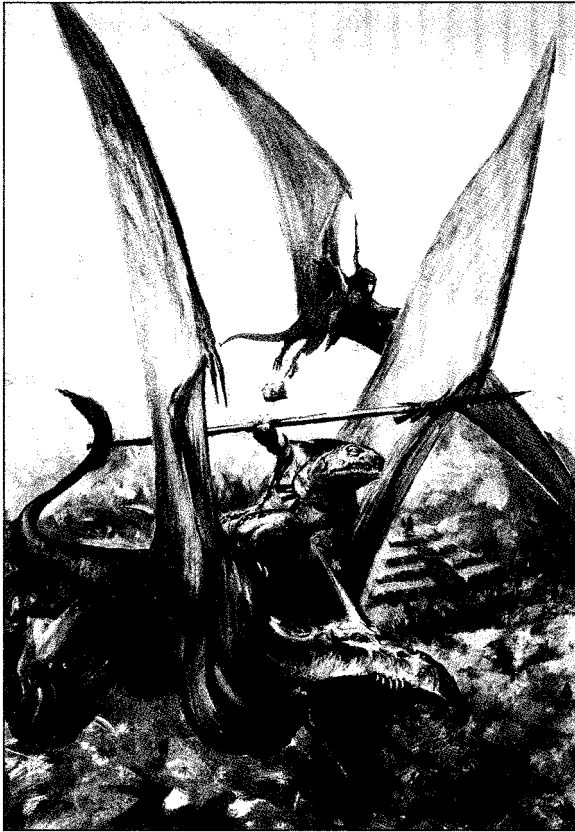
Cold Blooded; Jungle Poisons; Flying Cavalry (see main rule book).

Hit and Run: Terradons are exceptionally agile predators. They may use the Feigned Flight rule as if they were Fast Cavalry (see the main rule book).

Drop Rocks: Once a game, during the Remaining Moves segment of the Movement phase, a unit of Terradon Riders may drop rocks on an enemy unit at least one of its models has moved over during that phase. All Terradons in the unit must drop their rocks at the same time. D3 Strength 4 hits are inflicted on the enemy unit for each Terradon. Note these attacks do not benefit from the Jungle Poisons rule.

Arboreal Predators: Being born of the dense jungle canopies of Lustria, Terradons are adept at flying through forests and jungles. Unlike normal flyers, Terradons treat woods and jungle as open terrain for movement (not line of sight) purposes, including fleeing, pursuing etc.

Character Mount: If a Skink Chief has a Terradon mount, he may join a unit of Terradon riders.

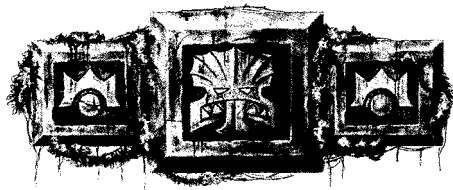


THE ORACLE OF KROAK

The Skink Tën-Zlati of Itza is known as the Oracle of Kroak, for he is able to channel the spirit of the venerable Relic Priest. Tën-Zlati rides one of the mighty Terradons far and wide, and it is said that through him, Lord Kroak sees all that transpires in Lustria.

KROXIGORS

Kroxigors are giant crocodilian creatures whose bodies consist of slabs of sinewy muscle and a massive jaw bristling with razor-sharp teeth. Anything caught in a Kroxigor's powerful bite will quickly be torn to pieces as the beast shakes its head in violent sideways motions. Each is naturally armoured with tough scales, a thick skull and bony protrusions that protect their stooped backs. Were one to stand fully upright they would be twice the height of a Saurus Warrior. They are exceptionally resilient and can survive a score of blows that would fell a lesser being.



Originally created as construction slaves, Kroxigors are incredibly strong creatures able to bear enormous loads. They can carry the massive stone blocks that make up the ziggurat temples or they can tear a man in two with the same contemptuous ease. Naturally aquatic creatures, Kroxigors are able to travel through the Lustrian marshes at a relentless pace, shouldering aside the jungle foliage and leaving a trail of broken vegetation behind them.

Kroxigors are amongst the most powerful of the Old Ones' servants, however they were never intended to be mentally agile. They require direction and they instinctively and diligently obey any and all instructions from their smaller kin, showing that they understand rather more than might be expected from their appearance. Seldom spawned, it is rare for more than a handful of Kroxigors to emerge into the world at any one time. They enter the world from the same spawning pools as the Skinks and the two species share a common affinity. During combat, the skittish Skinks tend to fight alongside the towering Kroxigors, encouraged by the fearsome power of these mighty warriors. Because of the Kroxigors' massive frame and long reach, they can easily reach over any intervening Skinks to strike at the foe.

The most natural and instinctive way for the Kroxigors to fight is with their powerful jaws and massive clawed hands. To enhance their destructive potential the Skinks bind weapons to the Kroxigor's arms with chains of bronze. These ornate weapons are each taller than a Saurus and so heavy that a dozen Skinks are required to lift them. The Kroxigors swing these massive weapons over the heads of their smaller kin and into the enemy.

Whilst few in number, Kroxigors are devastating on the battlefield. They are unleashed as shock troops to break the back of an enemy battleline and leave their enemies in bloody tatters. Few foes can stand up to a Kroxigor charge, and all but the bravest of warriors scatter and flee rather

than face these reptilian giants. They plough into enemy regiments with blood-curdling roars and massacre all before them, each sweep from their massive weapons leaving a trail of broken bodies and twisted corpses.

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

SPECIAL RULES

Cold Blooded; Aquatic; 4+ Scaly Skin; Fear.

Spawn-kin: Kroxigors often fight in mixed units with Skinks. Kroxigors are always placed within the second rank, unless too few Skinks remain in the front rank (see page 41 for further details of how this is handled). A mixed unit of Kroxigors and Skinks may not make a turn manoeuvre. Missile hits and impact hits against such a unit are randomised as follows: roll a D6, 1-4 hits a Skink, 5-6 hits a Kroxigor.

Great Reach: Kroxigors in mixed units can reach over a single row of Skinks to join in a close combat as follows. If a Kroxigor is in base contact with a Skink of its own unit which in turn is in base contact with an enemy, then the Kroxigor too is counted as being in base contact with that enemy. This means that it may attack and be attacked by that enemy model.



STEGADONS

Stegadons are a race of mighty beasts that has dwelt within the primeval jungles since long before the coming of the Old Ones. Massive horns project from the Stegadons' armoured crests and their bodies are covered in spikes and bony armour. Their tails are heavy and often clubbed or barbed, and can be swung with devastating force. Stegadons will feed on almost anything they come across, from the lush vegetation of the jungles to the flesh of any creature foolish enough to be caught in their way. These behemoths are amongst the very largest of all the beasts that dwell in Lustria, able to crack stone with their heavy footfalls. Stegadons are territorial and highly aggressive and will charge any creature invading their habitat. Other creatures stay well clear of these massive beasts for fear of being trampled or gored to a gruesome death. Even the Lustrian jungle appears to part for their massive bulk. Trees are smashed to splinters or swatted aside as the Stegadon thunders through the dense vegetation. It is said that the only other beast of the jungle that the Stegadon will commonly avoid a fight with is the colossal Thunder Lizard, though a bull Stegadon defending its territory at the height of the breeding season might well affect such a challenge, and may even drive the enemy off.

The Lizardmen use Stegadons as beasts of burden, especially to clear dense jungle and to drag huge blocks of stone to build temples. These Stegadons are reared by teams of Skinks who stay with the beast throughout their

own lifetime. Stegadons are very protective of those Skinks it has known since its hatching. Large howdahs are attached to their backs, and from this protected vantage point, the Skinks hurl a storm of poisoned javelins and fire huge arrows from the great bows they call 'Sotek's Curse'. The Skinks may take steps to increase the Stegadon's destructive potential by strapping large tusks and sharpened tree trunks to the creature's flank. Some Skinks have even been known to construct large reinforced masks that are fastened over the Stegadon's horned head. The real strength of this awesome creature is brought to bear when it charges into combat. Stegadons are terrifying creatures in battle, crushing anything beneath their massive bulk to a bloody pulp and scattering the enemies of the Lizardmen before them.

The most ancient Stegadons have enormous horns, tipped by the Skinks with sharp metal barbs. The hides of these Stegadons are thicker and their tails more heavily clubbed. These are invariably the toughest and strongest of all Stegadons. They lumber forward towards battle instead of recklessly stampeding in. These beasts mount fearsome blowpipes in the fighting howdah. Each fires a cluster of darts, that separates in flight to create a hail of poisoned death any enemy will be lucky indeed to survive. It is for good reason that the Skinks call give these fearsome weapons the name 'Sotek's Sting'.

The fiery temper of these giant beasts tends to cool with age and older Stegadons more readily accept new crews. The mighty Stegadons tend to outlive the Skinks, and a single Stegadon may have several generations of handlers over the course of its lifetime. Each new team honours the mighty beast and the most ancient Stegadons are highly venerated. Some crews hammer bronze plates and glyphs into the beast's gnarled hide, more to mark its status than to provide additional protection.

The most revered of the Stegadons are judged to have sufficient strength and the right temperament to carry the archaic and precious artefacts known as the Engines of the Gods. The Lizardmen have lost the knowledge of how these artefacts work, but through the incantations of the Skink Priests riding them they can alter the ebb and flow of the Winds of Magic, making them potent weapons upon the field of battle. Only a handful of these ancient, magical artefacts are known to exist, and these are hidden away in the most secluded of jungle temples. The first to utilise the Engines of the Gods was Tehenhauin, the Prophet of Sotek. At the height of the Siege of Quetz, Tehenhauin led his disciples into the jungles, and returned three days later, the entire group riding upon Ancient Stegadons that bore Engines of the Gods upon their backs. Since that time, the Engines of the Gods have been brought forth only when they are needed most, for each is an instrument of the Old Ones' power and the loss of a single one might irredeemably jeopardise the Great Plan of the ancients.



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

SPECIAL RULES

Cold Blooded; Stubborn; Terror; Large Target; D6+1 Impact Hits; Jungle Poisons; Immune to Psychology; 4+ Scaly Skin (mount only).

An Ancient Stegadon has **3+ Scaly Skin (mount only)**.

Howdah Weapons: Stegadons carry one giant bow into battle, while Ancient Stegadons carry two giant blowpipes.

Howdah weapons can be fired even if the beast moves, but not if it marches. It takes two crew to fire a giant bow, or one for each giant blowpipe (so two Skinks can't throw javelins if the weapons are being fired). Remember that the Stegadon is a large target, so the crew may shoot over normal-sized units.

Giant Blowpipe

Range	Strength	Damage	Special
12"	3	1	Poisoned Attacks

Each giant blowpipe fires 2D6 shots.

Giant Bow

Range	Strength	Damage	Special
36"	5	D3	No armour save, Poisoned Attacks

A giant bow penetrates ranks in the same manner as a bolt thrower (see main rule book).

Skink Crew: Stegadons and Ancient Stegadons have a crew of five Skinks. If taken as a character mount then one of the crew is displaced by the character. Stegadons of both types are treated as monstrous mounts with more than one rider, with the following additional rules.

The crew carry a variety of weapons. For the purposes of the game count these as hand weapons and javelins.

Missile hits and impact hits are randomised as follows: roll a D6. If a character is riding the beast, 1-4 hits the beast, 5 hits the crew, 6 hits the character. If there is no character, 1-4 hits the beast, 5-6 hits the crew.

Skink crew and characters riding a Stegadon have a 3+ armour save, those riding an Ancient Stegadon have a 2+ armour save. These cannot be improved in any way.

When fighting in close combat, attacking models may choose to direct attacks at either a character if one is present, the mount, or the Skink crew. When fighting in a challenge, the character and the mount may fight, while the crew cannot attack at all until the challenge is over.

If the mount is killed, then the Skink crew are killed too as they are crushed beneath the falling body. However, any character may continue to fight on foot if you have a model to represent him. If all the riders are killed, the beast is treated like any other ridden monster that loses its rider. For victory points purposes, only the beast itself counts, unless it is ridden by a character. Non-character Skinks are ignored.

Unit Strength: Regardless of how many riders or crew it has, a Stegadon or Ancient Stegadon always has a Unit Strength of 10.

Engine of the Gods: An Ancient Stegadon taken as a monstrous mount by a Skink Priest replaces its howdah weapons with an Engine of the Gods.

If the Skink Priest is alive, he may use the power of the Engine (in addition to casting any spells). Note that none of these effects may be dispelled, such as by Dispel scrolls etc. The Engine of the Gods can create one of the following effects (choose at the beginning of each friendly Magic phase):

- **The Arcane Configuration:** Choose any one Lore of Magic from the Warhammer rulebook. All casting values for the spells from this lore are reduced by one. These effects last until the beginning of the player's next Magic phase. If you have multiple Engines, each must choose a different Lore.

- **The Burning Alignment:** All enemy units within 2D6", even if engaged in close combat, take D6 Strength 4 hits with no armour saves allowed. Undead, Daemon and Forest Spirit units take D6 Strength 5 hits with no armour saves allowed.

- **The Portent of Warding:** All friendly units within 12" receive a 5+ ward save from any ranged attacks that originate from more than 12" from the Engine.

In addition, a Skink Priest that has taken the Engine of the Gods as a mount is counted as a Wizard of one level higher for the purposes of generating power dice and dispel dice, and for determining the maximum number of dice he may use to cast a spell. Should the Ancient Stegadon be killed and the Skink Priest survives, this ceases to apply.

SALAMANDER HUNTING PACKS

Salamanders are large, predatory creatures that dwell in swamps and estuaries. They are swift-moving on both land and water, with strong, slender bodies, viciously sharp talons and a long, powerful tail that propels them through the water towards their prey. They have a ravenous appetite and are able to hunt and kill prey creatures many times their own size.

Salamanders can spit a burst of highly caustic liquid from their gullet that burns and incapacitates their prey. The chemicals in the venom are so volatile that they ignite shortly after coming into contact with air. The venom is extremely corrosive, partly digesting the victim before the Salamander devours it. The beasts have neck-frills and a sail of taut skin on their backs, providing a cooling mechanism and ensuring the cold-blooded creature does not expire from the heat generated within its own body.

It is very difficult to train and control a Salamander, for they have a vicious temperament. Despite this, they are sometimes captured and raised by Skink handlers, who use them to hunt larger creatures in the jungles. In battle, the handlers have the task of goading the beasts towards the enemy, prodding them with spears to make them angry enough to spray the deadly venom. This is a hazardous task for the Skinks, who risk getting eaten or covered in venom themselves. The flaming bile can sear flesh from bone and enemy soldiers claw at armour-plates

before the acrid venom eats through the metal.

Salamanders can also be goaded into charging the enemy and rending them apart with tooth and claw. The creatures are so aggressive that they need little encouragement – indeed, it is often the case that the Skinks must restrain them to prevent the Salamanders from launching themselves straight into the enemy.

Salamanders have been used against enemy warriors protected by strong field fortifications. The Salamander's attack is devastating when used against such foes, for the burning liquid will splash through embrasures to burn alive those within.

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

SPECIAL RULES

Salamanders: 5+ Scaly Skin; Fear.

All: Cold Blooded; Aquatic; Skirmishers.

Hunting Pack: Salamanders and their handlers fight in mixed units as Skirmishers. In close combat, the Salamanders always form the first rank, with the handlers formed up behind. The unit may not be joined by characters.

Missile hits and impact hits are randomised as follows: roll a D6, 1-4 hits a Salamander, 5-6 hits a handler.

Although the Salamanders are not classed as Monsters, if all the Skink Handlers are slain, then the remaining Salamanders must take a Leadership test, and if this is failed, roll on the Monster Reaction table.

Spout Flames:

Range	Str	Save	Notes
Artillery dice	3	-3	Flaming Attack

Salamanders may move and fire. The target must be in line of sight to shoot at it. They may not make a Stand and Shoot charge reaction. Place the flame template with its narrow end touching the Salamander and the large end aimed at the target. Roll the artillery dice and move the template the amount of inches shown by the dice towards the target to see where the template lands. The template can overshoot a target, the flames arcing overhead. Determine which models are hit as per a breath weapon (see the main rule book). If more than one Salamander is firing, resolve each one entirely before proceeding to the next. A unit suffering any casualties must take a panic test.

If you roll a Misfire, one or more handlers has got in the way of the flames or has been eaten by a Salamander. Both are equally fatal to the Skink. D3 handlers are removed and the Salamander does not fire this phase. No Panic test is required.



RAZORDON HUNTING PACKS

Barbed Razordons are large creatures that stalk the Amaxon Basin, hunting the giant, winged insects that plague the entire region. The beasts have a unique method of bringing down prey, for they are covered in spines, which they shoot by way of a powerful muscular spasm. A single dart is lethal to most prey, but is barbed so that in pulling it free, a creature that survives the initial attack will do itself greater injury and thereby die. On occasion the largest of Barbed Razordons will go after one of the mighty stegawasps. Such a foe may take many darts to bring down, but is so large the Barbed Razordon will not have to hunt again for several weeks.

As proficient and deadly a hunter as the Barbed Razordon is, even this mighty beast is on occasion preyed upon by the larger creatures of the Lustrian jungle. At the top of the Lustrian food chain is the Carnosaur, and there are many other predators living deep within the jungles. The Barbed Razordon has a unique defence. When attacked, Barbed Razordons release dozens of their darts in a single, powerful spasm.

Goaded a Barbed Razordons to shoot its darts is simple enough – the Skinks simply prod the beast with the sharp end of a spear, and take cover.

The Lizardmen also find the creatures of use in staving off enemy charges. At the enemy's approach, the beast will take great offence and react as if an enemy predator were attacking it. The enemy will be impaled by hundreds of darts; those not killed instantly rapidly bleeding to death from their wounds.

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

SPECIAL RULES

Barbed Razordons: 5+ Scaly Skin; Fear
All: Cold Blooded; Aquatic; Skirmishers.

Hunting Pack: Barbed Razordons and their Skink handlers fight in mixed units as skirmishers. In close combat, the Razordons always form the first rank, with the handlers formed up behind. Note that the unit may not be joined by characters.

Missile hits and impact hits are randomised as follows: roll a D6, 1-4 hits a Razordon, 5-6 hits a Handler.

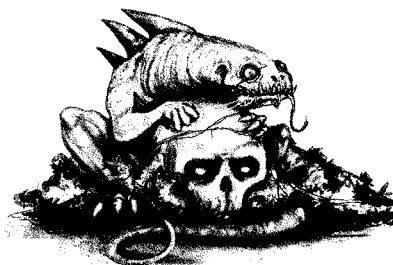
Although the Barbed Razordons are not classed as Monsters, if all the Skink Handlers are slain, then the remaining Barbed Razordons must take a Leadership test, and if this is failed, roll on the Monster Reaction table.

Shoot Barbs:

Range	Str	Save	Notes
12"	4	As normal	See below



Each Barbed Razordon fires a number of shots equal to the roll of an Artillery dice, at Strength 4. Roll to hit as normal. There is no penalty for moving, shooting at long range, firing multiple shots or making a Stand and Shoot charge reaction, though they cannot shoot if they march.

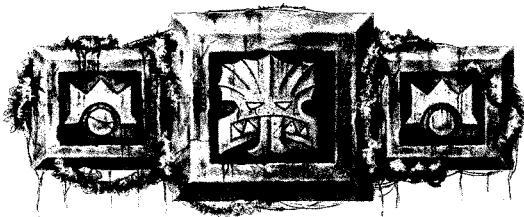


If you roll a Misfire, one or more unfortunate handlers has got in the way and been pin-cushioned with barbs. D3 handlers are removed and the Barbed Razordon does not fire this turn. No Panic test is required.

Barbed Razordons must Stand and Shoot if they are able to do so. If they do so, two Artillery dice are rolled for each Razordon instead of one, and the result added together for the number of shots fired by each beast.

JUNGLE SWARMS

The primordial jungles of Lustria crawl with uncounted numbers of venomous creatures ranging from tiny reptiles to massive pythons and centipedes the size of a man's arm. These creatures make the lands of the Lizardmen extremely perilous, for they crawl and slither into camps, forcing intruders to watch every step they take. The relentless threat of coiled serpents striking from overhanging branches or the discovery of poisonous creatures residing inside boots and bedrolls saps the resolve of even the hardest warrior.



Serpents are sacred to Sotek and at the heart of every temple is a large snake-pit. Sotek is honoured by throwing sacrificial victims down into these pits to be devoured by the serpents writhing at the bottom. Enemies captured in battle are Sotek's rightful tribute. Sotek is most gratified by Skaven victims because he relishes greatly the flesh of the rat-kin. The Lizardmen are always eager to deliver such

delicacies to their Serpent God. The Skink Priests invoke the favour of Sotek with such blood offerings before a battle, causing huge swarms of snakes and other reptiles to appear from the undergrowth and converge all about him. The priests are granted dominion over the serpents and through them Sotek's will is channelled to other creatures of the jungle to exact the rightful vengeance of the snake god and satisfy his insatiable appetite.

In battle, the swarming mass of creatures slithers alongside the Lizardmen as they march, seeking out warm-blooded prey. They wash around the legs of the foes of Sotek in a deadly wave, hissing and spitting, plunging sharp fangs and agonising stings into unprotected flesh. Some of the lizards and insects make particularly nasty attacks such as chewing out eyes or burrowing into their prey's ears. They scuttle inside armour and clothing and crawl into the open mouths of those foolish enough to scream out in pain.

Jungle Swarms are at their most dangerous when they slither before the main battleline of the Lizardmen army in a great wave. Any enemy warriors wishing to close with the Lizardmen must first find the courage to wade through the sea of poisonous reptiles that precedes their advance. This is an act of reckless valour that few of the Lizardmen's enemies will undertake, and even fewer will survive.

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

SPECIAL RULES

Cold Blooded; Poisoned Attacks; Unbreakable (Swarm); Skirmishers.

Small: Jungle Swarms do not block the line of sight of other units.



"I stood before the gigantic golden statue at last! Here it was, the legendary Golden Serpent, the greatest treasure in all of Lustria. I alone was left alive to see it. How ironic, I thought, that now I had reached the treasure I no longer possessed the means to either break it up or carry it away.

I could at least take back a memento.

Drawing my good steel knife I climbed upon the golden statue and quickly shimmied up to the head. As I prepared to prize the gems from its eye sockets I felt something shift strangely beneath me. Then I noticed a flicker of the snake's tongue and heard the sharp intake of reptilian breath. It was then that I realised my terrible mistake..."

Memoirs of a Lustrian Adventure

CARNOSAURS

There are many fearsome sounds in the Lustrian jungles, but none are more terrifying than the bellowing roar of a Carnosaur, a sound that reverberates through the undergrowth and is heard for miles in every direction.

Carnosaurs are lethal bipedal lizards that stalk the darkness of the primordial jungles, the ultimate hunters within the lands of Lustria. They are giant predators, reaching over thirty feet from snout to tail when fully-grown. Carnosaurs have massive jaws, filled with dagger-like teeth that can rip huge chunks of flesh from larger prey. So large is the Carnosaur's mouth that it can swallow man-sized pret whole. Carnosaurs are powerfully built – they have long, muscular hind limbs and an enormous, heavy tail that helps the creature balance as it charges down its quarry. They are possessed of strong forearms tipped with sharp claws. These are more than capable of raking through the tough hides of the large, prehistoric monsters of the deep Lustrian jungles. They can make short work of any foe foolish enough to stand in their way.

The aggressive Carnosaurs are the only known natural predator of the mighty Stegadons. A fight between these two beasts is a titanic sight, a battle that often leaves the survivor badly wounded. Carnosaurs commonly lead a solitary existence, though they have been observed on occasion to band together under a particularly dominant male if threatened by one of the few creatures of the Lustrian jungles capable of intimidating them.

Occasionally, a precious Carnosaur egg is stolen from its mother's nest by brave Skink hunters and brought to the temple-cities to be incubated. It is a dangerous task to retrieve one of these eggs, for the rage of a Carnosaur mother is without compare! The eggs are highly treasured and extremely well cared for, until eventually a young Carnosaur breaks free from it, aided by attentive Skinks who are soon dwarfed by the growing beast. Even as newborns they are vicious and can bite a Skink in half. Carefully reared by teams of Skinks, Carnosaurs are trained for battle, eventually becoming accustomed to the war-harness strapped to their bodies and slowly learning to take directions from a rider.

Only the most powerful Saurus Warriors can ride a Carnosaur to battle, and it takes much skill and strength to keep the beast under control. Carnosaurs are not dull-witted and it takes a great force of will to dominate them. Nevertheless, once battle has been joined the taste of blood sends a Carnosaur into a vicious blood-frenzy, rendering it completely intent on killing and utterly uncontrollable. Only after all is still and the giant beast has eaten its fill will the Saurus rider be able to rein the Carnosaur in once more.

A Lizardman army drawn up around its general mounted upon a Carnosaur is one of the most awe-inspiring sights to be seen in all of Lustria.

M WS BS S T W I A Ld

Carnosaur 7 3 0 7 5 5 2 4 5

SPECIAL RULES

Cold Blooded; 4+ Scaly Skin; Terror.

Blood-frenzy: Carnosaurs are almost impossible to control once they have tasted blood. Once the Carnosaur has inflicted an unsaved wound, it immediately becomes subject to Frenzy. The Carnosaur will never lose its Frenzy, even if it is beaten in combat. See the main rulebook for details of Frenzy.

Ultimate Predator: The Carnosaur's bite is sufficient to dismember any prey in the jungle. Each unsaved wound that the Carnosaur inflicts is multiplied into D3 wounds.

THE MYSTERY OF THE NARCISSUS

The first Carnosaur encountered by Men was not a mature beast in its natural habitat. Instead, foolhardy explorers stole an egg. Six months later, the explorers' vessel, the Narcissus, was found wrecked upon the coast of Bretonnia. All that was discovered onboard was the cracked remains of the egg, and the bones of the crew. Of whatever had hatched from the egg, no trace was ever found...



LORD KROAK

VENERABLE RELIC-PRIEST, DELIVERER OF ITZA

Venerable Lord Kroak was the first of the Slann Mage-Priests to be spawned upon the world, the eldest of the first generation of Slann. It was Kroak amongst all the Slann, the most powerful race of wizards the entire world has ever known, who had the greatest aptitude for magic. It is said that the mysterious Old One Tepok taught Kroak how to draw upon the Winds of Magic, and that the serene Potec how to unravel those same threads. It is even written that it was Kroak and his peers who taught the ancestors of the High Elves the magic they wield to this day, in the golden age of Ulthuan before the Elves wrote down their histories. In his lifetime, Kroak witnessed the rise and fall of civilisations, entire races blooming and fading into extinction. Lord Kroak was present at the birth of the world as it is seen today and it is said he is fated to endure until the last moment of time itself, when the continents will burn and the world is consumed.

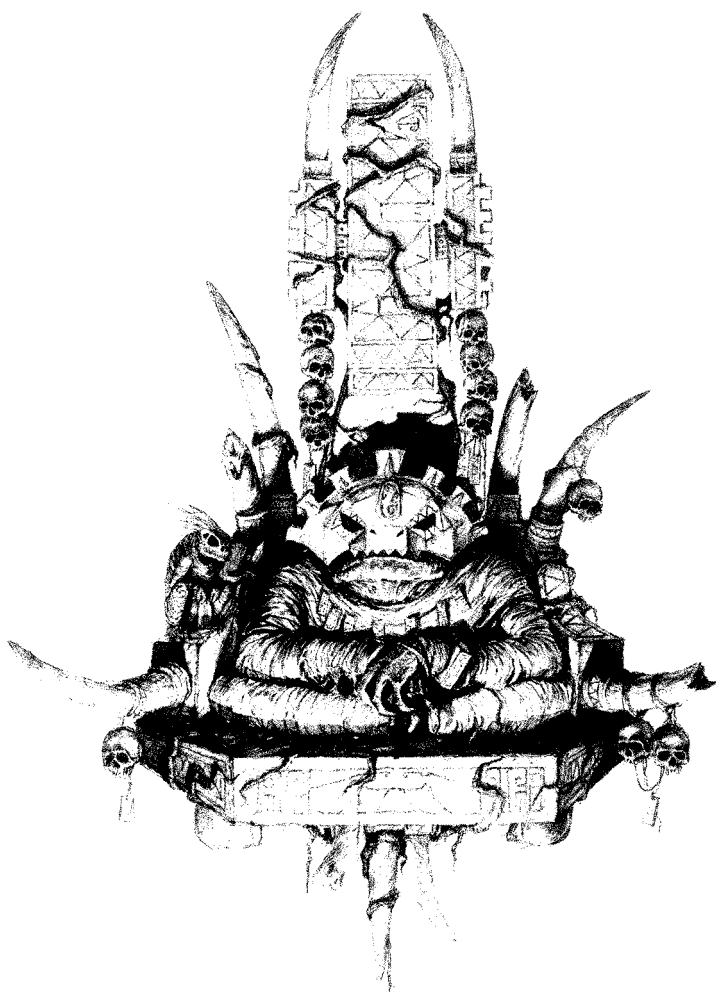
Lord Kroak made the most profound of sacrifices during the Great Catastrophe, his mortal body being torn asunder by a pack of hell-spawned monstrosities.

His indomitable spirit would not concede defeat. Kroak unleashed his last and greatest spell, banishing the rampaging daemonic horde and saving Itza, the First City, and perhaps the entire Lizardmen race, from utter destruction. So powerful was Lord Kroak's spirit that it clung to his remains, refusing to leave. He became instead the first of the venerated Relic Priests.

Lord Kroak's shriveled, lifeless form is sheathed in gold and sacred bindings, as befits a holy relic that harkens back to a time when the Great Plan was still under the direct guidance of the Old Ones. It is said that Lord Kroak still greets the rising sun on the first day of each new year, from behind the enigmatic and august visage of his golden death-mask, the standard of the sacred serpent affixed to his ancient dais. It is a subject of much debate among the younger Mage-Priests as to whether the standard represents Sotek, since Lord Kroak perished many centuries before the emergence of the Snake God. It is quite possible that Lord Kroak, in his great wisdom, 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.

Lord Kroak can no longer communicate with his Slann-brothers directly, but his spirit-form can still interact with the corporeal world, after a fashion. The spirit of Lord Kroak can possess the body of a willing supplicant and flood the host's body with a portion of his own magical potency. This can leave an unprepared vessel reeling and mindless from the unnatural power. For a Skink Priest this is a great honour, an experience of holy significance and transcendence. The Venerable Lord Kroak has been deified to such an extent that in Itza, offerings are made to him as well as to Sotek and the other Old One gods. Taking a vessel in this way frees much of Kroak's power that is otherwise spent in tethering his spirit to his crumbling remains. The spirit of venerable Lord Kroak has guided the Lizardmen in a thousand acts, most recently in guiding the Skink Ten-Zlati towards recovering the Lost Plaques, but there are many other more obscure ways in which the relic priest has acted, serving a purpose that only the Venerable Lord Kroak himself can ever fully understand.

The mummified remains of the Venerable Lord Kroak have been carried forth from their sealed crypt in Itza and have accompanied Lizardmen armies to countless victories over untold centuries. In battle, the roused spirit of Lord Kroak can be felt hovering near the Mage-Priest's cadaverous body. Some powerful wizards can actually perceive this ancient spirit, a blurred shape of pure, glowing light hanging in the air above or soaring through the skies, projecting a blinding aura of power. The Winds of Magic obey the Relic Priest's every whim, flowing through his mummified form before being unleashed in terrible acts of destruction upon the Lizardmen's enemies.



	M	W	S	B	S	T	W	I	A	Ld
Lord Kroak	4	1	3	3	5	6	1	1	9	

SPECIAL RULES

**Cold Blooded; Unbreakable; Fear;
Flammable; Unit Strength 3.**

First Generation Spawning. *It is said of the Venerable Lord Kroak that within the depths of his unfathomable mind, he holds more forgotten knowledge than even the greatest of mages will ever attain. Though once the most powerful of magic users, Lord Kroak has long since eschewed the sorceries of mortals in favour of the last and most potent spell he ever cast.*

Lord Kroak is a level 4 Wizard. He knows one spell - the Deliverance of Itza. There is no limit to the number of dice that Lord Kroak can use when casting this spell. If Lord Kroak suffers a Miscalculation, the casting attempt automatically fails, but no roll on the Miscalculation table is made.

The Spirit of Lord Kroak. *Lord Kroak's mortal remains are infused with the arcane power of the Old Ones, a small portion of which may be tapped into by other Slann Mage-Priests and Skink Priests.*

The power dice generated by Lord Kroak are added to the army's pool.

Supreme Shield of the Old Ones. Lord Kroak's Shield of the Old Ones gives him a 3+ Ward save.

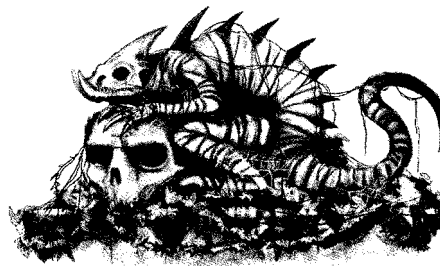
Eternity Guardians. *Lord Kroak's Star Chamber atop the Great Pyramid of Itza is guarded by a cadre of Saurus Temple Guard said to be almost as old as the Relic Priest himself. It is not entirely certain whether these guardians are alive, or if they have expired during their millennia on guard and are now merely dried corpses animated by the prodigious will of their master.*

Lord Kroak may join a unit of Temple Guard in the same way as a normal Mage-Priest. Both the Slann's Guardians special rule and the Temple Guards' Sacred Duty special rule apply, except that If Kroak joins a unit of Temple-Guard, the unit becomes Unbreakable.

THE SACRED PLAQUES

Most holy of all the wondrous relics the Lizardmen guard are the Sacred Plaques. Each plaque is wrought from gold, a substance chosen not for its value but for its longevity. Cast upon each plaque is a series of glyphs, the written language of the Lizardmen, describing an event that occurred in the past or has yet to occur in the future. Future events described on the plaques are treated as both prophecy and instruction. If an event is described, the Lizardmen will ensure it comes to pass, at the prescribed time. Each temple-city maintains its own sequence of plaques, yet none have possessed a complete sequence since before the Great Catastrophe.

The Deliverance of Itza. *The Deliverance of Itza was the very last incantation to leave Lord Kroak's lips before he was overcome by a host of Greater Daemons of Chaos upon the steps of the Great Pyramid of Itza at the height of the epic defence of Lustria's First City. It was also the most powerful. The mighty spell culminated, a moment after Kroak's body was ripped asunder, in a blinding explosion of the purest energy that banished the daemoniac horde swarming over the city in an instant. The Venerable Lord Kroak still holds the awesome power of the Deliverance of Itza within him, ready to unleash against the foul servants of Chaos should they threaten Lustria again.*



This spell can be cast at four different levels. Choose a level before you attempt to cast the spell – the casting value varies accordingly.

Casting Value	Range
5+	6"
10+	12"
15+	18"
20+*	24"

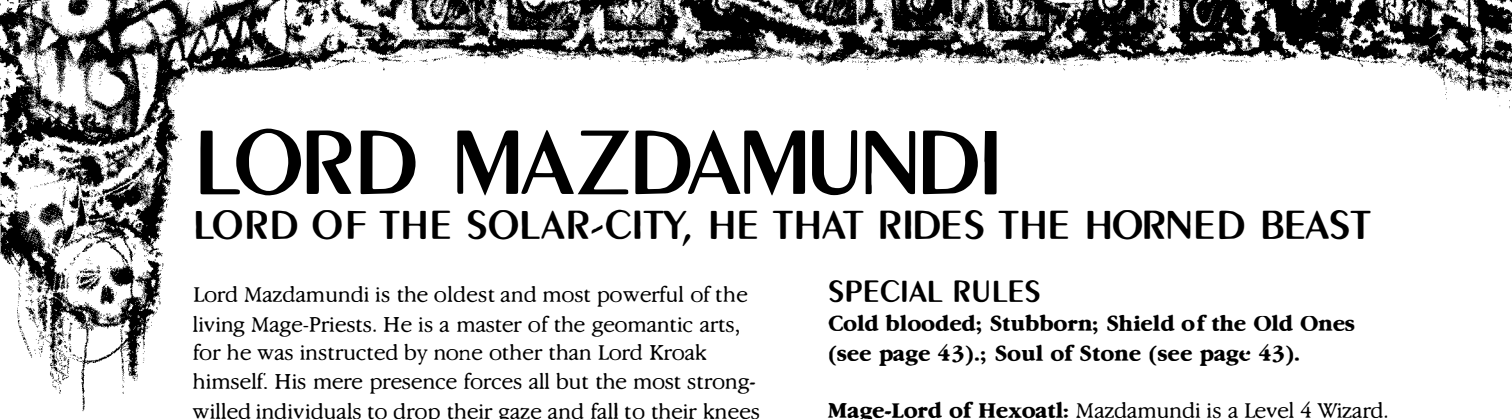
The spell hits every enemy unit within the range that has been chosen, even if they are engaged in close combat, with 2D6 Strength 4 hits (roll for each unit). When the spell is used against Daemons, Undead or Forest Spirits the Strength of the spell is increased to 5. Hits are allocated as per shooting attacks. The spell can be cast as many times per turn as you like, so long as you have sufficient power dice to do so.

*This is an exception to the normal maximum casting value of 15!

MAGIC ITEMS

Golden Death Mask. *Lord Kroak's Golden Death Mask is made from flawless, shining gold and protects the mummified head of the venerable Relic Priest. 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 from beyond space and time.*

Talisman. All shooting and close combat any attacks directly targetted at Lord Kroak suffer -1 To Hit.



LORD MAZDAMUNDI

LORD OF THE SOLAR-CITY, HE THAT RIDES THE HORNED BEAST

Lord Mazdamundi is the oldest and most powerful of the living Mage-Priests. He is a master of the geomantic arts, for he was instructed by none other than Lord Kroak himself. His mere presence forces all but the most strong-willed individuals to drop their gaze and fall to their knees in awed supplication.

Mazdamundi has studied the lost plaques and had an epiphany, declaring that the Lizardmen failed to accomplish the first of the Old Ones' decrees – the extermination of those races not part of the Great Plan. Furthermore, many other races have strayed from the Great Plan, and must be returned to the lands once allotted to them. All of the Elves must be repelled from every land but Ulthuan, forced to reside together in the golden realm created for them. Men must dwell only within the Old World, and the Dwarfs must never again leave the World's Edge Mountains. Mazdamundi believes it pointless divining the next stage of the Great Plan until the first is complete – to do so would only invite further error.

Mazdamundi is the most pro-active of the Slann, and though his unfathomable mind knows not the turmoil of anger or vengeance, his campaigns have seen many thousands of his enemies slaughtered. He has ordered the destruction of intrusive settlements in addition to ridding the world of the Chaos and greenskin blights.

When the armies of Hexoatl march, Mazdamundi often leads them, his palanquin-throne borne aloft by a mighty Stegadon. He controls the massive beast by sheer force of will. Mazdamundi's powers, when roused, are terrifying to behold, entire regiments are destroyed with but a casual flick of a wrist, and the earth itself trembles at his passing.



	M	WS	BS	S	T	W	I	A	Ld
Lord Mazdamundi	4	2	3	3	4	5	2	1	9
Zlaaq	6	3	0	6	6	5	1	3	6

MOUNT

Zlaaq. Zlaaq follows all the rules for a normal Ancient Stegadon except, due to the bulk of Mazdamundi and his palanquin, there are no Skink Riders or howdah weapons. Zlaaq also has a 2+ scaly skin save and confers a 2+ armour save to Mazdamundi. If Mazdamundi is slain, Zlaaq must pass a Monster Reaction test as normal. If Zlaaq is slain, then Lord Mazdamundi will revert to using his palanquin for movement purposes.

SPECIAL RULES

Cold blooded; Stubborn; Shield of the Old Ones (see page 43).; Soul of Stone (see page 43).

Mage-Lord of Hexoatl: Mazdamundi is a Level 4 Wizard. Choose one of the eight Lores of Magic from the Warhammer rulebook; Mazdamundi knows all the spells from that lore. In addition he knows the Ruination of Cities spell.

There is no limit to the number of dice that Lord Mazdamundi can use when casting a spell.

Ruination of Cities (Cast on a 13+).

As the words that will invoke the this grand spell are incanted, the ground all around trembles as seismic pressures of unprecedented magnitude are unleashed. As the very tectonic plates grind together the earth gives voice to an infernal groan. With a deafening, subsonic blast that ruptures ears and drives men mad, the power of the very continents is unleashed and the ground splits open, forming terrible wounds into which the enemies of the Lizardmen tumble to be lost in the bowels of the earth.

This spell has a range of 18". One enemy unit suffers 2D6 Strength 5 hits as the ground opens and swallows them. A unit that suffers any wounds from this spell will have its movement rate halved in its next Movement phase as its members pick themselves up and drag comrades out of cracks in the earth. Units inside a building take 3D6 Strength 5 hits as walls and masonry collapse upon them. Flying models and other units that ignore terrain effects are unaffected by this spell.

MAGIC ITEMS

Cobra Mace of Mazdamundi. *The sacred relic called the Mace of Mazdamundi is shaped like the gaping mouth of a hooded cobra. The mace appears to have a life all of its own, as it strikes out with lightning speed to bite enemy weapons before the incoming blow can land.*

Attacks made with the Cobra Mace always strike first, with a Strength 5 Poisoned Attack. If a hit is scored and the target is carrying one or more magical weapons, one such weapon of your choice is destroyed.

Sun Standard of Hexoatl. *This radiant golden totem invigorates the warriors of Hexoatl, driving them to ever more vigorous action in the name of the Old One Chotec, Lord of the Sun, and of their master Lord Mazdamundi.*

The Sun Standard of Hexoatl is an army Battle Standard. Note that a second Battle Standard may not be taken by another character.



KROQ-GAR

ANCIENT SCAR-LEADER, LAST DEFENDER OF XHOTL

Scar-Leader Kroq-Gar is an ancient Saurus Warrior from the now ruined temple-city of Xhotl. Having lived for thousands of years, and fought in countless wars, he has witnessed much change in the world, yet his mind is solely focused on battle, as is the way with all Saurus.

The spawning that bore Kroq-Gar into the world produced only a handful of Saurus, each a powerful creature marked out for greatness, blessed by Xhotl himself. Their natural cunning and instinctive aggression surpassed that of their brethren, and they had an innate dominion over the native beasts of the surrounding jungle. Kroq-Gar's spawning coincided with the rearing of a brood of mighty Carnosaurs, and he claimed the most aggressive and volatile of the beasts as his own.

The Great Cataclysm occurred mere centuries after Kroq-Gar had been spawned. Daemons spread in a rampant plague of horror and death across the world. The Old Ones disappeared and all seemed lost. Kroq-Gar and his spawn-kin rode on constant patrols around the outskirts of Xhotl, smashing entire armies of Daemons that sought to strike against their sacred temple-city, holding the never-ending forces at bay.



While the Mage-Priests of the city pooled their power in an attempt to hold back the magical forces of Chaos, Kroq-Gar and his warriors held back the physical daemonic onslaught. But the magical barriers around the city were being slowly worn down by the screaming Daemons of Chaos entities. The other temple-cities were also under siege, and little energy could be diverted to aid Xhotl. Eventually, after nearly thirty cycles of the sun, a crack appeared in the magical defences, and one of the Mage-Priests was overcome by a surge of uncontrolled energy. His soul was ripped apart by incorporeal talons, and a daemonic presence manifested itself through his flesh. Within moments, it had butchered the other Slann, who were deep in concentration, and the full power of Chaos was let loose across Xhotl. By the time Kroq-Gar fought his way into the centre of the city it was a ruin, the entire population slain.



Completely surrounded, Kroq-Gar and his warriors fought back to back as the Daemon hordes repeatedly surged against them. Kroq-Gar's Saurus were cut down one by one until barely a handful still fought. Under Kroq-Gar's command, those few who still survived managed to break out from the doomed city, sending any Daemons in their path screaming from existence.

Though his temple-city was in ruins and his Mage-Priest masters were slain, Kroq-Gar continued leading his swift-moving patrols through the jungles surrounding the city, scouring them for Daemons and slaughtering all they came across. Eventually the Daemon armies were shattered as the Elves enacted their Great Ritual. In the aftermath of the Great Catastrophe, Kroq-Gar continued to lead the surviving army of Xhotl through the jungles, hunting out any interlopers foolish enough to venture into his realm.

Kroq-Gar has been chosen by none other than the great Lord Mazdamundi of Hexoatl to act as his general. Mazdamundi has gifted the Scar-Leader with the ancient artefact known as the Hand of Gods, with which Kroq-Gar can sear the flesh from his enemies' bones in a blinding flash of power. It is also with this device that Lord Mazdamundi communicates and instructs his chosen champion. Kroq-Gar has been given the sacred task of exterminating those races that are not part of the Old Ones' Great Plan. Kroq-Gar is utterly loyal to the Mage-Lord of Hexoatl and has no sense of mercy within his cold-blooded heart for any who obstruct his duty.

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

WEAPONS AND ARMOUR

Light armour.

MOUNT

Grymloq. Ancient Scar-leader Kroq-Gar and his Cold One mounted spawn-kin have an instinctive power over the cold blooded jungle creatures of Lustria. Kroq-Gar has a particular bond with the mighty Grymloq, the twelfth Carnosaur he has ridden to battle, which has outlived his other steeds.

Grymloq follows all the rules for a normal Carnosaur except, due to Kroq-Gar's strong control, he does not suffer from the Blood-frenzy rule. If Grymloq is slain, Kroq-Gar becomes subject to Frenzy. If Kroq-Gar is slain, then Grymloq automatically passes his Monster Reaction test and immediately becomes frenzied. In addition, Grymloq will never lose his Frenzy.

SPECIAL RULES

Cold Blooded; 4+ Scaly Skin.

Sacred Spawning of Xhotl. Ancient Scar-leader Kroq-Gar has a 5+ ward save. If this is ever failed in close combat then the unit that struck the blow immediately suffers an automatic Strength 5 hit.

Army of Kroq-Gar. Kroq-Gar leads a fast moving army that strikes terror into the hearts of those who face it.

An army led by Kroq-Gar may include a single unit of Saurus Cavalry as a Core choice.

MAGIC ITEMS

Hand of Gods. Kroq-Gar can create a searing ball of light in the palm of his hand, which can then be directed at his enemies, shooting from his fingertips in great branches of contorting energy.

Bound Spell. Power Level 5. Kroq-Gar may direct the energy from the Hand of Gods at any and all targets he can see. The Hand of Gods has a range of 12" and automatically strikes every enemy unit within Kroq-Gar's arc of sight and its range. Any unit struck suffers D6 Strength 4 hits.

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

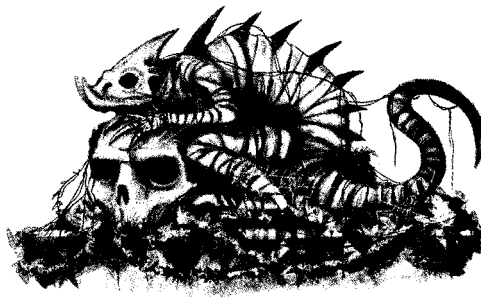
The Revered Spear of Tlanxla gives Kroq-Gar +1 Strength on the turn he charges. Any unsaved wound caused by the Revered Spear of Tlanxla counts as two wounds when calculating combat resolution. Against units that are Immune to Psychology, the weapon simply counts as a magical spear.

DUE SACRIFICE

Ever since the coming of the Serpent God, the Lizardmen have been engaged in a constant war against the Skaven. Although the armies of the ratspawm were long ago expelled from Lustria, still small numbers infest the swamps and lurk in the dank tunnels beneath long-abandoned temples. The Lizardmen's patrols seek out these intruders and, where possible, capture them, bringing them to one of the great temple-cities. Here the ratmen are interred in great pits, each crammed full of squirming, squealing, filth-encrusted vermin.

At the appointed time in the lunar cycle, these captives are drugged with potent soporific fumes, and led from the stinking pits. One by one, they are brought to the top of the city's Great Pyramid, to stand before a Skink Priest. The Skink invokes the names of the Old Ones, offering up the coming sacrifice as the Old Ones sacrificed themselves to save the world at the moment of the Great Catastrophe. And then, the Skaven is sacrificed. The form of the sacrifice varies depending on the Old One to which the temple-pyramid is dedicated. Most are dedicated to Sotek, and so the prisoner is cast into a deep shaft, the bottom of which is home to a thousand blood vipers or perhaps one of the mighty Coiled Ones. Other offerings take the form of ritually burning, drowning or exsanguinating the captured Skaven.

On occasion, a mighty Skaven warlord will be captured. The ceremony of offering up such a prisoner to the Old Ones is of great import, and it is not uncommon for the greater part of the entire temple-city's population to gather in the great square to witness it. The ceremony will be officiated over by the most senior Skink Priest, and frequently, the killing blow will be delivered by the mightiest Saurus leader present. According to the archival records, it is Kroq-Gar who has made the greatest number of such offerings, having sacrificed over a thousand mighty Skaven warlords since the dawning of the age of the Serpent God Sotek.



CHAKAX

THE ETERNITY WARDEN, PRIME GUARDIAN OF XLANHUAPEC

Very few Saurus Temple Guard will ever prove worthy to protect a Slann Mage-Priest while he meditates in his Eternity Chamber, for at this time the Mage-Priest is at his most vulnerable. Those few Saurus Temple Guard who have proven equal to this most sacred of duties have the rank of Eternity Warden.

In the city of Xlanhuaepec, it is Chakax who bears the title and responsibility of Eternity Warden. This stalwart Temple Guard has defended the Mage-Priests of the City of Mists for millennia. When the Slann retire to contemplate it is Chakax alone who is entrusted to watch over them in their Eternity Chamber. It is not unknown for Chakax to maintain his vigil for many centuries. The safety of the pre-eminent Mage-Priests Temple City is Chakax's sacred duty.

Chakax is the last surviving member of his spawning, and the eldest of the city's Temple Guard. He has never yielded in his task and has butchered whole regiments of foes that have dared attempt to kill his charges, each sweep of his Star-Stone Mace leaving a trail of destruction in its wake. Chakax alone stands as the last line of defence between an assassin's blade and his Mage-Priest charge. Chakax's skills as a bodyguard are commensurate with his age and not a single Slann under his protection has ever died to an enemy's blade.



M WS BS S T W I A Ld

Chakax 4 5 0 5 5 2 3 4 8

SPECIAL RULES

Cold Blooded; 4+ Scaly Skin; Sacred Duty (see page 47).

Ultimate Bodyguard. Chakax must always issue a challenge, and can never refuse one. When fighting in a challenge, Chakax must re-roll any failed To Hit rolls.

When leading a unit of Temple Guard joined by a Slann, Chakax and the unit are Unbreakable and re-roll any failed 'look out sir' rolls. Should either Chakax or the Slann perish then the unit immediately loses these abilities.

MAGIC ITEMS

The Star-Stone Mace. *This massive, double handed mace was crafted before the founding of the first temple-city, and its stone was not quarried upon this world. The huge weapon can bar an intruder's path or smash him to a pulp with equally contemptuous ease.*

Great Weapon. Magical weapons count as mundane weapons of the same type when used against Chakax in close combat. If Chakax hits an enemy unit in close combat, his opponent must reveal to him all magic items in the unit.

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

No enemy units with the Scout special rule may set up within 20" of Chakax. In addition, if an enemy unit within 20" of him contains Night Goblin Fanatics, Dark Elf Assassins or other 'hidden' models, their presence must be declared as soon as they come within 20" of Chakax.

The Key to the Eternity Chamber. *Around the Eternity Warden's muscled neck hangs the key to the Eternity Chamber. The chamber is sealed with a lock that can only be opened from the inside. The key to the Eternity Chamber is inlaid with intricate wards that slow the passage of time. Enemies near the great key find their movements slowed, their sluggish sword strokes blocked or dodged with ease by the mighty Saurus guardian.*

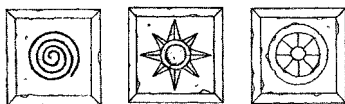
When he is fighting in a challenge, Chakax gains a 5+ ward save and any enemy model that wishes to attack him automatically strikes last, even if they charged or have an ability that would normally allow them to strike first.

GOR-ROK

THE GREAT WHITE LIZARD, THE SCARRED ONE

It is said that amongst the Lizardmen, those spawned with pure white crests, scales or skin are especially blessed of the Old Ones, and destined to perform great deeds in the service of the Gods. Gor-Rok is amongst this most rare of spawnings, his albino skin marking him out as a future champion the moment he emerged, alone, from the spawning caverns beneath Itza. Gor-Rok is a massive scar-riddled Saurus and he has fought in countless battles throughout the centuries.

Gor-Rok is the mightiest of warriors, his unparalleled knowledge and unrivalled skills solely those of fighting, of rending his foes and smashing aside all opposition. When not in battle, he stands at the apex of Itza's tallest pyramid, staring into the jungle and silently awaiting his next task. At the eve of battle a dozen Skink attendants attach his mantle to his mighty form, while he remains motionless, brooding solely on the battle to come. Only when the Mace of Ulamak is hefted at his shoulder and the Shield of Eons strapped to his arm does Gor-Rok come to life. A cold-blooded purpose appears in his eyes as the Mage-Priests communicate their orders directly into his mind.



Gor-Rok has survived horrendous wounds, but refuses to let pain or injuries hinder him from his duty. The White Lizard has become the anchor around which the Saurus battlelines advance, and a rock against which Itza's enemies are broken.

Utterly relentless, Gor-Rok has not once taken a step backwards in combat. He knows nothing but war and comprehends little else but slaughtering his enemies. Always found where the concentration of foes is thickest, those that do not fall beneath the powerful sweeps of his mighty weapon are smashed aside by his massive shield or simply crushed to a bloody pulp beneath his tread.

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

SPECIAL RULES

Cold-Blooded; 4+ Scaly Skin; Stubborn.

Resilient. *Gor-Rok's ability to shrug off pain and injury is legendary, surviving mortal blows that would slay a lesser opponent.*

Any successful rolls To Wound roll against Gor-Rok must be re-rolled. In addition, Gor-Rok is immune to the effects of Killing Blow – such attacks will only cause a single wound which may be saved by armour as normal.

MAGIC ITEMS

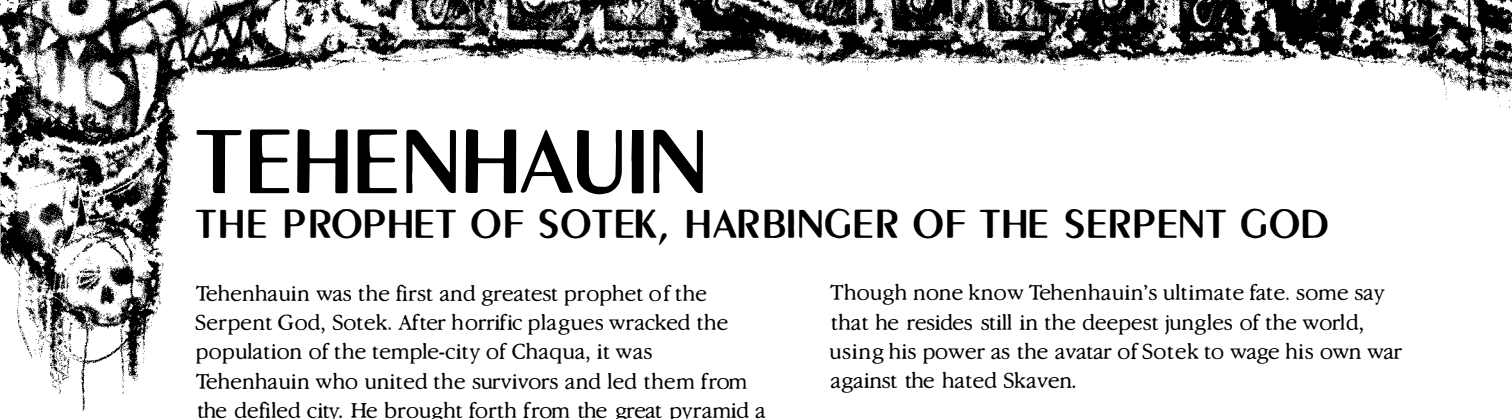
The Shield of Aeons. *The Shield of Aeons is a massive artefact made from a material originating deep within the volcanic heart of the Fire Islands. So enormous was the slab from which the Shield was cut that a dozen Kroxigor were needed to haul its bulk to the Lustrian mainland and many generations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

Shield. Gor-Rok always counts as defending an obstacle, meaning that any chargers that wish to attack him will lose any and all benefits from charging.

The Mace of Ulamak. *This enormous weapon is a symbol of Gor-Rok's rank. Such weapons are traditionally used when two Saurus warleaders disagree with one another in the midst of battle as to the best battleplan, and no Slann Mage-Priest or Skink leader is on hand to provide guidance. Each Saurus strikes the other with the weapon, and he that remains standing is proved correct by the will of the gods. Though rarely fatal to a mighty Saurus, the weapon makes a potent weapon of war when wielded against lesser races.*

In the first round of close combat Gor-Rok re-rolls any failed To Hit rolls.





TEHENHAUIN

THE PROPHET OF SOTEK, HARBINGER OF THE SERPENT GOD

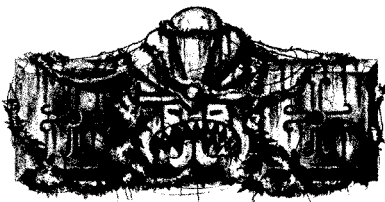
Tehenhauin was the first and greatest prophet of the Serpent God, Sotek. After horrific plagues wracked the population of the temple-city of Chaqua, it was Tehenhauin who united the survivors and led them from the defiled city. He brought forth from the great pyramid a gleaming sacrificial blade and the hidden plaques of Chaqua proclaiming the coming of the Serpent God Sotek. Tehenhauin made the plaques into a totem and bore it at the forefront of the migrating population of ravaged Chaqua. The appearance of the twin-tailed comet in the skies above Lustria was proof of the prophecy. Wherever they went, Tehenhauin prophesised the Serpent God's coming emergence, but the Slann Mage-Priests would not act without thoroughly contemplating the meaning of the plaques. Thus it was that Tehenhauin was the harbinger of the Cult of Sotek, and worship of the Serpent God spread throughout Lustria.

Upon the field of battle, Tehenhauin is wont to attack in the manner of his patron deity – the twin-tailed serpent. As the snake slithers through the undergrowth, so the Prophet and his army make use of their knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike. At that instant, Tehenhauin attacks with lethal intent, focusing his army's venomous energy on the enemy's weakest point.



Though none know Tehenhauin's ultimate fate, some say that he resides still in the deepest jungles of the world, using his power as the avatar of Sotek to wage his own war against the hated Skaven.

	M	WS	BS	S	T	W	I	A	Ld
Tehenhauin	6	4	4	4	3	3	6	3	8
Tide of Serpents	-	2	-	2	-	-	2	D6	-



MAGIC

The Prophet of Sotek is a Level 2 Wizard, who uses the Lore of Beasts.

SPECIAL RULES

Cold Blooded; Aquatic; 5+ Scaly Skin; Immune to Poison; Unbreakable.

Tide of Serpents. *Tehenhauin is surrounded with a swarm of serpents, the beasts of the jungle drawn to him as a child of Sotek.*

Unless mounted upon an Ancient Stegadon, Tehenhauin is accompanied by a Tide of Serpents; both are represented on a single base and have a Unit Strength of 3. The serpents make D6 Poisoned Attacks, as noted on his profile. They may not be attacked separately, and are killed should Tehenhauin be removed as a casualty.

Red Crest. Tehenhauin, and all Skinks in his army, Hate all units in a Skaven army. Note this does not apply to mounts, Kroxigor in mixed units etc.

MAGIC ITEMS

Blade of the Serpent's Tongue. *This sacrificial dagger was crafted by the most skilled of Chaqua's Skink artificers.*

The Blade of the Serpent's Tongue grants Tehenhauin Poisoned Attacks, and in addition gives him +1 Strength and on the turn he charges.

Plaque of Sotek. *Upon this stone plaque is inscribed the most potent extract of the Prophecy of Sotek.*

Tehenhauin is watched over by Sotek himself, granting him a 5+ ward save.

TETTO'EKO

ASTROMANCER OF THE CONSTELLATIONS, THE BEHOLDER

Tetto'eko is the Chief Astromancer of the Temple of the Eclipse in Tlaxtlan. At over a century old, he is ancient for a Skink, yet his mind is still keen and inquisitive. Tetto'eko has an unprecedented affinity with the orbits of the two moons and can predict when and where the first moon will obscure the second. Indeed, he was spawned during such an event. This was unheard of for such celestial happenings were commonly seen as ill-fated until the coming of Tetto'eko. Now, however, it has been pronounced by the Mage-Priests that the Old One Tepok has blessed the Astromancer and granted him his prodigious foresight.

Tetto'eko is responsible for the upkeep of the many artefacts housed in the temple. Of the functioning artefacts the most prized is the Eye of the Old Ones. The Astromancer uses this magical device to discern the messages in the stars. By Tetto'eko's predictions and warnings have many dire events been averted that might have spelt the destruction of a temple-city or the death of a Slann Mage-Priest.

The Slann recognise that Tetto'eko's ability is uniquely porteneous, and have gifted him with a palanquin to carry both his frail body and his myriad arcane artefacts. So privileged is Tetto'eko's position amongst the Lizardmen that he is afforded almost the same reverence as a Slann, the Temple Guard bowing low as he goes about his duties.

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

MAGIC

Tetto'eko is a Level 2 Wizard and knows all the spells from the Lore of Heavens.

SPECIAL RULES

Cold Blooded.

Herald of Cosmic Events. *Tetto'eko's appearance on the battle field heralds events of such importance that heavenly bodies realign as battle commences. Time pauses and fate itself is held in the balance as he completes his astromantic calculations.*

The cosmic event is rolled for at the beginning of any one friendly Magic phase, and its effects last until the beginning of the next friendly Magic Phase. On a 2D6 roll of 3+, Tetto'Eko's calculations are correct and the cosmic event occurs. All spells from the Lore of Heavens will be cast with irresistible force on any successful casting roll that includes a double, provided it is not miscast. If 2 is rolled, the Chaos Moon has corrupted Tetto'eko's calculations and all spells cast by the enemy will benefit from the above effect instead.

MAGIC ITEMS

Eye of the Old Ones. *As the time of the stellar alignments draws near, the Eye of the Old Ones opens and Tetto'eko is able to see previously hidden portents.*

After deployment, but before determining who gets the first turn, the Lizardmen player may redeploy D3 of his own units. The units must adhere to normal deployment restrictions.

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

If Tetto'eko successfully casts the spell *Comet of Cassandra* you may re-roll the dice at the start of each player's turn to see if the comet arrives.

The Palanquin of Constellations: *Tetto'eko has been granted a stone palanquin by Lord Adobi-Tehga, and taught the incantations necessary to make it rise.*

The palanquin operates in the same way as a Mage-Priest's (see page 43) except that Tetto'eko may be placed in the second rank of a unit of Skinks rather than Temple Guard, so long as no Kroxigor are in the unit. The palanquin grants Tetto'eko a 5+ ward save.





TIKTAQ'TO

MASTER OF SKIES, THE EYE IN THE HEAVENS

Tiktaq'to is Master of Skies, a pre-eminent position amongst the Skink Chiefs, answerable only to the Skink Priests and the Slann Mage-Priests themselves. He is a master of strategy and directs the many Terradon patrols in their constant vigils, intercepting intruders, outflanking and destroying forces many times their own size.

Tiktaq'to and his sky patrols are amongst the most skilled aerial riders in the world. He directs his forces from far above, with a view otherwise afforded only to the gods. His riders dive upon their prey at incredible speeds, dodging bow-fire in breath-taking aerial maneuvers. Large boulders crush enemy war machines as easily as the crews. At the vital moment, Tiktaq'to himself descends to join his forces, eviscerating the intruders in one fell swoop.

Tiktaq'to has led the sky patrols for many years; he is a skilled Skink Chief and has yet to engage an enemy that he and his sky patrols have not been able to dispose of, instinctively knowing when to strike and when not to overreach his abilities. When Tiktaq'to descends upon his prey he dispatches them with a ruthless, cold efficiency, his expression unreadable behind the Mask of Heavens.

	M	WS	BS	S	T	W	I	A	Ld
Tiktaq'to	6	4	5	4	3	2	6	3	8
Zwup	2	3	0	4	3	1	2	1	3



MOUNT

Zwup. *The Terradon Zwup can fly higher than any other Terradon, affording the Master of Skies a panoramic view. Zwup's large claws are capable of snatching up an armoured warrior and ripping him in two.*

Zwup follows all rules for a normal Terradon except that, after he has used the Drop Rocks special rule (see page xx), Zwup's attacks gain the Killing Blow rule.

SPECIAL RULES

Cold Blooded.

Master of Skies. *Tiktaq'to directs his Terradon Riders around the vulnerable flanks of the foe, encircling the enemy and cutting off their line of retreat.*

Tiktaq'to may join units of Terradon Riders, but no other units. Tiktaq'to, and any unit he leads, may choose not to deploy on the table at the beginning of the battle. Instead, at the start of each friendly turn (starting from Turn 2), roll a D6 to see whether Tiktaq'to arrives:

Turn	Dice roll to arrive
2	4+
3	3+
4	2+
5	Arrives automatically

In the Remaining Moves phase of the turn when he arrives, Tiktaq'to, and any unit he leads, can enter the battlefield from any table edge. They are treated exactly as if they were re-entering play the turn after they had pursued an enemy off the table, and therefore they may not charge that turn.

MAGIC ITEMS

Mask of Heavens. *This helmet allows the wearer to meld with the mind of the mighty Terradons. Dominating the will of the beasts, mount and rider soar through the jungle canopy as if they were a single entity, in perfect harmony with one another*

Any unit wishing to shoot at Tiktaq'to, or the unit he has joined, suffers an additional -1 to hit. In addition, the Mask of Heavens confers a 6+ ward save and Magic Resistance (1).

The Blade of Ancient Skies. *The Blade of Ancient Skies is made from the dense, fossilised jawbone of a monstrous and long extinct sky-borne predator.*

No armour saves are possible against wounds caused by the Blade of Ancient Skies.

OXYOTL

SURVIVOR OF PAHUAX, THE RETURNED

One of the rare breed of Chameleon Skinks, Oxyotl was already an accomplished hunter when Chaos came to the world. He and his spawn-kin mounted bold ambushes against the hordes, but were forced to retreat within the sacred walls of the temple-city of Pahuax, a host of Greater Daemons following hot on his heels.

In a last effort to defeat the Daemons, the Slann Mage-Lord Pocaxalan determined to destroy the horde in one fell swoop. Whilst the Slann was conjuring the energies required, Oxyotl and the few surviving Saurus protected their lord, buying precious moments for his ritual to be completed. But the fickle powers of Chaos tricked Pocaxalan, and he tapped too deeply into the howling Winds of Magic. The result was nothing short of catastrophic. Colossal energies spiralled out of control, ripping holes in the very fabric of reality. The Slann and all in his inner sanctum were sucked into the Realm of Chaos. Pahuax aged millennia in scant seconds, large portions of the city, along with its inhabitants, crumbling to dust.

Oxyotl awoke to find himself in a nightmarish landscape, Daemons feeding on the entrails of his lord. Alone in a land of shadows, the Chameleon Skink was all but invisible and the denizens of that hellish place were at first oblivious to his presence. He survived by cunning, covering his scent against the daemoniac hounds that tracked him by daubing himself in the blood of his pursuers.

The passage of time flows strangely in the Realm of Chaos. A year may pass in that twisted unreality whilst centuries pass in the world. Oxyotl has witnessed the full horror of Chaos and seen the fate of all the races of the world should the fight against Chaos ever falter.

So it is that Oxyotl found a path back to Lustria. He passed through places he may never speak of, such as silent halls of the Lost City of the Old Ones. But millennia have passed and the world has changed. The Lizardmen's realm has all but fallen, the lesser races spread like a plague and there are portents that the Daemons are set to return. Indeed, Oxyotl's own return is regarded as one such omen, and in its wake fresh spawnings of the rare Chameleon Skinks have occurred. It is unknown to all but Oxyotl how he escaped that dread land, for he does not speak of it and no Slann dare read his mind, lest a taint of Chaos remain within him. Oxyotl has since gathered others of his kind and has resumed his hunt, mustering strength against the return of the daemoniac hordes.

	M	WS	BS	S	T	W	I	A	Ld
Oxyotl	6	4	5	4	3	2	5	3	7

WEAPONS AND ARMOUR

Hand weapon; blowpipe

SPECIAL RULES

Cold Blooded; Aquatic; Jungle Poisons; Scout; Chameleon (see page 51).

Preternatural Aim. *Oxyotl's life has countless times depended on his preternatural ability to kill an enemy quickly and efficiently.*

When shooting with his blowpipe, Oxyotl may pick any single target he can see (including characters or champions within a unit, a war machine's crew, on a chariot, riding a monster etc.), but if he uses this special ability he will suffer an additional -1 to hit. The normal -1 modifier for shooting at a single man-sized model does not apply (but other modifiers, such as shooting a multiple-shot weapon, do) and a character/champion cannot benefit from the "Look Out Sir!" rule. Oxyotl may choose a different target from the one chosen by the unit of Chameleon Skinks he has joined.

Master Predator. *Oxyotl's skill at gathering and mixing toxins is unparalleled. It is even said that he uses vials of poisons gathered from the Realm of Chaos itself.*

All attacks made by Oxyotl's blowpipe are Poisoned on a To Hit roll of 5+.



MUSTERING THE HOSTS

As a loyal servant of the Old Ones, it is your duty to raise the hosts of your temple-city and march forth against the enemies of the Lizardmen. The sacred plaques hold much wisdom for the aspiring Mage-Priest mustering a new army...

Lizardmen armies come in many forms, but at the centre, holding the line with cold-blooded determination you will inevitably find the Saurus. When starting a new army, a unit or two of Saurus, led by a Saurus Scar-Veteran and perhaps supported by a unit of Skinks, is a great place to start. This small army can be fielded right away, allowing you to get familiar with the army's key special rules, such as Cold Blooded and Scaly Skin. The remainder of the army will come later, and can be drawn from a wide range of units. Each is capable of fulfilling a different battlefield role, and which ones you choose will depend upon the tactics you develop as you play your first games.

As your temple-city is blessed with new spawnings and your army expands, you'll find yourself faced with a decision upon which you must meditate. Will you build a balanced army featuring a range of different troops, or will you specialise in a specific type of army? Heed the wisdom of the ancients...

MEDITATE UPON BALANCE

A balanced Lizardman army will feature a mixture of regiments. It will have at least one unit of Saurus Warriors, and probably several units of Skinks. Magic, both destructive and protective, will be provided by one or more Skink Priests in smaller armies, or a Mage-Priest once your collection is underway. Skink Skirmishers and Salamander Hunting Packs will cover shooting. Stegadons and Cold One Cavalry will crush the enemy's battleline in spectacular charges. Each of the units will serve a different role, allowing the army to take on a wide range of foes. In addition, it makes a good starting point for a larger army, and looks splendid deployed for battle.

GATHER THE ELITE

The Lizardmen have some of the mightiest infantry in the Warhammer world. Saurus Warriors are almost the equal of Chaos Warriors; evidence, if any were needed, that the Old Ones had long prepared for the final battle against the archenemy. An army of elite infantry will feature as many Saurus, Temple Guard and Kroxigors as the spawning pools can provide, led by Saurus Oldbloods and Scar Veterans equipped with magic weapons from the sacred vaults. Such a force will be extremely hard hitting, but watch out for fast-moving enemies able to outflank you, war machines that ignore the Lizardmen's scaly skin armour, and powerful enemy Wizards whose spells you will be hard pressed to counter.

MASTER THE WINDS OF MAGIC

Slann Mage-Priests are the undisputed masters of magic – no other magic user can equal them on the battlefield. A Lizardmen army led by a Slann Mage-Priest can unleash fearsome magical destruction on the foe, while your loyal Skink Priests can counter the enemy's own magic. Do not neglect your own safety – see that your indomitable Temple Guard attend closely to you at all times.

The mighty Engine of the Gods, tended by your most trusted Skink Priest will ensure the destruction of nigh-on any foe. If you really wish to punish impudent warm-bloods intruding in your domains, then be sure to bring forth the Venerable Lord Kroak and unleash upon them the wrath of the gods.

GIVE THEM DEATH FROM AFAR

Though on the surface your army may appear lacking in ranged firepower, the beneficent Old Ones have not left you wanting. Skink javelins and darts are tipped with lethal poisons, and in sufficient numbers can prove fatal to otherwise hard-to-kill enemies such as Chaos Warriors, Ogres and Giants. Other units that can bolster your army's firepower are Stegadons, Engines of the Gods, and Salamander and Razordon Hunting Packs.

MUSTER THE BEASTS OF THE JUNGLE

Perhaps more than any other army, the Lizardmen can muster the mightiest of monsters. An army focusing on Stegadons, Carnosaurs, Salamanders and Barbed Razordons is an awesome sight and extremely intimidating to the enemy. There is no greater general of such an army than his serenity Lord Mazdamundi.

RAISE THE SKINKS

Legends tell that there was once an age when the Saurus sickened and the fate of the temple-cities lay with the Skinks and their Serpent God. An all-Skink army might feature well over a hundred Skinks and Chameleon Skinks. Their main stratagem will be to outmanoeuvre the foe. They feign panic and flee from charges, thus drawing the enemy away from his battleline and ruining his battle plans. They rain poisonous darts and javelins into his flanks. Do not forget that it is the Skinks that crew the mighty Stegadons. The perfect leader for such an army is Tehenhauin, the Prophet of Sotek himself.



▲ The bulk of this army are Skinks. The Core units are supported by fast-moving Terradon Riders, a hard-biting Ancient Stegadon and a deadly Razordon Hunting Pack.

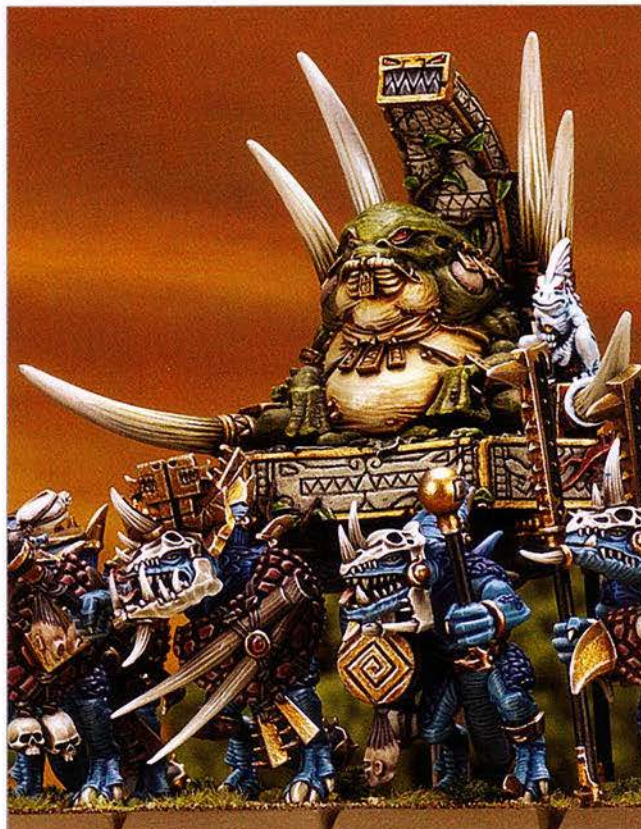


▲ The focus of this army is large blocks of Saurus Warriors. This solid battleline is augmented by a Stegadon, and led by a Skink Priest mounted on an Ancient Stegadon with the Engine of the Gods.

SLANN MAGE-PRIESTS



▲ Slann Mage-Priests lead the armies of the Lizardmen.



▲ The Venerable Lord Kroak.



▲ Lord Kroak wearing the Golden Death Mask.



TEMPLE GUARD



▲ Temple Guard are the resolute bodyguards of the Slann Mage-Priests.



▲ Temple Guard standard bearer.



▲ The Eternity Warden Chakax is the ultimate guardian for a Slann Mage-Priest.



SAURUS WARRIORS



▲ Saurus Scar-Veteran with Battle Standard



◀ Saurus Lords and Heroes are the mightiest warriors in the Lizardman army.

LIZARDMAN SHIELDS



▲ Lizardman shields are made from the scales of jungle beasts.





▲ Saurus Warriors display a range of blue skin tones, from dark to pale to almost white.



SCAR-LEADER KROQ-GAR



◀ Ancient Scar-leader Kroq-Gar, riding the fearsome Carnosaur Grymlok.



COLD ONE CAVALRY



▲ Saurus leader
on a Cold One mount.



▲ Cold One Cavalry standard bearer



▲ Cold One Cavalry musician

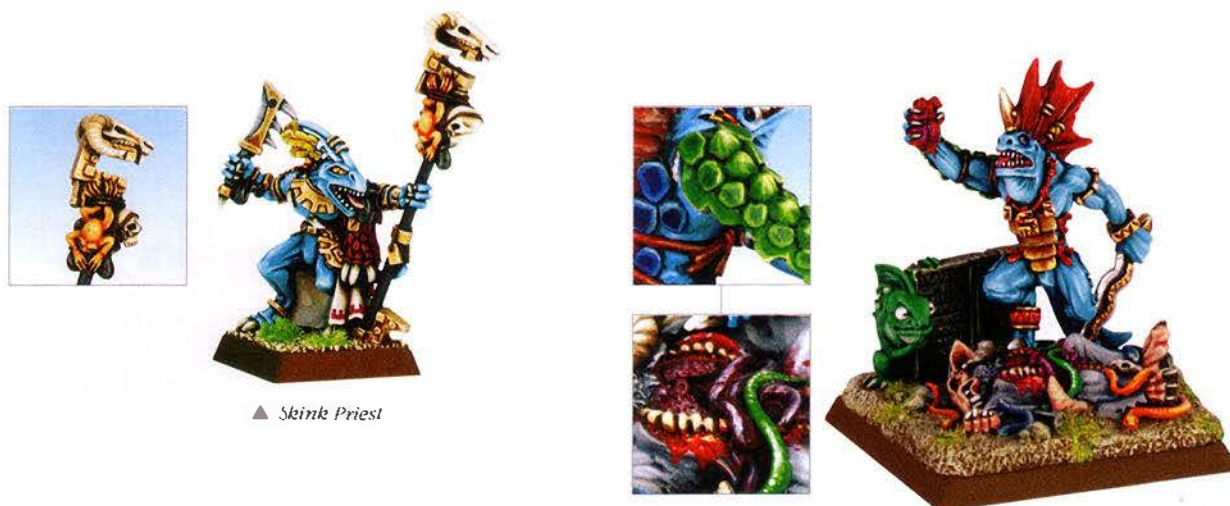


▲ Cold One Cavalry champion

SKINKS



▲ Skink Chiefs



▲ Skink Priest

▲ Tehenhauin, the Prophet of Sotek



▲ Skink Brave



▲ The nimble Skinks are armed with deadly poisoned javelins and blowpipes.

KROXIGORS



▲ The mighty Kroxigors can join units of Skinks, massively reinforcing the army's main battleline.

TERRADON RIDERS



► Tiktat'io, Master of Skies, upon his Terradon Zuup.



CHAMELEON SKINKS



◀ Chameleon Skinks can display a massive range of colours and patterns. They can be painted to blend in with their environment or to stand out from it, depending on your preference.

▲ Stalker

HUNTING PACKS



▲ Salamanders

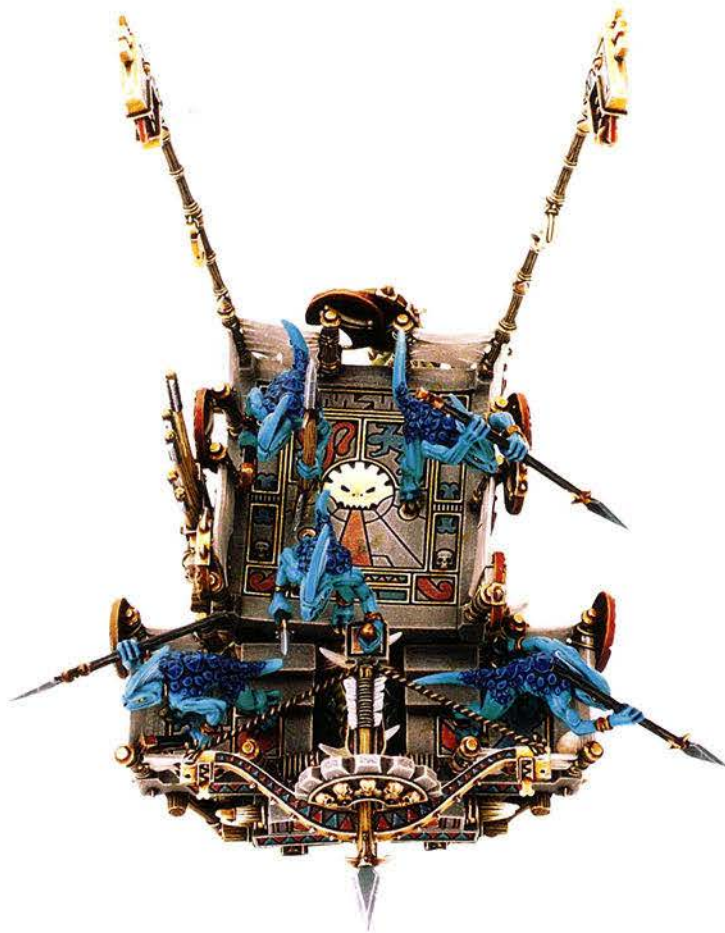


▲ Barbed Razordons



Barbed Razordon with Skink Handlers.

STEGADONS



▲ Stegadons are armed with a Great Bow, which is capable of penetrating multiple ranks of enemy warriors.





▲ A Skink Priest can use the Engine of the Gods to blast the enemy, protect nearby Lizardmen, or manipulate the ever-shifting Winds of Magic.









LIZARDMEN ARMY LIST

This army list enables you to turn your collection of Citadel miniatures into an army ready for a tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost assigned to it. This reflects how effective the model is on the battlefield. For example, a Skink Fighter costs just 5 points, while a mighty Saurus Oldblood costs 145 points!

Most of the time, both players choose armies to the same agreed points total. You can of course spend fewer points, and you may find it impossible to use up every last point. Most "2,000 point" armies, for example, will be something like 1,998 or 1,999 points.

To form your collection of miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its points cost and so on until you reach the agreed points total for the game you are playing. In addition to the models' points values, there are a few other rules that govern which units you can include in your army, as detailed under Choosing Characters and Choosing Troops.

ARMY LIST ENTRIES

Profiles. The characteristic profile for the model(s) in each unit are provided as a reminder. Where several are required, these are also given, even if they are optional.

Unit Size. Each troop entry specifies the minimum size for each unit, which is the smallest number of models needed to form that unit. In some cases units also have a maximum size.

Equipment. Each entry lists the standard weapons and armour for that unit type. The cost of these items is included in the basic points value. Additional or optional weapons and armour cost extra points and are presented in the Options section of the unit entry.

Special Rules. Many troops have special rules, and these are fully described in the Forces of the Lizardmen section of this army book. The names of these rules are listed in the army list as a reminder.

Options. Many entries list different weapon, armour and equipment options, along with any additional points cost for giving them to the unit. This includes magic items and other upgrades for characters. It may also include the option to upgrade a unit member to a champion, standard bearer or musician.

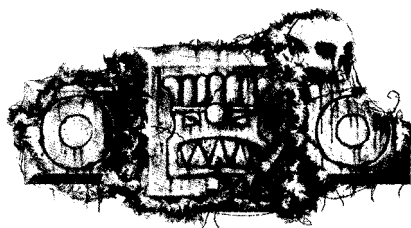
CHOOSING CHARACTERS

Characters are divided into two categories: Lords and Heroes. The maximum number of characters an army can include is shown on the chart below. Of course, only a certain number can be Lords.

Army Points Value	Total Characters	Max. Lords
Less than 2,000	3	0
2,000 or more	4	1
3,000 or more	6	2
4,000 or more	8	3
Each +1,000	+2	+1

An army must always include at least one character to act as the General. If you include more than one character, then the one with the highest Leadership value is the general. When one or more characters have the same (and highest) Leadership, choose one to be the General at the start of the battle. Make sure that your opponent knows which character is your General is your general when you deploy your army.

Many Lizardmen characters can be equipped with magic items from the Treasures of the Old Ones. These items range from powerful magical weapons, to banners and other arcane items. Where characters have this option, it is included in their profile.



CHOOSING TROOPS

The number of each type of unit allowed depends on the army's points value.

For Core units, there is a minimum number of units from this category that you must take. Jungle Swarms do not count towards this minimum number of Core units.

For Special and Rare units, there is a maximum number of units that you can field.

Army Points Value	Core	Special	Rare
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each +1,000	+1 minimum	+0-1	+0-1

Like many characters, some Lizardmen units can be equipped with magic items from the Treasures of the Old Ones (normally banners). Where units have this option, it is included in their profile.

LORDS

LORD KROAK Points: 600Page: 60

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

Your army can only include one Lord Kroak model.

Equipment:

- Golden Death Mask

Special Rules:

- Cold Blooded
- Unbreakable
- Fear
- Flammable
- Unit Strength 3
- First Generation Spawning
- The Spirit of Lord Kroak
- Supreme Shield of the Old Ones
- Eternity Guardians
- The Deliverance of Itza



LORD MAZDAMUNDI Points: 620Page: 62

	M	WS	BS	S	T	W	I	A	Ld
Mazdamundi	4	2	3	3	4	5	2	1	9
Zlaaq	6	3	0	6	6	5	1	3	6

Your army can only include one Lord Mazdamundi model.

Equipment:

- Cobra Mace of Mazdamundi
- Sun Standard of Hexoatl

Mount:

- Zlaaq

Special Rules:

- Cold Blooded
- Stubborn
- Shield of the Old Ones
- Soul of Stone
- Mage-Lord of Hexoatl
- Ruination of Cities



KROQ-GAR Points: 635Page: 64

	M	WS	BS	S	T	W	I	A	Ld
Krog-Gar	4	6	3	5	5	3	4	5	8
Grymloq	7	3	0	7	5	5	2	5	5

Your army can only include one Krog-Gar model.

Equipment:

- Light Armour
- Hand of Gods
- Revered Spear of Tlanxla

Mount:

- Grymloq

Special Rules:

- Cold Blooded
- 4+ Scaly Skin
- Sacred Spawning of Xhotl
- Army of Krog-Gar



TEHENHAUIN Points: 250Page: 68

	M	WS	BS	S	T	W	I	A	Ld
Tehenhauin	6	4	4	4	3	3	6	3	8
Tide of Serpents	-	2	-	2	-	-	2	D6	-

Your army can only include one Tehenhauin model.

Magic:

Tehenhauin is a Level 2 Wizard and uses the Lore of Beasts.

Equipment:

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

Mount:

Ancient Stegadon with Engine of the Gods...290pts
(Tide of Serpents and Unbreakable special rules will no longer apply).

Special Rules:

- Cold Blooded
- Aquatic
- 5+ Scaly Skin
- Immune to Poison
- Unbreakable
- Tide of Serpents
- Red Crest

LORDS

SLANN MAGE-PRIEST Points: 275Page: 42

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

Weapons & Armour:

- None

Magic:

Mage Priests are Level 4 Wizards. They use any one of the Lores in the Warhammer rule book.

Special Rules:

- Cold Blooded
- Disciplines of the Ancients
- Unit Strength 3
- Shield of the Old Ones
- Guardians

Magic items:

Up to a total of100pts

Upgrades:

A Mage-Priest must take one of the following upgrades.

Choose one Discipline of the Ancientsfree
Choose two Disciplines of the Ancients50pts
Choose three Disciplines of the Ancients100pts
Choose four Disciplines of the Ancients150pts



SAURUS OLDBLOOD Points: 145Page: 44

	M	WS	BS	S	T	W	I	A	Ld
Saurus Oldblood	4	6	0	5	5	3	4	5	8

Weapons & Armour:

- Hand weapon

Special Rules:

- Cold Blooded
- 4+ Scaly Skin

Magic items:

Any up to a total of100pts

Armour:

Light armour10pts
Shield6pts

Weapons

(one choice only):

Spear8pts
Great weapon12pts
Halberd8pts
Additional hand weapon ...8pts

Mount

(one choice only):

Cold One30pts
Carnosaur210pts



LORDS' AND HEROES' MOUNTS

	M	WS	BS	S	T	W	I	A	LD
Cold One	7	3	0	4	4	1	2	1	3
Terradon	2	3	0	4	3	1	2	1	3
Carnosaur	7	3	0	7	5	5	2	4	5
Stegadon	6	3	0	5	6	5	2	4	6
Ancient Stegadon	6	3	0	6	6	5	1	3	6

A character taking a Stegadon or Ancient Stegadon as a mount will displace one crew member.

Special Rules:

- **Cold One (p46):** Fear, Stupidity, Thick-skinned.
- **Terradon (p52):** Flying Cavalry, Hit and Run, Drop Rocks, Arboreal Predators.
- **Carnosaur (p59):** Cold Blooded, 4+ Scaly Skin, Terror, Blood-frenzy, Ultimate Predator.
- **Stegadon (p54):** Cold Blooded, Stubborn, Terror, Large Target, D6+1 Impact Hits, Jungle Poisons, Immune to Psychology, 4+ Scaly Skin (mount only), Howdah Weapons, Skink Crew, Unit Strength 10.
- **Ancient Stegadon (p54):** Cold Blooded, Stubborn, Terror, Large Target, D6+1 Impact Hits, Jungle Poisons, Immune to Psychology, 3+ Scaly Skin (mount only), Howdah Weapons, Skink Crew, Unit Strength 10.

HEROES

CHAKAX Points: 335Page: 66

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

Your army can only include one Chakax model.

Equipment:

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

Special Rules:

- Cold Blooded
- 4+ Scaly Skin
- Sacred Duty
- Ultimate Bodyguard



GOR-ROK Points: 215Page: 67

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

Your army can only include one Gor-Rok model.

Equipment:

- The Shield of Aeons
- The Mace of Ulamak

Special Rules:

- Cold Blooded
- 4+ Scaly Skin
- Stubborn
- Resilient



TETTO'EKO Points: 255Page: 69

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

Your army can only include one Tetto'eko model.

Magic:

Tetto'eko is a Level 2 Wizard, and knows all of the spells from the Lore of Heavens.

Equipment:

- Eye of the Old Ones
- The Stellar Staff
- The Palanquin of Constellations

Special Rules:

- Cold Blooded
- Herald of Cosmic Events



TIKTAQ'TO Points: 315Page: 70

	M	WS	BS	S	T	W	I	A	Ld
Tictaq'to	6	4	5	4	3	2	6	3	8
Zwup	2	3	0	4	3	1	2	1	3

Your army can only include one Tiktq'to model.

Equipment:

- Mask of Heavens
- The Blade of Ancient Skies

Special Rules

- Cold Blooded
- Master of Skies

Mount:

- Zwup



OXYOTL Points: 160Page: 71

	M	WS	BS	S	T	W	I	A	Ld
Oxayotl	6	4	5	4	3	2	5	3	7

Your army can only include one Oxayotl model.

Equipment:

- Hand weapon
- Blowpipe

Special Rules:

- Cold Blooded
- Aquatic
- Jungle Poisons
- Scout
- Chameleon
- Preternatural Aim
- Master Predator

HEROES

SAURUS SCAR-VETERAN Points: 85Page: 44

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

Weapons & Armour:

- Hand Weapon

Special Rules:

- Cold Blooded
- 5+ Scaly Skin

Magic items:

Any, up to a total of ...50pts

Armour:

Light armour5pts
Shield3pts

Weapons

(one choice only):

Spear4pts
Great weapon6pts
Halberd4pts
Additional hand weapon...4pts

Mount:

Cold One20pts



SKINK PRIEST Points: 65Page: 48

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

Weapons & Armour:

- Hand weapon

Special Rules:

- Cold Blooded
- Aquatic
- Channelling

Magic:

Skink Priests are Level 1 Wizards. They always use the Lore of Heavens.

Magic items:

Any up to a total of ...50pts

Mount:

Ancient Stegadon with
Engine of the Gods ...290pts

Upgrade:

To a Level 2 Wizard35pts



SKINK CHIEF Points: 55Page: 49

	M	WS	BS	S	T	W	I	A	Ld
Skink Chief	6	4	5	4	3	2	6	3	7

Weapons & Armour:

- Hand weapon

Special Rules:

- Cold Blooded
- Aquatic
- Jungle Poisons

Magic items:

Any, up to a total of ...50pts

Armour:

Light armour2pts
Shield2pts

Weapons

(one choice only):

Spear4pts
Blowpipe8pts
Javelins8pts
Additional hand weapon...4pts

Mount

(one choice only):

Stegadon235pts
Ancient Stegadon275pts
Terradon30pts

BATTLE STANDARD BEARER:

- One Slann Mage Priest, Saurus Scar-Veteran or Skink Chief in the army may carry the Battle Standard for +25 points. A Saurus or Skink Battle Standard Bearer may not be the army's General, though a Slann may be.

- The Battle Standard Bearer can have any magic banner at the points cost listed. A Saurus or Skink Battle Standard Bearer who carries a magic banner cannot carry any other magic items. A Slann however may have a magic banner (any points value), as well as his normal 100 points of magic items.

CORE

SAURUS WARRIORS Points/model: 11 Page: 45

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

Unit Size:

10+

Special Rules:

- Cold Blooded
- 5+ Scaly Skin

Weapons & Armour:

- Hand weapon
- Shield

Command:

- Upgrade one Saurus Warrior to a Saurus Champion ... 12pts
- Upgrade one Saurus Warrior to a Musician 6pts
- Upgrade one Saurus Warrior to a Standard Bearer 12pts

Additional Equipment:

- Spear 1pt per model



SKINKS Points/model: 5 Page: 50

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

Unit Size:

10+

Special Rules:

- Cold Blooded
- Aquatic
- Jungle Poisons

Weapons & Armour:

- Hand weapon
- Javelin
- Shield

Command:

- Upgrade one Skink to a Skink Brave 8pts
- Upgrade one Skink to a Musician 6pts
- Upgrade one Skink to a Standard Bearer 8pts

Upgrade:

- Add up to one Kroxigor for every 8 Skinks
..... 55pts per model

SACRED HOSTS

The plaques record that some Lizardmen are spawned under the influence of one or more of the Old Ones. The warriors of such spawnings have certain characteristics in common and they very often share a singular fate. The plaques will often predict the exact date that these warriors are due to emerge from their spawning pools. On that date, a large crowd of Skinks will gather all about the spawning pools. A delegation of Skink Priests will stand by the pool's very edge, waiting the moment the half-glimpsed shapes in the glowing liquid will emerge. If the spawning is of particular note, a Mage-Priest may even be in attendance, and this is the greatest of honours for the new spawning.

When the warriors emerge they are welcomed one by one and adorned with feathers and totems of the god whose blessing is upon them. Their status will be apparent from their appearance and demeanour, and the Skink Priests will record

every nuance for the archives. Lizardmen spawned according to the influence of Sotek, for example, often sport tall red crests and are warlike in character, while those spawned under Tepoc's inscrutable eye may have purple or violet markings and a distinctly detached and otherworldly air. It has happened that some spawnings are created under the influence of several Old Ones, exhibiting a combination of characteristics, and the Priests will take special care to record every last detail of such an event.

On extremely rare occasions, more than one of these spawnings have occurred in the same temple-city, at the same time. Thus has been formed a Sacred Host, an entire army touched by a single god and marked with the signs of his blessing. Such an army is only spawned once in a thousand years, but will have some truly momentous task to complete for the furtherance of the Great Plan of the Old Ones.

CORE

SKINK SKIRMISHERS Points/model: 7 Page: 50

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

Unit Size:

10-20

Weapons & Armour:

- Hand weapon
- Blowpipe

Special Rules:

- Cold Blooded
- Aquatic
- Jungle Poisons
- Skirmishers

Command:

Upgrade one Skink to a Skink Skirmisher Brave 6pts

Additional Equipment:

Exchange blowpipe for javelin and shield ... 1pt per model



JUNGLE SWARM* Points/base: 45 Page: 58

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

Unit Size:

1-6 bases

Weapons:

- Teeth and venom!
(hand weapon)

Special Rules:

- Cold Blooded
- Poisoned Attacks
- Unbreakable (Swarm)
- Skirmishers
- Small

**Jungle Swarms do not count towards the minimum number of Core Units you must include in your army.*



SPECIAL

CHAMELEON SKINKS Points/model: 12 Page: 51

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

Command:

Upgrade one Chameleon Skink to a Stalker6pts

Unit size:

5-10

Weapons & Armour:

- Hand weapon
- Blowpipe

Special Rules:

- Cold Blooded
- Aquatic
- Jungle Poisons
- Skirmishers
- Scouts
- Chameleons



TERRADON RIDERS Points/model: 30 Page: 52

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

Command:

Upgrade one Terradon Rider to a Brave10pts

Unit Size:

3+

Weapons & Armour:

- Hand weapon
- Javelins

Special Rules:

- Cold Blooded
- Jungle Poisons
- Flying Cavalry
- Hit and Run
- Drop Rocks
- Arboreal Predators

Mounts:

Terradon



TEMPLE GUARD Points/model: 16 Page: 47

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

Command:

Upgrade one Temple Guard to a Revered Guardian ...14pts
 may have a magic item worth up to25pts
 Upgrade one Temple Guard to a Musician7pts
 Upgrade one Temple Guard to a Standard Bearer14pts
 may have a magic standard worth up to50pts

Unit Size:

10+

Weapons & Armour:

- Halberd
- Hand weapon
- Light armour
- Shield

Special Rules:

- Cold Blooded
- 5+ Scaly Skin
- Sacred Duty

SPECIAL

COLD ONE CAVALRY Points/model: 35 Page: 46

	M	WS	BS	S	T	W	I	A	Ld
Cold One Rider	4	4	0	4	4	1	2	2	8
Cold One Rider Champ.	4	4	0	4	4	1	2	3	8
Cold One	7	3	0	4	4	1	2	1	3

Unit Size:

5+

Weapons & Armour

- Hand weapon
- Spear
- Shield

Special Rules:

- Cold Blooded
- 5+ Scaly Skin
- Fear
- Stupidity
- Thick Skinned

Command:

- Upgrade one Cold One Rider to a Champion 20pts
- Upgrade one Cold One Rider to a Musician 10pts
- Upgrade one Cold One Rider to a Standard Bearer 20pts
- may have a magic standard worth up to 50pts



KROXIGOR Points/model: 55 Page: 53

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

Unit Size:

3+

Weapons & Armour:

- Great weapon

Special Rules:

- Cold Blooded
- Aquatic
- 4+ Scaly Skin
- Fear
- Spawn-kin
- Great Reach

Command:

- Upgrade one Kroxigor to a Kroxigor Ancient 20pts



STEGADON Points/model: 235 Page: 54

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

Unit Size:

1

Weapons & Armour:

- Giant Bow

Special Rules:

- Cold Blooded
- Stubborn
- Terror
- Large Target
- D6+1 Impact Hits
- Jungle Poisons
- Immune to Psychology
- 4+ Scaly Skin (mount only)
- Howdah Weapons
- Skink Crew
- Unit Strength 10

RARE

ANCIENT STEGADON Points/model: 275 Page: 54

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

Unit Size:

1

Weapons & Armour:

- 2 Giant Blowpipes

Special Rules:

- Cold Blooded
- Stubborn
- Terror
- Large Target
- D6+1 Impact Hits
- Jungle Poisons
- Immune to Psychology
- 3+ Scaly Skin (mount only)
- Howdah Weapons
- Skink Crew
- Unit Strength 10



SALAMANDER HUNTING PACK Points/Salamander (accompanied by 3 Skink Handlers): 75 Page: 56

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

Upgrade:

One additional Skink Handler per Salamander

..... 5 pts per model

Unit Size:

1-3 Salamanders
(3-4 handlers per
Salamander)

Special Rules (Salamanders):

- Cold Blooded
- Aquatic
- Skirmishers
- Hunting Pack
- 5+ Scaly Skin
- Fear
- Spout Flames

Special Rules (Skinks):

- Cold Blooded
- Aquatic
- Skirmishers
- Hunting Pack

Weapons & Armour:

- Handlers have
hand weapons



RAZORDON HUNTING PACK Points/Barbed Razordon (accompanied by 3 Skink Handlers): 75 Page: 57

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

Upgrade:

One additional Skink Handler per Barbed Razordon

..... 5pts per model

Unit Size:

1-3 Barbed
Razordons
(3-4 handlers per
Razordon)

Special Rules (Barbed Razordons):

- Cold Blooded
- Aquatic
- Skirmishers
- Hunting Pack
- 5+ Scaly Skin
- Fear
- Shoot Barbs

Special Rules (Skinks):

- Cold Blooded
- Aquatic
- Skirmishers
- Hunting Pack

Weapons & Armour:

- Handlers have
hand weapons

TREASURES OF THE OLD ONES

COMMON MAGIC ITEMS

Sword of Striking25 points
Weapon; +1 To Hit.

Sword of Battle20 points
Weapon; +1 Attack.

Sword of Might20 points
Weapon; +1 Strength.

Biting Blade10 points
Weapon; -1 Armour save.

Enchanted Shield15 points
Armour; 5+ Armour save.

Talisman of Protection15 points
Talisman; 6+ ward save.

Staff of Sorcery40 points
Arcane; +1 to dispel.

Dispel Scroll (one use only)25 points
Arcane; Automatically dispel an enemy spell.

Power Stone (one use only)20 points
Arcane; +2 dice to cast a spell.

War Banner25 points
Banner; +1 Combat Resolution.

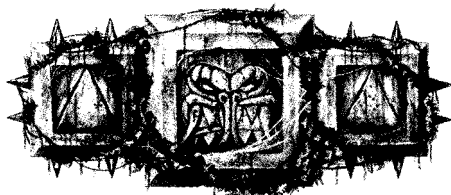
MAGIC WEAPONS

The Blade of Realities75 points
Brought to the world by the gods, this weapon shimmers in and out of existence, existing in more than one plane of reality, and can sever the souls of those it touches.

For each successful hit inflicted by this weapon, the victim must pass a Leadership test (on its own, unmodified Leadership) or be slain instantly. No armour, ward or regeneration saves are allowed against this special attack. If the tests are passed, roll To Wound and save as normal.

Blade of Revered Tzunki65 points
Said to be the weapon wielded by the Old One Tzunki, this exquisitely crafted weapon is unbreakable, and has survived the most intense dragonfire unscathed, remaining icy cold to the touch afterwards. Such is its craftsmanship that it hums as it cuts through the air.

The wielder of this blade has +1 Strength. No armour saves are allowed against attacks made by the Blade of Revered Tzunki.



Scimitar of the Sun Resplendent50 points
As light as a dagger, this curved blade invigorates the wielder with the power of the sun, fuelling his charge with fiery vigour.

The wielder of this blade has +2 Attacks.

Stegadon War-spear50 points
(Skink Chief on Stegadon or Ancient Stegadon only)

The tip of this massive spear was carved from the horn of the very first and greatest Stegadon to bear a war howdah. The gnarled horns of this beast, inlaid with magical runes, were said to be so hard they could shatter mountains with ease.

Lance. In addition, the bearer's mount inflicts 2D6+1 impact hits rather than the normal 1D6+1.

Staff of the Lost Sun35 points
A staff made from a metal of alien manufacture, the Staff of the Lost Sun projects beams of hot light from its tip, searing the flesh of those caught in the blast.

The staff is treated as a short bow that has a Strength of 5, and 3x Multiple Shots.

Piranha Blade35 points
The blade of this weapon is inlaid with thousands of tiny barbed teeth that rip and tear anything that they touch.

Any unsaved wound inflicted by the Piranha Blade is multiplied into two wounds.

Dagger of Sotek25 points
(Skink Only)

This sacred ceremonial dagger has taken thousands of sacrifices to the bloodthirsty Sotek. The rat-kin particularly fear this weapon, for it has been the doom of many of their number.

Confers on the bearer the killing blow ability. In addition, the bearer causes Fear in Skaven.

Sword of the Hornet25 points

When this sword is unsheathed, the bearer is granted visions of the future, seeing events seconds before they happen. Forewarned of his enemy's attack, the sword's wielder can pre-empt their blows with his own.

The bearer of this sword has the 'Always Strikes First' rule.

Burning Blade of Chotec20 points

An acrid smell of sulphur exudes from the barbed blades on this weapon. It passes easily through armour, blackening and buckling steel and causing searing wounds that blister and smoke.

Flaming attacks. Targets struck by the Burning Blade of Chotec suffer a -2 penalty to their armour save in addition to any modifiers from the user's Strength.

MAGIC ARMOUR

Hide of the Cold Ones50 points

(Saurus on foot only)

Only the toughest of Saurus Warriors can don the Hide of the Cold Ones, making his appearance fearsome to behold. However, the hide exudes a toxic slime that slowly poisons the user and dulls his mind.

Heavy armour. The wearer causes Fear and has +1 Toughness, but becomes subject to Stupidity.

Sacred Stegadon Helm50 points

(Skink Chief only)

This mighty horned bone helmet is a potent symbol of power and respect. Those who wear it are accorded much reverence, for it is said that only those chosen by the Old Ones can place it on their heads without being struck down.

Confers +1 to the model's armour save, which may be combined with other armour as normal. In addition, the helm adds +1 to the model's Leadership.

Shield of the Mirrored Pool30 points

The face of this shield is dark and reflective, and ripples spread from its centre when it deflects blows. Hostile enemy magic is absorbed by this ancient piece of armour, and may be rebounded back at the caster.

Shield. Any magic missile that strikes the bearer or any unit he is with is reflected on the roll of 2+ on a D6. If the spell is reflected, the results of the magic missile are resolved against the caster of the spell or the unit the character is with (following the normal targeting rules). This in turn cannot be dispelled.

The Maiming Shield30 points

This shield has been created more as a weapon than for protection, and the warrior using it can back and slash with its barbed edges.

Shield. The Maiming Shield confers +1 Attack to the bearer. This additional attack is worked out using the base Strength of the wielder, and counts as magical.

LOST TREASURES OF THE GODS

The Old Ones were said to have been masters of the mystic arts, engineers of reality who could manipulate the very fabric of space and time with but a thought. They created a great many devices which they gifted to their subject races, so that their servants might wield but a portion of the Old Ones' own powers in the pursuance of the Great Plan.

When the Old Ones departed the world, a large number of these devices were lost with them or destroyed when the delicate workings were overwhelmed in the magical hurricane that followed the collapse of the polar gates. Other such devices did survive the Great Catastrophe, however, and these are commonly wielded in battle by the greatest of the Lizardmen's warriors and leaders.

The operation of many of these magical artefacts has long ago turned from science to superstition. The Lizardmen have no

idea how the Staff of Light is powered, for example, only that by gripping the haft strongly whilst pointing it towards their enemy and invoking the name of Chotec it will unleash a blast of blinding light that will vaporise foes and reduce them to ash. Other items require no specific knowledge to utilise, such as the Maiming Shield, which appears to strike out at the wielder's foes with a volition all its own.

It is recorded that there exist great repositories of magical devices that the Lizardmen have lost all knowledge of operating. Each of the temple-cities houses such places, and they are guarded by resolute Temple Guard. Furthermore, some Skink Priests hold that there exist places outside of the Lizardmen's control, such as the legendary Temple of Kara where the most powerful of artefacts are stored, attended by the warrior-women of the jungle tribes and kept secret even from the servants of their creators.

ENCHANTED ITEMS

The Horn of Kygor 100 points

It was said that the legendary Saurus Kygor, the first owner of this magical horn, could stare down a frenzied Carnosaur and that his bellowing roar could halt a stampeding Stegadon.

Friendly cavalry within 12" are Stubborn. Enemy cavalry Fear the bearer.

Horned One 35 points

(Saurus or Skink only)

The Horned Ones are an extremely rare and preternaturally swift subspecies of Cold One, spawned in the same pool and at the same time as those who will ride them into battle.

Cold One. The Horned One has a Movement of 8, an Initiative of 3, and is not subject to Stupidity.



Divine Plaque of Protection 30 points

(Slann only)

The Shield of the Old Ones grows more powerful under the influence of this glowing plaque, shining brightly and bursting into crackling sheets of lightning as it deflects incoming attacks.

The Slann's Shield of the Old Ones ward save is increased from 4+ to 2+ against all ranged attacks.

War Drum of Xahutec 30 points

This drum echoes the beating heart of the jungle itself. As the Lizardmen march to war the thundering booms quicken and grow louder, falling silent only after all foes lie still.

The presence of enemy units within 8" does not stop the bearer and any unit he is with from marching. In addition, any friendly unit attempting to rally within 12" of the War Drum gains an additional +1 Leadership, up to a maximum of 10, so long as the bearer is not fleeing.

Blood Statuette of Spite 25 points

This statuette is carved in the likeness of the Old One Xapati, and is frequently bathed in offerings of blood. The vengeance of the Old One may be called upon in battle to strike down the Lizardmen's foes.

Bound Spell. Power Level 5. One use only. Once per game, the user may cast the spell bound within the statuette. The spell may be cast on any enemy character. That character

must immediately take a Toughness test. If this test is failed, then the model loses a Wound with no armour saves allowed. If the model takes a wound, it must immediately take another Toughness test, losing another wound if it fails again. This continues until either the model passes a Toughness test or is slain.

Charm of the Jaguar Warrior 25 points

(Model on foot only)

A token depicting a snarling jaguar face with delicately inlaid eyes of amber, this charm gives the wearer the speed of a jaguar, allowing him to move swiftly through the jungle. Some say that the warrior seems to blur and shift between his true shape and that of a stalking jaguar.

Bound Spell. Power Level 5. The Charm of the Jaguar Warrior contains the bound spell *Steed of Shadows*, as detailed in the Lore of Shadow in the Warhammer rulebook. The spell may only be cast on the bearer himself.

Cloak of Feathers 25 points

(Skink on foot only)

The finely woven cloak is made from hundreds of eagle feathers, draped loosely over the shoulders of the Skink wearing it. When he extends his arms, the feathers rise up around him like powerful wings, allowing the Skink to soar into the air.

The wearer of the cloak may fly.

Carnosaur Pendant 20 points

(Saurus or Skink only)

The pendent is made from the teeth of a raging Carnosaur, its spirit imbuing the wearer with a hunger for blood.

Once the bearer has inflicted a wound, he will become immediately subject to Frenzy. The bearer will never lose its Frenzy, even if it is beaten in combat. See the main rulebook for details of Frenzy.

Curse-Charm of Tepok 20 points

Crafted in the form of a grotesque, leering face, this charm forces its visage into the minds of enemy sorcerers, wracking them with doubts and fears.

One use only. When the enemy rolls on the Miscast table, the bearer of the Curse-Charm of Tepok may force him to re-roll the result. This second result stands.

Bane Head 15 points

This is the shrunken head of a long-deceased intruder into the jungles, its eyes glowing red while curses are called down upon the bearer's enemies.

Nominate an enemy character at the start of the battle. All unsaved wounds caused by the bearer on the nominated target are doubled.

Dragonfly of Quicksilver10 points
Said to have been crafted under the guidance of Tepok, this small, metal dragonfly is thrown into the air before battle. With a strange intelligence of its own, the dragonfly scouts out the position of the enemy, conveying what it sees back to its owner.

If both players have models with the Scout ability, the Lizardmen player adds 1 to his dice roll when rolling to see who deploys their Scouts first.

Venom of the Firefly Frog10 points
This intense poison is extracted from the glands of the rare and deadly firefly frog. When applied to weapons, it can cause a fatal wound with even the tiniest scratch.

All mundane weapons used by the bearer are coated with this venom. In addition to the weapons' normal rules, all attacks made with them count as Poisoned Attacks and magical. Mundane weapons that already make Poisoned Attacks may re-roll the dice to hit.

ARCANE ITEMS

Cupped Hands of the Old Ones45 points
A sphere of glowing light extends around the bearer as the divine protection of the Old Ones deflects the uncontrolled maelstrom of the Winds of Magic.

One use only. If the bearer miscasts, roll a D6. On a roll of 1 the bearer suffers the results of the miscast as normal. On 2+ the miscast is ignored and if there is an enemy Wizard within line of sight he will suffer its effects, ignoring result 5-6.

Cube of Darkness40 points
Viewed up close, this small black cube contains millions of tiny pin-pricks of light, circling around a sphere of

pure darkness. With the correct pattern of thoughts it may be opened for a fraction of a second, drawing the Winds of Magic into its depths.

One use only. This is used as a Dispel Scroll. When used, roll a D6. On 4+ all Remains in Play spells are automatically dispelled and the Magic phase ends immediately.

Rod of the Storm25 points
This revered artefact can unleash crackling arcs of lightning. It is only drawn forth in times of direst need, for it may be many years before its power is restored.

Bound Spell. Power Level 6. One use only. The Rod of the Storm contains the bound spell *Uranon's Thunderbolt* as detailed in the Lore of Heavens in the Warhammer rulebook.

Diadem of power25 points
This circlet is inscribed with the wisdom of the Old Ones in the form of arcane glyphs and symbols. It allows the spellcaster to perceive the Winds of Magic and manipulate them in the physical dimension.

The Wizard may save up to two of his own unused power dice at the end of his Magic phase and add them to his side's dispel dice pool in the next enemy Magic phase.

Itxi Grubs25 points
The wizard carries a gourd containing dried grubs which have absorbed magical power from the ground. When he eats them, he gains the energy the grubs have absorbed.

One use only. The Wizard may add 3 to the casting roll of a single spell. Use of the Itxi Grubs may be declared after the casting roll is made.

Plaque of Tepok15 points
This plaque opens up the mind of the bearer to new possibilities, allowing it to mind-meld with the spirits of the ancients and harness their knowledge.

The Wizard bearing the plaque knows one more spell than he would normally be allowed.



TALISMANS

Aura of Quetzl40 points

Blessed by Quetzl, this string of beaded shells, feathers and bones is a powerful protective charm, surrounding the warrior in a miasma of dancing colour.

All close combat attacks made against the bearer suffer -1 To Hit.



Glyph Necklace30 points

An ancient and potent token of protection, this necklace wards off attacks, causing enemies to fumble their blows or their strikes to glance off scales.

The character wearing this gains a 5+ ward save.

Amulet of Itzl30 points

With the sound of a thunderclap, this amulet explodes into a million shards of crystal if the wearer is struck, leaving the warrior miraculously unharmed.

One use only. The character wearing this amulet has a 2+ ward save against the first wound suffered, after Armour saves have been taken.

MAGIC BANNERS

Totem of Prophecy50 points

Those who look upon the totem are filled with the truth of their own insignificance in the scheme of the Old Ones.

The unit causes Fear.

Plaque of Dominion50 points

Formed into the image of a grimacing face, this plaque causes the unwary to go mad just by looking upon it.

The plaque can be used at the beginning of any enemy turn. Each enemy Wizard within 18" that can draw a line of sight to the plaque or the unit it is with must take a Stupidity test.

Sun Standard of Chotec40 points

Beams of intense sunlight reflected from this standard blind all who look too long upon it, making it nigh impossible for archers to draw a bead on their target.

Missiles fired at the unit from within 12" suffer an additional -2 To Hit, or -1 To Hit if fired from over 12" away.

Huanchi's Blessed Totem25 points

A portion of the boundless power of Huanchi resides within this totem, filling the warriors with energy.

One use only. The unit can add D6" to its charge move. If the charge is failed, the unit will move forward at its normal movement rate.

Jaguar Standard25 points

The jaguar was a bodily form said to have been favoured by the Old Ones. Those in the shadow of this jungle beast hunt down their enemies with relentless ferocity.

The unit pursues an extra D6".

Skavenpelt Banner25 points

Skinks only

A ragged Skaven hide, freshly shorn from the body of a sacrificial victim, flaps in the wind above the unit, its stench firing the blood of those who venerate the Sotek.

The unit is subject to Frenzy until defeated in combat. In addition the unit Hates all units in the Skaven army.

POQENICHI – BEARER OF THE WARBANNER OF THE RED HOST

Throughout the tumultuous Age of Strife the armies of Tebenbauin, the Prophet of Sotek, marched to war against the hordes of the Skaven Clan Pestilens beneath the arcane protection of the Plaque of Sotek, held aloft by the prophet himself or by his attendant.

But many lesser totems, banners and plaques of the Serpent God accompanied the armies. These were carried by the Red Crested Skinks and their Chiefs. Some of these totems were serpent-forms made of gleaming gold and studded with green and red gems, whilst others bore inscriptions of the words of Tebenbauin.

One totem was a hide cut from the back of the vile Skaven Plague Pontifex called Lord Quetch, who was defeated by the Skink Chief Poqenichi at the Battle of the Golden Stair. Chief Poqenichi stripped the plaque-ridden hide from the Skaven's back, and mounted the vile flesh upon a pole. This he bore into battle as the army's warbanner. So revolting was the stench of the decaying Skaven flesh that the entire army of the Prophet of Sotek was driven into a murderous frenzy by its very presence upon the battlefield. Many and great were the victories won by the Skinks of the Red Host beneath the Skavenpelt Banner.

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