

Magisterix Elspeth von Draken

For generations the name of Elspeth von Draken, Magisterix of the Amethyst College and arch-wizard of the Lore of Death, has been spoken of in hushed tones in the reeking tavern gutters and vaulted noble halls of Nuln alike. Yet despite these stories few have ever paused to think what exactly the admitted presence of von Draken in the city actually means, and fewer yet could guess at her true power or influence. Furthermore the few foolhardy or overenthusiastic witch hunters, unaware of her relationship to the governing powers of Nuln or too fanatically sure of their own righteousness to care, who have attempted to delve deeper into her business or storm her tower have been swallowed up so completely that they have never been able to share anything they have learned.

Magisterix Elspeth von Draken590 points

	M	WS	BS	S	T	W	I	A	Ld	Troop Type
Elspeth von Draken	4	3	3	3	4	3	4	2	10	Elspeth von Draken (Infantry, Special Character)
Carmine Dragon	6	5	-	5	6	6	5	6	8	The Carmine Dragon (Monster)

Magic

- Von Draken is a Level 4 Wizard who uses the Lore of Death and, thanks to the Loremaster Special rule, knows all the spells from the Lore of Death.

Special Rules

(Von Draken)

- Loremaster (Lore of Death)
- Darkwalker
- Immune to Psychology

Special Rules

(Carmine Dragon)

- Terror
- Large Target
- Fly
- Scaly Skin (2+)
- Coruscating Blast

Elspeth von Draken is a Lord choice in an Empire army.

Mount

- The Carmine Dragon

Equipment

- The Pale Scythe
- Death's Timekeeper

SPECIAL RULES (ELSPETH VON DRAKEN)

Darkwalker

Von Draken's body has become so suffused with dread magical power to the extent that she stands halfway between life and death, and at will she can become an all but insubstantial spectre in human form. She is Immune to Psychology and all To Wound rolls made against her are at -1. Unfortunately, she also suffers any extra effect that is listed as specifically damaging Daemons or the Undead (such as the Lore of Light Exorcism attribute).

Loremaster (Lore of Death)

See the *Warhammer* rulebook.

SPECIAL RULES (THE CARMINE DRAGON)

Terror, Large Target, Fly and Scaly Skin (2+) see the *Warhammer* rulebook.

Coruscating Blast

The Carmine Dragon's breath weapon is a sorcerous blast of powerful Amethyst magic capable of withering metal and rendering flesh to dust as if millennia had passed in mere seconds. This breath weapon works similarly to determining the effects of a cannon shot (see the *Warhammer* rulebook). The maximum range of the attack's target point is 12" away from the monster and may be treated just like a normal breath weapon. After the target point has been selected, roll the Artillery dice to create a line of effect for the blast travelling in a straight line away from the dragon (just as for determining a 'bounce' for a cannon shot). A Misfire result should be re-rolled. Any model caught in the line of the blast suffers D3 wounds with a strength equivalent to 10, minus the target's Toughness score, with no Armour saves possible.

MAGIC ITEMS

The Pale Scythe (Magic Weapon)

A pale scythe more made of shadow than substance, this weapon said to be of Elspeth's own making is attuned to the power of Shyish, the wind of death, focusing and concentrating it to her will.

This weapon has the Killing Blow special rule, and as a focus for deathly energies it adds +1 to Elspeth von Draken's dispelling rolls.

Death's Timekeeper

This hourglass is an ancient and storied artefact, it is said to contain as its measuring sand the dusty remnants of a dead god of old, and Van Draken has spent much of her unnaturally long life studying its mysteries. With it she has perfected some limited measure of control over time and death itself.

Once per player turn Elspeth von Draken's player can re-roll a single dice of their choice concerning her or the Carmine Dragon (this can include attacks, saving throws, magic dice and the Artillery dice used to determine the Carmine Dragon's Coruscating blast if desired). If this re-roll is not used, at the end of her player's turn Elspeth von Draken may recover a wound previously lost in the game.