

# HEINRICH KEMMLER, the Lichemaster

*Heinrich Kemmler can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Kemmler counts as taking a Lord and a Hero. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.*

*Your army may be led by Heinrich Kemmler, the legendary Lichemaster. If your army is led by Kemmler, it may also include Krell if you wish.*

Heinrich Kemmler was a powerful Necromancer, until ambitious rivals began to usurp his power. They nearly succeeded in driving the Lichemaster to his death, and although he finally managed to beat off his attackers, his body was broken and his mind blasted in the battle. For many years Heinrich wandered the Grey Mountains and the Border Princes as little better than a half sane beggar, until by some quirk of fate he stumbled on the tomb of Krell, the long dead Chaos warrior. Here he struck a terrible pact with the gods of Chaos. They restored him to his former power and in return Heinrich swore to slay and destroy in their name. Now once again the name of the Lichemaster strikes

terror into the hearts of ordinary folk and tales of his foul deeds are whispered when retold throughout the Old World.

Heinrich stands a little under six feet tall and has long, filthy white hair. Beneath his robes, his body is covered with scars, cuts and abrasions from his years of madness. He is shrouded in a large dark cloak that swirls and twitches with a life of its own. He carries the mighty wizard's staff he made, a potent magical item which is topped with a skull that chatters and gibbers constantl

PROFILE	M	WS	BS	S	T	W	I	A	LD
HEINRICH	4	3	3	3	4	4	3	1	9

**Points:** 450

**Weapons:** Sword

**Armour:** None

**Mount:** None

**Spells:** Kemmler is a level 4 Necromancer and always uses Necromantic spells.

## SPECIAL RULES

**Master of Necromancy.** As long as he has enough power dice, Kemmler can cast any one of the spells he knows, even one that he has already cast in the same magic phase.

## MAGIC ITEMS

**Staff of the Lichemaster.** This most powerful Necromantic tool has the combined powers of a Skull Staff, a Power Familiar, a Spell Familiar and a Black Periapt (see Vampire Counts army book, pages 50-51).

**Cloak of Mist and Shadows** (see Vampire Counts army book, page 51).

**Power Stone** (see Warhammer rulebook, page 154).

