

## ***Genie Hired Sword***

*By Tommy Punk and Steven Gibbs*

Genies are magical spirits that reside in the desert, they may be summoned, a ritual similar to that of daemon summoning. The more powerful genies have names. Genies come in many sizes and forms they are all independent spirit and have their own name, as with daemons knowing a genie's name give the person great power over it. The genies are ancient and know many forgotten secrets, many sorcerers and priests summon genies to answer their questions, Sultan Jaffar was known to have been in prolonged contact with the mightiest of them. Arab sorcerers use genies as guardians, they also use lesser genies as servants. If an Arab sorcerer has a familiar this will usually be a small genie, the priest doesn't use genie familiars but rather a serpent. Priests shun the genies due to the rituals needed to invoke them, this doesn't mean they don't use their knowledge they just don't summon them to do their fighting.

Common forms of genies are a whirling column of wind, a small sand storm, a pillar of fire, a fat harem guard or just an insubstantial haze. Genies are also called Efreet, Djinn, elemental, spirit, jinn, jann or sand/wind/fire daemon.

**May hire:** Any warband may hire a Genie

**Cost to hire:** Genie 80 gold crowns.

**Upkeep cost:** Genie 30 gold crowns.

Profile	M	WS	BS	S	T	W	I	A	LD
Genie	6	4	0	4	3	2	4	2	10

### **SPECIAL RULES**

**Fear:** The Genies naturally radiate an aura of strength and courage. Therefore Genies cause fear in their enemies.

**Elemental Magic:** Genies tend to be related to one of the magical elements of water, fire, earth or air. To find out what type of genie he is roll on the following chart he may also choose spells from this list. They may start with one spell and one genie skill when they are hired. And may gain a new one when they advance.

Roll a 2D6.

2-4 water

5-6 Fire

7-8 Air

9-11 Earth

12 is your choice

### **Genie Powers / skills**

Genies have special powers which are a part of their magical nature. You may use one of these two powers at the start of your turn, the power lasts till the end of your opponent's turn.

**Whirlwind:** The Genie has the power to turn into a whirlwind to move around faster. This can take many forms E.G. a pillar of sand, a blazing fire or a hazy movement in the air. The Genie can run at triple his move but may not charge or be charged. The Genie can make no attacks of any kind while using this power and is at -1 to hit with missile weapons.

**Genie's Curse:** A Genie with this ability attracts and controls a host of mischievous sprites. These interfere with all of the Genie's enemies within 4" causing them to have a -1 penalty to their hit rolls and all saves. This power is active throughout the entire battle.

**Lucky:** The Genies are very lucky and by summoning his luck he can avoid being harmed. This power confer an unmodifiable save of 5+ against all hits.