

# The Dark Templar

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*" Augustus and Theron darted from building to building, carrying with them a chest that they had just stolen from the Dark Magister Xzyos. They had quietly made their way into his private chambers with the aid of information bartered for a rather large sum of Gold Crowns, but the profit they stood to make well outweighed the cost and the risk of stealing the chest. Everything had gone as planned, until they heard the jangle of armour, they heavy footfalls of the war-horse, and the shrieking metal on stone sound of a sword being dragged across the ground. They turned their heads in unison and almost dropped the chest in fright. Before them sat a man clad in brass coloured armour with a dark blue tunic atop his black steed. He held in his arms a massive, wickedly curved two-handed sword. His glowing pale blue eyes transfixed on the two thieves. He kicked his heels into the sides of his mount and urged it into a leap. Then he charged. Theron and Augustus darted, fear consuming them, they dropped the chest and sprung for their lives. The horseman swung his blade out at Augustus; it hummed with magic as it passed through flesh and bone, severing his head. The runes scribed across the blade glowed with a crimson light where blood had coated the blade. While Augustus' headless body slumped to the ground, the horseman reared the horse and brought it around towards Theron. He held both blade and his gauntleted fist into the air and chanted arcane words, bringing both down and aiming them towards Theron, he completed his spell. Sticky white webbing flew from his hand, arcing widely towards Theron, encasing him in the gluey substance. Theron fell to the floor. The horseman slowly trotted to him, lowered his blade even with Theron's throat and spoke in a voice that would forever haunt Theron's nightmares, chilling him to the bone, "Abandon this city...*

*Never come back... or I shall find you..." With that, he brought the blade quickly up and sheathed his sword. He turned and trotted away into the darkness, leaving the chest, the slumped body of Augustus and Theron in the street. It wasn't until the horseman was long gone, and the webbing dissipated before Theron noticed the warm liquid trailing down the side of his face. He instinctively reached for his cheek and felt a long, deep gash. He never even felt the cut. He surveyed the situation. The chest was still there. But so was the horseman.... Out there.... He turned and fled from the city of Mordheim, never to return. "*

The Dark Templar is a warrior shrouded in mystery. Whenever someone steals from a force of darkness, slays a servant of evil, or when slave of chaos seeks him out, they run the chances of summoning this dread knight. The Dark Templar is a warrior mage from a time long forgotten. Whether he is dead, undead or spawn of chaos is unknown, however the fact that he is imbued with the power of pure evil is not fictitious.

**Who Can Hire:** The Dark Templar may only be hired by a servant of chaos or evil. Unlike most Dramatic Personæ he is not hired for a fee, rather, like the Sigmarite Matron, he will join up with a Possessed or Undead warband for one battle, providing he is summoned. The chances are as follows (roll 1d6):

Actively sought out: 4+  
Opposing warband won last battle: 3+  
Chaos or Undead leader slain: 2+  
Difference in Warband Rating is 50+: 6+  
Difference is 100+: 5+  
Difference is 150+: 4+  
Difference is 200+: 3+

The Dark Templar may only be attempted to be summoned every other battle.

**Rating:** The Dark Templar increases the Warbands rating by 150 points for the duration of any battle he is involved in.

	M	Ws	Bs	S	T	W	I	A	Ld
Dark Templar	4	7	3	5	6	3	5	3	10
Dark Steed	6	5	0	4	5	3	4	2	10

**Weapons/Armour:** The Dark Templar wears a special arcane suit of armour (save of 4+) that allows him to cast spells without penalty. The armour is brass in colour with black etched runes upon it. He also carries a large, kris bladed claymore with crimson runes on it. The blade has no initiative penalty, (ignores the "Go Last" rule for two handed swords) and causes a Str. +3 wound per hit. He is accompanied by his war-horse which wears barding (save of 4+) and follows all the special rules for a war-horse.

**Skills:** *Strike to Injure*, *Web of Steel*, *Step Aside*, and *Unstoppable Charge*. As well as the following spells with a bonus of +1 to his rolls to cast them: *Fires of U'Zbul*, *Dread of Aramar*, and a special spell known to him *Webbing* (which encases one model within 6" in web until the target can roll under his strength (-1 if wearing light armour, -2 for heavy) on a d6, Difficulty is 7).

### Special Rules:

**Fear.** Being a Dread Knight, the Dark Templar causes **Fear** and is immune to the effects of **Fear**.

**Unfeeling:** Being a creature of consummate darkness, the Dark Templar is immune to all **Psychology**.

**Infiltrator.** The Dark Templar may be placed anywhere on the table after the player who is fielding him completes his first turn (in the Recovery phase of the players second turn).

**Never Stays:** The Dark Templar never stays with a warband and as such does not count towards Income, Exploration or Rare Trade.