

# Death Maiden

*Diablo III*

Forged with Jeff Reynolds and Kristen Ashton

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## Introduction

The closest followers of Malthael, these female aspects obeyed their master regardless of his beliefs. Following his departure from the High Heavens, they joined with Urzael, the harbinger of death, to find their lost master. They would eventually return as the Death Maidens, wielding giant scythes and raising the dead to do their master's bidding.

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## Jeff's Choices

### Role

**Specialist**

### Trait- "Decapitate"

Being one of Malthael's followers, it's no surprise that the death maidens are masters of the scythe. They use these deadly weapons to decapitate their foes. All enemy heroes that the death Maiden hits with either her basic attacks or abilities will be given a decapitate debuff for a short amount of time. If the hero dies while having the debuff the players screen will be black while they are waiting to respawn. They won't be able to see the map, pings or chat while decapitated. In this build the Death Maiden will be a powerful specialist that uses her odd abilities to help the team in times of need.

### Mount-

### Q- "Chains of Death"

The Death Maiden hurls a chain at the enemy that latch on (similar to the feel of Leroic's Drain Hope) these chains drain the life of the target very quickly, but also slowly drain the life of the death Maiden in the process. The goal here is to balance this with a support character or her other abilities to gain maximum value.

### W- "First circle of Hell."

This is the first of the Death Maidens signature scythe swings. It takes no time to charge up and once activated the Death Maiden swings her powerful scythe in a circle around her dealing damage to all enemy units in the circle and stunning them. "Achilles' heel" if used on buildings, minions or mercenaries this also "Stuns" them and they are unable to attack.

### **E- "Ninth Circle of Hell"**

This is exactly the same move as the first circle of hell- but think of it like a "heavy attack version" this takes time for the Death Maiden to wind up the swing- while she does she floats in the air and winds up. Once unleashed the swing does massive amounts of damage, but does not have the stun- instead it refunds health to the Death Maiden. Same goes for minions, mercenaries and buildings.

### **Heroic 1- "River Styx"**

The Death Maiden calls forth the power of true evil- the river Styx. This is a line attack similar to Valla's stun ultimate. Once activated the ground bubbles with blood and the damned reach out of the ground entangling all units that are caught by them. These units are stopped and unable to move, but are still able to attack while frozen in place for this short amount of time.

### **Heroic 2- "Don't fear the Reaper"**

The Death Maiden activates this ability and all friendly units in the area are transformed to Reapers. While reapers the friendly units have very powerful scythe attacks and are very fast moving. The units have a low amount of health, but once destroyed they return to their normal selves and begin fighting again. All damage done by the reapers is returned to the Death Maiden as health.

### **Specialty Skin**

#### **Assassin's Creed "Assassin"**

**Blue oyster cult fan girl- complete with a mic stand with a cowbell attached to the top.**

**Dance: Sand people dance- she raises her scythe above her head and pumps it up while dancing. Just like a Tuskin Raider**

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## **Kristen's Choices**

### **Name**

Catharis

### **Role**

Specialist

**Trait***Charged Personality*

A super unique kind, Catharis moves faster than most Heroes and spawns electric arcs on the ground when attacked directly.

**Mount**

No Mount

**Q***Summon Shield Guards*

In an area around her, Catharis summons two shield guards that immediately begin marching forward to attack the first enemy they find in lane. Should Catharis be attacked, they will retarget the enemy that hit Catharis.

**W***Summon Archers*

In an area around her, Catharis summons two archers that immediately begin marching forward to attack the first enemy they find in lane. Should Catharis be attacked, they will retarget the enemy that hit Catharis.

**E***Ring of Pain*

In a ring around her, Catharis spins her scythe, dealing devastating damage to any in range and applying a bleed debuff.

**R1***Master Crucible*

Around Catharis arise six corpse piles that continually summon forward moving corpses that lock onto the first enemy they come across. During this, Catharis is enshrouded in a shield that makes her untouchable until all corpse piles are destroyed or she moves outside of the ring of corpses.

**R2**

### *Death and the Maiden*

In medieval art, it was a common practice to paint Death into an otherwise normal scene to remind us all of our mortality. When activated, one random enemy Hero will befriend Death. Everyone can now see a ghostly hooded figure hovering over the enemy Hero. This Hero will die within 60 seconds though when this happens is a mystery as death is both known and unknown to us all.

### **Skin**

#### *Spooky Scary Skeleton*

It's a giant skeleton with a scythe.

### **Dance**

#### *Spooky Scary Skeleton Dance*

The music plays and the bones go to town.