

**DARK MAIDEN**.....30 gc to hire + 15 gc upkeep

*Accross the lands, mention of the Dark Maidens incites fear and respect. Their dark energies are terrible to behold as they unleash their raw destructive power. None can truly say where the maidens originate, save perhaps for the fey enchantress herself. Some claim the maidens were once devout followers of the Lady, turned along the dark path as they sided with Maldred. Others believe that the maidens are the natural balance to the White Ladies, the balance of light versus darkness, two sides of the same coin. While the ladies harness the healing powers of the land, the maidens unleash its raw destructive energies. Whatever the case, there is an enmity that exists between the two groups of women. Perhaps in Mousillon the truth will be revealed...*

Profile	M	WS	BS	S	T	W	I	A	Ld
Dark Maiden	4	2	2	3	3	1	2	1	7

**May be Hired:** Any warband may use the Dark Maiden, as long as they are not utilising a White Lady or any other law enforcing hired sword.

**Rating:** A Dark Maiden increases the warband's rating by +16 points plus 1 point for each Experience point he has.

**Weapons/Armour:** The Dark Maiden is armed with a sword and dagger.

**Skills:** The Dark Maiden may choose from Academic, or Speed skills, when she gains a new skill. Or she may roll on the Spells of Wrath list.

**SPECIAL RULES:**

**Fearful:** The Dark Maiden's reputation is known all over the land. If half the tales whispered by candlelight are true, then the Dark Maidens are awesome indeed! As such, the Dark Maidens cause *fear* in any sane minded individual.

**Wizard:** Dark Maidens are wizards and so are able to use the Spells of Wrath. A Dark Maiden starts with two randomly determined spells from the following list:

**SPELLS OF WRATH**

**1. Dark Strength** - Difficulty 8

*You can see it in his eyes he knows... he knows where to hit you!*

The Lady can select herself, or any one friendly model within 6". The character gains +1A and will score a critical hit on a 5+. This spell lasts until the beginning of the Sorceress's next magic/shooting phase.

**2. Ebony Blade** - Difficulty 6

*The legend goes that a enchantress put a spell on Sir Maldred's Blade and made it dark as night. His enemies seem to freeze up in battle, when facing Sir Maldred and his Blade.*

The Dark Maiden can enchant one bladed weapon within 6". The weapon now gains +1

to the injury roll. If it hits the opponent then that character will be -1T, until the end of the next combat turn. This spell on the blade lasts for one turn of combat.

### **3. Black Lightning** - Difficulty 7

*Erupting black lightning springs from one victim to the other, leaving only charred bodies...*

Choose a target in sight within 12". The victim will suffer a S4 hit. If a wound is caused then this creates D3 S2 hits, which will hit the any models within 6". Only one hit per model possible.

### **4. Dark Infuse** - Difficulty 6

*The Dark Maiden is also known to infuse downed warriors with unforeseen strength and vigour. But other say there was a price to pay....*

A single model within 2" (including the Maiden) may reinstate 1 wound lost. The model immediately stands up and can fight that round, with +1 strength, in normal order.

### **5. Purple Aura** - Difficulty 7

*Whilst the Dark Maiden grants many boons of strength, vigour and good fortune, it is her ability to strengthen all in combat that is most revered by those who know her.*

All models within 6" of the Sorceress (including herself) Get +1WS and +1I. In addition, if any friendly models within 6" are just recovered from knocked down, they immediately come to their senses and continue fighting as normal. (I.e. not strike last)

### **6. Cold Shadow** - Difficulty 8

*Sometimes people will witness the awesome destructive power of the Dark Maiden. She may vanquish her enemies by slowly draining them. They are enclosed in dark mist that slowly drains their essence.*

One visible target within 12" will loose a wound if it fails a strength check. This will continue round after round until the victim makes his strength check, then the spell ends. Characters who loose their last wound, or are already lost their last wound, roll on the injury chart.

*Bertrand was sweating, the raid was not going well. They had ambushed the Duke's tax collector, but the escort were no normal guards. The soft targets turned out to be hardened mercenaries and bounty hunters, and were proving more than a match for his rag-tag bunch of brigands. He could see his comrade brigands fall, one by one, the ferocity of his men easilly matched. Betrand leaped forward, charging two men that were attempting to corner Pierre. As he landed, a harsh blow to the head stunned him, sending him to the ground.*

*As he prepared to strike again, the club swinging assailant gave out a sudden cry, as he began to sink into the ground! Still dazed, Bertand spotted a woman dressed in purple. Black lightning arched from her fingertips smouldering mercenaries falling to the floor in her path. It appeared that the tide was turning...*

*Could it be that his plead to the dark maiden was successful afterall?*