

HEROES OF THE EMPIRE

THYRUS GORMANN - GRAND MASTER OF THE BRIGHT ORDER

The following Special Character has not been playtested as thoroughly as the ones presented in the army books and is not necessarily as balanced or fair. Consequently, you must agree with your opponent about whether you can use him or not before the battle begins.

Thyrus Gormann can be taken as a Lord choice, but he will use up one of your Hero choices as well. Taking Thyrus 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 (except for the options given below).

Every seven years representatives of the eight magical colleges in Altdorf meet to decide which of them will reign as the Supreme Patriarch for the next seven years. This is an important decision, because the Winds of Magic will blow strongly for the college which supplies the Supreme Patriarch while the other colleges will find their magic dimmed. The competition to determine the dominant College of Magic takes the form of a violent contest of magic in which gladiator wizards and their followers battle to defeat their rivals. In years past this contest was unregulated and often resulted in the destruction of large parts of Altdorf and widespread carnage amongst the civilian population. Today the contest is held within the strict bounds of the hallowed Obsidian Hall.

Thyrus Gormann, Master of the Bright College of magic, has been the Supreme Patriarch and the leader of all the wizards in the Empire for many years. Recently he has been defeated by a young Gold wizard, going under the name of Balthasar Gelt. Thyrus has accepted defeat and has sworn loyalty to the new Patriarch, but his fiery blood will certainly see him in the position of the Challenger when the next Duel is held. Thyrus often attends the Imperial court in Altdorf and is one of Karl Franz's oldest and most trusted nobles.

	M	WS	BS	S	T	W	I	A	Ld
Thyrus Gormann	4	4	3	4	4	3	4	2	9
Warhorse	8	3	0	3	3	1	3	1	5

Points: 500

Weapons: The Bright Sword (see below).

Armour: None.

Mount: barded warhorse. He can be fielded on foot (-21 pts).

Spells: He is a level 4 Wizard and always uses spells from the Lore of Fire.

SPECIAL RULES

FIRE LORD: Thyrus knows all spells from the Lore of Fire. In addition, Fire Balls cast by Thyrus cause D6+1 hits and his Fiery Blasts cause 2D6+2. His Conflagration of Doom starts with D6+1 hits and Thyrus rolls D6+1 instead of the normal D6 to beat his opponent's score each time.

MAGIC ITEMS



THE BRIGHT SWORD: This magic sword casts a Flaming Sword of Ruin spell at the beginning of each player's turn (the opponent cannot stop this at all). The spell can then be dispelled normally in each player's magic phase, but that just temporarily quenches its fire and the sword automatically burst into new flames at the beginning of the next turn. Note that Thyrus cannot cast the Flaming Sword on himself (there are no cumulative effects).

THE FIREBRAND STAFF: This magic staff channels the energies of Fire Magic and extends the range of all of Thyrus' spells by 12". Note that this allow Thyrus to cast the Flaming Sword of Ruin spell on any friendly Character within range.

THE FIRE STONE OF AGNI: A holy stone that still burns with the volcanic fires used in its creation. This item works exactly like a power stone, but it can be used once per bearer's magic phase and not once per game.

THE BLAZING RUBY: The energies of this powerful item manifest themselves as intense flames that envelop the wizard, protecting and sustaining him. It confers a 5+ ward save

NOTE

THE STAFF OF VOLANS: If you want to field Thyrus Gormann in the period when he was the Patriarch, you can replace the Firebrand Staff with the Staff of Volans (see page 52 of the Empire book) at an additional cost of +70 pts.