

Lustria

This is essentially the GW material from WFB2. My effort, minimal as it was, consisted of converting the profiles and other bits from WFB2 to WFRP. As this material would never see the light of day given the version of Lustria detailed in the WFB5 Warhammer Armies: Lizardman book, I thought this would be something worth making available for those who prefer the earlier version.

The Continent

Lustria is a vast continent dominated by jungle in the north and by huge rolling grasslands in the south. The most notable feature to the land is the mighty Amoco-Cadiz river system, which penetrates most of the north of the continent.

Apart from many exotic animals, Lustria is home to two kinds of native humans (Amazons and Pygmies), and the Slann. The Slann once ruled Lustria as the Aztecs ruled Mexico, and like the Aztecs, they have become victims of foreign colonialism and greed. The remains of the once vast Slann Empire now occupy only the northernmost part of the continent. The Norse and the Old Worlder explorers, adventurers and traders who have ousted them have settled along the north eastern coasts. From here they launch expeditions inland in search of Slann gold or the natural treasures of the land; animal skin and mineral wealth.

History

The known history of the Lustria details the time of the Old Slann and represents the earliest history in the Warhammer world. Much of this has been gleamed from High Elf records in Ulthuan... at least that which the High Elves were willing to share.

What is unknown is what happened to Lustria after the fall of the Old Slaan. For that, bold adventurers would need to explore take a ship to the unknown land and explore its ancient ruins for more than just gold and treasure.

Timeline

- 7500 I.C. The Old Slann appear. Perhaps they evolve independently in Lustria, but more likely they arrive in an advanced state from some other world.
- 6500 I.C. The end of the Ice Age. The Old Slann alter the planet's orbit, causing a general increase in temperatures, rise in sea levels and withdrawal of the ice sheets to the extreme polar regions...For reasons best known to themselves, (the Slann) transplant the emerging race of Elves onto the island group later known as the Elven Kingdoms.
- 5500 I.C. The emergence of Amazons of Lustria. The Old Slann choose from somewhere a group of humans. By some means the Old Slann temper with their genetic structure, using them to create a race of Amazons in Lustria. Whether the Amazons are created to be workmates of the Old Slann, or whether they are nothing more than a whim of these god-like creatures is uncertain.
- 4500 I.C. Fall of the Old Slann. Who can say how the Old Slann fell from power? That they fell is certain, their civilizations collapsed almost overnight. In Lustria the remaining Slann retrogress into a strange, barbaric people. They forget most of Old Technology and powerful magic...In Lustria the Amazonian Sisterhood is founded. The Amazons war continually on the new Slann Empire.

Natives of Lustria

Amazons

Amazons are perhaps the strangest of all humans. They are physically identical to Old Worlders, despite coming from an equatorial jungle region where the only other humans are dark skinned pygmies. An Amazon suitably dressed could walk the streets of any Old World town without appearing out of place.

The strangest thing of all about Amazons is that their population is almost all female. Whether as a result of long forgotten magic or by natural means, Amazons are adapted to reproduce parthenogenetically. The process is controlled by the Amazonian Sisterhood, whose priestesses use various natural drugs to induce pregnancy and determine the gender of the child. Amazons can also reproduce normally, although this rarely happens, due to the introverted and involved nature of Amazon society.

Amazonian culture is directly derived from that of the Old Slann - the powerful, mystical and technological race that once ruled the planet. The Old Slann seem to have favoured the Amazons, teaching them much about magic, science, and philosophy. To this day the knowledge of the Old Slann is guarded and utilised by the Amazonian Sisterhood.

Amazonia is administered by the religious organization called the Sisterhood. The Sisterhood is rather like a monastic order. As novices the young cult members live closeted lives, only acquiring responsibility as they get older and wiser.

Amazons are very proud of their society, their culture, and their independence. They have little time for other humans, or other humanoid races.

Physique. As normal humans.

World Distribution: North-central Lustria, known as Amazonia.

Basic Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	6	30	1	29	29	29	29	29	29

Special Rules. Some Amazons (5%) are Berserkers and subject to frenzy. In addition, the warriors known as Kalim are of special interest. The Kalim are a group of religious fighters who act as the soldiery of Amazonia and the guardian of its people and temples. The constant consumption of koka in their diet enables them to live largely without sleep or food - so they tend to be a bit thin and slightly insane looking. Deprived of normal sensory functions they can overcome great pain, and have little aversion to blood, slaughter, or death. They are highly skilled warriors (**WS+10, BS+10**). Their state of mind makes them very edgy, irrational, and strung out (**I+20, Ld-10, and Cl-10**). There are no Kalim wizards. Apart from the regular Kalim there are the Kalim Devouts, who guard the inner sanctuaries of the Amazonian temples. Devouts have the same profile as the Kalim, but will often (10% chance) be permitted to carry Old Slann High Age weapons. These can be generated using the following chart:

d100	Old Slann High Age Weapons
01 - 20	Needler: A powerful airgun firing steel needles (10% poisoned manbane). Needlers need to be reloaded after every shot. ES3 , range 25/50/200, 1 round to load and 1 round to fire.
21 - 50	Bolt Pistol: Bolt pistols fire small fin-stabilising explosive bolts, they make a lot of noise and cause a great deal of damage. They are slow to load. Bolt Pistols need to be reloaded after every two shots. ES5 , range 20/40/150, 2 rounds to load 1 round to fire.
51 - 70	Bolt Rifle: Bolt rifles fire small fin-stabilising explosive bolts, they make a lot of noise and cause a great deal of damage. They are slow to load. Bolt rifles need to be reloaded after every two shots. ES5 , range 32/64/300, 2 rounds to load, 1 round to fire.
71 - 90	Power Sword: see below
91 - 00	Arcane Rod: see below

Power Weapons

Power weapons were made by the Old Slann, and are only found on the continent of Lustria. When they are imported into the Old World they fetch a very good price indeed. They are made out of the same shiny black material as magic rods, and are equally impossible to damage or destroy.

Power weapons have their own internal source of power, and act as a store for Magic Points (MPs). The level of MPs any weapon has can be generated using $d6 \times d10$.

Any character who takes up a power weapon of a MP greater than his own **WP** becomes the weapon's Slave. Any character who takes up a power weapon of a MP equal to or less than his own **WP** becomes the weapon's Master.

A wizard who has mastered a power weapon may fuel it using his own MP, in the same way as a magic rod. Otherwise, the weapon will refuel to its maximum level overnight. A wizard may draw back any number of MPs from the weapon. He may not use points from the weapon to increase his MPs to beyond maximum.

The bearer may instantly use MPs from the weapon to augment his **WP** against magical attacks. The weapon may be used in combat, the number of MPs invested in any strike indicates the strength of the blow (to a maximum of strength 10). Points are invested before **WS** is rolled.

A slave differs from a master in that he must use his own **WP** to fuel the weapon's MP on a 5 **WP** points for 1 MP basis. At the end of every round in which he has used the weapon he loses $d6$ **WP** points to it. Handling and using the power weapon has an intense euphoric effect on the slave; which becomes compulsive and addictive. He will never give the weapon up, and would kill his friends rather than surrender it to them.

Once a slave's **WP** reaches zero, he will pass out and remain comatose for $d6 \times 10$ rounds. On recovery he will have lost 5 points of **WP** permanently and the weapon will have gained +1 maximum MP. The slave must now continue to fuel the weapon as before, until he once more passes out. Eventually the character will have lost all his **WP** and then a very strange thing will occur.

The Old Slann artificers were great builders of arcane machinery in obscure places; vast and mysterious devices of untellable function, governing the fates of worlds and races. Millennia ago, they realized their time would soon be over, but still wished to see their work continue. They built the power weapons as simple geegaws to attract the primitives that were to follow them. In each killing toy they imprinted deeply the task they required of their distant slave.

These tasks are almost exclusively functions of routine maintenance, switch throwing, and level pulling. The zero **WP** slave now becomes a complete tool of the Old Slann, and is compelled to travel to a place where machinery lies concealed beneath the earth, through dimensional gates, or buried in the perilous jungles of Lustria. He will know exactly how to enter these places, and what is required of him once he is there. Tales tell of the guardians of the machinery of the Old Slann, of abhuman monsters, of the undead forms of a race long past, and of revelations that might turn a mortal insane.

Once his task is completed, the slave will have his **WP** restored to him. The weapon's MP will drop to enable him to become its master. The New Master will also know many things he did not before: a wizard might be allowed an extra spell; a warrior might find that his weapon has gained an extra ability (random). It is said that when two New Masters meet, knowing glances are exchanged and particular matters may be discussed.

Arcane Rods

Wizards covert these so-called arcane rods, which come exclusively from the new lands of Lustria. They are brought back to the Old World by merchants and travellers, and always fetch a good price when offered for sale. Typically, they are about 15" long, almost an inch in diameter, and weigh about a pound. Very occasionally they turn up in other forms: figurines, daggers, amulets, etc. They are always black, and cannot be marker or harmed in any way.

Rods are used to store MPs. A wizard may place up to 6 MPs in the rod for each of his mastery levels. Once placed in the rod the MPs are ready to be drawn back and used, the wizard can rest and recover his own MPs in the usual way. A rod can be charged by one wizard and used by another. The wizard may not use points from the rod to increase his MP to beyond maximum.

The wizard may instantly use MPs from the rod to augment his **WP** against magical attacks. The rod may be used in combat, the number of MPs invested in any strike indicates the strength of the blow (to a maximum of strength 10). Points are invested before **WS** is rolled.

Pygmies

Pygmies are a race of men native to Lustria, where they live in the dense jungles along the banks of the Amoco-Cadiz river system. They are few in number, and materially primitive, having little by way of possessions other than a simple loincloth, a few stone tools, and a blowpipe and darts. It is the latter that make them dangerous to travellers. They live by hunting crocodiles, Slann, and other creatures that live along the river banks. They hunt from swift dug-out canoes, using poison darts and stone tipped spears.

Although troublesome they can hardly be said to represent anything other than a nuisance to the human settlers of Lustria, and their number are declining due to the influx of foreign disease and the practice of "bounty scalping" amongst the Norse. Pygmies speak their own strange tongue, although the occasional chieftain might know enough Norse or Old Worlder to get by at a trading post.

Physique. Pygmies are short and squat, they rarely attain 5' in height. They are powerfully built and by no means puny. Skin color is dark and copperish, whilst hair is always naturally black. All stone age tribes of the Lustrian jungles practice body painting and ornamental mutilation such as bones through the nose, plates for the mouth or ears, filed teeth, and scarred cheeks.

World Distribution: The jungles of Lustria.

Basic Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	2	2	6	30	1	29	29	29	29	29	29

Slann

The Slann are a unique race in the Known World. Their origins are uncertain, but they appear to be descended from the ancient race of the Old Slann. The Old Slann possessed a civilization far beyond anything we have even today. Science and philosophy were as one to them, they were lords of time and space. There was nowhere they could not go and nothing they could not do; it is said that the High Age of the Slann was a golden era for all sentient creatures. It is probably

that the Old Slann came from the stars, as Slann legend recalls. The Slann of today are a race fallen from power, they have turned their backs on the past and have grown to hate and fear the old technology. What brought about the decline of the Slann is not known. However, Slann legend connects the fall of the Old Slann with galactic catastrophe and the creation of the Incursions of Chaos.

Slann civilization resembles that of the ancient Aztecs of Mexico in many respects. They are a warrior people, formerly the dominant species in all of Lustria, but now suffering decline due to contact with Old World settlers. Many Slann Braves have turned to banditry, even adopting human styles of dress and warfare. Slowly the old ways are being eroded.

Slann are a semi-aquatic amphibian species, quite at home in the water. They are adept artisans capable of constructing vast buildings of stone, despite lacking many of the tools and skills known to Old Worlders. Their native tongue is a degenerate version of the Old Slann language, although many now speak Old Worlder or Norse as well.

Physique. Slann are amphibians. Their bodies are thin with long limbs and webbed hands and feet. Their heads are large and frog-like with protruding eyes. Skin colors vary from green, blue, and sometimes yellow. In some areas they are mottled or carry black or dark red "tiger-stripes." Slann tribesmen, especially the warriors or braves, often wear war-paint as well as ritual or tribal tattoos. Paint colors follow traditional patterns which vary from tribe to tribe. Light blues, reds, and white are the most common pigments.

World Distribution: The jungles of Lustria.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	17	3	4	7	30	1	29	43	29	60	60	29

Special Rules. Slann must act as leaders of human lobotomised slave troops. These were introduced by the Slann to try to bolster up their dwindling armies. They are captured humans, lobotomised, castrated, and filled with various drugs to keep them in an aggressive state of mind. Slave troops have the same profile as humans except they have **Int** of 10 and are *subject to stupidity*.

Other Lustrian creatures

Coatl

The Coatl, or Flying Serpent, is a strange, Lustrian creature that figures in the legends of the Slann. The Slann associate the creature with the God Quetzalcoatl, and treat it as a sacred animal. Coatl are intelligent creatures, and may be magical. They speak their own sibilant language.

Physique. Adults can reach 20' in length. They resemble large snakes, with the head of a dragon and feathered wings. Sometimes their whole body can be covered in feathers. The Coatl can shed and regrow plumage in any colour it chooses.

World Distribution: Coatl live in the tropical rain forests of Lustria. They avoid contact with other races.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	57	0	4	5	3	60	3	0	43	43	43	43	29

Special Rules. *Bite* attacks. Coatl are **venomous**. Fly as *swoopers*, the movement allowance given is for ground movement only. Coatl can be wizards- work out the profiles. *Cause Fear* in living creatures under 10'.

Cold Ones (WFB3 modified)

Cold Ones are the largest members of the lizard race. They are related to Lizardmen and Troglodytes, but are far more brutal and stupid than even the most stupid Troglodyte. Cold Ones can be ridden, and are used by Dark Elves, Amazons, Lizardmen, and Slann as riding beasts.

Physique. Cold Ones are large monsters, well over 10'. They either knuckle walk or walk on their hind legs using their tails for balance at speed. The head is large with a gaping mouth studded with sharp teeth.

World Distribution: Native to underground caverns of the New World and Lustria.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	33	0	4	4	17	20	2	0	10	10	14	14	-

Special Rules. *Subject to stupidity* (if ridden any test is on the rider's characteristics). Cold Ones will never attack other creatures of the lizard race. *Cause Fear* in living creatures under 10'.

Culchan

The Culchan is a huge, flightless, carnivorous bird that lives on the pampas grasslands of Lustria. It is prized by Pygmies and Slann for its multi-coloured plumes and flesh, which is considered a delicacy by humans and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand-reared. Consequently, eggs or hatchlings are very valuable.

Physique. These unusual birds have strong legs and necks, whilst their head is similar to that of a parrot. Their beaks are exceptionally strong and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests. They reach 8 or 9' in height.

World Distribution: The grasslands of southern Lustria.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	4	4	11	30	2	0	14	10	24	24	-

Special Rules. 1 *bite* from beak and 1 *stomp* attack from the legs. *Subject to stupidity*.

Giant Frog

The Giant Carnivorous Frog is another Lustian monster. It lives in the Amoco- Cadiz river system where it preys on all forms of life. They are solitary hunters, and very territorial. Pygmies are very fond of the flesh of this creature, which is said to be like fried chicken.

Physique. The Giant Frog looks like an ordinary frog, except that it can grow up to 5' long. They have long, razor sharp teeth (also prized by Pygmies). Giant frogs are usually green with yellow and black eyes.

World Distribution: Amoco-Cadiz river system- Lustria

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	3	3	11	30	1	0	24	6	43	43	-

Special Rules. Giant Frogs can use their long sticky tongues to deliver a combat attack at up to [10'] distance. They cannot use their tongue and bite during the same round. Otherwise *bite* attacks.

Giant Leech

See WFRP, pg. 240

Giant Snail

The Giant Snail is a peaceful vegetarian with little in the way of intelligence. They will not usually attack except in self-defence.

Physique. A very large snail (over 10').

World Distribution: Jungles of Lustria and the South Land.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	33	0	3	4	11	30	1	0	10	2	10	10	-

Special Rules. If engaged in combat will defend itself by squirting corrosive slime (S4 hit, ignores armour). Shell counts as 2 AP to sides and rear only. Snails immune to all psychology and *Cause Fear* in living creatures under 10'.

Giant Spider

See WFRP, pg. 245.

Giant Tick

The giant tick is a tropical parasite.

Physique. Large (but under 10'). blob shaped, bloated, white.

World Distribution: Jungles of Lustria, South Lands, Cathay

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	33	0	3	3	6	30	1	0	24	2	24	24	-

Special Rules. *Bite* attack. *Fears fire*, but otherwise *immune to psychology*.

Griffon

See WFRP, pg. 238.

Hippogriff

See WFRP, pg. 239.

Jaguar

The Jaguar is one of the Lustrian big-cats; others include animals such as the Cougar. They are very similar and the same profile can be used for both, and for similarly sized big-cats from the South Lands and Cathay. The Lustrian Jaguar is a large animal, larger than any living big-cat from our own world. They cannot be ridden, but if captured young and carefully hand-reared they can be kept as pets, guards, or animals of war. The Amazona are particularly skilled at this, and the Jaguar has become companion animal to the Amazonian High Priestesses.

Physique. Jaguars are large feline creatures, a orange/brown or sand coloured fur marked in black or dark brown spots or broken spots. All black, or melanic, animals sometimes appear, and are highly valued by the Amazons. They are under 10' - usually 6' long.

World Distribution: Jaguars live in the jungles of Lustria and the New World. Cougars live throughout the New World and Lustria.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	4	3	6	30	3 (5)	0	10	14	43	43	-

Special Rules. *Bite* and *claws* attack. If attack from ambush and with surprise all four claws and bite attack simultaneously. Tame animals must have a handler within 20', and will test reaction on handler's characteristics.

Lizardmen

See WFRP, pg. 222.

Sabre-Toothed Tiger (WFB3)

A remnant of the prehistoric inhabitants of Lustria, the Sabre-toothed tiger is still found deep in the jungles of that lush continent. The Slann prize the tiger as a fighting animal.

Physique. Sabre-toothed tigers are amongst the largest cats in all the world, often standing more than six feet at the shoulder. They are powerfully muscled creatures, capable of moving quickly and delivering mighty blows with their front paws. The most distinctive features of these tigers are their overgrown canine teeth. Up to nine inches long, these teeth hang over the tiger's bottom lip in a fearsome ivory curve. These teeth can inflict the most horrendous damage as they rip through the flesh of the tiger's prey.

World Distribution: Deep in the jungles of Lustria and the New World.

Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	5 (7)	4	11	40	3	0	14	14	43	43	-

Special Rules. Two *claws* and one *bite* attack. *Bite* attack is at **S7** while *claws* are at **S5**.

Swarms

See WFRP, pg. 246.

Troglodytes

See WFRP, pg. 228.