

WHITE LADY25 gc to hire + 10 gc upkeep

From the lowest peasant in the field to the Grail Knight on his majestic Warhorse, all who come under her gaze will sense the power of the White Lady. Her devotion to the Lady of the Lake compels her to go where she is most needed to protect and invoke faith throughout the land of Bretonnia. As the King has called forth Knights to cleanse Mousillon of foul darkness, so has the Lady of the Lake called her maidens to the city of Lost Souls.

Profile	M	WS	BS	S	T	W	I	A	Ld
White Lady	4	2	2	3	3	1	4	1	7

May be Hired: Knight Errant, Brigand and Woodsmen Warbands may hire the White Lady.

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

Weapons/Armour: The White Lady is armed with a blessed scepter and dagger. Treat the scepter as a club.

Skills: The White Lady may choose from Academic, or Speed skills, when she gains a new skill. Or she may roll on the Spells of the Lake list.

SPECIAL RULES:

Herald of the Lady: A White Lady spreads the hope and light of the blessed patron across the realm of Bretonnia. Due to insurmountable differences a White Lady will never work in a warband already employing the following Hired swords: Any other magic user, any assassin, or a graverobber.

Wizard: White Ladies are wizards and so are able to use the Spells of the Lake. A White Lady starts with one randomly determined spell from the following list:

SPELLS OF THE LAKE

1. Early Morning Fog - Difficulty 8

A sudden Cloud a vapour thickens around the Lady and some companions. Thus obscuring them from site. Some who encountered this mist even say it absorbs arrows... Anyone shooting at the White Lady, or any friendly model within 6", suffers a -1 to hit on their shots. Models in the mist suffer no critical hits. This spell lasts until the beginning of the Lady's next magic/shooting phase.

2. Blade of Ice - Difficulty 7

The legend goes that an enchantress put a spell on Sir Etrange's Blade and made it shine in an eerie blue light. His enemies seem to freeze up in battle, when facing Sir Etrange and his Blade. She then taught this spell to her sisters, to aid the brave knights in their trials.

The White Lady can enchant one bladed weapon within 6". The weapon now gains +1 to hit. If it hits the opponent, then that character will automatically strike last in the next round of combat. This spell on the blade lasts for one round of combat, the effect on the victim may linger a bit longer.

3. Intangible Like the Mist - Difficulty 7

Sometimes companions of the Lady seem to be untouchable. They glide through their enemies like they are not there. Grappling hands and crushing blows all seem to slow...

The Lady can select herself, or any one friendly model within 6". This character now can charge without being intercepted and may discard the first hit it gets. This spell lasts until the beginning of the Lady's next magic/shooting phase.

4. Three Drops of Fortune - Difficulty 6

The White Lady is revered as the lady of good fortune and her blessing is frequently sought by knights in times of trial. She carries with her a vial of water from a sacred spring and will sprinkle it on the fortunate individual.

A single model within 2" (including the Sorceress) may reroll D3 failed single dice rolls whilst they are blessed. This spell lasts until the beginning of the Sorceress' next turn.

5. A Tear From the Lady Difficulty 5

Whilst the White Lady grants many boons of strength, vigour and good fortune, it is also within her ability to cure the wounds of those she takes pity on.

Any one model within 2" of the Sorceress (including herself) may be healed. The warrior is restored to his full quota of wounds. In addition, if any friendly models within 2" are stunned or knocked down, they immediately come to their senses, stand up and continue fighting as normal.

6. Ice Gaze - Difficulty 9

Woe unto the villain who evokes the wrath of the White Lady. Her vindictive power is such that her enemies have been brought to bitter ends by her icy blue gaze. Comrades of the unfortunate victim will feel the stinging cold if they stand to close.

One visible target within 12" will get a S5 hit that will cause D3 wounds. Any model within 2" will get a single S3 hit.