

Children of the Old Ones

Lizardman rules for WFRP



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History

Coming Of The Old Ones

The world was once a primitive land, inhabited by crude, unintelligent life forms. It was a place of harsh and unforgiving extremes. Large portions of land were covered in thick glacial ice, ravaged with vicious storms and unending blizzards. In other areas, volcanoes poured hot lava and poisonous ash into the atmosphere. Between, tiny pockets of humid and hot jungles teemed with savage life and many forms of poisonous foliage.

Into this world came the Old Ones – a mysterious, space-travelling race possessed of immense power and intellect. These beings could mould the very fabric of space and time to their will, travelling unimaginable distances in the blink of any eye in their vast ships. These beings brought with them their servants and slave races, amongst and first of them being the mighty Slann. The Slann were blessed with immense powers of the mind, though but a pale shadow of their masters' supreme intellect. The beings settled in the teeming jungles, erecting the first and greatest civilisation to grace the planet.

Under the guidance of the Old Ones. The world was irrevocably changed. The Slann erected immense constructions that floated high above the poles – gateways to other worlds and realities. The Old Ones shifted the planet closer to its sun, altering its orbit, and shifting its axis to make the climate more tolerable to life. Many species of plant-life was introduced to the world, and the great, single continent was torn asunder, to form the geography known to us today. The Old Ones built up their civilisation in the lands now known as Lustria, Cathay, and the Southlands.

The Old Ones altered the make-up of many of the sentient species that dwelled upon the world, exterminating others which did not fit within their plan. First came the Saurus, ferocious and loyal to their masters, warriors to guard and conquer. Then came the Skinks, administrators and servants. In turn came the Elves, Dwarves, Humans, Halfings, and Ogres, each designed for a specific role within the Old Ones grand scheme.

The Fall

However, the Old Ones were doomed to extinction before their plan could be completed. From the place where the Old Ones came, arrived *something* else – a force which would later become known as Chaos. Chaos entered the world through the great gateways suspended over the poles, and brought death and destruction in its wake. But the Old Ones were powerful and able to drive back Chaos, seeking to close the gateways to protect the planet – but in the end they were thwarted, the gateways destroyed in explosions of pure darkness.

The gateways crashed down upon the poles, tearing great rips in the fabric of reality, releasing hordes of Daemon entities into the world. Whether they were wiped out completely in the catastrophe, or whether they chose to flee, the Old Ones were gone from the world, leaving their children to fend for themselves. Great pieces of the gateway rained down upon the world, warping whatever it touched, turning men into horrible mutated beasts known to us today as Beastmen. Other chunks coalesced into a second, evil-looking moon, that hangs malevolently over the world to this day – Morrslieb.

The Slann, greatest of the Old Ones servants came to the fore, leading the fight against the Daemons whom sought to bring an end to the world in blood and death. The Slann hastily erected a series of wards, scattered across the globe in areas of great power, at the intersections of lines of energy, forming strong points to resist the tide of Chaos that swept across the world. Yet the hordes of Chaos kept coming, and slowly, the Slann and their minions were forced inevitably back



However, it was the Elves who finally averted complete desolation. Taking advantage of the powerful web of magic which the Slann had formed across the world, they cast a great spell, costing the lives of many of their greatest wizards, to create a vast vortex, siphoning the winds of magic down the ley lines into a vast maelstrom at the heart of the islands of Ulthuan, and out of the world. Without the magical energy needed to sustain them, the Daemon entities began to disappear, their forms merging into the stronger collections of Chaos energy found around the gaping polar rifts.

Those Left Behind

The Slann took upon themselves the role of protectors of the world. Their numbers severely depleted by the wars against the Daemon entities, they retreated into the safety and isolation of their jungle homelands, guarded and served by the races of Saurus and Skinks. Since then, the surviving Mage-Priests have attempted to follow what they perceive as the Old Ones Great Plan, yet over the years, this plan as become more blurred and uncertain. Having never been privy to the full intricacies of the Old Ones Plan, the Slann are forced to interpret what they can from the sacred plaques left behind by their long-lost masters.

But as the years of isolation grew, the races of Men, Dwarves, and Elves, developed away from the Slann's nurturing hands. They began to dabble in forces they were never meant to know of, much less use, and other beings, corrupted by the raw force of Chaos, began their own plans for the world. The Slann would seek to irradicate this disorder, yet they know that each of these species was important in its own way to the Great Plan, so the Slann are forced to watch as the imbalance of Chaos seeks to destroy the last of the stability and order of the Old Ones world.

Lustria

The jungles of Lustria, home to the races of Lizardmen, is the most hostile natural environment on the planet. Huge trees block out the sun under their vast canopies, the air is so humid and stifling to send any warm-blooded intruder into a fevered sickness, and the combination of dense undergrowth and clinging mists cause any explorer to swiftly loose all sense of direction. Concealed sinkholes and bogs can swiftly swallow up a man without trace, and pockets of poisonous gas can suddenly explode upon the unwary.

But all this pales in comparison to the animal life within this great continent. Lustria is home to a dizzying array of poisonous species, from mosquitoes, to giant snakes and lizards. Vile worms lurk in the rivers and bogs, burrowing under the skin of unsuspecting hosts, condemning the victim to an agonising death. Its not just the small creatures which are to be feared – huge Carnosaurs hunt for prey within the jungles, huge reptilian beasts, akin to the Dragons of the Worlds Edge Mountains.



However, the years have eroded much of the Slann's power. Of the fourteen great Temple-Cities found within Lustria's steaming jungles, ten lie in ruins, one of these completely submerged. But that does not mean that there is no treasure left for the taking – many smaller sites of significance to the Slann still hide within the jungle interior, ripe for plunder.

Although principally the domain of the Slann, other species have made tentative steps on the mainland of Lustria. The Norscan colony of Skeggi and the Pirate colonies of Port Reaver and Swamptown cling tentatively to the Eastern Coast. In the south, a tract of land lays within the claim of a Vampire by the name of Luthor Harkon, giving the area the name of 'the Vampire Coast'. And finally, within the interior, there are rumours that the foul Ratmen once held sway over large tracts of land, and although they have since been driven out by those Lizardmen dedicated to the god Sotek, it is unlikely that they are all gone.

The Southlands

Far to the south of the Old World, south of Araby and ancient Nehekhara, lies the jungles of the Southlands. The Lizardmen of the Southlands are much degenerated from their former glory. The Lizardmen have fallen to their baser, animal instinct. All of the older Slann in this land have long since passed on, and it has been left to the younger generations to provide guidance to the Lizardmen. In addition, the spawning pools within the Southlands have begun to spawn at a much slower rate than elsewhere, seriously reducing the numbers of Saurus found within the Southlands, placing a greater emphasis on the Skink population.

Despite this, the Temple-Cities of the Southlands are in much better condition than those of Lustria, with less having fallen to the depredations of others. That said, the Southlands is not without members of other races seeking to plunder the riches found within the jungle interior. When the Skaven fled Lustria, they came here, before seeking to re-join their brethren in the Old World. It is believed that these Skaven, the dreaded Clan Pestilens, still have significant holdings in the Southlands, and its poisonous flora and fauna serving as some of the principle agents in these foul creatures dread diseases.

At the tip of the Southlands, situated on a small island, lies the Elven Fortress of Dawn. Originally one of the magical strongpoints devised by the Slann to hold back the Chaos energy flooding from the Southern Polar Rift, the Elves took over its care, taking advantage of its location to form a useful way-station for those travelling to the distant lands of Cathay and Nippon.

Clinging desperately to the western coast can be found the Imperial Penal Colony of Leopoldheim. Founded initially as an exploratory colony, it is now a place for the Empire to send the dregs of society, those found guilty of capital crimes, or those that would involve long periods of incarceration. Here the convicted can eke a miserable life out of the squalid environment, or set out into the jungle in search of lost treasures.

Not all lost civilisations belong to the Lizardmen. In ages past, the Dwarves journeyed far into the spine of this vast continent, and founded there the Hold of Karak Zorn. However, what became of that hold is lost to all. Maybe the Dwarves live there still, content in their isolation. Or maybe, vast treasures lay in wait for those willing to brave the caverns of this most southerly point of the Worlds Edge Mountains.

Lizardmen

Saurus

Saurus are ferocious but slow moving and slow-witted creatures. Probably bred from some kind of prehistoric crocodile or alligator, their entire bodies have been bred for combat. Bony crests protect their heads and necks, and tough scales run down their backs and arms. Even unarmed, their tails and limbs are equipped with all manner of natural barbs and spikes, and their jaws are powerful enough to break a mans arm. Although they have little in the way of verbal communication skills, their language being a guttural language limited to only fifty or so words, and they can perform only the simplest tasks outside of warfare, their cunning and intelligence is guided to a very specific purpose.

Racial Features

All Saurus gain the following features.



Skills: Common Knowledge (Lustria **or** Southlands), Intimidate, Speak Language (Saurial), Swim.
Talents: Keen Senses, Menacing, Night Vision, Resistance to Disease, Resistance to Poison, Sturdy.

Special Rules: In addition to their racial features, Saurus have the following special abilities.

Cold Blooded: All Lizardmen are cold-blooded and naturally slow to react. To outsiders they seem completely incapable of showing emotion. Saurus receive +20% to Will Power Tests to resist any form of psychological effect.

Racial Traits: Scales (2 AP all locations), Bite (SB-1, precise).

Skinks

Small, agile creatures bred from giant newts or similar creatures that inhabited the jungles of Lustria at the dawn of time. Vocal creatures, they speak in long sentences, laboriously constructed in a low, croaking tone. They use much gesticulation in communication, as many words in the Lizardman tongues are vague in meaning.

Created to perform the many mundane tasks requiring a quick mind and nimble fingers, they take many and varied roles, from scribes and artisans, to administrators, conveying the instructions of the Mage-Priests and carrying messages.



Skinks operate well in large groups, and quite naturally act together to accomplish tasks. Although they lack the natural aggressiveness of the Saurus, they are effective archers, firing volleys of poisoned arrows and javelins from positions of concealment. Also, they tend the large beasts of war, which fight amongst the Lizardmen, riding the ferocious Horned Ones, Terradons, and Stegadons, and herding the temperamental Salamanders into battle.

Racial Features

All Skinks gain the following features.

Skills: Common Knowledge (Lustria **or** Southlands), Perception, Speak Language (Skinkian), Swim +10%.

Talents: Keen Senses, Night Vision, Resistance to Poison.

Special Rules: In addition to their racial features, Skinks have the following special abilities.

Aquatic: Skinks can breathe underwater, and are never in danger of drowning

Cold Blooded: All Lizardmen are cold-blooded and naturally slow to react. To outsiders they seem completely incapable of showing emotion. Skinks receive +20% to Will Power Tests to resist any form of psychological effect.

Racial Traits: Scales (1 AP all locations).

Chameleon Skinks

A sub-species of Skink that has become more prevalent in recent decades, the Chameleons are more aggressive than ordinary Skinks, taking on the role of hunters and infiltrators. Due to their skin, which can shift in texture and colour in a heartbeat to match their surroundings, they are able to get within yards of their target without being noticed. Chameleons have large, protruding eyes that can move independently, allowing them to see all around, whilst remaining perfectly motionless.

Racial Features

All Chameleon Skinks gain the following features.

Skills: Common Knowledge (Lustria **or** Southlands), Concealment, Hypnotism, Perception, Shadowing, Speak Language (Skinkian), Swim +10%.

Talents: Keen Senses, Night Vision, Resistance to Poison.



Special Rules: In addition to their racial features, Chameleon Skinks have the following special abilities.

Aquatic: Skinks can breathe underwater, and are never in danger of drowning.

Chameleon: The Chameleon Skink receives +20% to Concealment Tests, and may attempt a Concealment Test even in plain sight as long as it is not within 6 yards of an enemy who is looking directly at it.

Cold Blooded: All Lizardmen are cold-blooded and naturally slow to react. To outsiders they seem completely incapable of showing emotion. Skinks receive +20% to Will Power Tests to resist any form of psychological effect.

Racial Traits: Scales (1 AP all locations).

Kroxigor

Giant cousins to the Saurus, and bred in the same spawning pools, the Kroxigor are bred for their brute strength and power. They are large, powerful creatures, but have limited intelligence, and their speech is limited to a blood-curdling roar. Goaded into battle by their smaller kin, Kroxigor obey instructions diligently, showing rather more than might first be thought by their appearance. Immensely strong creatures, they do much of the heavy duties required in the Temple Cities, but in times of war their true abilities shine. Given heavy bronze axes and hammers, these weapons are often chained and bound to the arms, wrists, and tails, so that the Kroxigor do not drop them in favour of fighting with their immense claws and teeth. Kroxigor are heavily armoured with natural scaling, and bony protrusions protect their stooped backs.



Racial Features

All Saurus gain the following features.

Skills: Common Knowledge (Lustria **or** Southlands), Perception, Swim +10%.

Talents: Fearless, Frightening, Keen Senses, Natural Weapons, Night Vision, Resistance to Poison, Strike Mighty Blow, Sturdy.

Special Rules: In addition to their racial features, Saurus have the following special abilities.

Aquatic: Kroxigor can breathe underwater, and are never in danger of drowning.

Cold Blooded: All Lizardmen are cold-blooded and naturally slow to react. To outsiders they seem completely incapable of showing emotion. Kroxigor receive +20% to Will Power Tests to resist any form of

**Table 1:
Lizardmen Characteristics**

Characteristic	Saurus	Skink	Chameleon	Kroxigor
Weapon Skill	20 + 2d10	10 + 2d10	10 + 2d10	25 + 2d10
Ballistic Skill	5 + 2d10	20 + 2d10	20 + 2d10	0 + 2d10
Strength	30 + 2d10	15 + 2d10	15 + 2d10	45 + 2d10
Toughness	30 + 2d10	15 + 2d10	10 + 2d10	35 + 2d10
Agility	15 + 2d10	25 + 2d10	25 + 2d10	10 + 2d10
Intelligence	5 + 2d10	20 + 2d10	20 + 2d10	5 + 2d10
Will Power	40 + 2d10	40 + 2d10	40 + 2d10	40 + 2d10
Fellowship	10 + 2d10	10 + 2d10	5 + 2d10	5 + 2d10
Attacks	1	1	1	3
Wounds	Table 2	Table 2	Table 2	Table 2
Strength Bonus	-	-	-	-
Toughness Bonus	-	-	-	-
Movement	4	6	6	6
Magic	0	0	0	0
Insanity Points	0	0	0	0
Fate Points	Table 3	Table 3	Table 3	0

psychological effect.

Mute: Kroxigor are unable to articulate words, and therefore are unable to speak in any manner. They do however understand both Saurial and Skinkian, and can take commands from any creature that can speak either of those tongues.

Racial Traits: Scales (3 AP all locations), Bite (SB, precise).

**Table 2:
Lizardmen Wounds**

D10 Roll	Saurus	Skink	Chameleon	Kroxigor
1-3	11	7	6	20
4-6	12	8	7	24
7-9	13	9	8	28
10	14	10	9	32

**Table 3:
Lizardmen Fate Points**

D10 Roll	Saurus	Skink	Chameleon
1-4	0	0	0
5-7	0	1	1
8-10	1	2	1

Blessings of the Old Ones

The servants of the Slann Mage-Priests are spawned in vast pools, where they develop from tiny carnivorous tadpoles into their full bipedal forms. On occasion, entire spawn broods are born showing blessings from the Old Ones. This may take the form of a quirk in breeding which results in the entire brood possessing the traits of other reptilian species, such as thicker scales, the ability to breathe fire, or huge alligator-type jaws. The Chameleon Skinks are a quirk of this type, which has become almost common. Other broods are born under the influence of one of the Gods, displaying certain colours sacred to these Gods, and displaying certain traits and natural abilities. On occasion, an entire spawn brood may be born as usual, but an individual amongst that number shows some unique mark that mark them out for greatness.

All Lizardmen have a 10% chance of exhibiting a Blessing of the Old Ones. Note: Except in rare circumstances, an entire brood will exhibit the same Blessing, therefore it is advised that you do not roll individually for each blessed Lizardman's Blessing, but roll one or two times and apply these to entire groups of Blessed Lizardmen. Kroxigor and Saurus are bred in the same pools, and will often exhibit the same Blessings as one another. Out of Blessed Skinks and Saurus, a further 10% will possess a second Blessing of the Old Ones. This is particularly rare, and marks the individual out for greatness.

**Table 4:
Blessings of the Old Ones**

Roll	Blessing	Roll	Blessing	Roll	Blessing
01-02	Agile	25-26	Leathery Skin	77-78	Plague Resistance
03-04	Breathe Fire	27-28	Long Legs	79-80	Poisonous Bite
05-06	Brightly Patterned Skin	29-30	Long Spines	81-82	Powerful Legs
07-08	Chameleon	31-35	Mark of Chotec	83-84	Prehensile Tail
09-10	Claws	36-40	Mark of Huanchi	85-86	Regeneration
11-12	Fangs	41-45	Mark of Itzl	87-88	Resilient
13	Foul Stench	46-50	Mark of the Old Ones	89-90	Scaly Skin
14-15	Froglike Eyes	51-55	Mark of Quetzl	91-92	Short Legs
16-17	Head Crest	56-60	Mark of Sotek	93-94	Snout
18-19	Horns	61-65	Mark of Tepok	95-96	Spiked Tail
20-21	Hulking Brute	66-70	Mark of Tlazcotl	97-98	Spits Acid
22	Hypnotic Gaze	71-75	Mark of Tzunki	99-00	Quills
23-24	Iron Hard Skin	76	Metallic Skin		

Agile

You have a sleeker body, and your movements are more graceful, possessing an almost liquid quality. Gain +1d10% to your Agility Characteristic.

Breathe Fire

Your neck is permanently swollen, and warm to the touch. You are able to cough up a ball of flame, and spit it at your enemies. You have a range of 8 yards, causing a Damage 3 hit on a successful BS Test. You must wait 1d10 rounds between uses.

Brightly Patterned Skin

Your hide and scales are decorated in outlandish patterns such as zebra stripes, dots, or outlandish camouflage patterns, and in bright contrasting colours. Other than the fact that you are clearly favoured by the Old Ones, this has no effect. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Chameleon

Your skin naturally shifts and blends to match your surroundings. You receive +20% to Concealment Tests, and may attempt a Concealment Test even in plain sight as long as it is not within 6 yards of an enemy who is looking directly at you. A Chameleon Skink who receives this Blessing may choose to roll again on Table 4.

Claws

Your hands are tipped with sharp, curved blades. You gain the Natural Weapons Talent. A Kroxigor who receives this blessing gains huge talons, which have the Armour Piercing Quality.

Fangs

Your teeth are long and razor sharp. In combat, they deal SB-1 Damage and have the Precise Quality. If a Saurus gains this Blessing his maw has the appearance of a giant crocodile, and deals SB damage and has the Precise and Armour Piercing Qualities. If a Kroxigor gains this Blessing, his huge serrated fangs cause SB damage, and have the Precise and Impact Qualities.

Foul Stench

Your body exudes a foul smelling musk, which distracts all in close proximity. Reduce your Fellowship Characteristic by -2d10%. Any creature with a sense of smell (excluding other Lizardmen with this Blessing) take a -5% to Weapon Skill Tests within 2 yards. Strangely, Cold Ones exhibit a 'odd' reaction to those who exude this musk, and for your safety and sanity, it is advised to keep well away. Even if you possess the Mark of Itzl, you may never ride a Cold One or Horned One.

Froglie Eyes

Your eyes bulge from their sockets. Reduce your Fellowship Characteristic by -1d10%. However, due to the similarity of the Slann's noble bearing, you receive +10% to Command Tests as other Lizardmen instinctively defer to your direction.

Head Crest

A giant bony growth breaks through the top of your head. Other than rendering most headgear useless, this has no effect.

Horns

Curled horns grow out of your forehead. They can be used in close combat to inflict SB-1 Damage.

Hulking Brute

You have much larger muscles than is usual; you walk in a stooping gait, your knuckles dragging on the ground beside you. Gain +1d10% to your Strength and Toughness Characteristic, but lose -2d10 from your Intelligence Characteristic.

Hypnotic Gaze

Your eyes are slightly larger than the norm, and marked with several concentric rings. As a half action you can fix your gaze on a target within 8 yards. If the target fails a Will Power Test, he can take no actions as long as you maintain your gaze. Each round after the first, the target is permitted a further Will Power Test to break the effect. Once a target has broken free of the effect, that target cannot be targeted again for the remainder of the combat.

Iron Hard Skin

Small metallic scales cover an area of your body. Roll 1d10 on Table 5. The indicated location gains 3 Armour Points that do not stack with armour or Scales.

Leathery Skin

Your skin is thicker, hard and leathery. Increase your Toughness Characteristic by +1d10%.

**Table 5:
Iron Hard Skin**

Roll	Blessing
1	Head
2-3	Left Arm
4-5	Right Arm
6	Body
7-8	Left Leg
9-10	Right Leg

Long Legs

Your legs are a foot longer than normal, allowing you to take longer strides, covering distances in a shorter time. Increase your Movement Characteristic by 1.

Long Spines

Sharp spines stick out of your body between your scales. When engaged in melee combat, all opponents must pass an Agility test each round to avoid taking a Damage 1 hit.

Mark of Chotec

Your hide is the fiery orange-red of those marked by the Sun God Chotec. You are filled with an energy and vitality. Increase your Movement Characteristic by 1. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Mark of Huanchi

Your hide is black, indicating you are marked by the Jaguar-God of Earth and Night, Huanchi. You receive the Concealment and Silent Move Skills. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Mark of Itzl

Your head is marked with a great crest, and you exude a subtle musk that calms the normally savage Cold Ones. You gain the Ride, Animal Training, and Charm Animal Skills. If a Saurus, the Career Cold One Rider is always considered a Career Exit for you. If a Skink, the Career Horned One Rider is always considered a Career Exit for you.

Mark of the Old Ones

This most auspicious and rare of blessings is easily recognisable, for you are an albino. You are treated with much reverence by your peers, for your fate is seen as important in the eyes of the Old Ones. You receive +5% to Strength, Toughness, Intelligence, and Will Power, and +10% to Fellowship. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability. This blessing is extremely rare, and if rolled, should only be applied to a single Lizardman and not a whole brood.

Mark of Quetzl

Blessed by the warrior and protector God Quetzl, your scales are much thicker, and bony protrusions cover your forearms. You receive +2 Armour points to the arms, and +1 Armour Point to all other locations. You may not wear any additional armour to the arms.

Mark of Sotek

Your hide is the blood-red colour of Sotek, and you are infused with the vengeful deity's blood-fuelled anger. You gain the Frenzy Talent. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Mark of Tepok

Your hide is purple, marked by the mysterious feathered-serpent God of the air, Tepok. You find yourself resistant to the Winds of Magic. You receive the Resistant to Magic Talent. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Mark of Tlazcotl

Your hide is marked with the yellow of Tlazcotl. You reflect the impassiveness of that cold deity, and remain unaffected by even the most harrowing experience. You gain the Will of Iron Talent. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Mark of Tzunki

You have mottled sea-green scales, your claws are webbed, and you are blessed with powerful gills hidden in the folds of skin on your necks. You gain +5% to Agility. Any Skink who receives this Blessing gains the Excellent Vision Talent. A Saurus who gains this Blessing receives the Aquatic Special Ability. If a Chameleon Skink receives this Blessing, they lose the Camouflage Special Ability.

Metallic Skin

Your skin and scales take on a metallic sheen, becoming harder and more resilient. Gain 2 Armour Points to all locations, which stacks with both armour and scales.

Plague Resistance

Your body has a natural resistance to all diseases. Gain the Resistant to Disease Talent.

Poisonous Bite

Your teeth are long and hollow, and pulsing glands lurk in the roof of your mouth. These fangs inflict SB-2 Damage and have the Precise Quality. If you cause at least 1 Wound, you inject powerful toxins into your enemy.

They must pass a Toughness Test or lose 1d10/2 Wounds regardless of Toughness or Armour. You may only use the poison once every 1d10 rounds.

Powerful Legs

Your legs exhibit additional ropes of muscle, causing them to bulge in unseemly ways. When making a running leap, the maximum distance you can cover, in yards, equals your Movement times your Strength Bonus on a successful Strength Test. When making a standing leap, your maximum height equals your Movement plus your Strength Bonus.

Prehensile Tail

Your tail is long and prehensile. You can use this tail like a third arm, allowing you to carry things, wield an additional weapon, and so on.

Regeneration

You heal very quickly. Each round, at the start of your turn, make a Toughness Test to regain 1 lost Wound. This ability ceases once you are dead.

Resilient

You have a much stronger constitution and vitality. Gain +1d10% to your Toughness Characteristic.

Scaly Skin

Your scales thicken and harden. You Scales grant 1 additional Armour Point to all locations.

Short Legs

Your legs are short compared to the size of your body, making it more difficult to cover long distances. Reduce your Movement Characteristic by -1.

Snout

Your face has a short, stubby snout. Gain the Follow Trail Skill.

Spiked Tail

Your tail ends in a knobby, spiked ball. You can attack with it. It inflicts SB Damage and has the Pummelling Quality.

Spits Acid

You have glands in your mouth that produces sticky globs of flesh-eating acid. You can spit this up to 10 yards, inflicting a Damage 5 hit on a successful BS Test.

Quills

Short, sharp quills break through your hide. Your unarmed attacks cause SB-2 Damage. You are able to launch a barrage of these quills as a full action, up to 10 yards away, inflicting a Damage 1 hit on a successful BS Test.

Careers

Saurus are bred exclusively to serve as warriors for their Temple Cities. They may serve in a variety of capacities, but in all of those involve combat. All Saurus begin with the Legionnaire starting career, unless blessed with the Mark of Itzl, in which case they may begin with the Cold One Rider as their starting career.

Kroxigor are the heavy labourers and shock troops of the Lizardman armies. All Kroxigor begin with the Savage starting career.

Skinks perform a variety of many and varied roles within Lizardman society – from serving as scouts and spies, to taking on the simple administrative tasks required in order for the society to function. Some, marked from spawning by Sotek himself, become Priests to that vengeful deity, practising magic and serving as some of the closest advisors to the Slann.

As well as the careers detailed below, Skinks have access to a number of careers presented in the main rulebook. The standard career exits are in all cases unsuitable for Skink society. Therefore, find below a list of amended career exits for these careers.

**Table 6:
Skink Starting Career**

Roll	Blessing
01-24	Errand Runner
25-34	Handler
35-44	Horned One Rider
45-59	Skirmisher
60-81	Peasant
82-85	Shaman Acolyte
86-00	Tradesman

Artisan

Exits: Attendant, Errand Runner

Assassin

Exits: Ambassador, Brave, Terradon Rider

Explorer

Exits: Advisor, Ambassador

Peasant

Exits: Errand Runner, Handler, Tradesman

Spy

Exits: Ambassador, Assassin, Explorer

Tradesman

Exits: Artisan, Errand Runner, Peasant

Where any of these careers list Common Knowledge skills, it is to be replaced with Common Knowledge (Lustria **or** Southlands). Where any of these careers list a Speak Language skill, it is to be replaced with Speak Language (Skinkian).

New Saurus Basic Careers**Legionnaire**

Deliberately bred as warrior according to the plans of the Old Ones, the Saurus are good at little else. Capable fighters, but lacking all but the most rudimentary intelligence, the vast majority of Saurus fight in ordered units of warriors. Only those marked out for greatness in their spawning, or who show themselves to be above the rest in skill and ability ever rise to become anything more.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	-	+5	+5	+5	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Dodge Blow, Perception **or** Search.**Talents:** Disarm **or** Quick Draw, Strike Mighty Blow, Strike to Stun.**Equipment:** Bronze Shield, Bronze Spear **or** Obsinite Handweapon.**Career Entries:** None.**Career Exits:** Cold One Rider, Spawning Champion, Temple Guard.***New Saurus Advanced Careers*****Cold One Rider**

Some Saurus are spawned instinctively knowing how to train and ride the dangerous Cold Ones. Those marked by the God Itzl have it much easier as they exude a subtle musk that calms the savage beasts, though other Saurus are tried and proven successful at riding these fierce mounts. Dim-witted, it requires considerable effort to goad one of these beasts into action without harm to the rider, and these riders command much respect from the rank and file.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	-	+10	+10	+15	+5	+15	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Follow Trail, Navigation, Perception, Ride.**Talents:** Coolheaded **or** Very Strong, Specialist Weapon Group (Cavalry).**Equipment:** Bronze Shield, Cold One with Saddle and Harness, Obsinite Spear **or** Lance.**Career Entries:** Legionnaire, Spawning Champion.**Career Exits:** Legionnaire, Spawning Champion.

Oldblood

The 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 oldest and most experience of Saurus, it often falls to the Oldblood to lead the Lizardmen in battle when forced to range far away from the direct control of the Slann Mage-Priests. Vast experience makes up for the deficit in natural intelligence, meaning these centuries old campaigners are more than a match for the most educated general of more advanced armies. Due to the station afforded them by virtue of age, most Oldblood ride to battle mounted on Cold Ones, or in rare cases the immense and savage Carnosaurs.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+40	-	+25	+25	+25	+20	+20	+20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Ride, Secret Signs (Slann Hieroglyphs), Torture.

Talents: Ambidextrous **or** Swashbuckler, Fleet Footed **or** Lightning Reflexes, Hardy **or** Very Resilient, Luck **or** Sixth Sense, Resistance to Chaos, Specialist Weapon Group (Cavalry **or** Flail), Specialist Weapon Group (Two Handed), Wrestling.

Equipment: Bone Helmet, Full Bronze Plate, Best Craftmanship Obsinite Handweapon.

Career Entries: Scar-Veteran.

Career Exits: None.

Revered Guardian

The most trusted and most able of the Saurus Temple Guard are given the divine duty of personally guarding one of the ancient Slann. This duty is the most honoured post a Saurus can receive, and it is a duty the Saurus will perform unto death.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20	-	+20	+20	+20	+15	+15	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (Astrology **or** Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Secret Signs (Slann Hieroglyphs), Torture.

Talents: Fearless, Frenzy, Lightning Reflexes **or** Warrior Born, Luck, Specialist Weapon Group (Flail), Street Fighting **or** Wrestling, Very Strong.

Equipment: Full Bone Armour.

Career Entries: Temple Guard.

Career Exits: Scar-Veteran.

Scar-Veteran

The longer a Saurus lives, the tougher and more ferocious they become. Their scales become thicker and harder, and their warlike instincts become more honed. Whether natural leaders before, these aged veterans are granted command over legions of Saurus warriors, who follow their commands without question.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30	-	+20	+20	+10	+15	+15	+15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Command, Dodge Blow, Intimidate, Perception, Ride or Scale Sheer Surface, Secret Language (Battle Tongue) or Speak Language (Skinkian).

Talents: Disarm or Quick Draw, Lightening Parry, Specialist Weapon Group (Flail or Two Handed), Strike to Injure.

Equipment: Full Bronze Mail, Bronze Helmet, Bronze Breastplate, Obsinite Flail or Greatweapon.

Career Entries: Revered Guardian, Spawning Champion, Temple Guard.

Career Exits: Oldblood.

Spawning Champion

The breeding plans of the Old Ones were so clever and intricate, that with each breeding of warriors come those who are naturally more intelligent and who the others seem to innately defer to. These individuals become the battle leaders of the Saurus legions, commanding through a right of birth which none of their peer's dispute.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20	-	+10	+10	+10	+10	+10	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Heal, Intimidate, Perception or Search, Secret Language (Battle Tongue).

Talents: Acute Hearing or Excellent Vision, Seasoned Traveller, Street Fighting or Wrestling.

Equipment: Bronze Shield, Full Bronze Mail, Obsinite Handweapon.

Career Entries: Cold One Rider, Legionnaire.

Career Exits: Cold One Rider, Scar-Veteran, Temple Guard.

Temple Guard

A variant spawning of the Saurus, the Temple Guard have more heavily armoured scales, and have an instinctively unshakeable resolve to protect the Slann and their Temples. Assigned as guards to the Temple Cities, and to the Slann themselves, the Temple Guard are fierce and unyielding foes who will face death rather than desert their posts.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	-	+15	+15	+10	+5	+10	+5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Theology or Astrology), Dodge Blow, Perception, Secret Signs (Slann Hieroglyphs), Speak Language (Skinkian or Battle Tongue), Torture.

Talents: Specialist Weapon Group (Two Handed), Street Fighting or Wrestling, Strike to Injure, Strong Minded.

Equipment: Bone Helm, Bone Breastplate, Obsinite Halberd or Great Weapon.

Career Entries: Legionnaire, Spawning Champion.

Career Exits: Revered Guardian, Scar Veteran.



New Skink Basic Careers

Errand Runner

The administrators of Lizardman society, the agile, quick-fingered Skinks perform many of the mundane yet essential tasks required for the running of a Temple City and a nation. From as simple as fetching and carrying, taking notes, to translation and interacting with foreign diplomats and prisoners, the duties of the Skinks encompass them all.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel

-	-	+5	+5	+5	+10	+5	+5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+2	-	-	-	-	-	-

Skills: Evaluate **or** Haggle, Gossip, Perception, Read/Write, Sleight of Hand, Speak Language (Skinkian **or** Saurial).

Talents: Acute Hearing **or** Flee, Lightening Reflexes **or** Very Resilient.

Equipment: Stone Plaque and Chisel.

Career Entries: Artisan, Handler, Peasant.

Career Exits: Attendant, Handler, Peasant, Skirmisher, Tradesman.

Handler

Without doubt, one of the most unenvied and shortest-lived duties is that of the Handler. Tasked with rearing and controlling the many vicious beasts utilised by the Lizardmen, from the vicious Cold Ones and Carnosaurs, to the temperamental Salamander and the huge Stegadons, a careless handler will quickly become eaten, crushed, or incinerated by their charges. In battle, it is the duty of the Handlers to get their charges to the enemy with minimal collateral damage.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	-	+10	+10	-	+10	-	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Charm Animal, Dodge Blow, Drive, Heal, Perception.

Talents: Flee!, Hardy **or** Very Resilient, Specialist Weapon Group (Entangling **or** Two Handed), Strike to Injure.

Equipment: Leather Jack, Bronze Pike **or** Net.

Career Entries: Errand Runner, Horned One Rider, Peasant, Raider, Skirmisher, Stalker.

Career Exits: Errand Runner, Horned One Rider, Peasant.



Horned One Rider

In some Temple-Cities, a shortage of Saurus has led to a greater need for Skinks to take on the role of warrior. This is most the case in the Southlands. Although incapable of riding the fierce Cold Ones, Skinks have proven able to ride the smaller, quicker, and not so dull-witted Horned Ones. In many ways the Horned One is even more ferocious and bloodthirsty than its larger cousin, and the raw aggression of this smaller breed more than makes up for the Skinks lower combat prowess.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	+10	+10	+10	+10	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Animal Care, Animal Training, Follow Trail, Navigation, Outdoor Survival, Ride.

Talents: Coolheaded **or** Very Strong, Seasoned Traveller, Specialist Weapon Group (Cavalry).

Equipment: Bronze Shield, Horned One with Saddle and Harness, Bronze Spear **or** Demilance.

Career Entries: Brave, Handler, Raider, Skirmisher, Stalker.

Career Exits: Brave, Handler, Terradon Rider.

Skirmisher

Skinks are not naturally bred for war, but in times of conflict, they take up weapons to fight alongside the Saurus. They are stealthy and swift creatures, and can prove deadly when using their favoured weaponry, the bow and arrow, against an unwary foe.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	+10	+5	+5	+5	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+2	-	-	-	-	-	-

Skills: Concealment, Dodge Blow, Perception, Swim, Silent Move.

Talents: Quick Draw, Rapid Reload, Sharpshooter.

Equipment: Bronze Handweapon, Bow and 20 Arrows **or** Bronze Shield and 3 Javelins.

Career Entries: Errand Runner.

Career Exits: Brave, Emissary, Handler, Horned One Rider, Stalker.

New Skink Advanced Careers

Attendant

Whilst the Slann spend their existence in deep contemplation, a vast gaggle of attendants remain close at all times in order to promptly and precisely carry out any order or edict that the Slann is to call forth. When new prophesies are spoken, it is the attendants duty to scribe down their words for prosperity, and to seek to interpret the often ambiguous words.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+10	+10	+10	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+3	-	-	-	-	-	-

Skills: Academic Knowledge (Any One), Charm, Common Knowledge (Lustria **or** Southlands) **or** Gossip, Perception, Read/Write, Secret Signs (Slann Hieroglyphs), Speak Language (Skinkian, Saurial, **or** Old Slann), Trade (Calligrapher).

Talents: Linguistics.

Equipment: Stone Plaque and Chisel, Pair of Candles.

Career Entries: Artisan, Errand Runner, Shaman Acolyte.

Career Exits: Emissary, Sage.

Brave

As with the Saurus, there are some amongst each breeding of Skink who are naturally more capable in warfare, and who seem to instinctively command a deference from the others of their brood. These command groups of their brethren in more ordered combat formations, rather than the skirmish bands normally implemented by Skinks.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	+20	+10	+10	+10	+10	+10	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Speak Language (Saurial **or** Battle Tongue).

Talents: Disarm, Strike Mighty Blow **or** Strike to Stun, Street Fighting.

Equipment: Bronze Chain Shirt, Bronze Shield.

Career Entries: Assassin, Counsel, Horned One Rider, Raider, Skirmisher.

Career Exits: Chief, Horned One Rider, Stalker.

Chief

Skink Chief's are unusually brave and aggressive Skinks who can function ably either on their own or in command of a large band of their kin.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+25	+30	+20	+20	+20	+15	+15	+15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+6	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception, Ride, Speak Language (Saurial **or** Battle Tongue), Torture.

Talents: Disarm **or** Quick Draw, Lightening Parry, Strike Mighty Blow, Strike to Stun **or** Strike to Injure, Seasoned Traveller.

Equipment: Full Bronze Mail Armour, Bronze Helmet, Bronze Breastplate.

Career Entries: Brave, Raider, Terradon Rider.

Career Exits: Counsel, Stalker.



Counsel

The counsel is the most honoured role a Skink can receive. Remaining in the presence of the great Slann Mage-Priests day and night, it is the counsels role to manage the smooth operation of the mundane duties of the Temple City whilst the Slann drifts in deep contemplation. The Slann may from time to time issue instruction and veiled prophecy, and it is the counsel's duty to ensure that such words are taken down, and the instructions carried out.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	+5	+5	+10	+10	+35	+25	+20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+5	-	-	-	-	-	-

Skills: Academic Knowledge (Any Three), Charm **or** Intimidate, Command, Common Knowledge (Any Three), Gossip, Lip Reading, Perception, Secret Signs (Slann Hieroglyphs), Speak Language (Any Two).

Talents: Acute Hearing, Etiquette, Public Speaking, Sixth Sense.

Equipment: None.

Career Entries: Chief, Emissary, Explorer, Prophet, Sage.

Career Exits: Brave, Sage, Shaman Acolyte.

Emissary

With the wider world intruding more and more upon the domain of the Lizardmen, it falls to the emissary to glean what information he can from prisoners before they are led to the sacrificial pits. On occasion, the Slann Mage-Priests have decreed that there should be some other response to an encroachment than battle. It is the emissaries' duty in these instances to make contact with the invaders, seeking amicable terms to avoid unnecessary bloodshed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	+5	+5	+5	-	+20	+15	+15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+4	-	-	-	-	-	-

Skills: Charm, Common Knowledge (Lustria **or** Southlands), Common Knowledge (Any Two), Evaluate **or** Haggle, Gossip, Lip Reading, Perception, Read/Write, Swim, Speak Language (Any Three).

Talents: Dealmaker, Etiquette, Schemer, Seasoned Traveller, Suave.

Equipment: 100 crowns Jewellery, Bronze Plaque and Chisel.

Career Entries: Assassin, Attendant, Explorer, Prophet, Shaman Priest, Spy, Skirmisher.

Career Exits: Counsel, Explorer, Sage, Spy.

Prophet

The greatest amongst the Shaman Priests are the Prophets, said to be able to commune with the great God Sotek, their words are second only in importance to the great Slann Mage-Priests. They often lead forces of Skinks into battle, following the divine plan of their sacred deity. When facing the hated Skaven, their rage knows no bounds, and they seek to eradicate the foul ratmen wherever they are found.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	+15	+10	+15	+15	+20	+25	+20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+6	-	-	-	+3	-	-

Skills: Academic Knowledge (Theology), Academic Knowledge (Any Two), Channelling, Charm, Common Knowledge (Skaven), Common Knowledge (Any Two), Gossip, Heal, Intimidate, Magical Sense, Perception, Read/Write, Ride, Secret Language (Slann Hieroglyphs), Speak Arcane Language (Arcane Elf or Daemonic), Speak Arcane Language (Magick), Speak Language (Old Slann), Speak Language (Any One).

Talents: Aethyric Attunement or Meditation, Fearless, Lesser Magic (Any Three), Master Orator, Mighty Missile, Strong Minded, Witchcraft.

Equipment: Magic Item.

Career Entries: Shaman Priest.

Career Exits: Counsel, Emissary.

New Talent: Witchcraft

You have advanced beyond the basic knowledge required to manipulate a single Wind of Magic. You may now utilise spells of any Wind, however, you are incapable of utilising the additional Winds to their maximum potential. This Talent allows you to learn any spell from any Arcane Lore with a Casting Number of 15 or less, but you must pay 200xp for each one.

You can cast these spells without having the Speak Arcane Language (Magick) skill. However, in this case you must roll an additional d10 when casting these spells, which counts only for the purpose of Tzeentch's Curse.

Raider

Skinks have a natural affinity for water, and can swim swiftly through dark jungle swamps and rivers, often staying submerged for up to an hour before launching a surprise attack, and disappearing into the jungle. Launching devastating hit and run attacks with their poisoned weapons, a mere handful of Skink Raiders can wipe out a band of invaders with little or no risk to themselves.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	+25	+15	+15	+20	+15	+10	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+5	-	-	-	-	-	-

Skills: Concealment, Dodge Blow, Follow Trail, Navigation, Outdoor Survival, Prepare Poison, Scale Sheer Surface, Search or Set Trap, Shadowing, Silent Move.

Talents: Mighty Shot, Orientation or Rover, Rapid Reload, Sharpshooter, Specialist Weapon (Blowgun), Sure Shot, Trapfinder.

Equipment: Bronze Handweapon, Bow and 20 Arrows or Bronze Shield and 3 Javelins, Vial of Black Lotus Poison or Green Scorpion Venom.

Career Entries: Stalker, Terradon Rider.

Career Exits: Assassin, Chief, Handler, Horned One Rider.

Sage

Scholars and researchers of the Lizardmen, the sage spends all its time immersed in old prophesies and writings, often only fragmentary and contradictory, the sage is the one who must make sense of the few scraps of lore left behind by the Old Ones, and to tie it in to the newer prophesies and omens foretold by the Slann.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
-	-	+5	+5	+5	+25	+15	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+4	-	-	-	-	-	-

Skills: Academic Knowledge (Any Two), Common Knowledge (Any Two), Evaluate **or** Perception, Read/Write, Secret Signs (Slann Hieroglyphs), Speak Language (Old Slann), Speak Language (Any One).

Talents: Savvy, Super Numerate.

Equipment: Writing Kit

Career Entries: Ambassador, Attendant, Counsel, Errand Runner, Shaman Priest.

Career Exits: Attendant, Counsel, Emissary, Shaman Acolyte.

Shaman Acolyte

Very rarely, a spawning of Skinks will produce just a single Skink. These Skinks are attuned to the magical energies of the world. These Skinks are taken by the Priests of Sotek, and indoctrinated in the ways of that vengeful deity.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5	+5	-	+5	+5	+10	+10	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+2	-	-	-	+1	-	-

Skills: Academic Knowledge (Magic **or** Theology), Channelling, Charm, Common Knowledge (Lustria), Gossip, Heal, Magical Sense, Perception, Read/Write, Ride, Speak Language (Saurial).

Talents: Petty Magic (Divine), Public Speaking, Resistance to Disease, Strike to Injure **or** Strike to Stun.

Equipment: Red Snake Tattoo of Sotek, Quarterstaff.

Career Entries: Counsel, Sage.

Career Exits: Attendant, Shaman Priest.

Shaman Priest

Key religious figures amongst the Skinks, the Shaman Priests hold a great measure of respect within Lizardman society. They tend to the sacred spawning pools, watching for hatchings showing the Old Ones favour.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	+10	+5	+10	+10	+15	+20	+15
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
-	+4	-	-	-	+2	-	-

Skills: Academic Knowledge (Astrology **or** Magic), Academic Knowledge (Theology), Academic Knowledge (Any One), Channelling, Charm, Common Knowledge (Any Two), Gossip, Heal, Intimidate, Magical Sense, Perception, Read/Write, Ride, Secret Language (Slann Hieroglyphs), Speak Arcane Language (Arcane Elf **or** Magick), Speak Language (Saurial **or** Old Slann).

Talents: Aethyric Attunement **or** Meditation, Arcane Lore (Heavens), Fast Hands, Lesser Magic (Any Two), Public Speaking.

Equipment: 100 crowns Jewellery.

Career Entries: Shaman Acolyte.

Career Exits: Emissary, Prophet, Sage.

Stalker

Skinks are skilled hunters, being well adapted to the jungle terrain of Lustria. Experienced warriors often take on the role of scout and hunter, harassing the flanks of enemy groups whilst the Saurus close in for the kill. Well acquainted with the various poisonous serpents and amphibians which lurk within the Lustrian jungles, they often coat their missiles with lethal poisons and toxins.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	+15	+10	+10	+10	+10	+5	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-



Skills: Concealment, Dodge Blow, Follow Trail, Navigation, Outdoor Survival, Prepare Poison, Shadowing, Silent Move.

Talents: Marksman, Mighty Shot or Sure Shot.

Equipment: Leather Jack, Bow with 20 Obsinite Arrows, Vial of Poison.

Career Entries: Brave, Chief, Skirmisher.

Career Exits: Brave, Handler, Horned One Rider, Raider, Spy.

Terradon Rider

Experienced Skink riders have mastered the art of riding the Terradon, a large, winged reptile. These riders are the perfect scouts, seeking out enemy positions from high above the ground, and dropping down upon their unsuspecting foes with great velocity. The Terradon is amazingly agile, and more than one untalented rider has plummeted to his death in the jungle below.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15	+20	+10	+10	+30	+10	+10	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+5	-	-	-	-	-	-

Skills: Animal Care, Navigation, Perception, Prepare Poison, Ride, Search.

Talents: Ambidextrous, Specialist Weapon Group (Entangling), Swashbuckler, Trick Riding.

Equipment: Bow with 20 Obsinite Arrows, Terradon with Saddle and Harness, Net.

Career Entries: Assassin, Horned One Rider.

Career Exits: Chief, Explorer, Raider.

New Kroxigor Careers

Savage

Goaded into battle by the diminutive Skinks, Kroxigor fight either in groups of their own, or as part of swarming masses of Skinks. Here, the immense size of the Kroxigor means that it can swing its huge bronze weapons over the heads of its smaller cousins. At times, the Kroxigor thunder through these skirmishing screens, and it takes all the Skinks speed and agility to avoid getting crushed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+10	-	+5	+5	+5	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+4	-	-	-	-	-	-

Skills: Intimidate, Perception or Search.

Talents: Specialist Weapon Group (Two Handed), Street Fighting, Strike to Injure or Strike to Stun.

Equipment: Bronze Greatweapon.

Career Entries: None.

Career Exits: Ancient.

Ancient

With age and experience, a Kroxigor can become a fearsome sight on the battlefield, commanding groups of his kin without a word uttered, and launching devastating ambushes with a cunning no creature of its size has any right to possess.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+20	-	+10	+10	+10	+10	+5	+5
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+1	+6	-	-	-	-	-	-

Skills: Command, Dodge Blow, Intimidate, Perception **or** Search.

Talents: Acute Hearing **or** Excellent Vision, Coolheaded or Savvy, Disarm, Strike to Injure, Wrestling.

Special Rules: A Kroxigor Ancient gains the following special abilities.

Presence: A Kroxigor Ancient commands great respect and awe amongst others of its kind. Other Kroxigor will follow and perform tasks for the Ancient without bidding, seeming to instinctively understand what the Ancient wishes. The Ancient may use the Command Skill to give orders to other Kroxigor despite its inability to speak.

Racial Traits: The scales of an Ancient are hardened with age. The scales of an Ancient gain 1 Armour Point to all locations.

Equipment: Bronze Breastplate, Obsinite Greatweapon.

Career Entries: Savage.

Career Exits: Sacred.

Sacred

The oldest of the Kroxigor are said to be Blessed by the Old Ones. Solitary warriors, they heed to the orders of none, acting according to their own inscrutable goals. It is said that the Slann speak to them directly, and that they serve to advance the Old Ones ultimate scheme. When preparing for battle, Skink Priests treat these great creatures with awe and deference, adorning them with ceremonial wargear, and hammering gold plates and sacred decorations into their toughened hide.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+30	-	+20	+20	+10	+15	+10	+10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
+2	+8	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Dodge Blow, Intimidate, Perception.

Talents: Acute Hearing, Excellent Vision, Lightening Parry, Luck **or** Sixth Sense, Specialist Weapon (Flail),

Unstoppable Blows, Very Resilient **or** Warrior Born, Will of Iron.

Special Rules: A Kroxigor Sacred gains the following special abilities.

Racial Traits: The scales of a Sacred are hardened with age. The scales of a Sacred gain 1 Armour Point to all locations.

Equipment: Gold Head-Dress, Gold Ceremonial Decorations at least 500 crowns value, Obsinite Flail **or** Greatweapon.

Career Entries: Ancient.

Career Exits: None.

Armoury

Obsinite Weaponry

Lizardmen weapon tips are made of a material unknown to the metallurgists of the Empire. Some form of super-hardened stone, it does not have the fragility of other stone weapons wielded by other primitive races. Indeed, Obsinite is even more durable than high quality steel. If using the armour damaging rules from the Old World Armoury, Obsinite weapons count as being one point of strength higher for the purposes of determining if armour suffers damage. Obsinite blades may not be broken with a Swordbreaker. Best Craftmanship Obsinite weapons have the Armour Piercing Quality.

Bronze Mail

Wide links of bronze, this is far more ornamental than effective. It provides one point of armour to the location on which it is worn, and may be combined with leather, plate, and natural armours. This has all the usual penalties associated with mail armour.

Bronze Plate

Decorative plates of bronze than are linked directly to a mail backing. It provides two point of armour to the location worn, providing it is worn with mail. The exception to this is a bronze helmet, which does not have to be worn with a coif. This has all the usual penalties associated with plate armour.

Bone Armour

This armour is crafted from the bones of giant reptiles, the helmets fashioned from the skull of a young Stegaddon. It provides two armour points to the location it is worn on, except for the helmet, which provides three points of armour to the head. Bone armour may be combined with leather and natural armours but not chain or plate armours. A character wearing any pieces of bone armour (including the helmet), suffer a -1 to their Movement Characteristic and -10% to their Agility Characteristic.

Magic

Ritual Spells

Vengeance of Sotek

Type: Arcane

Arcane Language: Magick

Magic: 2

XP: 200

Ingredients: Gold ceremonial dagger, live Skaven sacrifice, four Skink attendants, a sacred snake of Sotek.

Conditions: The sacrifice is to be slain at the conclusion of the ritual, and the snake bathed in its blood.

Consequences: Casters Magic Characteristic reduced to 0 for 48 hours, and the sacred snake attacks the caster. The snake ceases its attack when it has successfully wounded the caster once. If the snake is harmed during the ritual, of following a failed casting, the spell succeeds, but all summoned serpents seek to kill the caster.

Casting Number: 12

Casting Time: 4 hours

Description: Summons all snakes and serpents within a one-mile radius into the presence of the caster. An hour after the rituals completion, 2d10 (modified by the GM's discretion if the ritual is conducted in unusual surroundings) Serpent Swarms gather around the caster, following his direction for 12 hours or until they are all dispersed. These swarms always seek to remain within 60 yards of the caster for the spells duration.

Magical Items

Dagger of Sotek

Academic Knowledge: Theology

History: This cruel, curved ceremonial dagger has taken thousands of lives – sacrifices offered up to the bloodthirsty God Sotek. The Skaven particularly fear this weapon, for it has been the doom of many of their number.

Powers: Causes SB-3 Damage, and has the Magic Quality. The bearer counts as having the Frightening Talent to Skaven. If used against a helpless target, the victim must pass a Challenging (-10%) Toughness Test or be slain instantly.

Blade of Realities

Academic Knowledge: Magic

History: A weapon brought to this world by the Old Ones, it shimmers in and out of existence, for it exists in more than one plane of reality. This blade severs the souls of those it touches, and is believed capable of destroying Daemonic entities utterly, rather than simply banishing them back to the Realm of Chaos.

Powers: Causes SB Damage, and has the Magic Quality. This weapon ignores all Magic protections and immunities on the target. Any Magical Armour worn by the target counts as normal armour of the same type. Criticals caused by this weapon are rolled on the Sudden Death Critical chart. Any Wounds inflicted on Daemons by this weapon are doubled (after deductions for Toughness and Armour), and any Daemon wounded must immediately make an Instability Test.

Sacred Plaques of the Old Ones

Academic Knowledge: Runes

History: Bronze tablets, inscribed with fragments of the Old Ones ancient prophecies, these items are signs of great prestige to the bearer, who seems protected by the power of the Old Ones. Some rare plaques are imbedded with ancient incantations that can be utilised by those able to wield magic. These plaques are so rare, that the Lizardmen will do anything to reclaim those stolen by treasure hunters.

Powers: The bearer gains an extra Fortune Point per day. A Lizardman bearing this item gains +20% to Fellowship when dealing with other Lizardmen. If the bearer is not a Lizardman, the bearer causes Frenzy in all Lizardmen on sight. The plaque may be enchanted with a random Arcane Lore spell, which may be freely used by any bearer who can achieve the required Casting Number (Ingredients may not be used to augment the Casting Roll).

Cube of Darkness

Academic Knowledge: Magic

History: Fashioned by the Old Ones to combat the force known as Chaos. When viewed up close, this small, black cube contains millions of tiny pinpoints of light, circling around a sphere of pure darkness. With the correct pattern of thought, it may be opened for a fraction of a second, sucking the Winds of Magic in the immediate vicinity instantly within its confines.

Powers: Requires a successful Channelling Test to activate. Within 36 yards, all ongoing (non-ritual) spells are immediately ended, and all spellcasters (including the bearer) have their Magic Characteristic reduced by 2 for 1 hour. Any Daemon within this area must immediately take an Instability Test. The Cube of Darkness may not be used again for 24 hours.

Bestiary

Giant Lizards

The primordial jungles of Lustria and the Southlands are overrun with thousands of various reptiles, of various sizes and strengths. Skink Handlers have been known to shepherd hordes of these reptiles into battle, where they can swiftly overrun an unprepared opponent.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	31	30	42	6	18	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	7	3	3	4	0	0	0

Skills: Concealment +10%, Perception, Swim +10%.

Talents: Keen Senses, Natural Weapons, Night Vision, Resistance to Poison, Scales (1).

Special Rules:

Cold Blooded: Lizards are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Armour: None.

Armour Points: Head 1, Arms 1, Body 1, Legs 1.

Weapons: Teeth.

Slaughter Margin: Very Easy.

Serpents

The snakes and serpents of Lustria come in a variety of shapes and sizes, in a thousand different colours and patterns. Size is no indication of threat, the smallest and plainest coloured can possess the most deadly toxin. Priests of Sotek frequently enact blood sacrifices to gain the favour of their snake-god to call forth tides of deadly serpents. Even without the interference of the Lizardmen, the snakes of Lustria make any journey into its teeming jungles extremely hazardous, for they slither into camps and force travellers to watch every step they take.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	0	21	24	30	6	18	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	6	2	2	3	0	0	0

Skills: Concealment, Perception, Swim +10%.

Talents: Keen Senses, Natural Weapons, Night Vision, Resistance to Poison.

Special Rules:

Poisoned Bite: An attack, which inflicts at least 1 Wound, deals an additional 4 Wounds unless the target succeeds a Challenging (-10%) Toughness Test.

Deadly Breeds: 10% of serpents possess a more deadly type of poison. Select a suitable poison type from the Old World Armoury (suitable types would be Green Scorpion Venom, Rabid Dog Saliva, Spider Spittle, or Viper Kiss). It is impossible for an inexperienced person to tell how dangerous a given Serpent is just by appearance. A successful Challenging (-10%) Common Knowledge (Lustria) Test will enable an observer to determine the lethality of a particular Serpent.

Armour: None.

Armour Points: Head 0, Arms 0, Body 0, Legs 0.

Weapons: Fangs.

Slaughter Margin: Very Easy (Challenging for more lethal poisons).

Serpent Swarms

Goaded by the Skink Priests of Sotek, swarms of vicious snakes descend on their enemies. A truly terrifying sight, a person overwhelmed by these carpets of snakes can expect a swift and agonising death from dozens of poisonous bites.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
53	0	41	44	30	6	38	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	10	4	4	3	0	0	0

Skills: Concealment, Perception, Swim +10%.

Talents: Fearless, Keen Senses, Natural Weapons, Night Vision, Resistance to Poison.

Special Rules:

Poisoned Bite: An attack, which inflicts at least 1 Wound, deals an additional 4 Wounds unless the target succeeds a Challenging (-10%) Toughness Test.

Swarm: If a Serpent swarm successfully deals damage to an opponent, it automatically moves into its space. Each round thereafter, the swarm gains a +20% bonus to Weapon Skill Tests against that target. The target also suffers a -20% penalty to all Tests whilst so covered. A swarm reduced to 0 Wounds is dispersed, and the individuals flee in all directions.

Armour: None.

Armour Points: Head 0, Arms 0, Body 0, Legs 0.

Weapons: Fangs.

Slaughter Margin: Routine.

Cold One

Cold Ones are directly descended from the prehistoric creatures the Old Ones found roaming the jungles of Lustria. They have remained more or less unchanged from that time, as they dwell in vast, dank caverns beneath the jungle, coming to the surface to feed in the early dawn or after the heat of the day had passed. Cold Ones can be found all over the continent of Lustria, and northwards into Naggaroth, where the Dark Elves use them for riding beasts. A rare Cold One has been sighted in the marshes of the Wastelands, presumably imported by explorers who have subsequently suffered an 'accident' whilst seeking to break the spirits of these beasts. There they have been rather unimaginatively dubbed Carnivorous Snappers.

Cold Ones are incredibly stubborn, and not at all intelligent. Their cold bodies exude poisonous slime, which quickly helps to repair even the most severe of wounds, and they are almost immune to pain. The Dark Elves only mastered the skill of riding these creatures with great difficulty, but the Saurus, being closely related, don't have so much trouble and are not bothered by the stench or slime, although they can do nothing to improve the Cold Ones intelligence.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	45	47	25	15	35	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	7	0	0	0

Skills: Follow Trail +10%, Perception +10%.

Talents: Frenzy, Frightening, Keen Senses, Natural Weapons, Night Vision, Scales (2).

Special Rules:

Blood Rage: A Cold One may not enter a Frenzy until it (or its rider) has either inflicted or suffered at least 1 Wound in close combat. Whilst Frenzied, the Cold One is immune to the Stupid rule.

Cold Blooded: Cold Ones are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Stupid: Whenever the Cold One encounters something to distract it (such as a fresh corpse or ripe smell), it must make an Intelligence Test or stop what it was doing to investigate. If it is attacked, it is less likely to be distracted, and the Test becomes Easy (+20%).

Thick Skin: The Cold Ones body exudes a foul smelling slime, which quickly seals up wounds and numbs pain. Critical Hits scored against a Cold One are reduced by -1.

Armour: None.

Armour Points: Head 2, Arms 2, Body 2, Legs 2.

Weapons: Teeth and Claws.

Slaughter Margin: Routine.

Horned One

The Horned One is a rare, almost extinct sub-breed of Cold One, found almost exclusively in the jungles of the Southlands, though a few can still be found within Lustria. The Horned ones are slightly smaller and more agile than the Cold One, but they are very aggressive and territorial, and will tackle virtually any other monster, regardless of its size (a likely reason why they are virtually extinct). The Horned Ones are naturally adapted for combat, having large horns and spiny crests growing out of their heads. Unlike normal Cold Ones, Horned Ones are not stupid, mainly because they are always enraged by the smell of other creatures invading their territory.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	0	48	47	36	15	35	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
3	16	4	4	8	0	0	0

Skills: Follow Trail +10%, Perception +10%.

Talents: Fearless, Frenzy, Frightening, Keen Senses, Natural Weapons, Night Vision, Scales (2).

Special Rules:

Cold Blooded: Horned Ones are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Massive Horns: The Horned One is blessed with a set of immense, curling horns which it uses to devastating effect when it charges. They inflict SB+1 damage, have the Armour Piercing Quality, and have the Impact Quality when charging.

Thick Skin: The Horned Ones body exudes a foul smelling slime, which quickly seals up wounds and numbs pain. Critical Hits scored against a Horned One are reduced by -1.

Armour: None.

Armour Points: Head 2, Arms 2, Body 2, Legs 2.

Weapons: Teeth and Claws.

Slaughter Margin: Challenging.



Salamander

Salamanders are giant, predatory amphibians that inhabit the jungle swamplands and estuaries. They move quickly on both land and water, and are skilled and voracious hunters. The Salamander is capable of launching a short burst of corrosive, flaming liquid from their gullets to incinerate those that they have chosen to become their meal. These creatures are vicious and temperamental, yet Skink Handlers sometimes use them to hunt the larger jungle-dwelling creatures.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	52	45	42	15	35	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	18	5	4	6	0	0	0

Skills: Perception, Swim +10%.

Talents: Frenzy, Frightening, Keen Senses, Natural Weapons, Night Vision, Scales (2).

Special Rules:

Aquatic: Salamander can breathe underwater, and are never in danger of drowning.

Cold Blooded: Salamanders are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.



Spit Fire: The Salamander can expel a stream of flame from its mouth. Use the cone template. All within take a Damage 4 hit, and must pass an Agility Test or catch fire. The Salamander must wait 1d10 rounds before it can spit fire again.

Armour: None.

Armour Points: Head 2, Arms 2, Body 2, Legs 2.

Weapons: Teeth, Flaming Breath.

Slaughter Margin: Challenging.

Terradon

Terradons are a type of winged prehistoric reptile, who's natural habitat is the high crags and tall trees of the jungle rainforests. They are expert gliders who can use the rising steamy hot air of the jungle to stay aloft for long periods, preying on birds as they fly. Terradons are swift and incredibly agile, and so good at soaring and swooping on the air currents that they are able to stay airborne for days, even with a Skink rider. Far more intelligent than the Cold One, they are easily trained, and show a loyalty to their riders unusual amongst the creatures utilised by the Lizardmen.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	44	35	46	30	45	10
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	20	10	4	3	0	0	0

Skills: Dodge Blow, Perception +20%, Navigation +10%.

Talents: Excellent Vision, Flier, Frightening, Keen Senses, Natural Weapons, Night Vision.

Special Rules:

Cold Blooded: Terradons are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Armour: None.

Armour Points: Head 0, Arms 0, Body 0, Legs 0.

Weapons: Teeth.

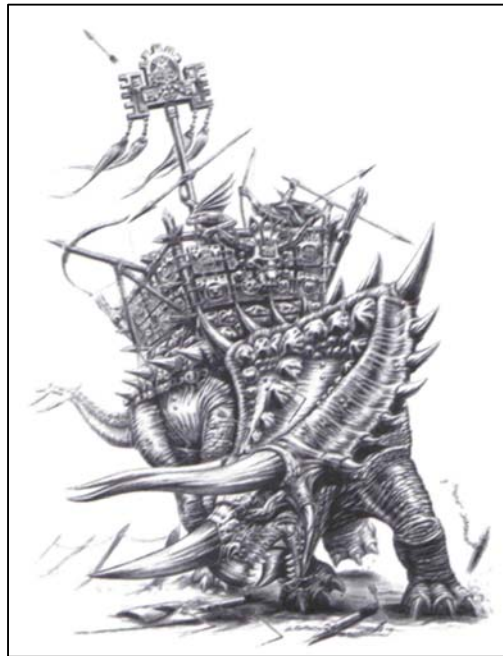
Slaughter Margin: Routine.

Stegadon

Stegadons are amongst the largest and most aggressive of all jungle creatures. Gigantic, armoured beasts, they feed on almost anything that gets in their way, from lush vegetation and the trunks of thick jungle trees, to the flesh of any creature foolish enough to get in the way. Stegadons are strong enough to uproot entire trees, and they can crack stone beneath their heavy tread. Territorial, a fight between two male Stegadons can last for days on end, and can be heard for miles around.

Massive horns protrude from their bony armoured crests, and their bodies are covered in spikes and bony armour plating. Their tails are heavy, and barbed, and can be swung to devastating effect. Skink Handlers have taken to rearing Stegadons from egg, attaching heavy wooden howdahs to their backs, crewed by a team of Skinks, and occasionally armed with a heavy ballista.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	0	58	65	25	15	35	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
5	50	5	6	6	0	0	0



Skills: Perception.

Talents: Keen Senses, Natural Weapons, Night Vision, Scales (5), Strike Mighty Blow, Strike to Injure, Terrifying, Unstoppable Blows.

Special Rules:

Bony Crest: The head of a Stegadon is protected by a huge crest of solid bone. This makes its head virtually impervious to attacks. The Stegadon counts as having 7 Armour Points to its head. This is an exception to the usual limit of 5 to any location.

Cold Blooded: Stegadons are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Hideous Strength: All Stegadon attacks count as having the Impact Quality.

Armour: None.

Armour Points: Head 7, Arms 5, Body 5, Legs 5.

Weapons: Teeth, Horns, Claws, Tail.

Slaughter Margin: Very Hard.

Howdah

A Howdah is an armoured wooden structure mounted on the back of one of the great Stegadons. Able to carry up to eight Skink warriors, it can also carry up to 2,000 units of Encumbrance. It has the following statistics:

Main Profile		
M	TB	W
-	4	30

A War Howdah is frequently also fitted with a Scorpion (see Old World Armoury, pg 49). This has a range of 100 yards, and inflicts a Damage 8 hit.

Carnosaur

Carnosaurs are terrifying giant predators which stalk the dark jungle. It is believed that the Carnosaur is closely related to the Dragon, even that the latter is descended from this creature. They are the most dangerous of all the deadly creatures that inhabit the Lustrian jungles. They are unrelenting hunters, large enough to take down any prey. Carnosaurs are built for speed and power, and their ripping jaws can rip huge chunks of flesh from their prey.

At huge risk, Skink Handlers seek to procure Carnosaur eggs. Reared from birth at great risk, the baby Carnosaur dwarfing its Skink Handlers, they are trained to accept a rider, an honour reserved for only the strongest and most disciplined Saurus.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39	0	65	68	30	15	40	0
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
6	55	6	6	7	0	0	0



Skills: Perception.

Talents: Frenzy, Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure, Scales (5), Terrifying, Unstoppable blows.

Special Rules:

Burst of Speed: The Carnosaur can exert itself to put on an extra burst of speed. It gains +2 to its Movement Characteristics for a number of rounds equal to its Toughness Bonus, and can attempt to maintain this speed for additional rounds on a successful Toughness Test each round. The Carnosaur may not attempt to use this ability again until it has had a number of minutes rest equal to the number of rounds it used this ability for.

Cold Blooded: Carnosaurs are cold-blooded and naturally slow to react. They receive +20% to Will Power Tests to resist any form of psychological effect.

Rending Attack: A Carnosaurs natural weapons are so razor-sharp that they count as having the Armour Piercing and Impact Qualities.

Speed of Attack: A Carnosaur has so many ways to attack – teeth, claws, tail – that it can attack twice with the standard attack action instead of the usual once.

Armour: None.

Armour Points: Head 5, Arms 5, Body 5, Legs 5.

Weapons: Teeth.

Slaughter Margin: Impossible.

Credits

Written by: Michael Congreve

Based on information found in Warhammer Armies: Lizardmen by Nigel Stillman, and Warhammer: Lizardmen by Anthony Reynolds.

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Appendix – Sample Lizardmen

When creating a quick encounter or adventure, GM's often find themselves short of time, and do not often want to spend their time randomly generating every single opponent their players may encounter. You will find here a selection of sample Lizardmen created using this document.

Saurus Legionnaire

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	10	45	40	25	15	45	20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	13	4	4	4	0	0	0

Skills: Common Knowledge (Lustria), Dodge Blow, Intimidate, Perception, Speak Language (Saurial), Swim.

Talents: Disarm, Keen Senses, Menacing, Night Vision, Resistance to Disease, Resistance to Poison, Strike Mighty Blow, Strike to Stun, Sturdy.

Special: Bite, Cold Blooded, Scales (2).

Equipment: Bronze Shield, Obsinite Handweapon.

Saurus Cold One Rider

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	10	45	45	35	15	50	20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	4	4	4	0	0	0

Skills: Animal Care, Animal Training +10%, Charm Animal, Common Knowledge (Lustria), Dodge Blow, Follow Trail, Intimidate, Navigation, Perception, Ride +10%, Speak Language (Saurial), Swim.

Talents: Disarm, Keen Senses, Menacing, Night Vision, Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Strike to Stun, Sturdy.

Special: Bite, Cold Blooded, Mark Itzl, Scales (2).

Equipment: Bronze Shield, Cold One with Saddle and Harness, Obsinite Handweapon, Obsinite Lance.

Saurus Temple Guard

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	10	50	45	30	20	50	20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	14	-	-	-	-	-	-

Skills: Academic Knowledge (Theology), Common Knowledge (Lustria), Dodge Blow +10%, Intimidate, Perception, Speak Language (Saurial), Swim, Torture.

Talents: Disarm, Keen Senses, Menacing, Night Vision, Quick Draw, Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Two Handed), Strike Mighty Blow, Strike to Stun, Strike to Injure, Sturdy.

Special: Bite, Cold Blooded, Scales (2).

Equipment: Bone Helm, Bone Breastplate, Bronze Shield, Obsinite Handweapon, Obsinite Halberd.

Saurus Spawning Champion

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	10	50	45	30	25	45	20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	15	-	-	-	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Lustria), Dodge Blow, Intimidate, Perception, Secret Language (Battle Tongue), Speak Language (Saurial), Swim.

Talents: Disarm, Keen Senses, Menacing, Night Vision, Resistance to Disease, Resistance to Poison, Street Fighting, Strike Mighty Blow, Strike to Stun, Sturdy.

Special: Bite, Cold Blooded, Scales (2).

Equipment: Bronze Shield, Full Bronze Mail, Obsinite Handweapon, Bronze Spear.

Skink Handler

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20	25	30	25	35	35	45	25
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
1	9	3	2	6	0	0	0

Skills: Animal Care, Animal Training, Charm Animal, Common Knowledge (Lustria), Dodge Blow, Drive, Heal, Perception, Speak Language (Skinkian), Swim +10%.

Talents: Flee!, Hardy, Keen Senses, Night Vision, Speak Language (Skinkian), Specialist Weapon Group (Entangling), Strike to Injure.

Special: Aquatic, Cold Blooded, Scales (1).

Equipment: Bronze Dagger, Net.

Skink Horned One Rider

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
20	25	35	25	35	30	45	20
Secondary Profile							
A	W	SB	TB	M	Mg	IP	FP
2	10	3	2	6	0	0	0

Skills: Animal Care, Animal Training, Common Knowledge (Lustria), Follow Trail, Navigation, Outdoor Survival, Ride, Speak Language (Skinkian), Swim +10%.

Talents: Keen Senses, Night Vision, Resistance to Poison, Seasoned Traveller, Specialist Weapon Group (Cavalry), Very Strong.

Special: Aquatic, Cold Blooded, Scales (1).

Equipment: Bronze Shield, Horned One with Saddle and Harness, Bronze Demilance, Bronze Handweapon.

Skink Skirmisher

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
20	30	25	30	35	30	45	20	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
1	9	-	-	-	-	-	-	

Skills: Common Knowledge (Lustria), Concealment, Dodge Blow, Perception, Silent Move, Speak Language (Skinkian), Swim +20%.
Talents: Keen Senses, Night Vision, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter.
Special: Aquatic, Cold Blooded, Scales (1).
Equipment: Bronze Handweapon, Bow and 20 Arrows.

Skink Brave

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
30	40	30	30	45	35	45	25	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
1	10	3	3	6	0	0	0	

Skills: Command, Common Knowledge (Lustria), Concealment, Dodge Blow, Perception, Silent Move, Speak Language (Skinkian), Swim +20%.
Talents: Keen Senses, Night Vision, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter, Strike to Stun.
Special: Aquatic, Cold Blooded, Scales (1).
Equipment: Bronze Chain Shirt and Coif, Bronze Shield, Bronze Handweapon, 3 Javelins.

Skink Shaman Priest

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25	30	30	35	40	45	55	35	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
1	10	3	3	6	2	0	0	

Skills: Academic Knowledge (Magic), Academic Knowledge (Theology), Channelling +10%, Charm, Common Knowledge (Lustria), Gossip, Heal +10%, Magical Sense, Perception, Read/Write, Ride, Secret Language (Slann Hieroglyphs), Speak Arcane Language (Magick), Speak Language (Saurial), Speak Language (Skinkian), Swim +10%.
Talents: Aethyric Attunement, Arcane Lore (Heavens), Keen Senses, Night Vision, Petty Magic (Divine), Public Speaking, Resistance to Disease, Resistance to Poison, Strike to Injure, Strike to Stun.
Special: Aquatic, Cold Blooded, Scales (1).
Equipment: Red Snake Tattoo, Best Craftmanship Quarterstaff, 100 crowns Jewellery.

Chameleon Skirmisher

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25	30	25	20	35	30	50	15	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
1	8	2	2	6	0	0	0	

Skills: Common Knowledge (Lustria), Concealment +10%, Dodge Blow, Hypnotism, Perception +10%, Shadowing, Silent Move, Speak Language (Skinkian), Swim +20%.
Talents: Keen Senses, Night Vision, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter.
Special: Aquatic, Chameleon, Cold Blooded, Scales (1).
Equipment: Bronze Handweapon, Bow and 20 Arrows.

Chameleon Stalker

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
+10	+15	+10	+10	+10	+10	+5	-	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
+1	+4	-	-	-	-	-	-	

Skills: Common Knowledge (Lustria), Concealment +20%, Dodge Blow +10%, Follow Trail, Hypnotism, Navigation, Outdoor Survival, Perception +10%, Prepare Poison, Shadowing, Silent Move, Speak Language (Skinkian), Swim +20%.
Talents: Keen Senses, Night Vision, Quick Draw, Rapid Reload, Resistance to Poison, Sharpshooter, Sure Shot.
Special: Aquatic, Chameleon, Cold Blooded, Scales (1).
Equipment: Bow with 20 Obsinite Arrows, Vial of Black Lotus Extract.

Kroxigor Savage

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
40	10	55	50	25	15	45	10	
Secondary Profile								
A	W	SB	TB	M	Mg	IP	FP	
3	26	5	5	6	0	0	0	

Skills: Common Knowledge (Lustria), Intimidate, Perception +10%, Swim +10%.
Talents: Fearless, Frightening, Keen Senses, Natural Weapons, Night Vision, Specialist Weapon Group (Two Handed), Resistance to Poison, Street Fighting, Strike Mighty Blow, Strike to Injure, Sturdy.
Special: Aquatic, Bite, Cold Blooded, Mute, Scales (3).
Equipment: Bronze Greataxe.