

Khemri

The Land of the Dead

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www.grafixgibs.tripod.com/khemri/index.htm

This is the sixth and final installment of Khemri – the Land of the Dead; the new setting based to the far south of the Old World amidst the burning desert sands and lost temples of old Nehekhara. This section introduces Dramatis Personae that are exclusive to Khemri.

Dramatis Personae

Abdul Alhazred, the Mad Sorcerer

Abdul Alhazred is renowned as the mad sorcerer from the Arabian town of Sanaá. Born to wealthy merchants he was educated with the sons of the local Caliph and it was in the Caliph's private library that he first learnt about the land of the Dead from tomes he had been expressly forbidden to read. It was then that he developed an obsessional desire for knowledge of the long dead civilisation of Nehekhara and some say it was the dread reputation of this ancient land that drew him on to rash acts. Others say it was the calling of the legendary Nagash none know...

It is said that he left immediately, stealing enough money to fund his wanderings along with an artefact of such antiquity it was believed to have come from Nehekhara. He has visited the ruins of Khemri, Zandri, Numas and Quatar and over long years plundered them of their secrets. His discoveries rival those of Abdul Ben Raschid, whose works he has voraciously studied and it is these that have sent him spiralling into insanity. Referred to as 'The Mad Sorcerer' he is shunned by all except those foolish enough to want to learn the secrets of the Land of the Dead.

Hire Fee: 70 gold crowns to hire + 30 gold crowns upkeep.

May be Hired: All warbands, except Witch Hunters and Sisters of Sigmar, may hire the Mad Sorcerer.

Rating: Abdul Alhazred increases the warband's rating by +30 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Abdul	4	3	2	3	3	2	4	1	8

Equipment: Black Nomad robes, Dagger, The Eye Pendant

Skills: *Sorcery*

SPECIAL RULES

The Eye Pendant: The Eye Pendant is an ancient artefact stolen by Abdul from the Caliph of Sanaá. Only after much painstaking research did Abdul discover its secrets and he has used its arcane powers to protect himself from the wrath of the Tomb Kings and their servants. Any Undead warrior wishing to attack Abdul must first pass a Ld test. In addition, the pendant gives Abdul a 4+ Ward save against all damage.

Psychology: Abdul Alhazred has witnessed some of the foulest monstrosities of the Land of the Dead and is quite mad! He is immune to all Psychology-tests.

Djinn Master: Abdul Alhazred has spoken to many of the mystical Djinn in his time and despite his unsteady state of mind knows how to see through their lies and bend them to his will. If the warband he is with acquires a Lamp of the Djinn he may assist a Hero using it with a +1/-1 modifier on the Light and Dark tables respectively.

Master Wizard: The Mad Arab is one of the most learned and powerful wizards in Araby. He knows all the spells in the Elemental and Necromancy lists. Because he is mad, however, he must roll at the beginning of each Shooting phase to see which spell he remembers.

Roll a D6: 1-3 Elemental, 4-6 Necromancy

Then roll a D6 to see which spell he remembers.

Khar-mel the Djinn

Djinn are magical elemental spirits akin to Daemons, that reside in the deep deserts of Araby and the Land of the Dead. They may be summoned by a complicated ritual involving dark pacts and unholy promises. Djinn are creatures born of the elements and may assume many different forms such as horses made of sand, pillars of fire or mighty Arabic warriors comprised of swirling air. As with all Daemons, anyone learning a Djinn's true name will receive great power over it. Djinn are ancient spirits and know many long forgotten secrets, especially from the early days of Nehekhara and for this reason many sorcerers and priests attempt to summon them to learn such forbidden knowledge. Sultan Jaffar was known to have been in prolonged contact with some of the mightiest Djinn, although many surmise that their lies led to his downfall.

Khar-mel is one of the few known Djinn of Araby. She has oft been encountered in the western desert over the centuries. Despite being centuries old, she normally appears as a beautiful arabian woman of about 30 years of age, although she has been known to appear as a swirling cloud of dust or a pillar of fire on occasion.

Like all Djinn, Khar-mel knows many secrets forgotten by mortal man and many sorcerers and priests have tried to summon her to answer their questions. If she does have one weakness it is her thirst for knowledge. A warband who claims that they are undertaking a quest in search of ancient lore may well secure Khar-mel's services.

May be Hired: Any warband may hire Khar-mel. However in order to summon her, a Wizard (or other spell caster, including a Priest) must pass a test on his own Leadership. This Wizard may be a Hired Sword, but must have been with the warband for at least one battle prior to attempting to summon Khar-mel. If the Wizard that summoned Khar-mel is killed or leaves the warband, Khar-mel will leave as well.

Rating: Khar-mel increases the warband's rating by +45 points.

Hire Fee: 80 gold crowns to hire + 30 gold crowns upkeep.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	6	4	4	4	4	2	3	2	8

Weapons and armour: Khar-mel is armed with a scimitar but wears no armour.

SPECIAL RULES

Fear: The Djinn naturally radiate an aura of power and cause *Fear*.

Ethereal: Khar-mel has only a semi-solid form and has a 5+ save that is never be modified due to high Strength or anything else. The save is not effective against magical weapons.

Elemental Magic: Khar-mel knows D3 spells chosen from the Elemental magic list. Roll randomly on the Elemental magic list to determine the spells she may use.

SKILLS

All Djinn have magical powers due to their spiritual and elemental nature. Khar-mel has mastered each of these in her time but she may only use one at a time. During her Recovery phase she may declare that she is using one of her powers. It will last until her next Recovery phase. She may not use the same power for two consecutive turns.

Whirlwind: Khar-mel has the power to turn into a whirlwind. This can take many forms: a sandstorm, a pillar of fire or a hazy shimmer in the air. She can run at triple her movement but may not charge or be charged. She cannot make any attacks or cast spells while using this power, but is at -1 to hit with missile weapons.

Djinn's Curse: Djinn are incredibly ancient creatures, prophets of fate and doom to many. This interferes with all of the Djinn's enemies within 4", incurring a -1 penalty to their to-hit rolls (both with missiles and with close combat weapons) and all saves.

Djinn's Luck: Djinn have been around for centuries and due to their prophetic powers are very good at avoiding trouble. This power confers a 4+ Ward save. If no save normally applies (eg, against magic weapons) then she gains a 6+ save.



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Heinrich 'Altdorf' Schmidt

Dr. Heinrich Schmidt is renowned at the University of Altdorf. However, most of this renown is not out of his scholarly works, but rather the priceless artifacts he sends home from his journeys. Thanks to him, artifacts from Kislev or Norsca, as well as far off places such as Cathay and Lustria have found their way home to Altdorf. Since all his findings are shipped back to Altdorf, this has earned him

the nickname 'Altdorf' Schmidt. His main arena for relic hunting



however, has come to be in Araby and Khemri, with its grand tombs and priceless treasures. The acquisition of the relics is not often discussed, as most of the scholars agree that they are more capable of appreciating them than the inhabitants of the lands from which they came.

Hire Fee: 75 gold crowns to hire; + 1 treasure upkeep

May be Hired: Any Human warband may hire Altdorf Schmidt.

Rating: 'Altdorf' Schmidt increases warband rating by +75 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Djinn	4	4	4	3	3	2	6	2	8

Equipment: Whip, sword, Duelling Pistol, Light armour, Lantern, Rope & Hook

Skills: *Tomb Explorer, Lightning Reflexes, Whip Master, Step Aside, Streetwise, Dodge, Luck* (re-roll any one dice during the game).

(Rules for Whip & Whip Master can be found in TC14).

SPECIAL RULES

Oh no, not Snakes!: 'Altdorf' *Fears* all snakes and serpents

Whip Swing: 'Altdorf' Schmidt has developed a technique to use his whip as a rope to swing over gaps. To represent this, 'Altdorf' Schmidt can jump a gap (up to a maximum of 4"), without deducting the distance jumped from his normal Movement allowance. You must, however, still make an Initiative test not fall down. In addition, he may use his whip to jump to a lower level, even through windows. However, there must always be something on a higher level to attach the whip to in order of swing with it (just use common sense here – sewers, dungeons, tunnels, etc, always count as having something to attach the whip to). If Altdorf Schmidt falls into a pit trap, he may try to use his whip to save himself from falling down by passing an Initiative test.

No time for you: Altdorf Schmidt is notorious for being a man in a hurry. If his charge path toward a Hero, treasure or some other important target is obstructed by an enemy henchman who would prevent his charge, 'Altdorf' Schmidt may attempt a single shot with his Duelling Pistol before charging (assuming he didn't fire it last round of course). If this shot knocks down, stuns or takes the henchman out of action, Altdorf Schmidt may charge as if the henchman wasn't there. If the henchman is unharmed, it counts as a failed charge as normal.

I'll Take That!: Rather than being paid in gold, 'Altdorf' collects relics and artifacts from the places he visits. His upkeep cost is taken as a piece of treasure.

Well that's it for Khemri – the Land of the Dead. Hopefully we shall compile all of this as a supplement sometime in the future, so keep your water bottles handy!

