

Dark Emissary

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A Struggle for Power

Of all the mysteries of Albion perhaps the greatest is the purpose of the enigmatic figures known as Dark Emissaries and Truthsayers. These ancient wizards are erstwhile enemies and their secret battle hints at a greater struggle yet to pass. Dark Emissaries, servants of the Dark Master, a powerful and enigmatic figure are potentates of evil. They ally themselves with evil forces and seek to harness the power of the Ogham Stones for all manner of unknown and nefarious practices.

Hire Fee: None. Dark Emissaries and Truthsayers feature in the scenario The Ogham Stones but if players wish they may be sought out for each battle in Albion in the same manner as Dramatis Persona. There is no hire fee for either character as they have their own agenda for joining the battle.

However, wherever there is one the other will surely follow. If a warband successfully finds either a Dark Emissary or Truthsayer and the other warband does not then roll a D6 at the start of that warbands turn, on a roll of 4+ the opposing character appears to fight alongside the warband and is deployed at a random table edge (see 'Surprise Attack' for details). If the opposing warbands are both of 'evil' or 'good' alignment then the Dark Emissary or Truthsayer may not be sought out for the battle.

May be Hired: Dark Emissaries are evil wizards and as such will only fight alongside Possessed, Undead, Skaven and other evilly aligned warbands.

Rating: Dark Emissaries increases a warband's rating by an **UNKNOWN AMOUNT** of points.

| Profile | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Dark Emissary | 4 | 3 | 3 | 3 | 3 | 2 | 3 | 1 | 8 |

Weapons/Armor: Dark Emissaries are armed with a *Staff of Darkness* and a *Spiral*.

Skills: Dark Emissaries have no additional skills.

Special Rules:

- *Staff of Darkness:* + 1 to his casting roll.
- *The Spiral:* A symbol of the Dark Master. It is a potent icon that protects the wearer from harm. It grants the Dark Emissary a 5+ save that cannot be reduced by anything.
- *Wizard:* The Dark Emissary is a powerful spell caster and knows four randomly determined spells of the Lore of Darkness.

The Lore of Darkness

It is whispered amongst the wise that the Dark Master taught the Lore Of Darkness to his disciples in order to spread corruption through the world.

1. Bolt of Dark Light: The Dark Emissary conjures a bolt of malign power to smite his enemies. The bolt has a range of 12" and causes a single Strength 5 hit against the first model in its path. Difficulty: 7
2. Betrayal in Death: Summoning all the curses of the Dark Master, the Emissary instils the vigour of the undead into a slain enemy forcing them to attack their comrades. This spell will affect all enemy models slain in the shooting phase or close combat and lasts until the start of the caster's next turn. The enemies will reanimate as they are killed and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the enemy will fall once more, dead. Difficulty: 8
3. Nightmare: A vision of a warrior's worst nightmares manifests before him instilling inner feelings of dread. This spell may be cast upon an enemy model within 18" of the caster. The model must take an immediate fear test as if charged by a fear-causing enemy. If failed the model flees 21)6" away from the Dark Emissary. Difficulty: 7
4. Curse of the Dark Master: The Dark Emissary has the power to enfeeble his enemies, loosening their grip on their swords and debilitating their will with the cold touch of fear. This spell can be cast upon a single model within 24" of the caster. All that model's rolls to hit for both shooting and close combat are reduced by -1 until the start of the caster's next turn. Difficulty: 8
5. Fog of Death: A deep and impenetrable fog cloaks the entire battlefield, filled with the vicious embodiments of nightmares. Chaos and fear ensue. This spell affects every model on the board except the Dark Emissary. Enemy models are affected on a roll of 4+, while friendly models are only affected on a 6+. All models attacked by the nightmare creatures suffer a strength 2' hit. The fog lasts until the start of the caster's next turn and reduces line of sight to 3D6" for all warriors present which will affect shooting, charging etc. Difficulty: 10
6. Coils of the Serpent: The Emissary conjures a dark serpent of pure malign to ensnare and crush an unwitting adversary in its coils. This spell may be cast upon a single enemy model within 6" of the caster. The model must take an immediate toughness test to fight off the deadly serpent. If failed the model is crushed to death and out of action. No saves of any kind will protect against this magic. Difficulty: 10