



WARHAMMER CHRONICLES

The Sacred Hosts of the Lizardmen are spawned under particularly auspicious portents and are always destined to perform a critical task in the great plan of the Old Ones. Andy Hoare delves deeper into the secrets of the masters of creation and brings us background and rules for these most blessed of Lizardmen armies.

SACRED HOSTS by Andy Hoare

Many Lizardmen are said to be born under the influence of one or more of their gods, the so-called Old Ones. Such spawnings have certain common characteristics, and their members often share a singular fate. Lizardmen spawned according to the influence of Sotek, for example, are often red of hue and angry of character, while those spawned under Tepok's inscrutable eye are often described as otherworldly and mysterious. Some may be created under the influence of several Old Ones and have a combination of characteristics. In most instances, these combinations of characteristics occur only to single spawnings and only to the hulking warrior creatures known as Saurus. There exist, however, references to entire armies spawned under the eye of a single deity.

The influence of this god can be seen not only in the Saurus but also in the smaller, more nimble Skinks in the force.

These armies are known as Sacred Hosts. They are rare and apparently spawned with some great duty to perform. Scholars have attempted to examine the Sacred Hosts of those deities that the Lizardmen venerate the most. To date, investigators have been unable to uncover more than passing references to other deities, such as the "warlike" Tlanxla; the "lost" Xholankha; Xhotl, who chooses those destined for greatness; and Itzl, the god of cold-blooded beasts. Finally, there is the outcast Rigg, who is not venerated by any Lizardmen at all, but whose island temple in the mouth of the Amaxon river is nonetheless attended to with great care.

Each of these entries contains a short set of rules describing how these Sacred Hosts can be used in your games of Warhammer. These rules are official and have been balanced for all styles of play.

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer Fantasy Battle game; introduces new scenarios, rules, and army list entries of all types, frequently stolen from Army books in progress here at the Studio; and provides occasional Question and Answer forums. Warhammer Chronicles also acts as a forum for dedicated players of Warhammer Fantasy Battle who have produced inspired, well thought out, and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles, then write to us at the address given here.

Please don't include rules queries with your letters, as the volume of mail we receive prohibits us from sending individual replies.

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CHOTEC, THE SOLAR GOD

Chotec is the Lizardman god of the sun and, as such, is imbued with a fiery energy that belies the cold-blooded nature of the race. His associated color is a fiery orange, and his followers are said to bear arms and armor of gleaming gold and carry icons that reflect the light of the sun in dazzling beams all around. It is the boundless energy of the servants of Chotec that makes them particularly dangerous to those who would intrude upon their domains. Many have made the mistake of assuming Chotec's followers to be as impassive as all Lizardmen. Alas, this is not the case, as some have discovered to their doom.

One tale speaks of a mage of the Bright College who sought to travel to Lustria and fathom the nature of the servants of Chotec. He had heard tell that their champions wielded the power of fire in a manner that he felt might rival that of his college. By all accounts, this mage was a conceited and arrogant individual, so convinced in the superiority of his own vocation that he could not conceive that the Lizardmen might prove equal – let alone superior – in the Seventh Lore. Traveling to Lustria, the mage sought the servants of Chotec for many years. He searched the great waterways of the New World accompanied by a substantial army of mercenaries hired at great cost by the Bright College to protect him.

After almost a decade of searching, the Bright College ordered the mage to return. His quest was proving anything but successful, and it was costing a great deal to keep the mercenaries paid and supplied. In

desperation, the mage resolved to launch one more expedition into the jungles before returning home to Altdorf. He decided to head south along the coast and make for Pahuax. However, his flotilla was caught in a great storm and carried many hundreds of miles east. The mighty currents that cross the Great Ocean swept him west and south and then scattered his fleet against the Vampire Coast. By this point, the flotilla was hopelessly separated, but the mage spied a dark land on the southern horizon, wreathed in volcanic cloud. He concluded that it must surely be the will of the gods that drew a mage of the Bright College to such a fiery place. He observed a great host standing on the blackened shore and guarding the lip of a mighty crater from which an infernal glow issued. The mage determined that here, at last, he had found or had been led to the servants of Chotec. He would challenge their leader and, after defeating him, pry the secrets from the Mage-Priest's dying mind.

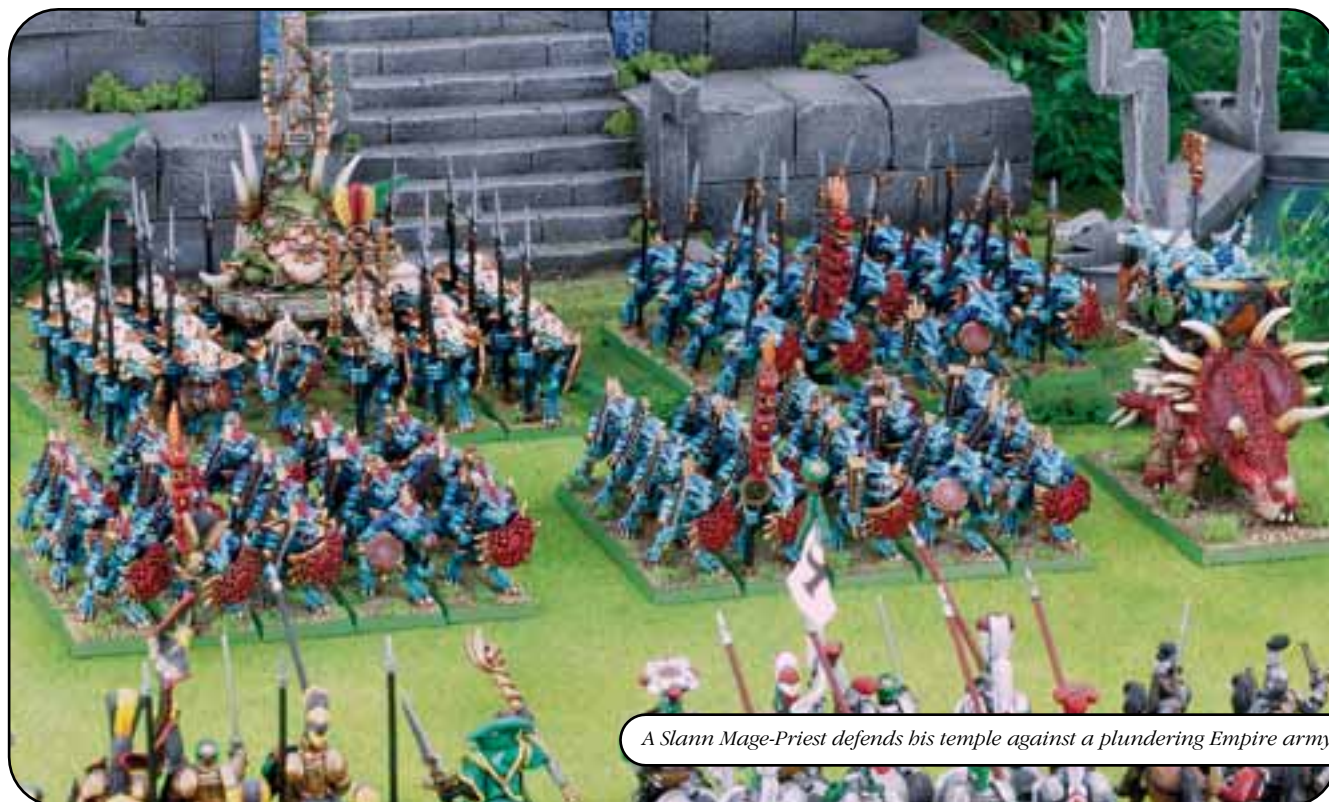
The captain of the mage's ship had different ideas though and refused to put to shore. The mage declared the captain in breach of his contract with the Bright College and issued all manner of dire threats. The captain looked to his crewmen, who were superstitious seafarers ill at ease with the presence of a wizard on their ship and a mutinous bunch to boot. The smoldering mage realized what was about to happen and began to utter an incantation, but he was too late. In an instant, the seadogs were upon him. They inflicted the gravest of insults on the Bright Wizard and pitched him into the sea, where he was forced to swim for the black shoreline. The mage must have reached the relative safety of the beach, for as the

ship made its way north once more, the island came alive with a pyromantic display of epic proportions. The great explosions remained visible into the night and over the horizon as the sailors sought to put as much distance as possible between themselves and the volcanic island. Of such prodigious power were the forces unleashed that day that it is said the elders of the Bright College felt the heat in Altdorf, on the other side of the world. So the legend goes, the masters of the Bright College knew that one of their number had perished at the hands of a foe far more gifted in manipulating the Wind of Aqshy than any mortal. From that day to the present, the Bright College has forbidden its members to travel to Lustria.

Using a Sacred Host of Chotec

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Chotec with the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Chotec. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Chotec for +5 points per unit and +5 points per character.
- Skink Priests in a Sacred Host of Chotec must take their spells from the Lore of Fire.



A Slann Mage-Priest defends his temple against a plundering Empire army.



PAINTING SACRED SPAWNINGS

Each god of the Lizardmen is represented by a specific color in his Sacred Spawnings. Below, we show examples of how to apply each of these colors to your models. You can also paint these colors in a variety of different patterns.



● *Blazing Orange*

Blessed Spawning of Chotec
A vibrant orange is characteristic of the energetic Saurus of blessed Chotec.



● *Dark Angels Green*

Blessed Spawning of Tzunki
A sea-green hue marks the aquatic Saurus of blessed Tzunki.



● *Sunburst Yellow*

Blessed Spawning of Tlazcotl
A vivid yellow marks Saurus of Tlazcotl and indicates that they are fearless fighters.



● *Liche Purple*

Blessed Spawning of Tepok
A rich purple sets the spawnings of Tepok apart as magical in nature.



● *Blood Red*

Blessed Spawning of Sotek
An aggressive, blood-fueled spawning, the Saurus of Sotek are marked with red.

Blessed Spawning of Quetzl

The spawnings of the warrior-god Quetzl have especially tough, thick scales covering their bodies and bony spurs protruding from their forearms.

Blessed Spawning of Huanchi

Naturally stealthy, those blessed by Huanchi, jaguar-god of the earth and night, are able to pass effortlessly through the thickest jungle. Their elusive nature has made observation of them difficult. Thus, there is no record of their distinctive markings, if, indeed, any exist.



SOTEK, THE SERPENT GOD

Sotek is the pre-eminent Lizardmen deity and has been since their millennia-spanning war against the noisome Skaven that ended in the year 100. Sotek is very much the Lizardmen god of vengeance, a deity that embodies the race's righteous anger against those invaders who would intrude upon the Lizardman realms. Sotek is cruel, with a thirst for sacrifice, and the Lizardmen make daily tribute to him in the form of blood offerings. Sotek is particularly fond of rodent flesh, and thus, the sacrifice of captured Skaven is seen as the highest honor adherents can pay their god.

One question troubles those few scholars with any knowledge of Lizardmen deities. Only the Mage-Priests of Chaqua knew of Sotek, and even they did not venerate him and merely awaited the prophesied time of his coming. When Sotek's manifestation was realized, it was the Skinks who first acknowledged him as a god, for the Mage-Priests took some time to contemplate the issue. This confusing state of affairs leads some scholars to question the nature of Sotek. Is the serpent god an Old One? If

so, why was he not worshipped or even acknowledged for so many millennia? Some believe that this later addition to the Lizardmen pantheon of gods is something else entirely, perhaps some manifestation of the Lizardmen's anger and resentment at the actions of those who would invade and plunder their realm.

The most significant – and indeed the first – occasion on which a Sacred Host of Sotek marched to war was after the fall of the great temple city of Chaqua at the hands of the Skaven Clan Pestilens. The only survivors of the virulent and terrible plagues unleashed by the Plague Monks were some red-crested Skinks, all of the same spawning. These Skinks were led by the individual who would go on to proclaim the coming of the serpent god across the Lizardmen empire: Tehenhauin, the Prophet of Sotek. It is said that these Skinks were particularly strong for their race. Their constitution enabled them to resist the foul diseases of the rat-spawn. The red-crested Skinks went forth from the ruins of Chaqua and proclaimed the coming of the serpent god. The Skinks fought many battles against Clan Pestilens and gathered more Skinks to their force. Eventually, they grew into a mighty army. Tehenhauin led the Lizardmen in a long

war that spanned many centuries. Uncounted successive spawnings of red-crests marched at his side. Tehenhauin ultimately defeated Clan Pestilens, offered many thousands of sacrifices, and thereby brought about the manifestation of Sotek.

Using a Sacred Host of Sotek

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Sotek per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Sotek. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Sotek for +10 points per unit and +10 points per character.
- Skink Priests in a Sacred Host of Sotek must take their spells from the Lore of Beasts.



QUETZL, THE PROTECTOR GOD

The servants of Quetzl are tough and warlike, as befits the chosen of the warrior god. Quetzl is venerated among the pantheon of Lizardmen deities as the protector, and Lizardmen spawned under his influence are gifted with great bony protrusions and especially thick hides. Those who have faced these Lizardmen in battle claim to have seen arrows and crossbow bolts splinter and snap on the scales of Quetzl's servants.

A number of accounts speak of Saurus warriors with huge bony crests on their heads. However, some believe that these eye-witnesses are referring not to Lizardmen spawned under the sign of Quetzl but instead to the Temple Guard – huge and stoic warriors who protect the Slann Mage-Priests. Only a handful of accounts represent what is believed to be true sightings of the protector god's children, who sport not only bony crests, but spines and protrusions all over their bodies. If some accounts are to be believed, these Saurus might appear to be adorned in an entire suit of bony armor, though such accounts may stretch credulity rather too thin for the academic instincts of most scholars.

Delving deeper into the tales surrounding this particular Old One, scholars have uncovered a number of references to protective magic, though at first some mistakenly concluded that these passages referred to Tepok, the inscrutable god more normally linked with protection from harmful magicks. However, some scholars, judging by the accounts of a number of mages who have visited Lustria and witnessed the Lizardmen in battle, have concluded that Quetzl is also called upon to provide magical protection from mundane attacks.

In his writings on his expedition to Lustria entitled "In the Garden of the Gods," noted mage of the Jade College, Cyrston Von Danling, states that he witnessed a punitive raid by a force of Lizardmen upon Port Reaver. The defenders scrambled to man their defenses and eventually made ready a number of artillery pieces, which they brought to bear on the attacking Saurus. A cannonball from the first volley apparently struck the Lizardmen's leader, a mighty Saurus mounted on a hissing Cold One. As the missile struck, an explosion of multi-hued light burst around the Saurus and blinded many with its dazzling brilliance. The Saurus was quite unharmed, and the cannonball had been dissolved to nothing by some magical means. Von Danling states that his own magical sight afforded him a view of the event imperceptible to those not gifted with a mage's skills. According to him, a ghost-like, clawed hand manifested before the Saurus, physically blocked the cannonball, and transmuted it from mundane matter into the very stuff of magic. Thereafter, what had been the cannonball dissipated on the arcane winds. Von Danling claims to have felt, if only for an instant, the

presence of a being of immeasurable power. In that split second, he felt utterly humbled and insignificant before a presence of incalculable age and power. Of course, he states that he was in the presence of the Old One Quetzl. Most believe that the noted wizard Von Danling had spent too long in the sun.

Using a Sacred Host of Quetzl

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Quetzl per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Quetzl. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Quetzl, which gives them a *Scaly Skin* save of 6, for +5 points per unit and +5 points per character.
- Skink Priests in a Sacred Host of Quetzl must take their spells from the Lore of Death.



HUANCHI, THE JAGUAR GOD

Huanchi is the predator god, whose symbol is the stealthy jaguar. The servants of this Old One deity are said to have prodigious hunting and stalking skills and are able to move through the most dense areas of jungle with little effort.

Few references to the servants of Huanchi exist, which is hardly surprising considering that these particular Lizardmen are known for their stealth and secrecy. One obscure tale may relate to a Sacred Spawning of the jaguar god. This story concerns a conflict between the Lizardmen and the Dark Elves.

Around a century ago, a Dark Elf raiding force from Hag Graef is said to have infiltrated the Forests of the Viper and made for a monument referred to as the Blood Pyramid. The Witch Elves entered the vaults beneath the pyramid, stole the precious dawnstone that had been housed there for millennia, and performed a number of blasphemous blood rites before withdrawing toward the mountain range known as the Grey Guardians. It would appear, however, that a Lizardmen force was dispatched from Hexoatl to intercept the Dark Elves and recover the dawnstone, a precious artifact that is the bane of all Daemons. The Dark Elves are themselves known for their skills at stealth and infiltration, yet these Lizardmen were able to track them. The raiders were at first unaware of the pursuit and made their way down from the Grey Guardians to travel north up the Ashen Coast. Few maps exist of the land of Naggaroth, and thus, scholars can only speculate as to the

nature of such places as the Ironsand Desert, Tyrant Peak, and Kraken Lake. They are but names in a tale with only vague descriptions. The raiders passed through these areas, the pursuers gaining on them all the while.

At the shores of the Witch Sea, the raiders paused to perform their sanguinary rites once more, the prancing Witch Elves dedicating their blood-slicked bodies to their blasphemous deity, while the servants of the jaguar god stalked them in the dark. At the height of the ceremony, the Lizardmen struck, caught the Dark Elves completely off guard, and slaughtered a large number of them. The few survivors then escaped into the night. The Lizardmen gave chase immediately, and so started a pursuit that lasted many long weeks and passed through some of the most inhospitable lands of Naggaroth. The Dark Elves, seeking to evade their pursuers at the Blackspine Mountains, passed through a dark portal referred to as the Sewer Gate through which lay a secret way toward Hag Graef. But the Saurus tracked the Dark Elves even through the darkest places beneath the earth. As the raiders emerged at the Pits of Zardok, they found that the Lizardmen had somehow caught up with them.

The Dark Elves had no choice but to turn and fight, trapped as they were against the very lip of the vast rent within the cold land of Naggaroth. They were slaughtered to an Elf. The dawnstone was recovered, and their bodies were hurled into the dark Pits of Zardok. The Dark Elves had met their match in stealth and cunning in the form of the servants of Huanchi, and no more raids would be launched from Hag Graef for many decades to come.

Using a Sacred Host of Huanchi

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Huanchi per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Huanchi. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Priests in a Sacred Host of Huanchi must take their spells from the Lore of Shadows.





TZUNKI, THE WATER GOD

Those Lizardmen spawned under the influence of Tzunki have a powerful affinity with water, and their scaly hides are often tinged with a sea-green hue. According to the tales of the boastful Norsemen, some of their kind have battled against Lizardmen that sported gills and webbed appendages and could remain underwater for many hours. Norse tales claim that a large force of such creatures attacked a long ship as it traveled south along the eastern coast of Lustria and explored a stretch of shore beyond the Mangrove Coast. The Norsemen claim the attackers were defeated but that the longboat was crippled when it struck an underwater obstruction. The crew was forced to make for the mainland. The remainder of the account is a drunken tale of misadventure involving Undead pirates, large flightless birds, and deadly jungle-dwelling warrior-women – not a word of which most scholars believe.

Although the accounts of the drunken Norse have little credibility, one reference to an army believed to constitute a Sacred

Host of Tzunki has been uncovered in an inscription found on the base of the so-called Monument of the Moon. This vast monolith stands 50 miles out to sea and some 250 miles southeast of the abandoned settlement of Dalmark Town. This inscription makes reference to a battle fought between Lizardmen from Tlaxtlan and an army of Norsemen in the service of Chaos around the year 1300. Though scant details of the battle are given, it does appear that the battle was the culmination of a series of skirmishes that had seen the servants of the Ruinous Powers attempt to penetrate the mouth of the river Amaxon. They were repulsed and harried from one estuary island to the next by a Lizardmen army capable of launching its attacks from the water. The final battle occurred on the shores of the Island of Sacrifices. The foul horde was surrounded; the hulls of its long ships were punctured; and the Norsemen had nowhere else to turn. The inscription states that the invaders' bones were strewn about the shores of the islands three feet deep in places to act as a reminder to any who would attempt to invade the realms of the Lizardmen.



TLAZCOTL THE IMPASSIVE

Tlazcotl is said to embody the cold-blooded impassiveness of the Lizardmen race, and his followers are unmoved by events around them, no matter how extreme or unnerving. The servants of this deity are said to be cold, patient, and unresponsive, even for Saurus, and utterly devoid of emotion. As such, they are of course utterly unafraid, for nothing moves them. Even sights that would reduce the boldest man to a quivering wreck hold no terror for these warriors, who will continue fighting until every last one of them lies dead.

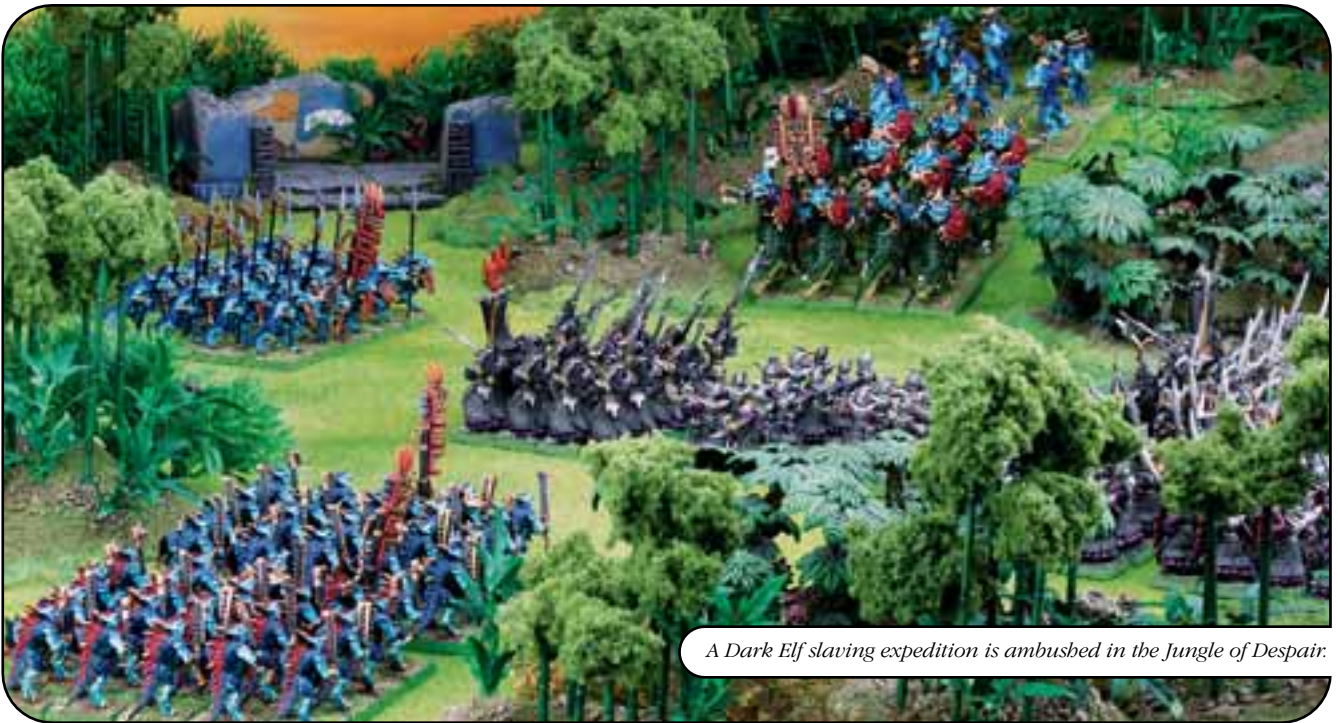
Travelers who have made actual contact with the Lizardmen describe them all as cold and impassive, yet a handful have had the misfortune of coming face to face with Lizardmen spawned under the influence of Tlazcotl. One tomb-raiding adventurer claims to have become shipwrecked south of Port Reaver and to have made his way south along the coast in hopes of reaching Swamp Town before pursuing pirates overtook him. The cutthroats sought to divest him of a golden mask he had plundered from Lizardmen ruins. A week into his journey, he encountered a force of Lizardmen blocking his route and saw no alternative but to meet with them and negotiate safe passage through their domains. His advance was met with stony silence. Although the Saurus made no move to harm him, they certainly made no effort to communicate. Frustrated and fretting that the Lizardmen might decide to detain him if he lingered any longer in their domains and thereby discover the plundered mask he carried, the adventurer made off along the beach and cast nervous glances behind as he did so. It was only as he turned one last time that he saw that the Lizardmen had deployed into a long battle line, blocking the beach from low to high tide marks, and that the pirates who had pursued him along the coast for the last seven days were just coming into view. The pirates vastly outnumbered the Saurus, but the Lizardmen showed no hint of fear as the ragged lines of cutthroats advanced. The ensuing battle was bloody in the extreme. The pirates threw themselves at the Saurus, but the Lizardmen would simply not give ground, though they were being dragged down by the savage horde smashing into their lines.

Using a Sacred Host of Tzunki

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Tzunki per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Tzunki. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Tzunki for +5 points per unit and +5 points per character.
- Skink Priests in a Sacred Host of Tzunki must take their spells from the Lore of the Heavens.





A Dark Elf slaving expedition is ambushed in the Jungle of Despair.

As the sun began to set, the tide of battle turned, as the pirates were simply too exhausted to continue their attack. They withdrew, but the Saurus remained, guarding their land as though they heeded some silent command. The adventurer, secure in the knowledge that the pirates would not be able to follow, turned and continued on his journey south, but he suffered more than a stab of guilt that so many had died, inadvertently facilitating his escape with their own treasure.



TEPOK THE INSCRUTABLE

The Lizardmen worship the deity Tepok as the feathered serpent god of the air and of sacred places and a powerful symbol of protection against harmful magic. The being is frequently referred to as “The Inscrutable,” a characteristic manifested in its followers, who have an air of mysterious otherworldliness. The feathered serpent totem-creature is believed to refer to the Quoatl, a mythical creature said to be a bizarre hybrid of serpent and bird. At times, the Quoatl is depicted as a huge snake covered with brightly colored feathers; at others, it is a snake with wide, feathered pinions. These feathers are invariably purple, deep blue, or a combination of the two, and it has been reported by returning explorers that some Lizardmen sport feathers of this color as a mark of rank or role. Most scholars refuse to believe the feathers are from an actual Quoatl, for surely such a creature must be extremely rare, if it even exists at all.

A full-fledged spawning of a Sacred Host of Tepok has been reported on several occasions. The oldest such reference was found in a transcription of a single fragment of the long-lost Seventeenth Cycle of the Chronicle of Hexoatl. The transcript states that during the fifth configuration of the Fire Star (around the year 500 by the best calculations), the “Dark Ones” (Dark Elves) made an attack on the sacred Mirror Pool of Tepok. Decades earlier, a Sacred Host of Sotek had been spawned at Hexoatl, and this army marched to war against the Elves and fought a mighty battle on the shore of the pool itself. The Dark Elves were, according to the inscription, defeated despite terrible dark magicks unleashed by their sorcerous

witch of a leader. Only through Tepok’s protection did the force survive her arcane onslaught by walking calmly through ardent violet fire to smash into the Dark Elf lines, slaughter every last Dark Elf, and win the day. The witch was thrown into the Mirror Pool of Tepok as a sacrifice to the feathered-serpent god of sacred places, and it is said that her screaming, cursing face is still visible there to this day and remains unable to break the surface of the perfectly calm waters.

Interestingly, the Chronicle of Hexoatl suggests that the Children of Tepok will return at the next conjunction of the Fire Star to oppose once more the Dark Ones who would despoil the lands of Lustria. The configuration has recently occurred. Thus, it may well be that a Sacred Host of Tepok once more walks the land.

Using a Sacred Host of Tlazcotl

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Tlazcotl per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Tlazcotl. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Tlazcotl for +15 points per unit and +15 points per character.
- Skink Priests in a Sacred Host of Tlazcotl must take their spells from the Lore of Metal.



Using a Sacred Host of Tepok

A Lizardmen army (not a Southlands army) may be constructed as a Sacred Host of Tepok per the following guidelines.

- All units and characters that may take a Sacred Spawning must bear the Sacred Spawning of Tepok. Core units with this blessing remain Core. However, if they have a second Sacred Spawning, they become Special.
- Skink Skirmishers and characters must purchase the Sacred Spawning of Tepok, which gives them Magic Resistance (1), for +20 points per unit and +20 points per character.
- Skink Priests in a Sacred Host of Tepok must take their spells from the Lore of Light.