

WARHAMMER LIZARDMEN

Before Elves, Dwarves or Humans were created, before Chaos threatened all, the Gods walked the world.

These Old Ones arrived on their silver ships from beyond the stars, reorganizing and recreating the world to better suit their ineffable purposes and, requiring servants to enact their will, created several species of reptilian people that the ignorant would go on to name Lizardmen millennia later.

For thousands of years their empire ruled supreme under the Old Ones' watchful gaze and worked tirelessly to construct the great Geomantic Web through the careful positioning of their temple cities to allow both their Gods and the Slann Mage-Priests to work untold wonders. The Old Ones created lesser races who each fit within their grand plan and for a time the world was full of wonder and peace.

Catastrophe struck, however. The portals of the Old Ones collapsed and the Gods themselves disappeared. Meteors of warpstone tore across the sky, smashing and poisoning the earth and rifts into the beyond began to spew out sickening, daemonic monstrosities. Those Slann not killed by the feedback of this magical cataclysm raised armies larger than have been seen in the world before or since and the centuries of war that followed, sacrifices beyond count and regular Chaos incursions have left the Lizardmen much diminished. Nonetheless, they remain a force to be reckoned with and although some temple cities have been lost to Chaos and its servants they have never lived to keep them.

When traitorous elven corsairs, foolish men looking for cities of gold or the infernal ratmen have trespassed into the jungles of Lustria the Children of the Old Ones have marched, beneath banners of gold, the ground shaking under the feet of their reptilian armies and their enemies have known fear before the end.

Go now, child of Lustria, defend your homeland, bring order where there is only Chaos and know that the eyes of the Old Ones must surely be upon you.

YOU HAVE 1000 CP

SPECIES

The Lizardmen are not one species but four and each have their specializations and their part to play in the Great Plan.

SKINK



The Skinks are the smallest of the Lizardmen and act as a skittish but skilled and versatile workforce. Chittering, quick and intelligent they produce the food, direct the labour of the Kroxigors, raise the beasts, act as scribes and priests to aid the Slann, and swarm forth in times of war to fell the enemies of the Lizardmen with javelins, blowpipes or clubs and daggers of obsinite.

SAURUS



Saurus warriors instinctively know about military matters (and little else) and even the great Slann Mage-Priests defer to them in times of conflict due to their skill at arms and tactical insight. Saurus are spawned as entire military units and spend their lives fighting side by side with their brethren. They appear to be entirely immune to pain (a Tilean Mercenary once described a case in which a head continued to snap at them after a Saurus was beheaded) and even their average specimens are among the finest infantry the world has to offer.

KROXIGOR



Standing at twice the size of even the hulking Saurus, the Kroxigors were designed as builders by the Old Ones. Giant crocodilian creatures made up almost entirely of muscle (and teeth) are good at more than moving vast blocks of stone around however and, with a couple of Skink handlers (they are far from the most intelligent of Lizardmen), these amphibious monsters have cut, smashed, eaten and torn apart vast amounts of the enemies of Lustria.

SLANN MAGE-PRIEST



The first creations of the Old Ones, made as the grand viziers and aids that first taught magic to the Elves. Most spend a centuries torpid in deep dreams and contemplation leaving much of the day to day running of their temple-cities to the Skinks. Nonetheless, when roused the Slann are among the most powerful magic users in the world and have brought ruin to many an enemy army. They usually travel in levitating palanquins as no Slann has set foot on the ground since the world was tainted by Chaos.

200 CP

SACRED SPAWNINGS

Not all Lizardmen are spawned equal and although those without special marks have been among the greatest champions of their temple cities, those with certain markings often have special abilities and are particularly revered as being favoured by the Old Ones. You may purchase up to *two* although Slann Mage-Priests cannot gain a Sacred Spawning.

Tzunki

With sea-green hues, webbed claws and fully functional gills, those favoured by God of Water are as capable in the water as they are on land and gain the ***Aquatic*** perk for free.

50 CP

Sotek

The rise of the great serpent was followed by a new special spawning surfacing. With blood-red scales in evidence, those chosen by Sotek have a ferocity worthy of the God of War and Serpents. Those chosen by Sotek are filled with an implacable, cold bloodlust while striking allowing them to strike harder and more often than their more common kin.

100 CP

Quetzl

The chosen of the Protector have thicker scales, wickedly sharp and immensely strong bone protrusions and stronger scaly skin. Their bodies can shrug off significantly more punishment as swords and arrows alike are likely to glance off their thick hides and their determination and grit keep them going long after lesser beings would succumb to their wounds.

100 CP

Tlazcotl

Those favoured by Tlazcotl have a yellow tinge under their eyes and exemplify the impassive nature of their patron. Such chosen are totally immune to psychological attack and things that strike fear, terror or any other undesired emotion in their fellows are met with a cold eye and responded to with calm calculation.

100 CP

Chotec

The God of the Sun imbues all cold-blooded life with energy and his chosen benefit from this more than any others. With fiery orange scales marking them they possess a boundless energy matching reptilian bursts of speed with unrivalled stamina.

100 CP

Huanchi

Those chosen by the Jaguar God have no notable markings but are unperturbed by the wild parts of the world and can travel through jungle, swamp and mountain alike as swiftly and safely as if it were open ground. They are also preternaturally stealthy and instinctively position themselves to remain out of sight of enemies.

100 CP

Tepok

The blessing of the Feathered-Serpent often have purple markings somewhere on their bodies. The Air God's chosen are far more capable at shaking off hostile magic and this protection extends (to a slightly lesser extent) to any allies fighting in the vicinity.

150 CP

Itzl

The chosen of Itzl have elaborate bony crests and exude a subtle smell that causes nearby reptiles to mark them as a friend and attempt to aid them where possible. Those spawned with the marks of Itzl have an uncanny ability to get reptiles to do what they want.

You also gain an extra 100 CP to spend freely in the ***Monsters*** section.

150 CP

Blessed Mark of the Old Ones

With white scales and red eyes, those with the most auspicious blessing of all are marked from their spawning as having a particularly important fate. This seems to hold true as fortune conspires to both keep them alive and allow them to emerge victorious time and again in spite of the odds.

200 CP

PERKS

Aquatic

You move through the rivers, swamps and lakes effortlessly, you can breathe underwater and you swim as quickly as you are able to move on land or through the air.

200 CP, Free Skink & Kroxigor

Pain Free

You do not feel any pain at all although you are aware of the sensation of your body being damaged or otherwise negatively affected. As such you are able of sustaining horrific wounds while continuing to fight on. You can even survive as just a head for a surprisingly long time allowing you to snap at your enemies for days after being decapitated.

200 CP Free Saurus

Large

You are half again as large as others of your kind granting you greater reach and making you proportionally stronger and faster. Your size is far more likely to be admired by those around you than it otherwise would as it is seen as a blessing of the gods and therefore worth of respect.

200 CP, Free Kroxigor

Chameleon

When over five thousand Savage Orcs marched on Itza Chiquita it took only seven Chameleon Skinks (and Lustria itself) to ensure that not a single greenskin found its way to the ancient temple-city. You are one such master of guerrilla combat and poisons, have 360° vision and naturally change colour to fit your surroundings.

200 CP, Discount Skink

Temple Guard

You can stand very, very still, holding a sleepless vigil for centuries as layers of dust settle upon your reptilian form. Even sleeping or torpid you stay attentive however and at any point you can erupt into sudden, bloody violence. You also have the uncanny ability to position yourself between your charge and any threat as and when they arise.

200 CP Discount Saurus

Builder

While not necessarily an architect, with the plan in mind (either via a blueprint or vague croak about what is desired) you are nearly always easily capable of acquiring the required materials and then building wondrous structures, temples and fortresses uncannily quickly with little more than your crocodilian strength and a bit of manual labour.

200 CP, Discount Kroxigor

Arcane Vassal

Not only are you a powerful wizard (and respected priest) in your own right but your allies may also cast their own magic through you allowing them to see through your eyes, sense your surroundings and use their magic from your position even if they are safely tucked behind a temple-city wall a vast distance away. They can also augment your magical power with their own if they wish to empower your spells.

400 CP, Discount Skink

Predatory Fighter

Your instinct in both personal combat and large-scale battle tactics is downright flawless and, although you may not be able to say why a plan is a good idea, your gut will always let you know what you and your army need to do to maximize your chances of success when at war. You can also communicate your plans perfectly with nothing more than a low, rumbling growl (or a bellowing roar if you want your enemies to die terrified).

400 CP, Discount Saurus

Not So Stupid

When given a job to do you tend to prove surprisingly adroit and capable. With vague instruction you not only always know the nuances of exactly what is being asked of you (as well as what actions would cause displeasure in the task giver or other authorities) but also tend to develop bizarrely efficient ways of completing said task. You also find that when you wish it your intellect (such as it is) is afforded any respect due regardless of your current form or social standing.

400 CP, Discount Kroxigor

The Serpent's Tongue

When the rodent god and his evil spawn delivered plague, pestilence and war upon the land of Lustria it was not the mighty Kroxigor, the fierce Saurus or the wise Slann that brought forth Sotek's holy wrath against the Ratmen but the Skinks. You have the voice of the prophet, capable of easily whipping up a disciplined fighting force from a reeling, diseased and seemingly doomed rabble and (with enough blood sacrifices) you may even call upon the great serpent god himself to devour your enemies and chase them from your land.

600 CP, Discount Skink

Oldblood

Saurus do not age but few live beyond a few hundred years. You, however, have been overcoming threats and defeating enemies since the world was young – you bear scars from wyverns, sea monsters, ogre charges and even greater demons. Moreso than any of your fellows you become physically tougher and stronger with each fight with no real limit, with time as long as your enemies can leave a mark, if you can best them, you will grow tough enough to turn such blows completely.

600 CP, Discount Saurus

The Wanderer

You are a product of the legendary First Spawning, just as Nakai is, making you a truly mighty protector of the Lizardmen race as a whole. On top of peerless size, strength and toughness for a Kroxigor you always, instinctively know where you ought to be making sure you are always in the right place at the right time. You also have such a reputation that your enemies (daemons, monsters and warmbloods alike) fear to tread in places you are known to have been.

600 CP, Discount Kroxigor

Focus of Mystery

(Slann Mage-Priest only)

The mind of a Slann is truly alien and they were said to be the only creatures capable of observing the Old Ones safely. This is perhaps due to their vast intelligence, their unparalleled magical power and the capability to perceive any and all magic that occurs around them. You can also meditate (sleep) and allow your spirit to freely roam and observe the cosmos unfettered by your bloated amphibian body.

Free

Telepathic Confabulation

You are capable of seeing through the eyes of any allied spellcasters and can cast any magic you are capable of at full power through their body as if you were present on the battlefield with them. You may also use this technique to augment their magical power with your own allowing them greater power and scope for their own magic.

400 CP, Discount Slann Mage-Priest

Shield of the Old Ones

All Slann Mage-Priests have powerful defensive magic to ward against all but the truest arrow and spell alike, your wisdom runs deeper however and, just as the Old Ones once laid out, you are able to form a geomantic web of carefully placed buildings and sites which, when under your control, can produce a similar but far greater barrier around them such as that which held the demonic legions of Chaos at bay in millennia past.

400 CP, Discount Slann Mage-Priest

First Generation Spawning

(Mandatory drawback—*Relic Priest*, Slann Mage-Priest only)

The wisest and most powerful of all Slann Mage-Priests were those of the legendary first spawning who interacted with the gods themselves and first taught the Elves to wield magic. Alive and whole they were capable of magical feats long since lost to the world, of shifting entire continents to better suit their masters and with spirits so magically powerful they linger to destroy the forces of Chaos millenia after life has fled their bodies.

400 CP

Cold Blooded

You do not know fear as the warmbloods do and even the usually skittish skinks do not often balk in the face of battle. There are many horrors in this world and when men or elves would break and run you would stand with your spawn-mates and hold the line. After all, your kind has been holding that line against Chaos for millennia.

Free

Immune to Poison

All Lizardmen are capable of traversing Lustria without getting poisoned (one hell of a feat in itself) but you are more blessed even than that. You are totally and completely immune to any and all poisons.

100 CP

Portents

Signs and portents from the Old Ones will occasionally appear when at war to give heart to your allies and grant you flashes of prophetic insight into oncoming battles. These portents manifest in a myriad of ways (e.g. strange alignment of the stars, a bright comet in the sky, or an eclipse) and grant both a boost of morale to your troops and glimpses of important information (such as the presence of hidden enemies, the position of an enemy commander, traps, etc.)

100 CP

Jungle Swarms

Scuttling huntipedes, spine-encrusted hyenadons, blue-ringed asps as well as countless other species of snake, lizard and amphibian crawls, creeps and slithers in a writhing mass when called upon by the Lizardmen to protect their jungle. Parasitic snakes that can inject smaller snakes into a man's bloodstream, electric snakes, borer snakes that tunnel red holes into their quarry, etc. You have the strange ability to summon such swarms of Lustria (as if they simply emerge from the ground or bits of foliage) and even vaguely direct them.

200 CP

Spawn of Order

Mutation and the ravages of Chaos are issues for the lesser races. Indeed there have been no recorded incidences of Lizardmen falling under the sway of Chaos as, while often savage, they have remained agents of Order. You find that any attempt to mutate or alter your body or mind against your will (magically or otherwise) is met with a cold-eyed stare and (if possible) the dismemberment of the offending party.

400 CP

The Great Planner

Any plan that you lay down will be adhered to as exactly as possible by your underlings or those who owe fealty/worship to you, even if they should only have a few ancient ambiguous plaques to go on they will interpret them correctly and complete your vision to the best of their abilities in a manner that is both efficient and pleasing to you.

400 CP



TREASURES

Obsinite Arms

More durable and sharper than steel, the Lizardmen have long used this strange, glossy black stone in their brutal weapons. You have a few weapons in a size suitable for your species. Generally clubs, axes or hammers, all barbed with obsinite and of various shapes. Skinks would likely have at least a couple of javelins. Slann may have a ceremonial mace to point at things with.

Free

Golden Bands

Golden armbands, leg bands, tags to attach to your weapons and a veritable hoard of other golden objects that you can attach to your body or equipment (resizing to fit when necessary). There's also a large gold chest of Lizardmen miniatures including new ones of your Lizardman form, any ***Monsters*** and ***Treasures*** you've purchased and those of your companions.

50 CP

Palanquin

A floating, ornate chair that glides without effort and in spite of your (possibly) considerable weight. Allows you to move around without touching the Chaos affected ground. Has room on the arm-rest for a skink attendant to sit.

100 CP, Free Slann, Discount Arcane Vassal

Golden Blowpipe of P'Toohee

An uncannily accurate and magically long-ranged blowpipe which always has another (immensely poisonous) dart in it after firing.

200 CP, Discount Skink

Helm of the Prime Guardian

When a Saurus inherits one of these sacred heirlooms, he becomes imbued with a portion of its predecessor's strength and martial skill. This one belonged to a Temple Guard of considerable prowess and in time and in the hands of the right owners it could grant incredible strength and any number of forms of martial mastery.

200 CP, Discount Saurus

Horn of Kygor

A magical, gold banded warhorn which emits a terrifying, deep bass note that causes non-sapient beasts to go into a murderous frenzy. The magic of the horn is such that when sounded the affected beasts gravitate towards your enemies.

200 CP, Discount Kroxigor

Mask of Heavens

An ornate golden mask that allows the wearer to meld his consciousness with that of any winged beasts capable of flight. Should the will of the wearer prove stronger than that of the beast it will serve loyally as well as draw on your own skills and abilities when ridden to become a true terror of the skies.

300 CP, Discount Skink

Hand of Gods

A golden, clawed gauntlet that can create immensely powerful balls of searing, magical light to burn your enemies easily piercing all but the strongest magical armour and wards and likely damaging the rest.

300 CP, Discount Saurus

Star Stone Mace

A massive, double-handed mace crafted before the founding of the first temple city from stone not of this world. Extremely heavy but capable of rendering all magical enchantments inert upon striking.

300 CP, Discount Kroxigor

Stellar Staff

An ornate staff with a mystical orrery on top with which you can alter the trajectory of passing comets. Particularly large comets may only come by occasionally but there always seem to be a few small ones to call down to smash the enemies of Lustria and shatter their settlements.

500 CP, Discount Skink

Sword of Realities

Brought by the Old Ones, this blade shimmers with unnatural power. Legends carved upon the blade claim it exists on every plane of existence and that it can even sever a creature's soul. No earthly force may stop this blade – it penetrates granite and steel as easily as it slices through flesh and bone.

500 CP, Discount Saurus

Key to the Eternity Chamber

Inlaid with intricate wards that slow the very passage of time. Against slower opponents it appears to do nothing but when fighting an opponent faster than yourself, with the key in your possession, they will be slowed to your own pace.

500 CP, Discount Kroxigor

Jaguar Standard

Borne to battle by many victorious armies across Lustria and beyond, this fearsome, carved totem grants those who fight beneath its shadow preternatural swiftness allowing them to cover ground considerably quicker than they would otherwise be capable of.

100 CP

Skavenpelt Banner

Cut from the hide of a Plague Pontifex it was crafted under the light of the Serpent's Tongue and many blessings of Sotek have been laid upon it. When fighting under this banner against Skaven (or other rodent people) your forces will experience such a rage and hatred that they will fight with an unprecedented efficiency and savagery. If you will it each jump this banner will shift to be made of the skin of whatever race you wish to war against, conferring these advantages against that race.

100 CP

Cloak of Feathers

A beautiful, shimmering cloak of woven feathers shed from the huge wings of the mysterious, immensely rare and dragon-like Coatl. It reduces the potency of any harmful spell cast upon the wearer as well as allowing them to soar through the air as the great Coatl do.

150 CP

Shield of the Mirror Pool

A dark, reflective shield which ripples when struck. Not only does it defend against physical strikes better than any mundane shield could but any spell that hits the shield directly will harmlessly bounce off.

200 CP

Revered Spear of Tlanxla

An unspeakably powerful weapon said to have been wielded by the Old One Tlanxla himself as he rode his sky chariot into battle. It hums with ancient energy and those struck with it are overcome with doom-laden visions that sap their will to fight, at least they would be if they weren't nearly always killed immediately by its magical power.

200 CP

Engine of the Gods

A large, ancient and mysterious device with glowing glyphs on the side. It produces magical rays that protect allies within range, empowers nearby allied spellcasters and can produce a beam of light worthy of Chotec himself that will blast and burn enemies from the field of battle.

200 CP, Discount Bastiladon, Stegadon

Primordial Jungle

A vast primordial jungle, a chunk of Lustria of your very own. You can navigate it perfectly, will not be harried by the swarms of horrible reptiles and amphibians or caught in sinkholes or quicksand. Conversely any enemy foolish enough to enter will not be able to take a few steps before a snake attack or a hidden vine trips them up and they are unlikely to leave with their life.

200 CP

Spawning Pits

Occasionally producing regiments of Saurus or Skinks at a time as well as smaller groups of Kroxigor, the strange glowing pools beneath each temple-city are protected fiercely by the Lizardmen. Occasionally a unique spawning will occur such as those referenced in the ***Sacred Spawning*** section. Any Lizardmen spawned from these pools are unflinchingly loyal to you.

300 CP, Discount Temple City

Temple City

A massive hidden city of gold and stone with vast amounts of treasure beneath its huge pyramids. Any corsair would give a couple of limbs to get to a place like this. You are acknowledged as its leader and command any Lizardmen living here.

300 CP

Cohort

You may import or create new companions with this option. One companion costs 50 CP, up to four costs 100 CP, and up to eight costs 200 CP.

Each companion purchased here gains a *Species* of your choice (although the cost for Slann still applies), 500 CP to spend freely and a lizardy history and memories in this world.

Alternatively you can take canon Lizardmen as companions and although they get no CP to spend they may keep whatever mounts they canonically possess.

50/100/200 CP



MONSTERS

When the Lizardmen march to war Lustria appears to march with them. Above the usual swarms of creatures are true monsters, trained or bred for war as mounts or as reptillian artillery. You may purchase such monstrous allies here and any *Monsters* purchased will be exceptionally well trained and loyal to you alone.

Cold One

Dark and feral beasts fuelled by a savage blood-lust that drives them to attack any warm-blooded creature foolish enough to come near. In the wild they are a deadly pack predator but trained they are used in formation as cavalry units more deadly and vicious than any horse.

50 CP



Terradon

Dangerous flying predators with sharp talons and pointed beaks that are filled with needle -like teeth. They fly in packs, scouring the jungles for prey and making their home in crags and atop the jungle canopy. Terradons have amazing eye-sight, are blisteringly quick and can weave between trees with an easy agility. They can stay airborne for days, gliding on air currents but will swoop at the slightest movement of potential prey.

50 CP



Ripperdactyl

Similar to the terradon although not quite as agile or adept at travelling in thick jungle and several times more aggressive, Ripperdactyls are known for cutting prey in half with their powerful jaws and fold their wings to plummet at incredibly speeds towards any potential prey (which for a Ripperdactyl is practically anything that moves). They produce a foul smelling gas when approached by larger predators.

50 CP



Salamander Pack

Giant predatory reptiles that stalk the swamplands and estuaries. Swift on both land and in water they are voracious hunters that launch bursts of highly corrosive liquid from their gullets. This substance is so volatile it bursts into flames upon contact with air, sticking to victims and burning them alive whilst already beginning the digestive process. Often used by Skink handlers to fire kilns and to burn foes out of fortifications.

Purchase of a Salamander Pack grants you three of these monsters.

100 CP, Discount Kroxigor



Razordon Pack

A species of amphibious thorny predator reptiles whose bodies are covered with large, razor sharp spines so even the most monstrous of apex predators think twice before approaching one. By way of powerful muscle spasms, Razordons can discharge their spines, shooting them in the direction of any threat or potential meal. Such spikes are sharp, hard and fast enough to punch clean through a man's shield, plate-armour and body. Generally an ambush predatory, Razordons will hide under water before popping up to fire a volley of spikes. Purchase of a Razordon Pack grants you three of these monsters.

100 CP, Discount Kroxigor



Bastiladon

Sometimes known as Living Bastions, the Bastiladon are hulking, armoured reptiles that are among the toughest creatures in Lustria. Covered in rock-hard bony skin and further protected by hugely thick iron-like plates with several layers of further scales and thick skin underneath to protect its organs. When at war Bastiladons are often ridden by javelin throwing Skinks or bedecked with a great engine of war to turn these mighty beasts into living tanks.

100 CP



Troglodon

Known as the Pale Death, Troglodons are among Lustria's deadliest hunters. They spend most of their time in subterranean grottos that cover the continent, emerging only to hunt. Virtually blind but hunting and navigating the jungle expertly with their quill-like whiskers, incredible senses of hearing and smell and the use of their tongue to taste the air. Troglodons greatest weapon is their virulent poison which can be both injected via their array of sharp, hollow teeth and can be spat in shocking quantities over surprisingly large distances.



200 CP, Discount Skink

Carnosaur

The first Carnosaur encountered by Men was an egg stolen by foolhardy explorers. Six months later the explorer's vessel was found wrecked on the coast of Bretonnia, all that was discovered was the cracked remains of the egg and the bones of the crew. Immensely strong apex predators that have terrorized Lustria since the dawn of the world's existence. While there are a few beasts larger than Carnosaurs in Lustria none of them are as aggressive or as dominant as predators due to their own extreme will and tendency to go into a blood-frenzy after the first taste of flesh.



200 CP, Discount Saurus

Stegadon

Bulky, territorial and aggressive, Stegadons will charge any creature that intrudes upon their habitat, goring those too large to trample with their mighty horns. Used to drag huge blocks of stone to build temples in times of peace and bedecked with howdahs full to the brim with javelin throwing Skinks, huge bone bows or even sometimes ridden into battle by the Slann during times of war. A stegadon rarely has to do much more than lower its head and charge, crushing foes to a bloody pulp with it's sheer bulk and spearing others on its spikes.



200 CP, Discount Slann

Dread Saurian

The largest, most powerful and feared predator on the Lustrian continent. Once their forebears did battle with the elder dragons for supremacy over the world. Clad in powerful ceremonial armour without which even the Slann could not keep their power in check. Treated with utmost reverence as creatures blessed by the Old Ones it is difficult to say whether it is this blessing that makes them near-indestructible terrors on the battlefield or merely their own immense, primordial power.



300 CP



DRAWBACKS

You may take *Drawbacks* for extra CP. You may only gain +600 CP from drawbacks taken here.

The Horned Rat

The rat-men chased out and devoured by Sotek are making another push to destroy your kind and conquer Lustria in the name of their foul god. Without your continuous intervention and constant vigilance what begins as a small incursion will inevitably blossom into a full-scale invasion and epidemic.

+100 CP

Warm-Bloods

Whether it's men in shiny metal suits, treacherous elves or wizards out of Altdorf it seems that warm-bloods are always popping up to bother you and yours. What's worse is that they don't even seem to be coming to invade and usually run at the first sight of Lizardmen. Instead every one of them seems intent on stealing as much of your stuff as they can to sell back home.

+100 CP

The Ancient Enemy

Foul energies disguise where they are coming from but some of the beings in the jungles seem extremely hostile and disturbing to look upon (well, more so than usual anyway). It is clear that somewhere under the jungles is a dormant Greater Daemon and it has just begun to stir, no amount of scrying or special powers seems to find them and it looks like you are going to have to search far and wide, follow patterns of mutations and piece together where it is to slay it. If you do not Chaos will surely take Lustria.

+100 CP

Indolent

You don't know what it is about the last few centuries but you're just so very tired all the time. Unfortunately your napping (or contemplation if you want to call it that) has a tendency of causing you problems as you get the urge to sleep through battles and attempted plundering of your treasure.

+200 CP

Blood Frenzy

Something about the scent of blood sends you into a total frenzy of flailing claws, snapping jaws and bashing whatever is unfortunate enough to be in front of you with whatever you're currently holding. Usually you do aim this at the enemy (making you an enthusiastic if undisciplined combatant) but if there are none around… well it's not pretty.

+200 CP

Lacking Initiative

You are extremely slow to react. Painfully so in fact, it takes a certain amount of time for you to even notice that you're in a battle, let alone have any chance of taking a swing at your opponent before they've taken a few at you.

+200 CP

Pestilens!

You have been diseased by the rat-things and although your body has proved itself strong enough that it has not been fatal the same cannot be said of those you come into contact with. You are an occasionally fatal pariah amongst your own kind and will not find solace in any other. While not fatal your condition is extremely uncomfortable and your form is visually distressing. Killing enough Skaven seems to make your symptoms tolerable if no less obvious to others.

+300 CP

Stupid

You're as daft as a Cold One and even the Kroxigor make fun of you. You can be put to work or fight in a barbarous manner but any capacity to fight smart, tactically or without a Skink chittering at you to get you to do things is now beyond you.

+300 CP

Plaque Protection Duty

You have a large stone Plaque that has some instructions from the Old Ones on it. Allowing this Plaque to fall into enemy hands is a loss condition and you cannot remove it from this dimension or alter it in any way. The Plaque is coveted by many enemies, among them the Witch King of Naggaroth and Lord Skrolk of Clan Pestilens, and frequently sends out a pulse allowing wizards to discern its location.

+300 CP

Relic Priest

You died at some point during the first Chaos incursion and while all that remains of your body are dry, mummified bones your spirit persists giving it an otherworldly light. Your capacity for movement is limited and fire is extremely dangerous to you due to how flammable this form is. You are revered above all but Kroak, however, and would do well to keep your Temple Guard close.

+0 CP, Mandatory First Generation Spawning

NOTES

- Any items purchased can instead be used as an item import allowing you to grant an existing object of the same type you own (melee weapons, ranged weapons, armour, etc.) a new form and any of the special abilities of the purchased item. You may then switch between your items original form and the new one as you wish.
- Primordial Jungle occasionally produces some of the larger species native to Lustria but they won't be tame. Training a Carnosaur is (obviously) very dangerous. Primordial Jungle is probably about the size of Suriname but it might vary with the setting.
- Primordial Jungle, Spawning Pits and Temple Cities can be freely combined and will appear in following jumps when you wish them too. Usually they will be located in or near an existing jungle of some sort.
- Temple City is initially somewhat sparsely populated, when combined with Spawning Pools it can become much busier and the population remains the same between jumps.
- Cool cats don't trip.