

**UNOFFICIAL**

**ARCANE JOURNAL**

**LIZARDMEN**

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# UNOFFICIAL ARCAN E JOURNAL

## L I Z A R D M E N

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

This document is an **unofficial** supplement for Warhammer: The Old World and the Lizardmen Legacy Army List. It contains the following information:

**Allies:** Updated rules for Allied Contingents for the Lizardmen composition lists to bring them in line with other factions.

**Army of Infamy Composition Lists and Special Rules:** The army composition lists for the Lost Cities of the Southlands and Red Host of Sotek, which may be used instead of the Lizardmen Grand Army composition list. These sections also cover rules unique to these factions.

**Profiles:** The Army of Infamy army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

**Slann Generations:** Additional rules for using older generations of Slann Mage-Priests with Supreme Disciplines of the Old Ones.

**Sacred Spawnings:** Upgrades for Lizardmen units in any composition list in service of the Old Ones.

**Lores of the Lizardmen:** Unique spells used in conjunction with the Lores of Magic found in the *Warhammer: the Old World* rulebook and the Lizardmen Legacy document.

**Magic Items:** This army list includes a number of additional magic items available to the Lizardmen.

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# LIZARDMEN ALLIES

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. Those younger races that would not join them against the common foe must be considered enemies.

Replace the Allies section in the Lizardmen Grand Army Composition List with the following:

## **Allies**

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Lizardmen Army of Infamy composition list
- One of the following Grand Army composition lists:
  - High Elf Realms
  - Wood Elf Realms
  - Dwarfen Mountain Holds (Suspicious)

Lizardmen may also be taken as an Allied Contingent for the following Composition Lists. See the Old World Diplomacy document at [oldworld.alwaysstrikesfirst.com](http://oldworld.alwaysstrikesfirst.com) for more modifications to Allied Contingents..

## **High Elf Realms**

### **Grand Army Composition List**

Add the following to the list of Grand Army composition lists available as Allies:

- Lizardmen (Uneasy)

# LIZARDMEN

## LOST CITIES OF THE SOUTHLANDS

Cut off from the wisdom of the most venerable of the Slann Mage-Priests of Lustria, the Lost Cities of the Southlands have fallen prey to their baser, animal instincts and only the younger (in relative terms) Slann, those of the fourth and fifth generations, remain in the Southlands to provide any guidance to the Lizardmen.

This Army of Infamy composition list is unofficial. It is designed to be used with the Lizardmen Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Lost Cities of the Southlands army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Lizardmen Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Lost Cities of the Southlands army:

### Army Of Infamy Composition List

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#### Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Slann Mage-Priest in an army of at least 2,000 points
- 0-1 Saurus Scar-Veteran per 1,000 points
- Skink Priests and Skink Chiefs

#### Core

At least 33% of your army's points value must be spent on:

- Skink Cohorts, Skink Skirmishers and Jungle Swarms
- 0-1 unit of Saurus Warriors per 1,000 points
- 0-1 unit of Chameleon Skinks may be taken as a Core choice
- 0-2 Feral Bastiladons and/or Feral Stegadons may be taken as Core choices

#### Special

Up to 50% of your army's points value may be spent on:

- Chameleon Skinks, Kroxigor, Horned One Riders, Feral Bastiladons and Feral Stegadons
- 0-3 units of Terradon Riders or Ripperdactyl Riders per 1,000 points
- 0-3 Bastiladons or Stegadons per 1,000 points

#### Rare

Up to 25% of your army's points value may be spent on:

- Troglodons and Feral Carnosaurs
- 0-2 Salamander Pack or Razordon Pack per 1,000 points
- 0-1 Ancient Stegadon per 1,000 points
- 0-1 Coatl
- If the army includes a Slann Mage-Priest, 0-1 unit of Temple Guard may be taken

#### Mercenaries

Up to 25% of your army's points value may be spent on mercenaries.

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.*

#### Battle Standard Bearer

A single Slann Mage-Priest, Saurus Scar-Veteran or Skink Chief in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit. A Slann Mage-Priest may be both your army's Battle Standard Bearer and its General.

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Lizardmen magic items lists.

# LOST CITIES OF THE SOUTHLANDS

## SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Lost Cities of the Southlands composition list. These are in addition to the Lizardmen special rules found on page 20 of the Lizardmen Legacy document. In case of contradiction, the special rules below take precedence over the Lizardmen special rules.

### Blessed Of Itzl

*The great god Itzl is the three-horned ruler of coldblooded beasts. Many of the remaining temples of Itzl feature great gongs, instruments rung only when sacrifices have been tied to attract Itzl's creatures out of the impenetrable forests to feed.*

Skink Chiefs in a Lost Cities of the Southlands army may be mounted on a Horned One instead of the other character mount options listed in the Lizardmen Legacy document. Use the rules on page 11 instead of the rules for the Horned One enchanted item in the Lizardmen Legacy document.

In addition, during the Command sub-phase of their turn, if they are not engaged in combat, any Skink Priest in a Lost Cities of the Southlands army may make a Leadership test (using their own Leadership). If this test is passed, then any friendly unit within the Command range of the Skink Priest may re-roll the test when rolling for the Impetuous special rule.

### Great Lizards of the Dragon Isles

*The primordial jungle of the Dragon Isles is a cloying, hostile swampland punctuated by the towering trunks of ancient trees. Their canopy all but blocks out the sparse sunlight filtering through to the snake-infested morass below, but far deadlier creatures stalk through the shadows of this forgotten land.*

0-1 Salamanders Pack in a Lost Cities of the Southlands army that contains a single Salamander may upgrade the Salamander to an Ancient Salamander for +25 points. An Ancient Salamander adds +1 Toughness and +1 Wound to its characteristics. In addition, an Ancient Salamander's fiery breath gains the Armour Bane (2) special rule and may be fired using the Column of Fire rule on page 229 of the Warhammer: The Old World rulebook (with a range of 0"). If a 'Misfire' is rolled, do not roll on the Misfire table; instead, a single Skink Handler is removed as a casualty.

### Later Generation Slann

*The Lizardmen temple-cities in the Southlands are not as old as some of those in Lustria, and as such their guardian Slann are also younger, though still over 6,000 years old.*

Slann Mage-Priests in a Lost Cities of the Southlands army gain +1 to their Initiative characteristic, but may not take any Disciplines of the Old Ones.

### Hidden Civilisation

*The precise locations of the temple-cities of the Southlands remain, on the whole, a mystery.*

Skink Chiefs whose troop type is 'infantry' in a Lost Cities of the Southlands army may have the Scouts and Evasive special rules for +10 points per model. In addition, any unit of Skink Skirmishers or Chameleon Skinks in a Lost Cities of the Southlands army may have the Scouts special rule for +1 point per model. Furthermore, 0-1 unit of Kroxigor in a Lost Cities of the Southlands army may be given the Ambushers special rule for +3 points per model.

### Lore Of The Southlands

*Skink Priests channel the fury of nature itself and unleash it at the enemies of the Lizardmen.*

All models in a Lost Cities of the Southlands army with the 'Lore of Lustria' special rule replace it with the 'Lore of the Southlands' special rule. A Wizard with the 'Lore of the Southlands' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, the Wildform spell (listed on page 18), or the Apotheosis spell (from the Lore of Lustria).

### Skinks Of The Southlands

*Without great numbers of Saurus to fight their battles, the Slann of the Southlands are forced to rely on Skinks to defend them.*

Any model with the option to take a blowpipe in a Lost Cities of the Southlands army may instead take a shortbow for the same cost. If they do so, they gain the Poisoned Attacks (shortbows only) special rule.

# LIZARDMEN

## RED HOST OF SOTEK

Upon the field of battle, the Red Host of Sotek is wont to attack in the manner of its patron deity - the twin-tailed serpent. As the snake slithers through the undergrowth, so the Red Host makes use of its knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike. Throughout history, the spawning pools have produced such hosts at times of great strife.

This Army of Infamy composition list is unofficial. It is designed to be used with the Lizardmen Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Red Host of Sotek army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Lizardmen Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Red Host of Sotek army:

### Army Of Infamy Composition List

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#### Characters

Up to 50% of your army's points value may be spent on:

- 1+ Skink Priest or Skink Chief per 1,000 points
- 0-1 Saurus Oldblood per 1,000 points
- Saurus Scar-Veterans

#### Core

At least 25% of your army's points value must be spent on:

- 1+ Skink Cohort
- 1+ Jungle Swarm per 1,000 points
- Saurus Warriors and Skink Skirmishers
- 0-1 unit of Kroxigor may be taken as a Core choice per unit of Skink Skirmishers or Skink Cohort taken
- 0-1 Bastiladon per 1,000 points may be taken as a Core choice

#### Special

Up to 50% of your army's points value may be spent on:

- Chameleon Skinks, Kroxigor, Cold One Riders, Terradon Riders, Ripperdactyl Riders and Bastiladons
- 0-2 Salamander Pack or Razordon Pack per 1,000 points
- 0-2 Stegadons per 1,000 points

#### Rare

Up to 25% of your army's points value may be spent on:

- Troglodons
- 0-1 Ancient Stegadon per 1,000 points
- 0-1 Dread Saurian or Coatl

#### Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- Horned One Riders

*Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.*

#### Battle Standard Bearer

A single Skink Chief in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

#### Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Lizardmen magic items lists.

# RED HOST OF SOTEK SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Red Host of the Sotek composition list. These are in addition to the Lizardmen special rules found on page 20 of the Lizardmen Legacy document. In case of contradiction, the special rules below take precedence over the Lizardmen special rules.

## Blessed Spawning Of Sotek

*The favoured spawnings of Sotek, the serpent great-god, are infused with the vengeful deity's blood-fuelled anger, and will attack their foes with great fury.*

The General of a Red Host of Sotek army must be a Skink Hero, even if they are not the character with the highest Leadership characteristic in the army. The General of a Red Host of Sotek army gains +1 to their Leadership characteristic.

In addition, all Skink Heroes gain the Sacred Spawning of Sotek upgrade for free (see page 16).

## Enemies Of The Rat God

*"At the time of the three hundredth cycle of this world, the two moons shall unite and summon forth the rodent god and his evil spawn to deliver plague and pestilence upon the land named Lustria."*

All Skink models whose troop type is 'infantry' or 'cavalry' in a Red Host of Sotek army gain the Hatred (Skaven) special rule.

## Heralds Of The Serpent God

*The armies of the Serpent God were accompanied by vast swarms of snakes and lizards, who would rise up from the jungle to engulf the invaders.*

Bastiladons in a Red Host of Sotek army may not replace their Ark of Sotek with a Solar Engine. In addition, all Jungle Swarms in a Red Host of Sotek army within 6" of an Ark of Sotek gain the Regeneration (6+) special rule.

## Jungle Fighters

*As the snake slithers through the undergrowth, so the Red Host makes use of its knowledge of the jungle, silently approaching the enemy and awaiting the opportune moment to strike.*

All models whose troop type is 'infantry' in a Red Host of Sotek army gain the Move through Cover special rule. In addition, 0-1 unit of Skink Skirmishers per 1,000 points and 0-1 unit of Chameleon Skinks per 1,000 points may be given the Ambushers special rule for +1 point per model.

## Lore Of Sotek

*The great Serpent God Sotek is the embodiment of righteous anger to his followers, who are able to call upon a portion of his wrath when facing his enemies.*

All Skink Priests and Skink Oracles in a Red Host of Sotek replace the 'Lore of Lustria' special rule with the 'Lore of Sotek' special rule. A Wizard with the 'Lore of Sotek' special rule may discard one of their randomly generated spells as normal. When they do so, they may select instead either the signature spell of their chosen Lore of Magic, the Comet of Chaqua spell (listed on page 18), or the Monsoon spell (from the Lore of Lustria).

# Lord Kroak

Lord Kroak is a Slann Mage-Priest. He may be included in any Lizardmen army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Lord Kroak	0	1	1	3	5	6	1	1	9	450

- Troop Type:** Monstrous creature (named character)
- Base Size:** 50 x 50 mm
- Unit Size:** 1
- Equipment:** Golden Death Mask
- Magic:** Lord Kroak is a Level 4 Wizard. He only knows the *Deliverance of Itza* spell.
- Special Rules:** Cold Blooded, Close Order, Eternity Guardians, Fear, First Generation Spawning, Flammable, Fly (8), Large Target, Regeneration (5+), Supreme Arcane Shield, The Spirit of Lord Kroak, Unbreakable

## Eternity Guardians

*Itza's armies are second to none, for they guard the First City, the sacred ground upon which the Old Ones themselves once walked.*

Friendly units of Temple Guard within Lord Kroak's Command Range gain the Unbreakable special rule.

## First Generation Spawning

*Venerable Lord Kroak is said to have been the first of the Slann Mage-Priests spawned upon the world, the eldest of the fabled First Generation.*

Lord Kroak can cast *The Deliverance of Itza* up to twice per turn. In addition, when rolling on the Miscast table, Lord Kroak can re-roll the result.

## Supreme Arcane Shield

*Lord Kroak has been deified to such an extent that in Itza offerings are made to him as well as to Sotek and the Old One gods.*

Lord Kroak has a 4+ Ward save against any wounds suffered.

## The Spirit Of Lord Kroak

*Lord Kroak made the most profound of sacrifices during the Great Catastrophe, but his indomitable spirit would not concede defeat and he became the first of the Relic Priests.*

Lord Kroak's Wizard level can never be reduced to less than 1. If *The Deliverance of Itza* is lost, forgotten, swapped or stolen by any means, Lord Kroak will immediately remember it again and, if applicable, the Wizard that swapped or stole it will immediately forget it.

## Golden Death Mask

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

All shooting or close combat attacks against Lord Kroak suffer a -1 penalty on To Hit rolls.

# Character

## Lord Kroak

In hidden crypts, deep within the holds of the oldest temples, lie the sacred mummified remains of deceased Slann. The spirit of a dead Mage-Priest often hovers near its dried body-husk, and magical energy pulses through the air around the corpse.

Venerable Lord Kroak is the oldest and most revered of all these Relic-Priests. He is said to have been the first Slann that was spawned in the world, the most powerful of the First Spawning of Mage-Priests. An integral part of the Old Ones' Great Plan, his spirit stubbornly refused to leave this plane of existence when his body was slain. In the temple-city of Itza, plaques recording the history of the Slann relate that Lord Kroak was present at the birth of the world, and therefore fated to be present at its end. Offerings and prayers are devoted to this venerable Slann, and all who look into his inlaid eyes can sense the power still residing there.



# Lord Mazdamundi

Lord Mazdamundi is a Slann Mage-Priest. He may be included in any Lizardmen army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Lord Mazdamundi	-	2	3	3	-	-	2	1	9	560
Zlaaq (Ancient Stegadon)	6	4	-	6	6	10	2	4	-	-

Troop Type:

Behemoth (named character)

Base Size:

60 x 100 mm

Unit Size:

1

Armour Save:

3+

Equipment:

Mazdamundi: Cobra Mace of Mazdamundi, Sunburst Standard of Hexoatl  
Zlaaq: Great horns (see Stegadon)

Magic:

Lord Mazdamundi is a Level 4 Wizard. He knows spells from one of the following Lores of Magic:

- Battle Magic
- Elementalism
- High Magic
- Illusion
- Necromancy

Disciplines of the Old Ones:

Becalming Cogitation, Soul of Stone (see Lizardmen Legacy document),  
Focus of Mystery (see page 15)

Special Rules:

Arcane Shield, Cold Blooded, Close Order, Howdah, Immune to Psychology,  
Impact Hits (D3+1), Large Target, Mage-lord of Hexoatl, Stomp Attacks (D3+2),  
Stubborn, Terror

## Mage-Lord Of Hexoatl

With a flick of his wrist, Mazdamundi has smashed cities and doomed armies.

Once per turn, Mazdamundi may re-roll a single failed Casting roll.

## Cobra Mace of Mazdamundi

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

	R	S	AP	Special Rules
Cobra Mace	Combat	S	-	Magical Attacks, Poisoned Attacks, Strike First

**Note:** If Mazdamundi scores one or more hits against a model that has any magic items, roll a D6; on a 6, all of that model's magic items are immediately destroyed and cannot be used further in this game.

## Sunburst Standard Of Hexoatl

This golden totem inspires nearby warriors, whilst blinding their foes with its brilliance.

The Sunburst Standard of Hexoatl is a battle standard — if your army includes Lord Mazdamundi, he must be your army's Battle Standard Bearer. This does not prevent Lord Mazdamundi from also being your army's General. In addition, once per game in the Command sub-phase Mazdamundi can activate the Sunburst Standard. Until the next friendly Start of Turn sub-phase, enemy models that target Mazdamundi, or any other friendly unit within 12", with a shooting attack, suffer a -1 penalty on To Hit rolls.

# Character

## Lord Mazdamundi

Lord Mazdamundi is the oldest and most powerful of the living Slann Mage-Priests. At the Dawn of Creation, Lord Mazdamundi was instructed by none other than Lord Kroak himself. With a matchless mind unfathomable to others, Mazdamundi is obstinate in his ways and will not be deterred from that upon which he has decided.

Although it took many interruptions to his thoughtful contemplations, at last the great Mazdamundi has fully bestirred himself, shaking off the lethargy that has afflicted so many of his kind. In the last few centuries he has become the most proactive of all the Slann. When riled, the Lord of the Solar-City will levitate his palanquin-throne atop the largest Stegadon that can be found. The current beast, a colossal specimen named Zlaaq, has served Mazdamundi for over two hundred years.

# Tichi Huichi

Tichi Huichi is a Skink Chief. He may be included in any Lizardmen army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Tichi Huichi	-	4	5	4	4	2	6	3	7	150
Horned One	8	3	-	4	-	-	2	2	-	-

Troop Type:	Light cavalry (named character)
Base Size:	25 x 50 mm
Unit Size:	1
Equipment:	<b>Tichi Huichi:</b> Darts of Inxi, Dragonfly of Quicksilver, cavalry spear, hand weapon, calloused hide (counts as light armour) and shield <b>Horned One:</b> Claws and teeth (counts as hand weapons)
Special Rules:	Armour Bane (1, Horned One only), Armoured Hide (1), Blessed by the Old Ones, Cold Blooded, Fear, On a Mission from the Gods, Swiftstride

## Blessed By The Old Ones

Huichi and his Raiders belong to a portentous spawning, brought forth for a mission devised untold millennia ago. Consequently, a mysterious aura of protection surrounds the regiment.

Tichi Huichi grants any unit of Horned Ones he joins the Vereran special rule. In addition, any enemy unit that attempts to pursue Tichi Huichi and any unit he has joined must make a dangerous terrain test.

## On A Mission From The Gods

Tichi Huichi is pursuing a vital mission assigned by the Old Ones.

When joined to a unit of Horned Ones, Tichi Huichi gains a 5+ Ward save.

## Darts Of Inxi

These darts are barbed and tipped with an extremely potent venom secreted by the toxic fish-lizards of the Shifting Mangrove Coast.

	R	S	AP	Special Rules
Darts of Inxi	9"	S	-1	Magical Attacks, Multiple Shots (3), Move & Shoot, Poisoned Attacks, Quick Shot

## Dragonfly of Quicksilver

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 Tichi Huichi.

If both armies contain units with the Scouts special rule, an army that includes Tichi Huichi gains a +1 modifier to the roll to see who deploys their Scouts first.

### Dogs Of War

Tichi Huichi and a single unit of Horned One Riders may be taken as Mercenaries in any of the following Grand Army composition lists:

- Dwarfen Mountain Holds, The Empire of Man, Wood Elf Realms, High Elf Realms, Orc & Goblin Tribes, Dark Elves, Lizardmen, and Ogre Kingdoms.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

# Character

## Tichi Huichi

Tichi Huichi was, for many cycles of the sun, considered the last child of the ruined temple-city of Enxilada. After decades alone, Huichi witnessed a sight in the city's long-barren spawning pools that no prophecy had predicted.

The spawning pools brought forth life in the form of a spawning of Skinks and mighty Horned Ones – a variety of Cold One normally native only to the Southlands. The young sported the beginnings of elaborate head crests, marking them out, unusually for Skinks, as favoured by the Lizardmen god of beasts Itzl. Furthermore, both the Skinks' and Horned Ones' skin was covered in vermillion markings, undoubtedly a sign that the will of Sotek was at work.

Huichi saw that it was his appointed calling to lead the new spawning. He would embark on a mission to recover the lost treasures of the Old Ones, travelling to the very ends of the world, guided by voices from the beginning of the world, to fulfil his calling.

Skink Cohort

	M	WS	BS	S	T	W	I	A	Ld	Points
Skink	6	2	3	3	2	1	4	1	5	4
Skink Brave	6	2	3	3	2	1	4	2	5	+5

Troop Type: Regular infantry  
Base Size: 25 x 25 mm  
Unit Size: 10+  
Equipment: Hand weapons, shields and calloused hides (counts as light armour)

Options:

- The entire unit must take one of the following:
  - Javelins ..... free
  - Thrusting spears ..... free
  - Have the Obsidian Blades special rule ..... free
- Or:
  - Replace shields with shortbows ..... free
- Any unit may:
  - Upgrade one model to a Skink Brave (champion) .....+5 points
  - Upgrade one model to a standard bearer .....+5 points
  - Upgrade one model to a musician .....+5 points
- A Skink Brave may take a great weapon ..... +2 points
- 0-1 Skink Cohort per 1,000 points may purchase a magic standard worth up to ..... 25 points

Special Rules: Aquatic, Cold Blooded, Open Order, Poisoned Attacks (javelins and shortbows only), Regimental Unit, Spawn-kin

Spawn-kin

Skinks tend to swarm around the Kroxigor, encouraged by the awesome power of these mighty creatures.

A Skink Cohort within 6" of a unit of Kroxigor may use the Leadership characteristic of the Kroxigor for Fear, Panic or Terror tests. In addition, 0-1 unit of Kroxigor taken per Skink Cohort may be given the Detachment special rule.

Infantry

Skink Cohort

Skinks take up weapons during their many patrols as well as to join the fighting during times of war. When massed together in a fighting cohort, the Skinks can bulk out a Lizardmen battle line. This fighting formation becomes considerably more effective when led by a Skink Brave or a Skink Chief, or when augmented with a number of the enormous Kroxigor.

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

# Horned One Riders

	M	WS	BS	S	T	W	I	A	Ld	Points
Horned One Rider	-	2	3	3	4	1	4	1	5	24
Raid Leader	-	2	3	3	4	1	4	2	5	+6
Horned One	8	3	-	4	-	-	2	2	-	-

**Troop Type:** Light cavalry  
**Base Size:** 25 x 50 mm  
**Unit Size:** 5+

- Equipment:**
- **Horned One Riders:** Hand weapons, calloused hides (counts as light armour) and shields
  - **Horned Ones:** Claws and teeth (counts as hand weapons)

**Options:**

- The entire unit may take one of the following:
  - Cavalry spears ..... +1 point per model
  - Javelins ..... +1 point per model
- Any unit may:
  - Upgrade one model to a Raid Leader (champion) .....+6 points
  - Upgrade one model to a standard bearer .....+6 points
  - Upgrade one model to a musician .....+6 points
- 0-1 unit of Horned One Riders per 1,000 points may:
  - Have the Feigned Flight special rule ..... +1 point per model
  - Have the Fire & Flee special rule ..... +1 point per model
  - Purchase a magic standard worth up to ..... 50 points

**Special Rules:** Armour Bane (1, Horned One only), Armoured Hide (1), Cold Blooded, Fast Cavalry, Fear, Open Order, Poisoned Attacks (javelins only), Swiftstride

# Horned One (Skink Chief Mount)

	M	WS	BS	S	T	W	I	A	Ld	Points
Horned One	8	3	-	4	(+1)	-	2	2	-	24

**Troop Type:** Light cavalry  
**Base Size:** 25 x 50 mm  
**Unit Size:** 1  
**Equipment:** Claws and teeth (counts as a hand weapon)  
**Special Rules:** Armour Bane (1, Horned One only), Armoured Hide (1), Fast Cavalry, Fear, Swiftstride

**Character Mount:** A Horned One may only be included in a Lost Cities of the Southlands army as a Skink Chief’s mount. Its points are added to that of its rider.  
*Note that Saurus Heroes may still purchase the Horned One enchanted item as normal, which does not use these rules.*

# Cavalry

**Horned One Riders**

The Horned Ones are an extremely rare, virtually extinct 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. The Horned Ones are very aggressive and territorial, and will tackle virtually any other monster, regardless of its size. They are naturally adapted for fighting duels and have large horns and spiny crests growing out of their heads. Unlike other Cold Ones, Horned Ones are not easily manipulated to change their targets, as they are always enraged by the smell of other creatures invading their territory. A Horned One therefore behaves like a Cold One which has already tasted blood and is eager to fight. The bellowing of the Horned One infects other Cold Ones with the same aggression, steeling them against manipulation as well.

# Feral Bastiladon

	M	WS	BS	S	T	W	I	A	Ld	Points
Feral Bastiladon	4	3	0	4	5	4	1	3	5	80

Troop Type:	Monstrous creature
Base Size:	60 x 100 mm
Unit Size:	1
Armour Value:	3+
Equipment:	Thunderous bludgeon (see Bastiladon)
Special Rules:	Close Order, Cold Blooded, Immune to Psychology, Impact Hits (D3), Impervious Defence (see Bastiladon), Impetuous, Large Target, Stomp Attacks (D3+1), Stubborn, Terror

# Feral Stegadon

	M	WS	BS	S	T	W	I	A	Ld	Points
Feral Stegadon	6	3	0	5	6	5	2	4	5	140

Troop Type:	Behemoth
Base Size:	60 x 100 mm
Unit Size:	1
Armour Value:	4+
Equipment:	Great horns (see Stegadon)
Special Rules:	Close Order, Cold Blooded, Immune to Psychology, Impact Hits (D3+1), Impetuous, Large Target, Stomp Attacks (D3+2), Stubborn, Terror

# Feral Carnosaur

	M	WS	BS	S	T	W	I	A	Ld	Points
Feral Carnosaur	7	3	0	7	5	5	2	4	5	170

Troop Type:	Behemoth
Base Size:	60 x 100 mm
Unit Size:	1
Equipment:	Slashing talons (see Carnosaur) and scaly skin (counts as heavy armour)
Special Rules:	Blood Frenzy, Close Order, Cold Blooded, Impetuous, Large Target, Stomp Attacks (2), Swiftstride, Terror

# Monster

## Feral Monsters

The primordial jungle of the Dragon Isles is a cloying, hostile swampland punctuated by the towering trunks of ancient trees. Their canopy all but blocks out the sparse sunlight filtering through to the snake-infested morass below, but far deadlier creatures stalk through the shadows of this forgotten land. The denizens of this primeval jungle have reverted to the level of pure predators. The Great Lizards of the Dragon Isles are exceptional hunters, and any who stray upon their territory quickly become their prey.

# Dread Saurian

	M	WS	BS	S	T	W	I	A	Ld	Points
Dread Saurian	7	4	0	8	7	6	2	6	6	450

- Troop Type:** Behemoth  
**Base Size:** 100 x 150 mm  
**Unit Size:** 1  
**Armour Value:** 3+  
**Equipment:** Slashing talons (see Carnosaur) and rending jaws (see below)

**Options:**

- The Dread Saurian may take one of the following:
  - The Blazing Configuration of Chotec ..... +35 points
  - The Golden Shroud of Tlazcotl ..... +35 points
  - The Flawless Heartstone of Quetzl ..... +35 points
  - The Shadow Rebus of Huanchi ..... +35 points

**Special Rules:** Close Order, Cold Blooded, Immune to Psychology, Impact Hits (D3+1), Large Target, Stomp Attacks (D6+1), Stubborn, Terror

**Rending Jaws**

*The Dread Saurian's gigantic, crocodilian jaws can tear apart an adult Stegadon in a welter of blood.*

	R	S	AP	Special Rules
Rending jaws	Combat	S	-3	Monster Slayer

**Notes:** In combat, this model may make one of its attacks each turn with this weapon.

**The Blazing Configuration Of Chotec**

*The Dread Saurian's armour is decorated with the glyphs of the Bringer of Fire, Chotec.*

The Dread Saurian gains the Flaming Attacks special rule and may cast the Flaming Sword spell from the Lore of Elementalism as a Bound spell, with a Power Level of 1.

**The Golden Shroud Of Tlazcotl**

*An aura of blinding golden light surrounds a Dread Saurian bearing Tlazcotl's shroud.*

All attacks targeting a Dread Saurian with the Golden Shroud of Tlazcotl suffer a -1 modifier to their rolls To Hit. In addition, all models with the Warp-spawned special rule or any Undead special rules in base contact with the Dread Saurian gain the Strikes Last special rule.

**The Flawless Heartstone Of Quetzl**

*A Dread Saurian harnessed to the huge stone disc bearing Quetzl's glyph takes on the aspect of the guardian, its skin hardening like stone and becoming itself more ponderous and resolute.*

The Dread Saurian gains the Unbreakable special rule and increases its Toughness characteristic to 8, but reduces its Movement characteristic to 5.

**The Shadow Rebus Of Huanchi**

*A Dread Saurian displaying the markings of Huanchi's Shadow Rebus is surrounded by flowing shadows.*

The Dread Saurian gains the Ambushers and Swiftstride special rules. Any unit making a Stand & Shoot charge reaction against the Dread Saurian must re-roll successful rolls To Hit.

**Defenders Of The Jungle**

Any army made using the Lizardmen Grand Army composition list that includes one or more Skink Heroes may include 0-1 Coatl or Dread Saurian as a Rare choice.

## Monster

**Dread Saurian**

Of all the reptilian nightmares that inhabit the jungle-shrouded continent of Lustria, Dread Saurians are one of the most feared; an echo of ancient days when huge beasts such as they did battle with the forefathers of the Dragons for supremacy.

Dread Saurians are few in number and sacred to the Lizardmen. Protected by large armoured plates of gold and jewels inscribed with ancient prophecies, these mighty reptilian beasts often live within mountainous temples dedicated to the Old Ones. From here, they are kept in lavishly decorated chambers that are fit for a king, where the Skink Priests give up offerings of sacrifice to these mighty demi-gods. These ceremonial titans carry the most precious relics of ancient days, items of power left behind by the Old Ones. With these artifacts in their possession, the Dread Saurian are near-indestructible when unleashed upon the enemy.

# Coatl

	M	WS	BS	S	T	W	I	A	Ld	Points
Coatl	2	5	0	3	4	3	5	1	8	290

- Troop Type:** Monstrous creature  
**Base Size:** 50 x 50 mm  
**Unit Size:** 1  
**Equipment:** Lashing tail and venomous fangs (counts as hand weapons) and scaly skin (counts as heavy armour)

**Magic:** A Coatl is a Level 4 Wizard. It knows spells from one of the following Lores of Magic:

- Elementalism
- High Magic
- Illusion

**Special Rules:** Arcane Shield, Close Order, Cold Blooded, Fly (10), Immune to Psychology, Large Target, Lore of Lustria, Magic Resistance (-1), Master of the Sacred Places, Poisoned Attacks, Stomp Attacks (1), Stubborn, Swiftstride, Terror

## Master Of The Sacred Places

*Coatl are worshipped by the Lizardmen as guardians of the most secret and sacred areas of the jungle, and are able to control their environment so invaders soon become hopelessly lost, finding the jungle working against them.*

Once players have finished placing terrain, a player with a Coatl may reposition D3 pieces of terrain by moving them up to D6" each (roll separately for each terrain piece). In addition, the Coatl player may place a special feature (see page 272 of the *Warhammer: The Old World* rulebook) unless a special feature has already been included as part of the scenario being played.

### Defenders Of The Jungle

Any army made using the Lizardmen Grand Army composition list that includes one or more Skink Heroes may include 0-1 Coatl or Dread Saurian as a Rare choice.

# Monster

## Coatl

One of the most rare and enigmatic 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 just an unlikely accident of evolution. The Coatl are powerful mages, and are said to have the power to alter the jungle around them to draw invaders away from the sacred places in which they dwell, and into the leech-infested swamps surrounding them.

The Coatl are believed by those few scholars and mages who have even the vaguest knowledge of such things to be related to the Lizardmen deity Tepok. It is thought this being is venerated by the Lizardmen as the god of the air, of magic and of sacred places. As such, the Coati is worshipped by some as a manifestation, messenger or even an avatar of the deity, and is beseeched by Skink Priests whenever a particularly important holy place is under threat from invaders.

# SLANN GENERATIONS

There were five original spawnings of Slann created by the Old Ones after they arrived on the world, and none have been spawned since their departure. Each of the different spawnings had a particular role to play in the Old Ones' plans, and each of them wields unfathomable power.

## Later Generation Slann

*Some of these younger Slann have even been known to shift their weight on occasion, though such occurrences are momentous and rare, and it is these younger generations who are more inclined to warfare and aggression.*

The rules for Slann Mage-Priests and their access to Disciplines of the Old Ones as detailed in the Lizardmen Legacy document represents the more common Slann of the later Fourth and Fifth generations. As described, these Slann may only take a single Discipline of the Ancients from the list in the Lizardmen Legacy document.

## Early Generation Slann

*It is believed that only five Slann of the Second Spawning remain, ruling the greatest temple cities in Lustria. They are the most powerful of these creatures left in existence, and the ones who spend the most time in meditative states.*

A Slann Mage-Priest in an army of 2,000 points or more may be of the earlier Second or Third generations. These Slann Mage-Priests may instead take up to three Disciplines of the Old Ones. These Slann may choose their Disciplines of the Old Ones from those detailed in the Lizardmen Legacy document and from the Supreme Disciplines of the Old Ones listed opposite.

In addition, an army of 3,000 points or more that includes an Early Generation Slann may include a second Slann of the Later Generation Slann.

## Supreme Disciplines of the Old Ones

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### **The Focused Rumination ..... 40 points**

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

This character may roll an extra D6 when making a Casting roll and discard the lowest result. However, if a double 1 is rolled on any two of the dice rolled, the spell is miscast. In addition, this character increases their Casting range by 3".

### **Focus of Mystery ..... 35 points**

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

Rather than randomly generating the spells they know, this character knows all seven spells from their chosen Lore of Magic (including the signature spell). However, they can only cast a number of spells equal to their Level of Wizardry per turn. This discipline cannot be combined with the Wandering Deliberations discipline.

### **Unfathomable Presence ..... 30 points**

*The Slann know that they were entrusted with the task of maintaining and completing the grand design of the Old Ones. The Known World is but a small element in this awesome universal plan.*

This character's Leadership characteristic is increased to 10 and their Command range increased by 3". In addition, all enemy models with the Warp-spawned special rule within the Command range of this character suffer a -1 modifier to both their Leadership characteristic and their Casting rolls.

### **Reservoir of Eldritch Energy ..... 15 points**

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

If this character performs an unbinding when attempting a Wizardly dispel, during the controlling player's next turn the character gains a +1 modifier to all Casting rolls.



# SACRED SPAWNINGS

The servants of the Slann Mage-Priests are batched in spawning pools, where they develop from tiny, carnivorous tadpole-like creatures into the bipedal beings they are when they pull themselves free of the water. On occasions, entire spawn broods are hatched under the influence of one or more of the gods, displaying certain characteristics and natural abilities different from the other spawnings. Those hatched in such a manner are revered as particularly sacred warriors chosen to be the representatives of the gods in the world.

To represent this, some units and characters may purchase a single Sacred Spawning. Unless otherwise noted, special rules granted by Sacred spawnings do not apply to a character's mount, should they have one.

## Blessed By The Old Ones

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A Saurus Oldblood or Saurus Scar-Veteran may belong to one of the following Sacred Spawnings:

- Sacred Spawning of Chotec ..... +10 points per model
- Sacred Spawning of Huanchi ..... +10 points per model
- Sacred Spawning of Itzl ..... +15 points per model
- Sacred Spawning of Quetzl ..... +15 points per model
- Sacred Spawning of Tepok ..... +15 points per model
- Sacred Spawning of Tlazcotl ..... +15 points per model
- Sacred Spawning of Tzunki ..... +15 points per model

A Skink Chief or Skink Priest may belong to one of the following Sacred Spawnings:

- Sacred Spawning of Sotek ..... +5 points per model

0-1 unit of Saurus Warriors and 0-1 unit of Temple Guard in an army may belong to one of the following Sacred Spawnings:

- Sacred Spawning of Chotec ..... +1 point per model
- Sacred Spawning of Huanchi ..... +1 point per model
- Sacred Spawning of Quetzl ..... +2 points per model
- Sacred Spawning of Tepok ..... +2 points per model
- Sacred Spawning of Tlazcotl ..... +1 point per model
- Sacred Spawning of Tzunki ..... +1 point per model

0-1 unit of Cold One Riders may belong to one of the following Sacred Spawnings:

- Sacred Spawning of Itzl ..... +3 points per model
- Sacred Spawning of Tepok ..... +3 points per model
- Sacred Spawning of Tlazcotl ..... +3 points per model
- Sacred Spawning of Tzunki ..... +3 points per model

0-1 unit of Skink Skirmishers and 0-1 Skink Cohort in an army may belong to one of the following Sacred Spawnings:

- Sacred Spawning of Sotek ..... +1 point per model

## Sacred Spawning Of Chotec

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*The heat of the sun burns within the bodies of those blessed by the solar god Chotec, filling them with energy at times when other cold blooded-creatures become sluggish. A fiery red-orange is Chotec's associated colour.*

Models belonging to a Sacred Spawning of Chotec whose Troop Type is 'infantry' gain the Swiftstride special rule.

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Chotec gains a +1 modifier to their Initiative characteristic on a turn in which they charge.

## Sacred Spawning Of Huanchi

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*Naturally stealthy, those blessed by Huanchi, jaguar-god of the earth and night, are able to pass effortlessly through the thickest jungle undergrowth with little effort.*

Models belonging to a Sacred Spawning of Huanchi gain the Move Through Cover special rule.

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Huanchi whose Troop type is 'infantry' or 'cavalry' gains the Evasive and Feigned Flight special rules.

## Sacred Spawning Of Itzl

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*As well as naturally exuding a subtle musk that Cold Ones recognise and are comfortable with, those blessed by Itzl often have elaborate bony, head-crests.*

When required to make a Stupidity test due to being mounted on a Cold One, models belonging to a Sacred Spawning of Itzl may roll an extra D6 and discard the highest result.

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Itzl and any unit whose Troop type is 'cavalry' joined by the Character gains the First Charge special rule.

## Sacred Spawning Of Quetzl

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*Those spawnings that are blessed by the divine protector and warrior-god Quetzl have especially thick, toughened scales covering their bodies, and bony spurs often protrude from their forearms.*

Models belonging to a Sacred Spawning of Quetzl gain the Shieldwall special rule. If the model already has the Shieldwall special rule, it additionally gains the Armoured Hide (1) special rule.

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Quetzl reduces the AP of wounds they suffer by 1, to a minimum of -1.

## Sacred Spawning Of Sotek

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*The favoured spawnings of Sotek, the serpent great-god, are infused with the vengeful deity's blood-fuelled anger, and will attack their foes with great fury. Blood red is the colour associated with Sotek, and the physical representation of his blessing can vary from red skin and scales, to subtle hues of red on the crests or even just red warpaint.*

Models belonging to a Sacred Spawning of Sotek gain the Furious Charge special rule.

In addition, a Skink Chief or Skink Priest belonging to a Sacred Spawning of Sotek gains the Veteran special rule and has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Poisoned Attacks special rule.

## Sacred Spawning Of Tepok

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*The blessing of inscrutable Tepok, the mysterious feathered-serpent god of the air, manifests itself in the form of protection from magic, and is often signified by the colour purple.*

Models belonging to a Sacred Spawning of Tepok gain the Magic Resistance (-1) special rule.

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Tepok gains the Magical Attacks special rule.

## Sacred Spawning Of Tlazcotl

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*A tinge of yellow is often noticeable on those spawned under Tlazcotl's cold eye. These Saurus reflect the impassiveness of Tlazcotl, and remain unaffected by even the most harrowing experiences.*

Models belonging to a Sacred Spawning of Tlazcotl may ignore the Enemy Sighted rule when marching, meaning they do not need to test to march if enemy units are within 8".

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Tlazcotl gains the Immune to Psychology special rule.

## Sacred Spawning Of Tzunki

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*Strongly associated with water, those blessed by the Sacred Spawning of Tzunki sometimes have mottled sea-green skin hues, their claws are often webbed and they have powerful gills hidden in folds of skin on their necks.*

Models belonging to a Sacred Spawning of Tzunki gain the Aquatic special rule and the Skirmish Screen special rule (see page 8 of the Lizardmen Legacy document).

In addition, a Saurus Oldblood or Scar-Veteran belonging to a Sacred Spawning of Tzunki has a 5+ Ward save against any wounds suffered that were caused by an attack that has the Flaming Attacks special rule.

# LORES OF THE LIZARDMEN

Skink Priests are not merely vassals, for they also wield their own magic. Skink Priests can channel the forces of nature to aid their cause, read the future to glean vital advantages or unleash eldritch energies to smite their enemies.

## The Deliverance Of Itza

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

**Type:** Magic Missile

**Casting Value:** 8+/11+

**Range:** 12"

**Effect:** If this spell is cast with a casting result of 8 or more, the target enemy unit suffers 2D6 Strength 4 hits, each with an AP of -1 and the Flaming Attacks special rule. If this spell is cast with a casting result of 11 or more, all enemy units within 12" or the caster suffer 2D6 Strength 4 hits, each with an AP of -1 and the Flaming Attacks special rule instead. In this case, the caster does not need line of sight to the target units, but enemy units engaged in close combat cannot be hit as normal.

**Note:** The Deliverance of Itza may only be cast by Lord Kroak.

## Lore Of The Southlands

### Wildform

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

**Type:** Enchantment

**Casting Value:** 9+/11+

**Range:** 12"

**Effect:** If this spell is cast with a casting result of 9 or more, the target friendly unit gains a +1 modifier to its Strength characteristic (to a maximum of 10). If this spell is cast with a casting result of 11 or more, the target friendly unit additionally gains a +1 modifier to its Toughness characteristic (to a maximum of 10). This spell lasts until your next Start of Turn sub-phase.

## Lore Of Sotek

### Comet of Chaqua

*Reaching out across into the highest heavens, the Wizard draws a wandering meteorite down towards the battlefield.*

**Type:** Magic Missile

**Casting Value:** 8+/10+/12+

**Range:** 18"

**Effect:** If this spell is cast with a casting result of 8 or more, place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. If this spell is cast with a 10 or more, place a large (5") blast template instead. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95 of the Warhammer: The Old World rulebook). If this spell is cast with a casting result of 8 or more, any models hit suffer a Strength 3 hit with an AP of -1. If this spell is cast with a 10 or more, any models hit suffer a Strength 4 hit with an AP of -2 instead. If this spell is cast with a 12 or more, any models hit suffer a Strength 5 hit with an AP of -3 instead.

# LIZARDMEN

## MAGIC ITEMS

The following pages expand upon the Lizardmen magic items found in the Lizardmen Legacy army list. These magic items are unique to Lizardmen armies and can be purchased in exactly the same way as Common magic items, as described in the Warhammer: the Old World rulebook.

**Extremely Common Magic Items:** Any magic item marked with an asterisk (\*) is considered to be extremely common, as described in the Warhammer: the Old World rulebook.

### Magic Weapons

#### The Blade Of Realities ..... 75 points

*Brought to the world by the Old Ones, legends claim this blade exists on every plane of reality simultaneously, and that its edge can sever a creature's soul.*

	R	S	AP	Special Rules
The Blade of Realities	Combat	S+1	-2	Armourbane (2), Magical Attacks

**Notes:** Regeneration saves may not be taken against Wounds caused by the Blade of Realities. In addition, Ward Saves must be re-rolled against Wounds caused by the Blade of Realities.

#### Stegadon War-spear ..... 40 points

*The tip of this massive spear was carved from the horn of the very first and greatest Stegadon to bear a war howdah. The horns were said to be so hard they could shatter mountains with ease.*

	R	S	AP	Special Rules
Stegadon War-spear	Combat	S+2	-2	Armour Bane (1), Magical Attacks

**Notes:** The Stegadon War-spear may only be taken by models in a Lost Cities of the Southlands army mounted on a Stegadon or Ancient Stegadon. The Stegadon War-spear can only be used during a turn in which the wielder charged. In subsequent turns (or if the wielder did not charge) the model must use its hand weapon instead. In addition, the wielder's mount causes Impact Hits (2D3+1) instead of Impact Hits (D3+1).

#### Sword Of The Hornet ..... 30 points

*When this sword is unsheathed, the bearer is granted visions of the future, seeing events seconds before they happen. Forewarned of the enemy's attack, the sword's wielder can pre-empt their blows.*

	R	S	AP	Special Rules
Sword of the Hornet	Combat	S	-	Extra Attacks (+1), Magical Attacks, Strike First

#### Dagger Of Sotek ..... 25 points

*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.*

	R	S	AP	Special Rules
Dagger of Sotek	Combat	S	-1	Killing Blow, Magical Attacks

**Notes:** The Dagger of Sotek may only be taken by a Skink Hero in a Red Host of Sotek army. The wielder causes Fear in Skaven.

### Magic Items

The Old Ones fashioned many fabulous objects. These strange devices and technologies remain, hidden in overgrown ruins and beneath the ground. Some are still in use, such as the Blade of Realities or the incandescent medallions that allow heavy objects to float as if they were on water. No Lizardman knows how to make these devices, but the operating rituals are passed down over the millennia. Other relics' properties are lost to time, as they lie dormant and waiting for masters who will never return.

Some relics have no magical properties and seem to work with advanced technology. There are swords that glow with eerie energy, twisted rods that fire beams of burning light and need no refilling, amulets that emit a shimmering ward of protection, and gauntlets that crackle with power. For the most part, the Lizardmen are unwilling to use these, wary of upsetting the gods.

## Magic Armour

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### Sacred Stegadon Helm ..... 55 points

*The horns of this helm came from the mighty Xelbalbia, a divinely huge Stegadon whose heroics in the Defence of Itza during the Great Catastrophe were overshadowed only by the defence of the Bridge of Stars.*

Models whose troop type is 'infantry' or 'cavalry' only. May be worn with other armour. The wearer of the Sacred Stegadon Helm improves their armour value by 1 (to a maximum of 2+). Furthermore, the Sacred Stegadon Helm grants the wearer a +1 modifier to their Toughness characteristic and the Impact Hits (D3) special rule.

### The Maiming Shield ..... 25 points

*This shield has been created more as a weapon than for protection, and the warrior using it can hack and slash with its barbed edges.*

The Maiming Shield is a shield. In addition, its bearer gains the Extra Attacks (+1) special rule.

## Talismans

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### Blessed Mark Of The Old Ones ..... 25 points

*The bearer of this most auspicious and rare of blessings is treated with much reverence, for their fate is seen as important in the eyes of the Old Ones.*

The Blessed Mark of the Old Ones may only be taken by a Saurus Hero or Skink Hero. Single use. The bearer may re-roll a single roll To Hit (either from shooting or close combat), roll To Wound or Armour Save roll.

### Amulet Of Itzl\* ..... 15 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.*

Single use. Once per game the Amulet of Itzl gives its bearer a 4+ Ward save against a single wound.

## Magic Standards

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### Plaque Of Dominion ..... 70 Points

*Formed into the image of a grimacing face, this plaque causes the unwary to go mad just by looking upon it.*

The Plaque of Dominion may only be carried by a Slann Mage-priest. The carrier and all friendly units within 12" gain the Hatred (Daemons of Chaos) special rule. In addition, enemy Wizards within 12" of the model carrying the Plaque of Dominion gain the Stupidity special rule.

### Huanchi's Blessed Totem..... 50 points

*A portion of the boundless power of Huanchi resides within this totem, filling the warriors with energy.*

A unit carrying Huanchi's Blessed Totem gains the Swiftstride and Reserve Move special rules.

### Sign of Sotek ..... 45 points

*The great Serpent God Sotek is the embodiment of righteous anger to his followers, who are able to call upon a portion of his wrath when facing his enemies. The sign of Sotek is a potent symbol, inspiring a strength born of hatred in his servants.*

The Sign of Sotek may only be taken by models in a Red Host of Sotek army. The unit carrying the Sign of Sotek may re-roll To Wound rolls of a natural 1 on any turn it charges.

### Golden Totem Of Tlazcotl\* ..... 15 points

*Those who march under this totem reflect the impassiveness of Tlazcotl, and remain unaffected by even the most harrowing experiences.*

Single use. A unit carrying the Golden Totem of Tlazcotl may roll 3D6 when making a single Break test and discard the highest result.

## Enchanted Items

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### **The Horn Of Kygor ..... 40 points**

*The legendary Saurus Kygor, the first and greatest to have been raised to the position of Sacred Caller, could bellow a mighty roar that eclipsed that of a hungry Carnosaur, and cause herds of Stegadons to stampede in fright. Though Kygor's kingly status ended in a ritual sacrifice, the deep bass note that now emits from his magical, gold-banded warhorn is an echo of his own battle cry.*

The Horn of Kygor may only be taken by models in a Lost Cities of the Southlands army. Single use. The bearer of the Horn of Kygor can sound it during the Command sub-phase. When sounded, all friendly models whose troop type is 'monster' within 12" of the bearer gain the Frenzy special rule until their next Start of Turn sub-phase. Note that the Horn of Kygor has no effect on riders, just their mounts.

### **Hand Of Gods ..... 35 Points**

*The wielder of this ancient artifact can create a searing ball of light in the palm of their hand, which can then be directed at enemies, shooting from the clawed fingertips in great branches of contorting energy.*

The bearer of the Hand of Gods can cast the Beam of Chotec spell (see page 14 of Lizardmen Legacy Army List) as a Bound spell, with a Power Level of 3.

### **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 bearer of the War Drum of Xahutec and any unit they have joined gain the Drilled special rule. In addition, any friendly unit attempting to rally within 12" of the bearer of the War Drum of Xahutec gains a +1 modifier to their Leadership characteristic, up to a maximum of 10, so long as the bearer is not fleeing.

## Arcane Items

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### **Blood Statuette Of Spite ..... 45 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.*

Single use. The bearer may activate the Blood Statuette of Spite instead of making a Wizardly dispel attempt. The spell is cast as normal. Once the spell has been resolved, the casting Wizard must make a number of Toughness tests equal to half their Wizard level, rounding up. For each failed test the casting Wizard loses a single Wound.

### **Plaque Of Tepok ..... 30 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 Plaque of Tepok may only be taken by a Slann Mage-priest. The bearer of the Plaque of Tepok knows one more spell than is normal for their Level of Wizardry. This additional spell may be chosen in the usual way, or may be generated from a different Lore of Magic than the bearer's other spells.

*Note that this does not increase the Wizard's Level.*

### **Rod Of The Storm ..... 25 Points**

*An ancient remnant from the time of the Old Ones, this revered artefact can unleash crackling branches of lightning. It is only drawn forth from the inner sanctum of the High Temple of Tlaxtlan in times of direst need.*

The wielder of the Rod of the Storm can cast the Storm Call spell from the Lore of Elementalism, with a Power Level of 1.

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