

## 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. Truthsayers, the druidic warrior-wizards, the benevolent protectors of the Ogham magic grant their aid and wisdom to the followers of Sigmar and his allies, their only purpose to thwart the Dark Master and his lackeys.

**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:** Truthsayers are benevolent wizards and as such they will only aid Sisters of Sigmar, Witch Hunters, Mercenaries and any other.

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

Profile	M	WS	BS	S	T	W	I	A	Ld
Truthsayer	4	4	3	4	4	2	4	2	9

**Weapons/Armor:** Truthsayers are armed with a *Staff of Light* and a *Triskele*.

**Skills:** Truthsayers have no additional skills.

### Special Rules:

- *Staff of Light:* The staff can dispel a single enemy spell per turn on a roll of 4+. The staff also counts as a halberd.
- *The Triskele:* The symbol of the Truthsayer's office this icon protects them from harm with its benevolent energies granting the Truthsayer a 4+ save, which cannot be reduced by anything.
- *Wizard:* Truthsayers are powerful wizards and know three randomly determined spells of the Lore of Light.

## The Lore of Light

Only the Truthsayers know of the strange and powerful rituals of the Lore of Light and they pass this knowledge on to a few.

1. Wings of Fate: Using the powers of life itself, the Truthsayer conjures a flock of birds to sweep down and attack his enemies. The flock has a range of 18" and may attack any model within this range of the Truthsayer. The enemy model suffers D3 Strength 2 hits. Difficulty: 6
2. Light of Battle: The power of light infuses one of the Truthsayer's allies, encasing them in a protective barrier of pure light. This spell may be cast upon a friendly model within 12" of the caster. That model has an additional save of 5+ that can be reduced in any way against all attacks until the start of the Truthsayer's next turn. Difficulty: 6
3. Gift of Life: Life is at the essence of the Truthsayer's magic. Harnessing all of his power the Truthsayer restores a fallen comrade miraculously back to life! This spell may be cast upon a friendly model slain in the previous enemy turn. The model is immediately restored back to life with 1 wound remaining and should be placed as accurately as possible where they fell. Difficulty: 9
4. Blessing of Valor: The Truthsayer evokes a powerful blessing, which instills an ally with the courage and strength of the immortal hunter gods. This spell may be cast upon a single friendly model within 24". The model is infused with strength and courage, gaining + 1 to all hit rolls in close combat for the duration of the turn. Difficulty: 8
5. Boon of Courage: A corona of reassuring energy surrounds the Truthsayer and ensues an ally with its power instill resolve and unshakeable determination. This spell affects all friendly models within 12". The models are completely immune to the effects of psychology and all alone tests until the end of the Truthsayer's next turn. Difficulty: 8
6. Voice of Command: The booming resonance of the voice of the Truthsayer echoes across the fens and enemies quake with indecision and doubt. This spell affects one model within 24" of the Truthsayer. That model may do nothing in its next turn other than defend itself in combat. It may not move, shoot, attack or perform any other action. Difficulty: 9