

# ITZI-BITZI

110 points

*The Army may include Itzi-Bitzil as a Lizardman Special Character. He is a Skink Hero.*

Itzi-Bitzi was one of the cleverest commanders of the skinks ever to serve the Mage-Priests of Lustria. With determination and skill he exploited the natural stealth and skirmishing skills of his skink cohorts to seal the doom of many raiding expeditions intent on the pillage of sacred relics. The annals of the Old World, Araby, Cathay, the High Elves, the Dark Elves and the Norse are full of adventurers who set out for Lustria never to return. Itzi-Bitzi knows where their bones lie, picked clean by the geckos of the swamps, red ants and carrion beetles.

Profile	M	WS	BS	S	T	W	I	A	Ld
<b>Itzi-Bitzi</b>	<b>6</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>6</b>	<b>3</b>	<b>7</b>

**Weapons/Armor:** Itzi-Bitzi is armed with the Piranha Blade, light armor and shield.

**Save:** 5+

## SPECIAL RULES

*Cold Blooded, Aquatic.*

### **The Incantation of Xetlipocutzl**

According to legend, the Incantation of Xetlipocutzl is the last recorded thought of Mage Lord Zltep of Tlaxtlan before he spoke no more and was duly mummified to join his predecessors in the great vaults of the pyramid temple. Itzi-Bitzi was the only one of his servants to hear the words of the incantation and realizing their awesome power, kept them secret. The words are merely the first part of a prophecy of utter dread for all enemies of the Lizardmen. Lord Zltep never completed the prophecy, but the first words were enough to instill indescribable despair into the enemy, even though they cannot understand them.

In order to keep the incantation secret, Itzi-Bitzi has vowed before the great altar stone of Sotek never to utter the incantation more than once in battle. He therefore chooses his moment well and then, utters the words as loudly as he can, directing them in all their spite at the foe. Itzi-Bitzi can therefore, use the incantation only once in a battle at any time in the Lizardman turn. The effect of this is to cause all enemy units within earshot (8") to take an immediate Panic test on three dice, choosing the highest two scores. This is not a spell or magic effect and cannot be countered. Of course, it only affects units that are affected by psychology (panic).

### **The Piranha Blade**

*The blade of this weapon is inlaid with thousands of tiny barbed teeth that rip and tear anything that they touch.*

Any unsaved wound inflicted by the Piranha Blade is multiplied into two wounds.

Rationalization:

4<sup>th</sup> Edition Army Book had him rated as 18 points above the cost of a basic Skink Hero. Therefore, Itzi-Bitzi is a 7<sup>th</sup> Edition Skink Chief with 20 points added to his points cost (18 pts. rounded up). The Piranha Blade is added after this points adjustment.