

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

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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.