

WARHAMMER

AGE OF SIGMAR



ORDER BATTLETOME

IDONETH DEEPKIN



From the depths they come, the merciless soul-raiders of the seas –
the Idoneth Deepkin.

To most, they are nothing more than a myth, a tale told to frighten unruly children. Yet the truth behind these mysterious aelves is darker and more tragic than any land-dweller could imagine. Judged imperfect and abandoned by their creator – Teclis the Illuminator – the Deepkin fled far beneath the waves to exist in utter isolation. They have since embraced all the harshness of their fathomless home in order to survive.

Bursting forth from the ocean on a tempestuous tide of magic, the Idoneth fall upon their foes with blade and spear. With them come man-eating sea monsters from a sailor's darkest nightmares, beasts of the deep ocean trained for war and ridden into battle by grim-faced aelven warriors. The Idoneth care nothing for plunder; the only treasures they desire are the souls of the living, for without a constant supply of this vital resource, their undersea civilisation would soon wither and die. Striking with terrifying speed, the Idoneth reap their tally of souls, slipping back beneath the surface as swiftly as they arrived. Such is the obfuscating power of the Deepkin's magic that those who survive their assaults are left trapped in a mystical stupor, unable to recall anything of their attackers beyond a creeping sense of dread.

For centuries the Idoneth have dwelt in solitude, venturing forth only to raid isolated coastal settlements. Yet as the power of Chaos swells and war reaches even the deepest ocean trench, they are forced to join the great struggle for domination of the Mortal Realms. Strange and uneasy allies the Deepkin might be, few of the great powers of Order would spurn the sea aelves' aid upon the battlefield, for their fast-moving Phalanxes are powerful indeed.

The Idoneth wage war not for glory nor riches, but for the very survival of their race. In this life-or-death struggle, there is no price they will not pay for victory.

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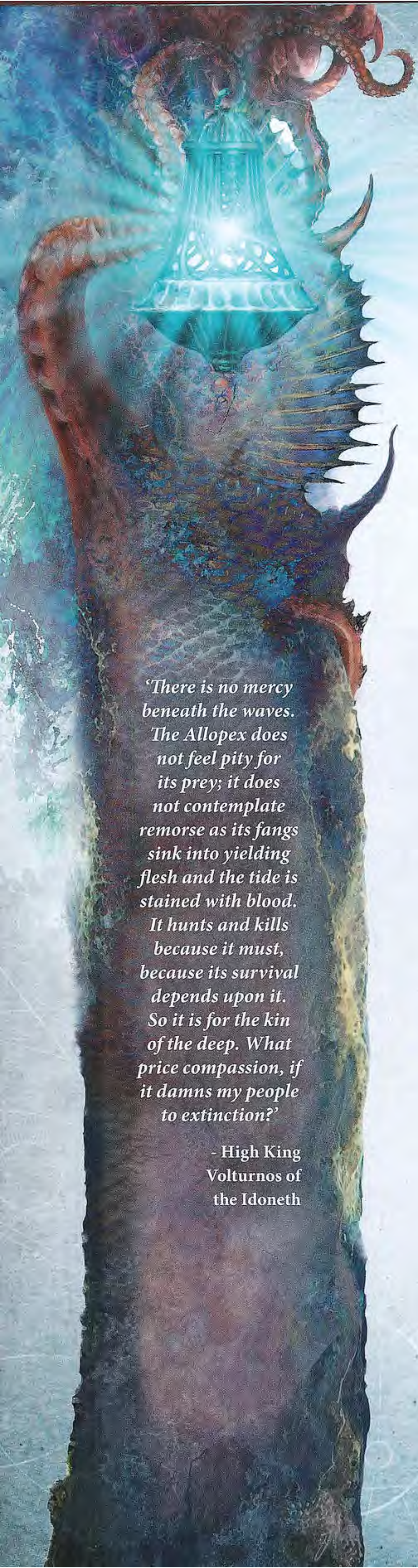
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The Idoneth Deepkin rush in like the surging tide, riding a great wave of eldritch magic that allows both cold-eyed aelven warriors and man-eating monsters of the deep to hunt and slay as if they were in their natural habitat.





RAIDERS FROM THE DEEP

The Idoneth Deepkin are merciless reavers, as cold and cruel as the abyssal depths which they call home. They surge forth from the waves on a tide of ocean magic, striking out across the lands not in search of slaughter or plunder, but for their victims' very souls.

In each of the Mortal Realms there can be found bottomless expanses of water, uncharted and mysterious. Leagues below the rippling surface lie the sunken ruins of countless doomed civilisations, shattered skeletons now home only to darting shoals of fish and other, far stranger creatures. Deeper still can be found truly alien environments – plunging, pitch-black trenches and boiling volcanic vents that conceal secrets beyond mortal comprehension. It is here that the Idoneth Deepkin dwell.

The Idoneth, at first glance, would appear to be a race of sea-dwelling aelves, yet they long ago diverged from their terrestrial kin, embarking instead upon a dark and tragic course. The Idoneth spend their entire lives in the ocean depths, emerging for one reason only: to enact raids upon the land-dwelling races. They do so with terrifying suddenness, striking before their enemies even realise they are under attack.

Idoneth armies – known as Phalanxes – are swift and deadly. They consist of fleet-footed infantry and ferocious beasts of the deep, all led by regal warlords who have trained their entire lives in the arts of battle. Yet perhaps the Idoneth's deadliest power lies in the deep-sea magic they harness, which manifests most clearly in the phenomenon known as the ethersea. This conjured environment allows the Deepkin to fight above the waves with the same deadly grace they display

beneath them, and it brings with it roiling currents and pockets of bone-crushing pressure which the inhabitants of the land are totally unprepared to face.

When the ethersea descends upon those marked for an Idoneth raid, they do not believe what they are seeing. Their heartbeats quicken as their movements inexplicably slow. Disoriented, they feel as though they are underwater, their vision refracting as if they were peering through shifting currents. These doomed souls are unsure if their eyes are playing tricks, as menacing shapes seem to take form just beyond the edge of their sight. And then, sliding from out of the gloom comes the stuff of nightmares: knife-finned horrors carving a path through the air, snatching up screaming victims in their jaws even as the aelven riders atop them loose barbed harpoons and arrows; shelled leviathans large enough to sunder a galleon with a single blow; slender, eyeless figures who grant death with cruel yet graceful bladestroke; and oceanic demigods who command the elemental might of storm and sea.

SOUL STEALERS

To outsiders, the origins of the Idoneth Deepkin are shrouded in mystery, for these isolationist aelves speak little to those not of their kind with whom they deign to treat. Theirs is a painful and sorrowful history marked by great loss, a legacy that continues to haunt them to this day. Their

'There is no mercy beneath the waves. The Allopex does not feel pity for its prey; it does not contemplate remorse as its fangs sink into yielding flesh and the tide is stained with blood. It hunts and kills because it must, because its survival depends upon it. So it is for the kin of the deep. What price compassion, if it damns my people to extinction?'

- High King
Volturnos of
the Idoneth



aggressive raiding is driven not by malice or greed, but necessity. Only one out of a hundred Idoneth is born with a healthy soul; the rest are spiritually withered and thus condemned to a premature demise. The only way the Idoneth race can maintain its numbers is by stealing the animus of other living creatures and transplanting this vital essence into the afflicted.

Most other mortals know of the Idoneth only through half-remembered tales of townships that have disappeared overnight or entire fleets that have been consumed by something nameless rising from below the waves. This aura of mystery is enhanced by the strange magic of the Idoneth's spellcasters; summoning mind-

eroding energies that echo the sensory deprivation of the abyss, these Isharann, as they are called, can send their victims into a mystical stupor. Those so afflicted find their recent memories washed away, such that, should they survive an encounter with the deep aelves, they will recall nothing but an inexplicable feeling of dread.

It is this same bewitching magic that kept the locations of the Idoneth's undersea kingdoms – known as enclaves – hidden for countless years. Yet in recent times, the Deepkin have emerged to make contact with the other races of the realms. They do so not because they wish to, but because they must. The Deepkin's ancient nemeses, the forces of Chaos,

have finally caught their scent, and now lie in wait for them to emerge from the waves. Some of the most powerful foes have even launched undersea invasions into the Idoneth's domains, a sign that the Deepkin's long era of complete isolation is over.

New alliances must be secured. New borders must be established and a fragile peace maintained with those whom the Idoneth once viewed as prey. Such will not be easy, for they are at heart a militant and secretive people, rendered cold and unyielding by the harshness of their undersea existence. Yet if there is one race that long ago committed to paying any price for survival, no matter how grave, it is the Idoneth Deepkin.



THE OCEAN CLAIMS ALL, IN THE END



Cold, merciless, alien: the Idoneth Deepkin have been called all these things, yet none can deny the ferocity with which they do battle against the forces of Chaos. Cloaking themselves in the disorientating magic of the deep oceans, the Idoneth Phalanxes strike with sudden and terrible force, their bond-beasts charging forwards to rip and tear the enemy even as waves of fleet-footed Namarti infantry advance in their bloody wake.



A DARK GENESIS

They were born out of agony and unimaginable suffering, delivered from an eternity of torment and temptation. This horrific beginning has twisted and shaped every aspect of the Idoneth Deepkin's development. Theirs is a long history of sorrow and pain.

The tale of how the Idoneth Deepkin came to be begins long before the Age of Myth. It is a time that only the immortals recall, an era when the armies of Chaos battled for dominion of the World-that-Was. So great were the destructive forces unleashed during that period that the planet broke apart, and the Dark Gods revelled in their victory.

Slaanesh – the Chaos God of excess – hungers for all mortal souls, but none more so than those of aelfkind. With their long lifespans and heightened senses, aelves produce the sweetest spirit-stuff, a luscious delicacy that the Dark Prince will stop at nothing to consume. At the ending of the World-that-Was, Slaanesh gorged himself on almost the entire aelven race, until he was bloated and supine. The souls of those that the Dark Prince worked hardest to find tasted best. These included worshippers of the sea god Mathlann, Lord of the Deep, who had retreated to the ocean depths in their attempts to avoid destruction. Ultimately, their flight was hopeless. Slaanesh devoured them all, swirling their essence around in his gullet.

Thus, when the newborn aelf gods Teclis, Tyrion and Malerion searched the nascent Eight Realms, as did cunning Morathi, they initially found no trace of their people. The four did encounter Sigmar, however, and they joined his growing Pantheon of Order, helping to bring civilisation to the primitive tribes of mankind that populated the realms. Eventually, a small number of aelves were discovered, having been preserved through the intervention of fateful

magic. These rare few settled in the city of Azyrheim in the Realm of Heavens, but they were merely the barest fraction of a once prosperous and noble race. The aelf gods continued their search, at last following a mysterious thread to discover where Slaanesh wallowed delightedly in his unbridled gluttony.



The tale of how Slaanesh was lured and entrapped in the Hidden Gloaming – a region of the cosmos between Hysh and Ulgu – is replete with accounts of the most masterful spellcraft and the direst perils. In the end, Slaanesh was captured and bound in chains of light and shadow. The Dark Prince was tortured, and the agonising process of extracting souls from his godly essence was begun. Under a pact agreed between them, Teclis, Tyrion, Malerion and Morathi would receive a share of any souls that were recovered to reshape as they felt best. It was Teclis who received the first motes of spiritual essence to be rescued, utilising the artefact known as the Ocarian Lantern to draw them into the light. These he used to remake aelves in the image he most fondly recalled: proud, noble and bright of spirit.

In Hysh, Teclis wrought for his new charges the luminescent city of Léiriú, the Bright Haven or

City of Reflection. He taught these 'Cythai' – or Awakened – of the elder days, of their dreaded foes and of the aelven pantheon of old. Although it was believed that the aelf gods had been slain by their arch-enemies the Ruinous Powers, theirs had always been a cyclical tale, and it was Teclis' desire to revive the old gods, bringing them back with a new generation of worshippers. Yet something was amiss. The new aelves were not adjusting well; they were withdrawn and grew resentful under Teclis' tutelage. Furthermore, they fought amongst themselves and split into factions. The god's inner eye could penetrate the psyche of any being given time, yet within each of the newly formed aelves there remained shadows into which Teclis could not yet peer. Fearing contamination, Teclis wove purifying spells, seeking to root out the darkness. The new aelves shied from this light of truth, and its glare sent some into madness.

Fearful for their lives, the remaining aelves fled. They scattered across the Mortal Realms, seeking refuge beneath the waves, for the numbing blackness and silence that reigned in the watery depths called to them. In their flight they stole the Ocarian Lantern, the very artefact that Teclis had used to first locate them, for they knew that in the hands of their wrathful creator its luminescence could surely reveal their hidden sanctuaries. The Lantern was concealed within the deepest ocean trench in Ghyran, an abyssal place so lifeless and cold that even the magical radiance of this Hyshian device was smothered.

This task achieved, the Cythai went their separate ways, for it was agreed that by dispersing across the vast expanse of the Mortal Realms they stood a better chance of successfully evading their creator's wrath. Moreover, differences and buried traumas within their ranks had already begun to cause fractures between the various factions, each of whom had a very different concept of what their people's future should be. Travelling through undersea realmgates known as whirlways, these factions made for distant oceans, and there settled new cities and sanctuaries. These far-flung colonies came to be known as enclaves, and though they maintained contact with each other and pledged to unite as one if their existence was threatened, each claimed sole dominion over its own waters.

At first Teclis did indeed intend to hunt down the Cythai, for he had felt in them an ominous imperfection. It was only his brother Tyrion's plea for leniency that stayed his hand, and thus he allowed them to escape. Ever since, Teclis has kept a wary eye upon the realms' oceans, and has prepared contingencies should his creations return to seek revenge.

Over time, each of the Cythai's enclaves developed differently, but all were affected by their new environs and self-imposed isolation. The magic they learned from Teclis was utilised to allow them to live underwater, even at the most crushing of depths. They grew attuned to their new surroundings, learning to trust vibrations and changes in pressure as much as sight or sound, and some of them became adept

in the art of seeing the flaring soulstuff that animates the living. Though the unique hazards of the deep places forced the Cythai to overcome and adapt, there was another dilemma that threatened to send them into early extinction. They soon discovered that desperate new measures were needed if they were to survive.

Rise up, dark ocean.

*Crash your stinging waves
To smite the land.*

*Creator, Destroyer, Protector,
Your rime-touched secrets
We shall keep.*

*Let your cold embrace
Keep cruel light at bay.*

- Fragment of Idoneth verse



STRIKE LIKE THE CRASHING WAVE

THE GREAT EMPTINESS

The Cythai may have fled to the deepest trenches of the realms' seas, but even in these lightless and isolated places, they could not escape the trauma of their sinister past. The Awakened would be cursed to choose between the slow, drawn-out demise of their people or a hard existence of grim predation.

Although they did not realise it, a curse hung heavy over the aelves that fled from Teclis' tutelage – a darkness born from the hideous depredations of Slaanesh that all had endured. Despite the rigours of arcane purification to which they had been subjected, the souls reclaimed from Slaanesh

were irrevocably marked. Some descended into what the aelves called 'mallachi', a state of raging madness that ended in savage debauchery. There are dark tales of entire enclaves overcome by this affliction, sadistically preying on any mortal to fall into their clutches, including their own

kind. There was, however, a more prevalent and catastrophic flaw that was discovered as the undersea settlements became more established and newborn aelves began to appear.

Since learning of their origins and of Slaanesh, the Awakened held a lingering fear that they might suffer from spiritual contamination. Those fears were realised when almost none of their offspring lived beyond infancy. Like their parents, newborn aelves were perfect in form, yet those who had learned to perceive spirit-essence could see that the vast majority of their progeny were born with swiftly withering souls. The lives of those affected would be cruelly cut short. Each of the enclaves realised the ramifications of this condition: with only one in a hundred of their children surviving, their race would be a short-lived one.

The word the aelves had begun to use to refer to themselves – Idoneth – meant 'extreme seclusion'. However, like many of the words in the rich language taught to them by Teclis, the term could also have different meanings dependent upon inflection. The root word of Idoneth could also mean 'desperate measures', an irony in the name that only later became apparent. The Idoneth sought an arcane cure to secure some kind of future for their race. Aelfkind had always been blessed with long lifespans, but between losses to deepwater monstrosities and those who succumbed to mallachi, the enclaves were rapidly dwindling in number, with precious few offspring surviving to replace the dead and the forsaken.



No spell provided any type of cure, until some groups of Idoneth learned how to remove a creature's animating life-force from its body, and others discovered how to implant it within an afflicted shell. At first, the Idoneth attempted to transplant the spirit-stuff of undersea beasts, but early trials met only with dismay as the energies flickered and went out within days.

Realising the souls of such creatures offered but a dim light compared to their own, the Idoneth sought quarry richer in spirit. That search brought them once more to the surface world. Souls stolen from mankind proved capable of sustaining Idoneth offspring, although it often took a half-dozen such spirits to empower an aelf to live even a third of their normal lifespan. Other souls, such as those of duardin, Sylvaneth and orruks, worked to varying degrees for the Idoneth's purpose. The

aelves tirelessly experimented and perfected techniques that would aid them in finding, stealing and safekeeping this vital resource. Even as new generations of Idoneth were born, the same ratio of healthy to cursed offspring remained, and so a constant supply of souls was required to maintain their populations. At first, these spirit-essences were harvested simply to avoid their people's extinction. Soon, however, more were needed to fund expansion, and to continue the raids required to meet the growing demand. So did the Idoneth's attacks become the stuff of folklore and legend across the Mortal Realms.

Those born with atrophied souls but granted an extended life through a stolen spirit are Namarti, a word meaning both blessed and damned. The Namarti are physically flawless besides their lack of eyes, but far shorter-lived than those born free of their race's

curse. To make matters more difficult for their kind, many of their formative years must be spent undergoing long arcane rituals, and so they tend to develop skills more slowly. Most burdensome of all, however, is the belief held by other Idoneth that the Namarti are tainted, a lesser class of being because they require the stolen souls of creatures traditionally considered low-cultured and barbaric by aelves to prolong their lives. As a consequence, a distinct caste system has developed within Idoneth culture.

Those few Deepkin born with intact souls are the noble class, destined to become either Akhelians, the warrior caste, or Isharann, sages and users of magic. The majority are Namarti, destined to be forever treated as subservient thralls beneath the command of the nobles, and typically serve as soldiers and workers within the thriving underwater cities.

Cut them off, and drive them back to the water's edge,' Sinchainn ordered as the orruks fled, his fellow eel-riders in close pursuit. 'More souls for the lurelights.'

The words had barely left his mouth when his bond-beast Ytha reared in agony, screeching as a volley of iron-spiked missiles tore into her flank. Sinchainn fell free of his saddle and splashed into the bog, the full weight of the Fangmora coming down across his legs. As he gasped in pain and struggled vainly to free himself, the Lochian Prince saw scores of bandy-limbed orruks emerge from the brackish waters to the Idoneth's flanks, spitting out the blackened stubs of bull-reeds they had been using to breathe.

Some raised hulking crossbows to their shoulders and began to loose more vicious bolts, while others came charging across the marshes, spears clattering upon the leering, monstrous faces embossed upon their shields. Trapped and helpless, Sinchainn watched one of the orruks lope towards him, its spear levelled to pierce his heart.

A pale form came leaping out of the gloom, and the wave-shaped edge of a lanmari blade sliced through the orruk's neck. The decapitated body splashed to earth mere inches in front of Sinchainn.

The Akhelian's rescuer was an eyeless Namarti Thrall, which now turned to regard him impassively.

'Get me loose,' spat the Lochian Prince, outraged that he, an Akhelian noble, should have to be rescued by some half-souled serf. 'With haste, lest you feel the tentaclor's lash.'

The Namarti's unreadable expression did not change as it stepped closer, but Sinchainn saw slender fingers tighten around the hilt of its long lanmari blade. His eyes widened as the Namarti raised its blade high over its head.

The lanmari came rushing down, and sank between the shoulders of the dead orruk. Leaving its weapon standing in place, the Namarti bent and hauled at the corpse of Sinchainn's Fangmora, raising dead Ytha enough that the Prince could free himself and struggle to his feet. He stared into the Namarti's alabaster mask of a face, and the Thrall gazed back blankly.

Then his rescuer turned away, tearing its weapon from the dead orruk's back with one swift motion before sprinting off to join the still-raging battle. Sinchainn could not explain the shiver of unease that rippled down his spine, colder than any abyssal current.



A RISING POWER

Ever since the Idoneth Deepkin broke their self-imposed exile and made contact with the land-dwelling races, they have found themselves confronted with both great opportunities and manifold new dangers. In the tumultuous era of the Age of Sigmar, these reclusive beings will find themselves tested as never before.

For centuries they were nothing more than a myth; an old fisherman's legend told around the dim light of a campfire, or a folk tale recited to keep children away from the deadly shores of the realms' seas. Yet now the Idoneth Deepkin are a myth no longer; they have emerged to take their place in the world, risking war and death to ensure the future of their race.

It was Akhelian emissaries from the Ionrach enclave that first reached out to the warriors of the Stormcast Eternals, Sigmar's chosen champions. They did so under the direct command of High King Volturnos, and much against the wishes of many of his rivals. Yet Volturnos was adamant that simply hiding away in the depths was no longer an option; Archaon the Everchosen and the Great Necromancer Nagash had both begun to probe the deep ocean, suspecting correctly that an aelven presence lurked below. Worse still, the decadent worshippers of Slaanesh were abroad in vast numbers, preparing ambushes for Idoneth shore-raiding parties and probing the seas for a sign of their deity. Volturnos knew that the growing power of the Hedonites was a threat to his people that could not be ignored; were they to locate the captive Dark Prince and once more release him, it would surely spell doom for the Idoneth.

Calling a grand assemblage, the High King called for an alliance with Sigmar's nascent empire, and the coalition of Order that the God-King was attempting to create. Some enclaves, such as the Fuethán, shunned such ideas, content that their kingdoms could not be breached. Others, most

notably the ill-fated Dhom-hain, were far more circumspect, for they knew that even the bottomless darkness of the ocean did not offer unassailable sanctuary. Ultimately, Volturnos' will prevailed – the Idoneth would end their centuries of exile, and rejoin the great battle for the fate of the realms.



They were not swiftly welcomed into that fight. Mind-scouring magic might have obscured the worst of the Idoneth's historical predations against mortalkind, but it did not take a great mind to connect the arrival of this mysterious new power with the coastal raids that had long plagued the people free cities and their forebears. Yet Sigmar had made common cause with unsavoury allies before, and when High King Volturnos finally met face to face with the Celestant-Prime, these two great warriors recognised in one another a shared sense of duty and honour, however alien.

In several grand campaigns, the Deepkin and their new allies smashed invading Chaos armies; in perhaps the most famous such offensive, the six-year siege of the Nautilar enclave was broken, and the skaven hordes of Grystleback the Grey put to the sword. Acts

such as these have cemented a strong military understanding between Stormcast and Idoneth, though the bonds of comradeship remain strained by the latter's merciless and secretive nature.

FEARED ALLIES

The endless wars of the Age of Sigmar have provided the Idoneth with fine opportunities for soul-raiding, and yet the enclaves continue to find themselves threatened as never before. Those forces of Chaos with the ability to do so relentlessly probe the depths of the realmseas, and the undead hosts of the Great Necromancer are able to penetrate even the most hostile oceans in their search for living souls to subjugate. Even the greenskin hordes have begun to redouble their attacks since the release of the Earthquake God, Kragos, heralded the Era of the Beast; leering packs of Kruleboyz lay ambushes for Idoneth raiding parties in salt marshes and mangroves, waiting for the surface to ripple before unleashing a hail of barbed crossbow bolts into the midst of the emerging Deepkin. Even the most xenophobic Akhelian King knows that the Idoneth lack the numbers to face such threats alone.

Though envoys from the Idoneth enclaves have now made contact with most of the great powers of Order, the Deepkin have not entirely abandoned their policy of isolationism. The true scale and nature of their undersea empire is a secret kept hidden from even the most honoured allies, for trusting outsiders is a concept utterly alien to these aelves. They join in common cause with land-dwellers

only when it serves their interests, and as soon as they have achieved their ends, the partnership is quickly dissolved.

Even on those occasions when the Idoneth have fought alongside the forces of one of Sigmar's Dawnbringer Crusades to bring civilisation to the wilds, they have done so purely for selfish reasons: to secure a stretch of coastline for future raiding opportunities, to harness rare seams of magic, or to clear the land of enemies who pose a particular threat to the Deepkin's aims. Though they are feared and often reviled by those humans, duardin and terrestrial aelves they fight alongside, few can deny the potency of an Idoneth Phalanx at war, nor the terrifying power of their ethersea magic. More than one Dawnbringer Crusade has been rescued from disaster when a sudden, surging tide of Namarti footsoldiers and darting sea-beasts suddenly crashed down upon their foes.

The Idoneth's relationships with the other great civilisations of the realms are equally complex. They rarely come to the aid of the Lumineth, whom they regard as the arrogant, self-proclaimed perfect progeny of Teclis, but alliances with the Hyshian aelves are not unheard of when times are dire. Those duardin familiar with the Deepkin curse them as honourless raiders – none more vehemently than the Fyreslayers, whose coastal strongholds have suffered greatly at the hands of the opportunistic 'vongal-vharr'.

By contrast, a mutual respect has developed between the Idoneth and coast-dwelling Sylvaneth, the mercurial children of Alarielle the Everqueen. Relentless defenders of the ocean depths, the Deepkin abhor pollution and revere all forms of aquatic life. This has endeared them to the Everqueen, whose own great spells of life and

growth have caused the Idoneth's watery realm to bloom as never before. Alarielle's recent blooding of the Oak of Ages Past sent forth a crashing tide of jade magic that has swept across the cosmos, causing newborn creatures of the wild everywhere to swell in size

and power. The Idoneth's current brood of war-beasts are larger and more ferocious than any in living memory, and the forests of stranglekelp and fireweed that surround many of the enclaves grow impenetrably thick, stifling attempted invasions.

SHADOW PACT

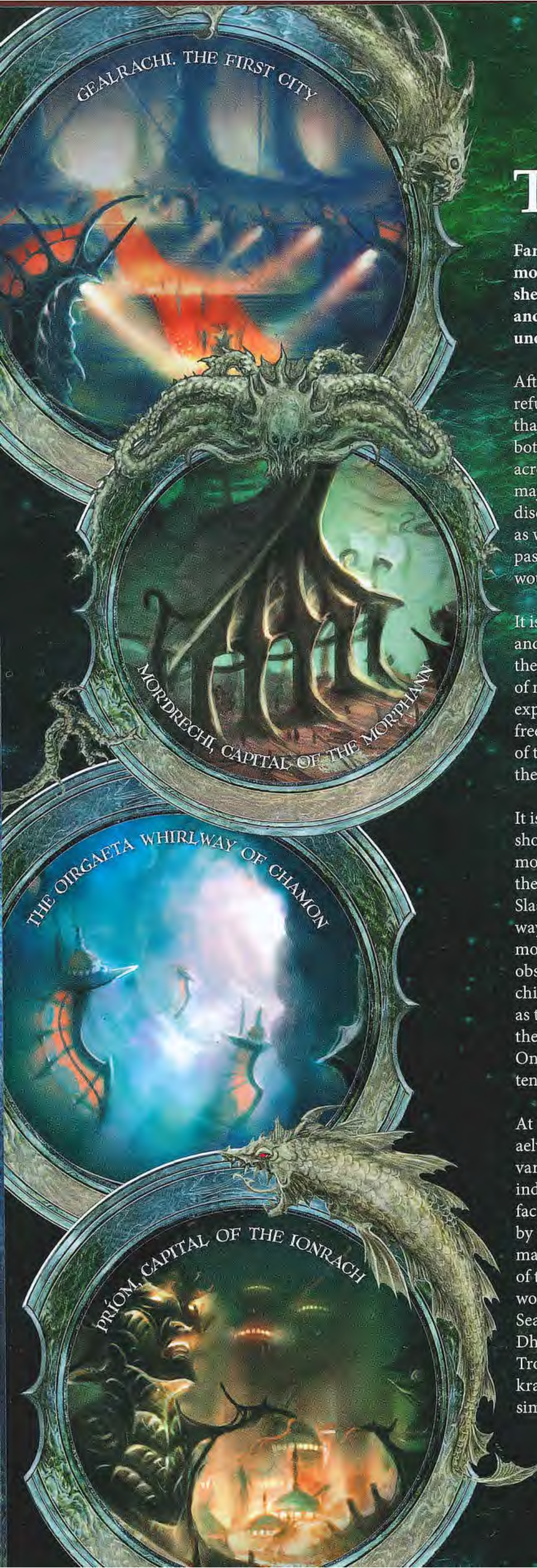
The Idoneth enclaves have seen Morathi's Khainites as both friend and bitter foe over the centuries. Some, notably the Fuethán and the Dhom-hain, regard aelf-souls as the only spiritual essences worthy of reaping, and have earned the undying enmity of Khainite temples through their constant raiding. More recently, Morathi's theft of the fabled Ocarian Lantern put the future of the entire Idoneth empire at risk, for this artefact was radiant enough to shine a light on even the most secretive of their undersea shelters. Morathi had no intention to locate the Deepkin's dwellings however, and instead sought to use the artefact in a ritual that would see her ascend to godhood.

It was an act that immediately roused the Idoneth Deepkin to war. High King Volturnos himself assembled a vast host, with representatives from most of the great enclaves. The last of the Cythai laid siege to Hagg Nar, storming the knife-edged cliffs of the island metropolis amidst the shadow-shrouded seas of Ulgu. There was much slaughter and grievous losses on both sides, ending only when Morathi emerged from the blood-splattered ruins of the Mother Cauldron, revealing her newly acquired divinity.

At that moment it seemed that Volturnos and his warriors were surely doomed, for even the last of the Cythai was outmatched by the ascended Morathi and her mysterious ally – a winged, serpentine monstrosity that seemed to act in concert with her every movement. Yet to Volturnos' surprise, the leader of the Khainite cult did not seek to obliterate the Idoneth, but instead offered a truce to her defeated foe. She returned the splintered but still functional Ocarian Lantern, and even granted the High King a most unexpected gift – a trove of Cythai souls stolen from Slaanesh. This was a sign of her good will towards the Deepkin, for Morathi wished to seal an alliance between shadow and sea. The Khainites planned a new series of conquests, and with the aid of the Deepkin – fellow pariahs – they would be a powerful force indeed.

Volturnos had little trust in Morathi's word, but he was a creature of cold-blooded pragmatism rather than inflexible honour; he saw the value in a temporary partnership. So it was that hostilities ceased between Idoneth and Khainite, and the two great powers united their forces to seize the Sigmarite stronghold of Anvilgard, with the souls of its human populace going to the Deepkin – more than making up for the losses suffered during the siege of Hagg Nar. Volturnos' role in Morathi's bold annexation was kept secret, as was their shadowy pact of mutual benefit, which has continued to bear fruit for both empires.

FEAR NOT THE SHARK YOU CAN SEE, BUT THE ONE YOU CANNOT



THE DEEP PLACES

Far beneath the surface of the realms' seas lie wonders that few mortals will ever behold: fortresses crafted from the polished shells of cephalopodic behemoths, scintillating reefs of crystal and cities founded atop simmering, volcanic vents. These are the underwater strongholds of the Idoneth Deepkin.

After fleeing their creator Teclis, the ancestors of the Idoneth found refuge at the lowest reaches of the Mortal Realms, and it is there that they laid the foundations of a new aelven empire. Isolated from both enemies and potential allies, the Deepkin gradually expanded across the unimaginable vastness of the realms' oceans, founding major new settlements. During these early explorations, the Idoneth discovered and laid claim to many great submerged portals known as whirlways. The tidal networks of these arcane vortexes granted passage to some of the realms' greatest seas, lakes and rivers, and would come to form the connective sinew of the Idoneth civilisation.

It is the Idoneth's extreme isolation that has allowed them to survive and prosper even through the horrors of the Age of Chaos. Whereas the lands above are continually rocked by turmoil and the tread of marching armies, the oceans themselves have largely resisted exploration. Not even the most intrepid Slaaneshi Godseeker or freediving pearl hunter could hope to penetrate the deadly environs of the lowest waters, where the light of Hysh barely penetrates and the crushing pressure is enough to turn a man's bones to powder.

It is into these depths that the ancestors of the Idoneth fled. In the short term they sought escape from Teclis, but there was something more profound that drove them on. The Cythai sought respite from the horrors of their past, a racial memory of incarceration within Slaanesh that was buried within their very souls. And what better way to hide from a god that feeds upon the extreme sensations of mortals than to flee to a place where many of the senses became obsolete? In the abyss, sight is useless, touch is rendered null by the chilling cold, and emotion is smothered by the bleak emptiness. Just as they had retreated to the sea floor, the aelves of old withdrew to the deepest recesses of their minds, for a time locking out all stimuli. Only when they believed themselves safe did they take the first tentative steps in exploring their new environment.

At the bottom of the Gealus Ocean in the Realm of Light, the reborn aelves discovered the whirlways. Using these routes of travel, the various factions of the Cythai each struck out to establish their own independent kingdoms. The most powerful and influential of these factions were the Ionrach, those of the Cythai who had been taught by Teclis in the arts of statesmanship and diplomacy. As well as maintaining the garrisons of Gealrachi in Hysh – the first sanctuary of the Deepkin established after their desperate flight – the Ionrach would establish the glowing capital city Príom under the Maithnar Sea, as well as countless lesser holdings across the realms. The Dhóm-hain would settle in the depths of the beast-infested Black Trough of Ghur, becoming experts in the art of reshaping coral and krakigon shell to protect themselves. The hot-blooded Fuethán, who simmered with barely restrained fury at all the horrors they had

endured, found a home in raging Aqshy amidst the boiling waters of the Mordacious Sound. Perhaps the most reclusive and unsettling Cythai of all were the Mor'phann, who would come to haunt the bleached shorelines of Shyish, raiding out from their capital of Mor'drechi at the base of the Great Quagmire.

No matter where each group of aelves settled, they found themselves facing new and terrible dangers. The magic taught them by Teclis allowed the Idoneth to keep the various environmental hazards of the deeps at bay, while the builders of the Chorrulus shaped coral with spell and song in order to fashion dwellings and defences. Those stygian empires that lay too close to the Idoneth's territories were beaten back, including that of the chasm-dwelling Abholons, formless beings possessed of malign psychic power. This left the Idoneth without direct rivals to challenge their dominion of the depths. Safety was never certain, however, for the surrounding waters were still filled with the most dreadful of underwater predators: krakigon, kalypsar, kharibdysses and abyssal seadrakes. However, even these paled in comparison to the nameless, slithering horrors of the deepest reaches, truly ancient entities filled with a terrible, insatiable hunger.

None of these calamities could halt the growth of the Idoneth empire, its ascent fuelled by constant soul-raiding. Each of the great enclaves grew in power and influence, seeding fresh colonies of their own that would eventually grow into new Deepkin kingdoms. So came into existence many young enclaves, among them the Nautilar, who constructed their home atop the shell of a great leviathan of the deep, and the Loknar, who cling to survival amidst the mercurial tides of Ulgu's shadowy oceans. Across all realms, within all types of waters – from arctic to volcanic – the descendants of the Cythai have established their own burgeoning kingdoms.

CITIES BELOW THE SEA

The undersea metropolises of the Idoneth lie in places largely unreachable by non-aquatic creatures. Even sea-dwelling peoples such as the Merwynn and Kelpdar rarely swim to such depths. It is only the ethersea, cleverly manipulated by the Idoneth's Isharann caste, that prevents the Deepkin themselves from succumbing to their hostile environment. Those rare souls of other races who have managed to reach the borders of an Idoneth city speak of a vast, wondrous span of spires and lambent-glowing halls separated by wide avenues, through which flutter shoals of many-coloured fish. These havens are enclosed within sheer walls of shaped coral and iridescent shell, moulded beautifully into ornate buttresses and pillars. Located above all else – often appearing to float unmoored – are the elegant but highly defensible palaces of the Akhelian caste, while the Namarti's simple, coral-hewn domiciles are clustered out of sight. Each Idoneth city is surrounded by a 'bubble' of ethersea maintained vigilantly by the Isharann, which is often channelled and reinforced by a series of heavily guarded tide-towers. This artificial environment allows the populace to ignore the ferocious pressure of the depths, and grants them the ability to walk, breathe and converse in the same fashion as land-dwellers, while allowing their bond-beasts and the local wildlife to function and behave as if they were still underwater.



THE RADIANT OCEANS

Hysh is the cradle from which the Idoneth first emerged, but to them it is also a place of great tragedy and sorrow. Despite the fact that the Deepkin's creator and abandoner Teclis rules the lands above alongside his brother deity Tyrion, many of their colonies can be found at the bottom of the Hyshian seas, standing guard over secret whirlways and relics of their past.

The oceans of the Realm of Light are as sparkling and beautiful as the continents above, with water so clear that in some places one can look down from the surface and glimpse the sea bed leagues below. Shoals of crystal-scaled fish dart back and forth in intricate, instinctive patterns, weaving in and out of coral forests and the ruins of fallen spires. Graceful, chelonian behemoths glide serenely above the ocean bed, carrying entire kelp forests atop their shells. These radiant seas surround the great subdomains known as the Ten Paradises, and within their deepest reaches can be found the holdings of the Idoneth Deepkin.

Only in the deepest waters of the Hysh can the colonies of the Idoneth Deepkin remain obscured, for although the waters here are never truly dark, the layers of refraction caused by light reflecting from drifting silt clouds and banks of crystalline coral provide them with a measure of camouflage against prying eyes. The greatest concentration of Hyshian Idoneth is located in the seas the envelop the Ymetrican Geosegment. Here can be found the old refuges that the Cythai fled to after their great schism with Teclis, many of which have been transformed into strongholds and solemn monuments. Of these, perhaps Gealrachi is most sacred of all; this heavily fortified city borders the Uaimh Whirlway, and was the first sanctuary in which the Cythai gathered upon fleeing to the depths.

The Idoneth's Hyshian holdings have been expanded greatly since the darkest days of their past. Many colonies and coral fortresses have been established, built along the Idoneth's favoured soul-raiding routes; though the Deepkin rarely prey upon the Lumineth Realm-lords for fear of drawing upon them the wrath of Teclis, there are many other mortals that dwell along the coastlines whose essences provide a vital resource. This rich reaping has allowed the Idoneth – and the intrepid Ionrach in particular – to establish powerful new colonies. Lithrion, the Effervescent City, is almost as large as the enclave's capital of Priom, and dominates the waters around the Léirgaeta, which leads to Ulgu.

If Teclis is aware of this flourishing undersea empire, he has thus far shown no sign of curtailing the Idoneth's expansion. Perhaps it is an act of defiance towards their creator that causes the Idoneth to maintain such a strong presence within Ymetrica. Perhaps they cannot quite sever their spiritual connection to Hysh, despite all that has transpired. In any case, enclaves such as the Ionrach, Ilmeth and Ymeroch defend their pelagic holdings as resolutely as the Lumineth safeguard the lands above, meeting any incursions by daemons, sea-gheists or fleets of skaven warpmersibles with the full might of their Phalanxes.

YMETRICAN GEOSEGMENT



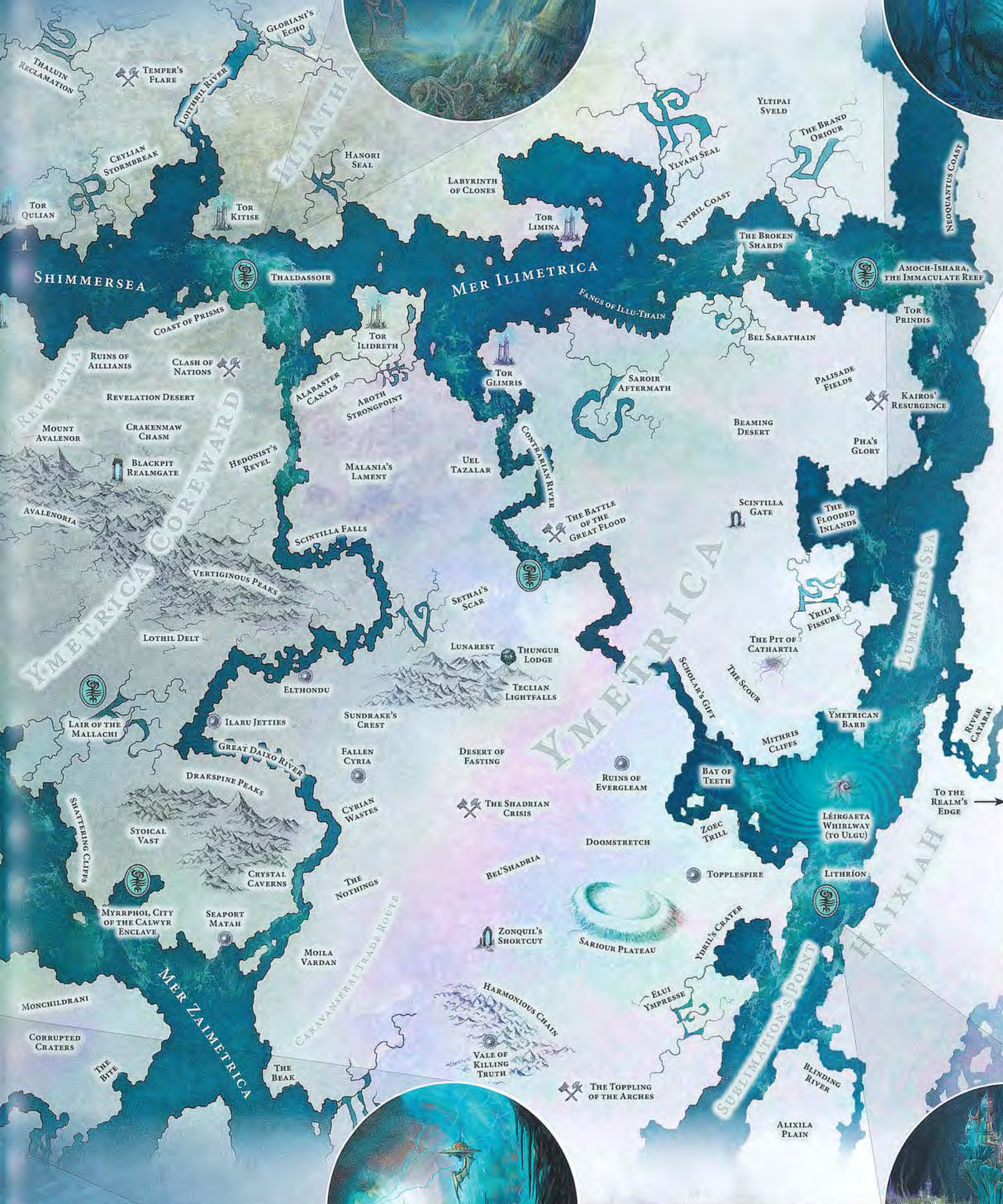
THALDASSOIR

Namarti raiding outpost built within the ruins of a fallen Lumineth spire and ruled by a council of Thrallmasters.



WRECK OF THE TROMMDAL

The ruin of a huge Kharadron siege-carrier lies at the bottom of the Luminaris Sea; the sky-duardin are desperate to recover its mysterious cargo.



THE UAIMH WHIRLWAY

The first of the whirlways to be discovered by the Idoneth, this undersea portal is located at the centre of a labyrinthine cave network.



LITHRÍON, THE EFFERVESCENT CITY
Lithrion is almost as large as the enclave's capital of Priom itself and dominates the waters south of Haixiah.



FURY OF THE DEEP

Though their vast empire has remained hidden beneath the waves for thousands of years, the Idoneth Deepkin have often ventured to the surface lands in search of souls to raid. Theirs has been a constant, desperate struggle to survive, marked by acts of both glory and infamy.

● AGE OF MYTH ●

A NEW BEGINNING

The first aelf souls to be freed from bloated Slaanesh are the last the god consumed. Teclis the Illuminator reshapes them into a new race, teaching them magic in hopes of rebuilding a noble and glorious empire of old.

THE TIME OF EXODUS

The aelves moulded by Teclis prove volatile, first factionalising and then rebelling against their saviour. They grow to resent the god and shy away from his light of truth. Referring to themselves as the Cythai, or Awakened, these aelves flee, seeking sanctuary in the deepest place they can find – the bottom of the Gealus Ocean in Hysh. There they establish the city of Gealrachi, but the aelves are too divided to remain as a single people. Upon discovering the whirlways, they use them to spread out across the Mortal Realms. So are the first of the Idoneth Deepkin kingdoms founded.

THE LANTERN'S LIGHT DIMMED

The powerful Hyshian artefact known as the Ocarian Lantern, stolen away from the maker Teclis, is concealed within the plunging trench known as the Sarr Danoi. The abyss proves deep enough to quench even the Lantern's scintillating light.

BLEAK REALITY

Now scattered across the Mortal Realms, each Idoneth faction makes the same discovery – no gods answer their calls. Worse is to come. To their horror, the aelves find that the vast majority of their offspring are born with

withered souls. After many trials they find the means by which to steal replacement souls, and begin raiding immediately.

FORBIDDEN HORRORS

Mere decades after their great exodus, the Idoneth wage a terrible war against the abyss-dwelling horrors known only as the Abholons, or Chasm Dwellers, for dominion over the deepest oceans. Though the Deepkin triumph, many Cythai are lost, and all mention of these nightmarish foes is suppressed and forbidden.



THE MISSING FLEETS

Travel at sea has always been a perilous venture, for ships disappear without trace due to storms or sea monsters. The Idoneth hunt the shipping lanes of the rapidly growing civilisations that have sprung up across the realms. They ambush fleets, sending the wrecks of entire convoys sinking to the sea floor. Such is the demand for souls, however, that coastal raids soon begin.

THE SLEEPING CITY

The Ionrach enclave depletes all the fishing villages along the coast of Chósta-Fe, but they require more souls. Mustering all their forces, the Ionrach invade the underhalls of the duardin of Gronbek. The duardin fight hard to protect their

treasure hoards, yet by the end of the battle, half the mountainhold inhabitants are dead and the remainder lie sleeping, never to awaken. Not a single gemstone or ingot of gold is taken.

RISE OF VOLTURNOS

A number of gigantic flotsam islands populated by orruk tribes drift too close to the Ionrach's territory, and the Akhelian noble known as Volturnos is tasked with wiping out the greenskin threat. He does so in a series of lightning raids, earning a Kingship in the process. It is the first act of greatness in a military career that will eventually earn Volturnos the title of High King.

LEGENDS OF THE SEA

By this point, every coastline and shipping lane near to an Idoneth Deepkin colony is rife with myths and legends attempting to explain missing convoys, ransacked towns and strange discoveries of villages with sleeping populations that will not stir. The Idoneth's development of magic which centres around the repression of memories ensures that even those foes who witness the Idoneth Deepkin and live soon forget about the sea aelves. Most losses suffered by their victims are blamed on the rising Chaos powers.

THE WHITE BLADE

Gwyth Banrionic, the first, and many say greatest, of the Dhom-hain Queens, leads a soul-raid on the Sylvaneth inhabiting the coasts of Ghyran's Tendril Sea. The legendary general falls in battle after Alarielle herself arrives to aid the beleaguered forest folk. The famous Bánmhar – the White Blade enchanted by Teclis himself

– is lost during the hasty retreat from the enraged life-goddess. Since that time, many questing parties have been sent out from Rúndhar seeking the sword, but no sign of it has yet been found.

● AGE OF CHAOS ●

BROTHER AGAINST BROTHER

When Ionrach colonies begin probing the Ominod Sea, wherein lies the Black Trough, they spark a simmering feud that culminates in a brief but violent war between the Dhom-hain and Ionrach enclaves. Several additional Idoneth Deepkin factions take sides, but most remain neutral and call for peace. Several battles – including the infamous Battle of Tears and the ambush at Glyngulch – take place in Ghur, Ghyran and Hysh. The Dhom-hain cease to attend the assembrals.

INTO THE SHADOWLANDS

The Idoneth seek to take advantage of the confusion and panic resulting from Chaos invasions. Several enclaves, notably the Fuethán and the Dhom-hain, show a preference for stealing aelf-souls over those of other races, for they believe this spirit-matter to be superior in quality to that of other beings. Although the temples of Morathi's kin prove difficult to find, hidden as they are in the Shadowlands of Ulgu, several war covens are found by the Idoneth and ambushed. The Khainites known as the Kraith vow revenge upon all Idoneth Deepkin.

THE NAUTILAR

Following disagreements over the recent internal strife, nearly a quarter of the Akhelians and Isharann of the Ionrach split off to form the Nautilar. They establish a city atop the shell of a Great Scaphodon, a continent-sized beast that wanders the seabeds of Ghur.

THE WRATHFUL KING

Infamous for his volatile temper and love of war, the Akhelian King Charo Bórnassus of Fuethán leads his warriors against the hordes of the Goretide rampaging across Aqshy, whose murderous purges are denying the enclave precious sources of souls. His successes are legendary, but with each battle Bórnassus becomes ever more bloodthirsty and violent, taking an unseemly delight in hacking his opponents to shreds with his serrated greatblade.

During one thunderous confrontation, Bórnassus is seemingly engulfed by a howling portal summoned by a Khornate war-priest. The Wrathful King, as he has come to be known by his warriors, never returns to his enclave, though some insist that he still roams the oceans of the Realm of Fire atop his flame-finned Deepmare, slaughtering all in his path and leaving billowing clouds of gore in his wake.



DISCOVERED BY DAEMONS

As the questing armies of Slaanesh push further across the realms in search of their missing god, even the hidden homes of the Deepkin are put at risk. In Ulgu, an army led by the Keeper of Secrets Sslish the Depraved scents the presence of raiders from the Aighmar enclave, an offshoot of the Mor'phann, and follows their tantalising spoor back to their sunken domains. For the first time,

the Idoneth face a daemonic threat in their own territory. A desperate charge of Akhelian Guard finally forces Sslish to retreat back to the surface, but this skirmish portends greater strife to come.

VENGEANCE OF THE EXILES

When the catastrophic Spirefall – known amongst the Lumineth as the Ocari Dara – devastates Hysh, the Idoneth Deepkin are quick to seize upon a great opportunity. Contemptuous of the Hyshian aelves so favoured by the creator Teclis, the raiding parties of the enclaves reap many souls from scattered bands of survivors before sinking back beneath the waves.

● AGE OF SIGMAR ●

THE EYE OF THE EVERCHOSEN

Though defeated by the Aighmar enclave, the Keeper of Secrets Sslish brings word to the court of Archaon the Everchosen of the aelven kingdoms that lie beneath the waves. Desiring to leave no potential foe unconquered, Archaon orders his skaven allies to plumb the ocean depths for a sign of these hidden aelves. With their ramshackle warpstone-powered vessels capable of penetrating the depths and their utter disregard for the lives of their own kind, the skaven are uniquely suited to this task.

TRAGEDY OF THE AIGHMAR

Skaven expeditions locate the Aighmar enclave. Despite a desperate defence at the Siege of Blackfire, the Aighmar's domain is undermined from below. Skaven boil up from gnawholes into their great city, even as fleets of torpedo-firing warpmersibles shatter their most sacred sites to dust. The Mor'phann arrive too late to save their allies, and soon find themselves under attack.



COUNCIL OF DISHARMONY

When the Ionrach attempt to organise an assemblage to aid the beset Mor'phann – who would never themselves ask for help – the Fuethán instead instigate what threatens to become a civil war. Staving off all-out conflict, the councils of the Ionrach steer the dispute towards de'comhrac – honour duels between Akhelian Kings. All too often, however, these ritual combats between the champions of the enclaves grow to larger battles where multiple Phalanxes clash with one another.



THE DRAINING OF THE KHAPTAR SEA

In the Realm of Death, Nagash constructs a monolithic edifice – the Great Black Pyramid – from crystallised amethyst magic, intending it to be the focal point of a spell of unimaginable power. Such are the fluctuations that ripple out from this grand undertaking that many eyes are drawn to Shyish. The ramifications are grave for the Idoneth. Sensing the great build-up of death magic, the covetous skaven of Blight City drill their way into Shyish, breaching the underworld of the Khaptar Sea, where the souls of drowned mortals congregate. A tsunami of filthy, corpse-choked water floods into the skaven's gnawholes and Blight City itself, drowning millions of the ratmen. As the ocean drains away, this disaster also exposes an entire Idoneth colony. The Great Necromancer immediately takes notice of these trespassers in his realm, and orders that the oceans of Shyish be dredged for more signs of hidden aelves.

THE NECROQUAKE

As Nagash's spell reaches its climax, interference from the skaven triggers a huge shockwave of necromantic energy that sweeps across all of the Mortal Realms. In Shyish, the realm's arcane polarity is reversed, causing the vast reservoirs of death magic at the Realm's Edge to be pulled towards its centre – a great Nadir that sinks through all of the underworlds.

The Ymmerloc Idoneth of the arctic Helfrost in Shyish send warnings to their kin of the magical cataclysm, but enclaves throughout the realms have already begun to feel the spell's effects. Even as the domains of the Idoneth Deepkin are assailed by the undead, pleas for aid begin to arrive from the surface worlds as many of the nascent cities of Order find themselves sorely pressed by the legions of the Great Necromancer. Reluctantly, many enclaves send some of their Phalanxes to aid the land-dwellers, for if these mortals are wiped out, then the Idoneth will lose their only source of fresh souls.

DEAD SOULS

When the Necroquake ravages their main sources of living prey, the Shyish-based enclave of Mor'phann becomes increasingly desperate. Their Isharann Soulrenders begin a series of dark experiments, aiming to perfect the transfusion of long-dead souls – spirit-essences stolen away from the underworlds of the Realm of Death – into newborn Idoneth. They conceal their work from the other enclaves, knowing that many would consider it little better than necromancy.

VENGEANCE OF THE KRAITH

Seeking to repay an ancient slight, Khainites of the Kraith sect attack a raiding force of Dhom-hain, butchering hundreds of Namarti and sacrificing the Akhelian King

Yhoriam to their murderous deity. The Dhom-hain launch their own bloody reprisals against the Crimson Cult, and many aelves are slain on both sides.

THEFT OF THE LANTERN

Agents of Morathi steal the Ocarian Lantern from the bottom of the Sarr Danoi. Fearing what might happen if this dangerous artefact is used to shine a light upon their hidden empire, the Idoneth enclaves unite under the command of High King Voltunos to attack the Khainite capital of Hagg Nar, where the High Oracle Morathi resides.

After a desperate naval battle, Voltunos and his elite warriors force their way into Morathi's inner sanctum – only to discover that the sorceress has utilised the Ocarian Lantern's power in gruesome ritual that has granted her the power of a true goddess. Though Voltunos is defeated by the newly empowered Morathi, she does not seek to wipe out the Deepkin – rather, she returns the stolen artefact and suggests an alliance between the two powers, whereby both might benefit greatly at the expense of their common enemies. The High King, ever a coldly pragmatic soul, is greatly intrigued...



PACT OF SHADOW AND SEA

The Idoneth's alliance with Hagg Nar continues to bear fruit. Combined forces of Khainites and Deepkin raid coastal towns and cities belonging to various great powers of the realms. The souls of their victims go to the Idoneth, while Morathi's warriors

claim thousands of prisoners for ritual sacrifice and blood rites, expanding the power and influence of their goddess. Yet the Idoneth are not so foolish as to fully trust their shadowy kin. High King Volturnos orders the construction of new outposts and undersea watch-reefs throughout Ulgu, so that the Idoneth might be forewarned of any treachery.

BLOOD COAST

Commanded by the cold-hearted Akhelian Queen Telwyr Mistheart, the Mor'phann enclave raids the coastline of Neferatia, striking at the coastal blood-farms in which the Soulblight of that region store docile, mind-shrouded human thralls destined for the feasting tables of Nulahmia. Mortarch Neferata sends forth her Legion of Blood to rout the invaders, granting command to the vampire Lord Rhadvok, one of her current favourite courtiers.

When next Mistheart's Mor'phann rise from the waves, Rhadvok and his Blood Knights await them. Along the gloomy shores of the Neferatian coast a terrible battle is waged, with the crimson-clad vampire cavaliers crashing into charging formations of Morrsarr Guard. Queen Mistheart eventually strikes Rhadvok from his steed, and her Isharann bind him in fetters of ice. As he is dragged beneath the waves, the vampire realises to his horror that the Mor'phann were seeking a much grander prize than mere mortal blood-chattel.

CURSED SKIES

At first the Idoneth are untouched by the storms of fell sorcery summoned into being by Be'lakor, the Dark Master. Yet when these unnatural phenomena appear above the seas of the realms, the corruption pouring from on high sours the water for miles around, twisting ocean-dwelling beasts into unnatural monstrosities and

weakening the veil between worlds sufficiently for daemons to force their way into reality from the Realm of Chaos. Several Idoneth colonies in Chamon are destroyed by these incursions, including the nascent Ulphori enclave.



THE OCEANS BLOOM

A great wave of life magic created by Alarielle the Everqueen penetrates not only the lands of the realms but also the furthest reaches of their oceans. Kelp forests grow to enormous size, stretching their slimy fronds out to grasp and smash those vessels that stray close. Coastal shallows are engulfed by billowing clouds of fauna in the throes of a reproductive frenzy, which in turn draw swarms of predators and leviathans of the deep seeking to gorge themselves on the exploding numbers of prey.

The beastmasters of the Idoneth are stunned to see the size and ferocity of their latest acquisitions. Even the chorrileums – the coral reefs in which the souls of deceased Idoneth are interred to ensure there is no chance of them being reclaimed by Slaanesh – seem to sparkle with vibrant energies. The Cythai souls received from Morathi are carefully stored within these living structures, and there is even hope that one day they may be resurrected. Meanwhile, as the realms' oceans thrive, so too do the enclaves, redoubling the frequency of their raids and establishing new outposts far and wide.

ERA OF THE BEAST

The coming of Kragnos heralds a great surge in greenskin attacks. Even the Idoneth suffer greatly as bands of Kruleboyz lie in wait along shorelines, ambushing the enclaves' raiding parties as they emerge from the oceans. After three princes of Nautilar and their Phalanxes are butchered in the Battle of the Blistermarsh, the enclave declares a kennuroi – a campaign of vengeance against the sadistic Kruleboyz that will only end when ten thousand of the creatures are culled for every one of the slain princes.

VOLTURNOS' FURY

While battling Slaaneshi revellers of the Lurid Haze, High King Volturnos is overcome with a sudden spell of savage fury and slaughters the Hedonites with uncharacteristic relish. After the battle, the High King retires to his royal chambers in Priom, and is not seen for many days.

FORESTS OF THE DEEP

Alarielle has oft been given cause to mistrust the Deepkin enclaves, for they have been known to prey upon the souldrakes of her children. Yet the Briomdar earn the goddess's favour through their resolute defence of the kelp forests that blanket the Green Gulch in Ghyran, which have expanded fourfold since the Everqueen's great rite of life was performed. In several fierce campaigns, the stealthy and merciless kelp-stalkers of Briomdar join forces with ocean-dwelling Dryads and Sylvaneth of the Heartwood glade to drive invading hosts of Maggotkin from these forests of the sea. In return for their vigilant protection of nature's bounty, the Briomdar earn the Everqueen's blessing – strange, ethereal Warsong Revenants visit the chorrileum of the reclusive enclave, and their haunting pipe-song causes the spirit-reefs to glimmer and surge with vital energies.



THE IDONETH AT WAR

The Idoneth Deepkin are split into enclaves, each of which can field many different armies, generally known as Phalanxes. Although there are notable exceptions, a Phalanx is typically composed of three elements: Namarti infantry, Akhelian cavalry and Isharann support.

The Idoneth might be able to rely upon secrecy, isolation and the crushing weight of the deep ocean to protect their kingdoms, but they are well aware that a stubborn defence alone will not be enough to ensure their survival. Without a constant supply of souls the aelves of the seas would swiftly dwindle and die out. They must conduct raids to acquire the spirit-stuff needed to sustain growth.

It is for these reasons that the military is at the centre of all Idoneth Deepkin life. Like their society in general, the Idoneth's forces are highly organised and have a strict hierarchy. An army of Idoneth Deepkin is known as a Phalanx, and each has three distinct components: the leadership triumvirate, the Soul Warden and the troops themselves.

The leadership triumvirate, also known as the Royal Council, is composed of an Akhelian King alongside a Tidecaster and Soulscriber. They act as a command group, and based on their enclave, their individual skills or the mission at hand, any one of them might be appointed the overall leader. However, upon the battlefield, even the most powerful Isharann will defer to an Akhelian King. These are the officers of the army, and may split up to head separate contingents or spread their leadership across the formation.

The Soul Warden stands alone and apart from the Phalanx, but nevertheless renders an important function in the force and to Idoneth society. Soul Wardens are one of the many classes of Isharann. Each Phalanx includes

one of their kind amongst its ranks, though they do not often travel to the battlefield, for they are not warriors but rather planners with the gift of spirit-sight and minds trained to handle complex logistics. It is the Soul Warden who liaises with the Incubati – the custodians of the chorileums and those with withering souls – and the Soulscribers. It is their grim task to tally the souls gathered by a raid, and with their spirit-sight they can see how quickly the souls of Namarti are fading. The discipline of the Soul Wardens is one of calculation, procurement and provision. Upon meeting others of their kind, they emerge from their fane to tell the leadership triumvirate when new souls are required and how many will be needed.



The largest portion of the Phalanx is composed of troops. These are divided into battalions, of which there are two distinct types: Akhelian and Namarti. At full strength, a typical Phalanx can draw upon three of each type of battalion, with the most experienced warriors forming the first battalion and the newest, least proven warriors forming the third. Of course, due to near-constant raiding and active defence against sea monsters, losses and

injuries typically leave most Phalanxes short by a battalion or two. Furthermore, it is rare for Phalanxes to draw upon all of their number at any given time, and they often leave behind troops as garrisons, taking to the battlefield demi-Phalanxes drawn from roughly half-strength battalions known as Akhelian corps or Namarti corps.

Each Akhelian battalion typically consists of three formations of Akhelian Guard and a Leviadon. All Akhelians, regardless of gender, perform military service, entering the asydrazor at an early age to begin their training. This is obligatory, though is not considered a burden but rather an honour. Once individuals born to the warrior class complete their mhair trials and are declared full Akhelians, some might be drafted into existing units to replace losses, while others are put together with those from their training group to make new formations. From this point onwards the Akhelians' fate is in their own hands, for all promotions within the Idoneth Deepkin military hierarchy are earned based upon skill and proven leadership ability. It takes a high degree of martial talent, decades or more of battle experience, a keen understanding of tactics and no little amount of luck to move up within the battalions and even within individual units. Yet every Akhelian King or Queen has completed just such a journey.

Namarti auxiliary battalions contain far more warriors than their Akhelian counterparts. Where an Akhelian Guard unit might number three to six

Fangmora riders, a single Namarti Thrall formation might include thirty or more warriors, usually under the direct command of an Akhelian Thrallmaster. This rank is considered by other Akhelians to be dishonourable, and it is often forced upon outcasts and disgraced scions. Cannier souls recognise opportunities it offers for advancement and political influence, for a life of constant sea-roving ensures that Thrallmasters come to know the tides and secrets of the ocean like no others.

Unlike their Akhelian masters, not all Namarti serve in the military; only the most athletic and skilled are chosen for this duty. The rest become labourers under the direction of the various Isharann fanes. Those Namarti who are selected to join the Phalanxes do so willingly, for none understand better the need to acquire more souls for the chorileums.

EXCEPTIONAL FORMATIONS

In addition to standard Phalanxes, enclaves often field specialised units. For example, Leviadons are sometimes grouped together to form siege battalions. The Dhom-hain field their Lasroch Host, an entire Phalanx of Akhelian Guard, as well as many unusual captured creatures of Ghur. Other unique units known to operate within the Idoneth Deepkin's ranks are the heavily shelled Scaph Brigade of the Nautilar and the pale, tentacled beasts used by the Mor'phann. Once, the Fuethán unleashed a flame-spewing Spiny Gilotán against a Chaos army, although none dare ask the hot-tempered aelves if it was a bond-beast or simply a nearby wild creature that was goaded towards the enemy.

In addition, the Idoneth have grudgingly recognised the need for establishing ad-hoc formations when fighting alongside their allies. Cooperation does not come naturally to the isolationist Idoneth, but the military acumen of the Akhelians allows them to recognise how best to make use of their allies' particular skills upon the battlefield in order to lessen their own casualties. The Briomdar and their coast-dwelling Sylvaneth neighbours, for example, have made great use of Kelpstrider bands – formations of Namarti Reavers who fight alongside sisterhoods of vengeful Dryads. These warriors rely upon the forest spirits' ability to lure and disorient their foes with lilting song, taking advantage of the foe's confusion to loose pinpoint volleys into their midst.



ONLY IN ISOLATION CAN WE ENDURE



ISHARANN AND AKHELIAN

Two castes share rulership over Idoneth society: the magic-wielding Isharann and the warrior nobility known as the Akhelians. Both of these classes are comprised of Idoneth who were born with vibrant and powerful souls. Those less fortunate are branded Namarti and destined for a life of hardship.

As Idoneth society expanded and developed, a caste system came into being. Those Deepkin cursed with withered souls were classed as Namarti and would spend their lives serving the enclaves as thralls and footsoldiers, while those born as hale as the Cythai were destined to become Idoneth's nobility, joining one of two distinct classes. The most numerous of these two classes are the Akhelians, the warrior elite. These are the lords, princes and military commanders of the Idoneth, trained from a young age in military strategy and courtly etiquette. Though the Akhelian caste might not dominate the full spectrum of political power in any given enclave, on the battlefield their mandate is absolute; none may disobey their orders, on pain of death.

Akhelian training begins with the asydrazor, a programme of study that prepares them for military leadership. During this time they pore over the strategic theorems of the Cythai, including those of such legendary commanders as Asphoren and Ulchiss, and subject themselves to an ascetic regime of physical hardship that all but inures them to suffering. This training lasts decades, and each enclave introduces its own – often punishing – variations. The Fuethán practise voryptis, a brutal custom that tasks students with infiltrating the Namarti compounds of their own enclave and slaying at least three of the thrall-warriors within. According to the hot-blooded Fuethán, this ritual both keeps the lesser caste in check and hones the ruthlessness of their graduates – for in this one instance the Namarti are given leave to resist their superiors.

Only when they have passed the final, draining endurance trial of mhair do these graduates join the raiding armies of the Idoneth. Their first duties are typically to man the weapons of bond-beasts such as Leviadons and Alloplexes. Those who prove themselves rise to become crew leaders of riders of Fangmora Eels, but the ultimate goal for any Akhelian is to gain command of their own Phalanx. This honour is earned through exemplary service rather than inherited, with new commanders ordained by a military council of elders. Such battle leaders are granted the title of King or Queen, and this confirms their ascension to the highest level of Idoneth society. By contrast, those outcasts and libertines who do not earn the trust of their elders are often assigned to the rank of Thrallmaster, becoming combat leaders of the Namarti. They drill their charges relentlessly in tactics and martial styles, turning them into deadly warriors.

The Isharann are potent wielders of magic, who utilise their talents in order to allow Idoneth society to function and flourish even in the most hostile environments. All Isharann are swiftly identified at birth by the Soulscriers and marked to attend the túrscoll, a temple of learning. There, their particular talents are identified and they are assigned to one of many spheres of arcane specialisation. There are many such areas of expertise, from city-building, healing and diplomatic pursuits to soul-harvesting and war.

Many Isharann disciplines centre around manipulation of the ethersea to control the

environment, most notably that of the Tidecasters, whose mastery of sea and currents are essential to the military campaigns of the Deepkin. Others specialise in the manipulation of the soul, another craft essential to the survival of the Idoneth people. Soulscriers navigate the dark via spirit-light, Soulrenders specialise in removing the animus from others, while Soul Wardens practise the art of preserving souls long separated from their physical forms. Other specialisms perform an eclectic mix of duties; the Tru'heas are the Idoneth's healers, the Embailors tame wild beasts, and the Chorrulus are those who shape living structures using a process of eldritch-controlled growth.

With the exception of the warlike Fuethán, the majority of enclaves seek to strike a balance of power between their Isharann and Akhelian classes. Yet political manoeuvring or the attritional arithmetic of sustained warfare can cause long periods of domination for one group or the other. Though the Idoneth are not naturally a choleric people, this fragile balance has been known to cause internal strife and even civil war, as various factions struggle for overall control.

Despite the Idoneth's constant research into a cure for their race's soul-affliction, they still possess little understanding of how the curse of their kind is passed on among their people. Isharann, Akhelian and Namarti all bear the same chances of producing healthy or cursed offspring, hence a tendency for merit to be the determining factor in matters of promotion rather than lineage.



An illustration on the left side of the page depicts a large, grey, fish-like creature with a red mane and tail, resembling a shark or a large eel. A warrior, the High King Volturnos, is riding on its back. The warrior is wearing ornate, teal-colored armor with red accents and a red sash. He has a fierce expression and is looking towards the right. The background is a deep blue, suggesting an underwater environment. The title 'THE PRIME ENCLAVES' is written in a large, bold, serif font at the top of the page.

THE PRIME ENCLAVES

Throughout their history the Idoneth have factionalised, with separatists claiming their own territories and founding distinct nations known as enclaves. Each enclave is heavily influenced by its environment and the temperament of its citizens, and each maintains its own traditions and culture.

IONRACH

The Ionrach consider themselves the greatest and brightest of their kind, and they regard it as their duty to lead their fellow enclaves to glory in uncertain times. Bold wayfarers and masterful negotiators, they seek to seal alliances that will ensure the future prosperity of the Idoneth race.

Of all the Cythai, the ancestors of the Ionrach were closest to the ideal envisioned by Teclis. They were uniquely gifted in oratory and magic, and blessed with the charisma of born leaders. Yet like all their kind, they were cursed by a seed of horror deep within their souls – a tormented psyche that could neither be healed nor pacified. It was these tragic souls that led the flight from Teclis, plunging deep into the Gealus Ocean of Hysh. Reaching temporary sanctuary, the divided peoples began to splinter off in their own directions, driven by paranoia and mistrust. The idea of a united undersea empire might have died at that moment had it not been for the progenitors of the Ionrach. They suggested that representatives from each enclave periodically reconvene at gatherings which would come to be known as the assembrals.

Although they too came to embrace the numbing isolation of the ocean depths, the Ionrach never lost that forward-thinking spirit. It is their persistent charismatic entreaties that have kept the Idoneth empire from fracturing since those early days, and it is they who have taken the formerly unimaginable step of reaching out to land-dwelling allies, most notably the Stormcast Eternals. The God-King's armies have since aided the Ionrach in many campaigns against roving Slaaneshi warbands and other Chaos worshippers.

This policy of diplomatic outreach has served the Ionrach well. The great city of Prióm, deep in the Maithnar Sea, is a glittering capital unrivalled in size and influence by that of any other enclave, and the Ionrach boast outposts and fortifications across the Mortal Realms. They still safeguard the historic sites in Hysh to which the Idoneth first retreated after their great exodus, including the vital whirlway of Uaimh.

The Ionrach are the only enclave led by a living Cythai. This being, the famed High King Volturnos, has lost none of his potency or strength over the centuries, and he is respected by all Idoneth for his great venerability and long list of heroic deeds. No doubt seeking to emulate their esteemed leader, the Akhelian nobility of Ionrach are renowned for their boldness and force of personality. This self-assurance is often misconstrued as arrogance by other Idoneth, but it has led to the Ionrach settling more colonies than any other enclave, and has earned them countless military victories. Even when faced with seemingly insurmountable odds, Ionrach commanders possess an uncanny ability to rally their Phalanxes and change the tide of battle, reminding their warriors of their enclave's glorious legacy and their duty to the High King.

DHOM-HAIN

The wilful and fierce Dhom-hain are looked down upon as barbarians by many of their fellow enclaves, for they obey no masters save their own wild spirits. Secure in their independence, they rely solely upon their own skill and resourcefulness in the face of danger.

The forebears of the Dhom-hain were filled with a reckless spirit quite unlike the cold mien of the majority of their kin. They were amongst the first to part ways with the rest of their kind, plunging into the whirlways against the advice of the Ionrach's ancestors. They came to settle in Ghur, where the seas were filled to bursting with the most ferocious monsters imaginable. Here, in this savage and unforgiving place, the Dhom-hain found a home to suit their fierce nature. It is from this odyssey that they took their name, which means 'deep questors' in the Idoneth tongue.

During their travels, the Dhom-hain were constantly attacked by predatory fauna. More than half their population was slain, snatched away by darting Fangmora Eels or stung to death by the tendrils of ship-sized Meduzoa. By the time the Dhom-hain reached the plunging trench known as the Black Trough, only the hardest and most cunning of their number remained. Here, they established Rúndhar, the Secret City, building it into the natural chambers that honeycombed the canyon's walls. Their Isharann were among the first to learn how to shape living coral, and they used this knowledge to erect elegant towers and citadels to protect their new-found kingdom.

The Dhom-hain have ever been outsiders amongst their own kind. In the past they have waged war against the Ionrach as a response to the First Enclave's aggressive colonisation, culminating in the infamous Battle of Tears in which thousands of Idoneth lives were lost. Since those days the Dhom-hain have attended but a single assemblage, when the Ocarian Lantern was stolen and the existence of all the enclaves was put at risk.

Uniquely amongst the Idoneth, the Dhom-hain are divided into seven great clans, each named after a different mega-predator native to the seas of Ghur. Each clan practises their own violent customs, such as filing their teeth to points or imbibing the mind-searing toxic excretions of Spined Tuskarrs. This behaviour only enhances the Dhom-hain's reputation as savages in the minds of other Idoneth, though the Fuethán at least hold a grudging respect for their ferocity and martial skill.

Dhom-hain rarely deign to communicate with their own kind, preferring instead to hunt and raid along the Ghurish coasts. These lands are rife with orruks and other greenskins, and though the souls of these brutal creatures are dull and lustreless things, they can be found in quantities vast enough to make up for their inferior quality in the Idoneth's eyes. Some of the inherent fury and belligerence found within orruk spirits appears to have filtered into the enclave's Namarti over the course of multiple soul-grafts. They fight with great savagery, appearing to delight in the crash and violence of combat in a manner that other Idoneth find distasteful.



FUETHÁN

The most aggressive of all the enclaves are the Fuethán. Impetuous and hot-tempered, they seek out battle like an Allopex is drawn to blood, and they have earned a fearful reputation amongst their kin for their brutal assaults.

The Fuethán descend from those Cythai consumed by rage at their predicament, those warlike souls who would have preferred to rise up in bloody rebellion against the creator Teclis rather than flee into the depths. It was only the entreaties of their kin that prevented just such a disaster. Denied the chance to vent their simmering fury, these souls instead followed the whirlways into the boiling seas of Aqshy – a realm of fiery passions to match their own brash spirit.

Ever since that day, the Fuethán have dedicated themselves to war. They are the only major enclave that is entirely controlled by military commanders of the Akhelian caste, and their exposure to the raging magic of Aqshy has only increased their blood-lust. The enclave raids constantly, even when their reef of souls is filled to capacity, and they tend simply to slaughter any survivors of their raids rather than take pains to erase their victims' memories. Indeed, such is their preference for aelf-souls – a far more efficient resource for the Idoneth's purposes than those of other beings – that many of these raids claim meagre bounty and serve to do little but assuage the Fuethán's hunger for battle.

This penchant for violent excess informs Fuethán battle strategy, which is based upon ferocious and terrifyingly swift assaults designed to shatter the enemy's will to fight. When seeking beasts to enslave, the Embailors of the Fuethán look for creatures whose aggressive temperament matches that of their people. They are the only Idoneth who dare to tame such dangerous breeds as the tiger-striped Mordacious Allopex and diamond-backed Redfin Fangmora, creatures which, upon scenting blood, are driven into a killing frenzy that does not distinguish between friend and foe. The worth of a Namarti life is judged to be so little by the enclave's Akhelian masters that a few thralls torn apart by their ravenous bond-beasts is deemed little more than an inconvenience.

The Fuethán's callousness and belligerence has not endeared them to their kin. Many other enclaves blame them for instigating the longest and deadliest civil war in Idoneth history, a period of strife lasting over two centuries. Voiced in earshot of a Fuethán warrior, such accusations are sure to lead to bloodshed, for they have no patience for those who make such petty accusations. Some have even intimated that the entire enclave is afflicted with the raging madness known as mallachi, but despite their shockingly aggressive nature, no proof of outright degeneracy has ever been uncovered. Indeed, in recent times, the Fuethán have proven to be resolute defenders of the Idoneth empire, dedicating their crack Phalanxes to the defence of many lesser enclaves at the behest of High King Volturnos – a warrior who even these hot-blooded souls can respect.



MOR'PHANN

There is no enclave so mysterious and unnerving as the Mor'phann, those ethereal Deepkin who hail from the deathly realm of Shyish. They advance upon their foes behind a chill sea mist before attacking without mercy, shrugging off the most grievous of wounds until victory is secured.

The Mor'phann are an insular enclave of Idoneth that hail from the Realm of Death. Their name can be translated in several ways, but most commonly it describes a death-like stare or a despair so profound that it can cause the heart to cease beating. Both interpretations are unnervingly appropriate. Those luckless enough to face the Mor'phann in battle are beset by hosts of pale aelven warriors emerging from a freezing curtain of mist, their demeanour terrifyingly impassive even as they slay.

The Mor'phann understand well the power of fear, and their battle-magic reflects a truly menacing aspect. The ethersea summoned by Mor'phann Tidecasters can chill a foe to the bone, plunging them into a waking nightmare where their reactions are slowed and their feet seem to sink into suddenly quaggy ground. All the while, the Mor'phann advance, their pale skin blending in perfectly with the mists and eerie, wailing battle cries rising from their ranks as they close upon their prey.

Considered solemn and foreboding even by their own kind, the Mor'phann dwell within the black-shell fortress of Mor'drechi at the bottom of the Great Quagmire. This gloomy sea is known for its oily, jet-black waters, and a strange sheen of witchlight seems to cling to the aelves of this enclave whenever they emerge to raid the shorelines of Shyish. They do so often, attacking both mortal settlements and the holdings of undead warlords; the Soulblight vampires have a particular hatred for the Mor'phann, who frequently raid the chattel-slums of their human livestock, seizing the doomed inhabitants for their own ends.

Coldly pragmatic creatures all, the Mor'phann display a talent for soul magic, and they are accomplished in employing it both to reap the foe's spirit-essence and to heal their own warriors. Their Soulrenders are known to resurrect slain Namarti almost as quickly as they fall in battle, and the enclave never appears to run short on soul-matter despite the largely barren coastlines that surround the Great Quagmire. This has given rise to rumours that the Mor'phann have embraced dark and unspeakable arts, perverting the traditional techniques of soulcraft mastered by the Idoneth long ago. There have even been accusations of outright necromancy and the transferral of withered, long-dead souls from undead beings into living vessels.

It is true that the Mor'phann attack the settlements of the dead almost as often as they strike at those of the living, and this may yet spell their doom. Since Nagash became aware of the Idoneth's existence, legions of the undead have been sent to scour the Great Quagmire of the aelves' presence. These invading armies have thus far been held at bay, but Nagash's eyes are fixed upon the citadel of Mor'drechi. The Mor'phann know that a great battle draws near, one that might decide the fate of their enclave, and they prepare for this war with typical stoic resolve.





BRIOMDAR

The Briomdar are cunning and sharp-eyed raiders who dwell amongst the congested underwater forests of the Realm of Life. In them springs hope eternal, for their Isharann claim to have unlocked secrets that might someday lead to a cure for their race's spiritual affliction.

The Briomdar are another enclave that splintered from the Ionrach, forsaking the crowded city of Príom for the claustrophobic confines of the Green Gulch in Ghyran. There, among the black boles of waving deep-sea forests, they found an environment of seclusion and quiet to calm their troubled souls. At the centre of a great kelp jungle they established the heart of their realm: the driftwood citadel of Crannstok.

There are few more skilled at navigating the tangled and overgrown Ghyranite oceans than the Briomdar, though their skill at pathfinding is not confined to aquatic environments. Their raiding parties have been known to travel far inland, attacking settlements that, understandably, thought themselves safe from the terrors of the sea. With control of the important whirlway known as the Láthway, the Briomdar are able to launch raids into any of the Mortal Realms, utilising their talent for stealth and ambushes to seize great numbers of souls. Briomdar warriors are trained to remain still for hours, sometimes days before striking, and make clever use of camouflage to conceal themselves from foes. Likewise, many of their bond-beasts have mottled hides and other curious adaptations that allow them to blend in with their environment.

What truly sets the Briomdar apart from others of their kin, however, is the exemplary skill of their Isharann, and most especially their Soulscribers. Working together, the aelven mages have unlocked many secrets of the soul and the ways in which it can be healed. It is their hope to one day ensure that all Idoneth are born with spirits as hale as their bodies. Of late, these experiments have been greatly aided by the boons of Alarielle the Everqueen, whose surging tide of life magic has coincided with a new age of prosperity and hope for Briomdar. For all their ruthlessness, the enclave has always maintained a great reverence for nature, and especially for the verdant swathes of flora that grant them safe harbour. Indeed, the spirits of the forest are welcomed within the Green Gulch. Sylvaneth and Briomdar have joined forces many times to repel Nurgle invaders, most notably engaging and largely destroying a vast fleet of the Drowned Men under the admiralship of the foul Gutrot Spume.

NAUTILAR

All Idoneth acknowledge that the greatest artisans of their kind hail from the Nautilar. These masters of shellcraft and coral manipulation have faced great adversity in the course of their history, yet they remain steadfast and unified in purpose.

The Nautilar's founders were members of the Ionrach enclave who sought distance from their kin after the civil war with the Dhom-hain, disillusioned with the terrible violence that had taken place. Not wishing to risk further bloodshed amongst his own kind, Volturnos allowed these discontented souls to depart, though he extracted from them an oath of fellowship that holds firm to this day. The colonists were granted the city of Galanaur, established by Ionrach artisans on the debris-littered bed of the Maithnar Sea in Ghyran. At first, Galanaur was a meagre holding, but the settlers' Chorralus were skilled in the arts of coral-shaping, and they set about turning the thick carpet of calcific detritus around them into what was to be most elegant and breathtaking of Idoneth cities.

Little did the aelves realise that the desert of shell they had settled lay not upon the seabed, but upon the back of a Great Scaphodon. Long thought extinct, these titanic beasts can grow to the size of an entire landmass. The Nautilar believed that they had triggered a tectonic disturbance when one day their beloved city tore itself from the sea floor. They soon realised their mistake, looking on in awe as the Great Scaphodon took to the open ocean, eventually passing through a whirlway and seeking the warmer waters of the Atleus Ocean in Ghur, where it remains to this day. Protected by the behemoth that carried them away – an entity they named Nautilon – the inhabitants of the colony grew more and more independent. Eventually they ceded from the Ionrach altogether to form their own enclave, calling themselves the Nautilar after the creature upon which their kingdom rests.

Constantly assailed by the monstrous wildlife of Ghur, the Nautilar soon learned to harness the awesome strength of the shell-clad giants known as Leviadons in order to better defend themselves. Many of these living fortresses dwell in the seas surrounding Nautilon, feasting upon the boulder-sized barnacles and coral forests that grow across the Great Scaphodon's underside and extremities. Leashed to service by the Nautilar's Embailors and crewed by Akhelian handlers, squadrons of these Leviadons proved extremely proficient at driving off even the fiercest predators of the Atleus Ocean. Such practices soon came to influence the enclave's way of war. Ma'harrs of Nautilar are renowned for the strength of their bond with their Leviadons, and are able to urge the beasts to perform feats of surprising complexity for creatures so large. In battle, armoured wedges of Nautilar Leviadons are driven forward to smash holes in the enemy's line, their diamond-hard shells providing a shield for advancing Idoneth warriors as the aelves pour into openings created by the bond-beasts' devastating rampages.





EIDOLONS OF MATHLANN

Idolised echoes of a bygone era, the Eidolons of Mathlann are summoned to life in times of dire need. These are no divine avatars, however, but collective manifestations of the ancestral souls of the Idoneth Deepkin, spirits of vengeance wrapped in an image of a lost aelven god.

In extreme situations where the existence of their enclave is threatened, the Soul Wardens will sanction the conjuration of an Eidolon of Mathlann. Joining in solemn ritual, they call upon the spirits of the chorrileum to rise and defend the living. Like phosphorescent algae, the glittering essences within the soul-reef will coalesce, taking the appearance of a mighty aelven god of the sea, with trident in hand and a cloak of icy seawater cascading from its regal armour.

Eidolons of Mathlann are not in fact the divine champions they first appear, but spirit-beings, apparitions summoned into existence by the lingering essences of deceased Idoneth. Mathlann himself was a figure from the ancient past, a god of the deeps once worshipped by the forebears of the Cythai. It is said that he was murdered by Slaanesh while preventing the Dark Prince from consuming the souls of those aelves who would one day become the Idoneth. It is a sacrifice that was not in vain, for the god's influence lives on, embedded in the racial memory of the enclaves.

Eidolons are formed from the combined energies of all those souls that can be roused from an enclave's chorrileum. Each deceased aelf sends forth a portion of their spirit, a mote of their own willpower visible only to the Idoneth or those with witch-sight. Bound together by need, the spirits form a gestalt of consciousness, a tangible personification of ancestral memories. Each Eidolon is an instinctive force, rarely speaking or responding to directions from

Akhelian commanders. They are avatars of the sea after all, and the sea cannot be tamed. Some say that the greatest of the Isharann can commune with them to an extent, and through them converse with long-dead ancestors; though picking out one particular soul-fragment amongst an endless, glittering shoal is beyond the skill of most.

There are two distinct incarnations in which an Eidolon of Mathlann might be summoned, each drawing upon a very different facet of the Idoneth Deepkin's environment and collective psyche. Even the Isharann cannot predict which incarnation will appear after the ritual of conjuration is completed, though it appears the temperament and current emotional state of the summoning enclave has some bearing upon the result.

THE SEA TAKETH

There is a time for rage and revenge, a time when the darkest recesses of the mind are plumbed and something primal is unleashed. When an Eidolon of Mathlann is summoned in the aspect of the storm, it appears swelling like a tidal wave before crashing into the foe. Here is the power of the sea as destroyer, a manifestation of anger that has been pent up so long its release is unstoppable. In this form, the Eidolon's mere presence is enough to drench nearby Idoneth with a fierce urge to bring ruin to their enemies. Its spear – a mighty fuathtar – crackles with power, for it is a phantom weapon, composed wholly of soul-energy, its blade honed by thousands of years of suppressed fury. In its other

hand, the Eidolon wields a barbed crulhook, with which it snares foes before dragging them into the deeps.

In its aspect of the storm an Eidolon becomes a living tidal wave. Its regal god-form morphs into a great wall of icy water that crashes down upon the foe with shattering force, pulverising luckless warriors and sweeping their broken corpses along in its wake. There is no sense of mercy or restraint to this uncontrollable force, any more than there is to the ocean when it surges forth to swallow a coastal town; it simply crashes on relentlessly until all in its path is annihilated.

Warlike enclaves such as the Fuethán have a particularly strong affinity for this destructive conjuration. To them it represents the Idoneth as they should be; an elemental, unstoppable force, to be feared by all who dwell upon the land. Many times have the militant lords of Fuethán ordered the summoning of such an entity in order to lay waste to a foe, and though the summoning of an Eidolon is no trivial matter, they seem much less hesitant to do so than their counterparts in other enclaves.

THE SEA BRINGETH

While the ebb tide takes away, none know what bounties the rising tide might bear. In the aspect of the sea, an Eidolon of Mathlann is more controlled than the rage-blinded aspect of the storm, more Isharann in nature than Akhelian. Yet this becalmed demeanour in no way suggests it possesses a lesser degree of power,

in the same manner that a placid ocean surface belies the dormant energies that lie beneath. To gaze upon this aspect of the Eidolon is akin to standing on the edge of the abyss. With a sweep of its deep-sea sceptre, an Eidolon in this form can summon cloying sea mists, concealing friends and confounding foes, and release golden energies into the currents of the ethersea to rejuvenate the Idoneth's wounded. However, the Eidolon can turn its power to far deadlier purpose.

The sheer, terrifying immensity of the ocean is enough to drive any mortal to despair. With but a gesture, the Eidolon can cause nearby foes to feel the full force of this horror. Suddenly these unfortunate souls know what it is to be cast adrift upon the endless blue, with nothing beneath them but leagues of cold, dark water and a thousand pitiless and hungry shapes drawing closer by the second. Such existential dread is enough to paralyse even the bravest warrior, leaving them helpless before the blades of advancing Idoneth.

Whichever aspect it assumes, when an Eidolon's service is done, its constituent soul-motes return to the chorrileum whence they came. However, if the Eidolon's physical form is destroyed, the sacred energies of the Idoneth's dead are dispersed, and if the Soulrenders cannot collect them, they are lost forever. Unsurprisingly, the majority of enclaves are reluctant to summon an Eidolon into being unless the consequences of not doing so would be dire in the extreme, for should the Eidolon be destroyed prematurely, the chorrileum from which it hailed and the souls interred within would be drastically diminished. Yet such tragic sacrifice is sometimes necessary in order to stave off an even more terrible disaster.

GODLESS

The Cythai were taught of the aelven gods of old, and made some attempts to resurrect them, most especially Mathlann. Alas, they could not bring back that which had been destroyed. In many ways, this confirmed what the Idoneth already knew – they could trust in no one but themselves. Isolationists from the start, the Idoneth had already fled their maker, rejecting the aid of Teclis. Yet the deep places continued to call to something within their souls. From their secluded kingdoms, the Idoneth grew to idolise their past, envisioning a halcyon era before their ancestors were consumed by Slaanesh, a time when Mathlann was their protector. The power drawn from a chorrileum could most likely manifest any shape it pleased, but it is no surprise that a gestalt of ancient Idoneth souls chose that of their most worshipped figure – one who had nurtured them and not subjected them to suspicion and threats of destruction as had the Mage God.



IN THE BLACKNESS OF THE ABYSS, EVEN GODS KNOW FEAR

KINGS IN THE DEEP

Whether directing a raid for souls upon a coastline or heading the defence of an undersea stronghold, the Idoneth call upon the finest rulers of the Akhelian caste to lead their armies. These are masters of battle whose skill and personal heroics will determine the difference between victory or defeat.

Volturnos is the greatest warrior of the Idoneth, a figure famed throughout the enclaves for his unrivalled skill. The last living Cythai, Volturnos has taken on the mantle of leader for his people ever since it was bestowed upon him by Teclis in ages past. This taciturn, cold-blooded soul was always the favoured son of the Deepkin's creator. It was from Teclis that he received firsthand the 'eolas', the great gift of learning and magic that the god bestowed upon his

newly created aelves. Perhaps it was this gift of enlightenment that allowed Volturnos and his kin to divine the fate that awaited them if they remained by their master's side, for he surely sensed Teclis' increasing revulsion at that which he had wrought. Unlike many, Volturnos survived Teclis' light of truth and fled Hysh with his comrades. In doing so, he forever made himself a pariah to his former god, and a hero amongst the majority of his people.

During those early days of exile, while the Idoneth continued to expand their territories, the Awakened died one by one. Although long-lived, they gradually perished in battle or fell victim to sea monsters. Some few succumbed to old age, their souls carefully stored within the chorrileums. Yet Volturnos lived on, growing wiser and more cunning. At the Battle of the Flotsam Isles he sealed his reputation as the ablest commander of the enclaves, smashing several greenskin fleets in a series of daring raids.

Not all Idoneth enclaves see Volturnos as their overall ruler. Some of the more recalcitrant factions, most notably the Dhomhain and Fuethán, are riled by the thought of being beholden to any one figure, no matter their prestige. They respect Volturnos as an Akhelian King of renown, but no more than that. Yet Volturnos has proved himself a canny diplomat, uniting the fractious enclaves in the face of several grave threats – most recently the theft of the Ocarian Lantern, during which he led one of the largest hosts of Idoneth ever assembled in the Siege of Hagg Nar.

Even if they do not accept his rule unquestioningly, there is no Akhelian or Isharann that does not feel a stirring wave of pride to witness the High King take to battle atop Uasall, a prince amongst Deepmares. The lack of one eye does not seem to diminish Volturnos' skill in the least. Wielding the Astra Solus, his legendary blade, the High King cuts down any foe foolish enough to challenge him.



AKHELIAN KINGS

The Idoneth are a people to whom warfare is a way of life, and none amongst them personify this as gloriously as the Akhelian Kings. These mighty warriors command the enclaves' Phalanxes in battle, utilising the martial skills and strategic mastery they developed during their asydrador, or military training. Reading the currents of the battlefield in an instant, they direct their warriors to outmanoeuvre and rout the foe, inspiring their soldiers by leading fearlessly from the front.

The title of Akhelian King or Queen is not granted as a hereditary right, but is instead earned through hard fighting and dedicated service to one's enclave. All began their careers as warriors of the line, the lowest rank possible

for an Akhelian – though still a position of estimable importance when compared to those of the Namarti caste. From this relatively humble beginning they must continuously outdo their peers with acts of bravery and cunning, earning greater and greater renown whilst simultaneously navigating the complex intricacies of the Idoneth court. If death does not claim them, they will eventually be granted a regal title, and command of a Phalanx of their own. To the pragmatic Deepkin, such a long and arduous path to leadership is the best way to ensure that simple fortune of birth does not elevate the weak over the strong.

Traditionally, Akhelian Kings ride into battle atop Deepmares – noble and ferocious sea-beasts whose

single, spiral horns can punch through inches of metal with ease at full tilt. It takes great charisma and perseverance to tame such a beast, for they are wilful and proud, apex predators even in their hostile undersea environs. The taming of a Deepmare is the final test of the asydrador, and one that few undertake, for failure often carries fatal results. Those who succeed are rewarded with a loyal companion that will defend them to the death. Fighting from atop his steed, an Akhelian King bears a shield and fights with either an elegant bladed polearm or a greatsword known as an astra trom. Some of their kind forsake a shield in order to wield a weapon in their off hand, using a falchion in addition to their main armament for a more aggressive fighting style.

AKHELIAN THRALLMASTERS

There are some members of the martial Akhelian class who chafe under the structures and traditions of Idoneth society and yearn for the infinite freedom of the realmseas. Others find themselves cast out by their own kind, condemned to live with the Namarti. These pariahs will never rise to the rank of King. Instead, many of them become Thrallmasters – the raider-captains of the Idoneth military. Tasked with venturing out into the wider realms at the head of a host of Namarti warriors, they seek out fresh sources of soul-matter for the enclaves. The position of Thrallmaster is seen as a rank lacking prestige – and sometimes even as an outright insult to those who are consigned to it – but many of the most skilled go on to become powerful figures in the enclaves.

Thanks to their extensive voyaging, Thrallmasters become experts at reading the ocean currents, and their understanding of pelagic lore is second to none. They often tattoo themselves with unique markings unreadable to other Idoneth but which are in fact priceless tidal maps. Most greatly enjoy utilising this painstakingly gathered intelligence as leverage against higher-ranked Akhelians, who understand that they must grit their teeth and deal with a Thrallmaster if they are to reach the most prosperous raiding grounds before their rivals.

Thrallmasters learn not to rely upon traditional combat techniques but instead to take up whatever weapon gets the job done. They are masterful fighters, and most build up an extensive armoury of esoteric weapons and martial forms during their travels. In battle, they can alter their stance and weapon in a moment, taking up the vaisurr bident to skewer larger foes or switching to twin helsabres to slice a bloody path through massed ranks, and they rigorously train their Namarti charges in these same fighting styles. Many even make use of bonded sea-creatures to defend themselves; the legendarily ill-tempered Snapjaw Eel is a popular choice, for when it latches on to a foe's limbs or face with its fangs, it is all but impossible to pry loose.





ISHARANN AGENTS

The Isharann are born with a talent for harnessing arcane forces, and are intertwined with almost every aspect of Idoneth Deepkin society. Some Isharann, with their particular spheres of power, are vital to soul-raiding and their people's war efforts, and are frequently found within the Phalanxes.

TIDECASTERS

The Tidecaster are masters of ethersea manipulation, able to channel the phantasmal tides so that their comrades can move and breathe within the same space as if they were in their own natural environment. This is hardly the extent of their powers. Tidecasters act as conduits for the repressed anguish of their race, an echo of their traumatic past that can be weaponised and unleashed upon the foe to sap their will to fight. Crushing waves of despair, black pits of hopelessness or raging maelstroms of horror that shatter the minds of the foe; all are powerful tools in the hands of a Tidecaster. Those stricken by such enchantments are left helpless as they choke and writhe, convinced that they have been sucked under the waves and their lungs are filling with icy seawater.

SOULRENDERS

Unlike the majority of their Isharann peers, Soulrenders are only too keen to take to the forefront of battle, for that is where they find the greatest accumulation of souls. To these taciturn beings goes the most important task of any Idoneth raid. Each Soulrender's helm bears a lurelight, an eldritch lantern that draws forth the souls of the recently slain so that they might be harvested. In times of dire need, its magic can even channel this spirit-matter into the broken bodies of wounded soldiers, knitting together their injuries so that they might fight on.

Until they return to their enclave and deposit their priceless bounty within the chorrileums, the Soulrenders must fight tooth and

nail to protect it. They do so with a vicious polearm known as a talúnhook, snaring their enemies from afar and forcing them to their knees that they might be more easily dispatched. To aid their hunting, each Soulrender employs a Rakerdart, a bond-beast that glides at its master's feet, ready to stab prey with its sharp bill to ensure none can escape.

SOULSCRYERS

Soulscryers are mysterious and reclusive even by the standards of the Isharann caste. They spend most of their existence deep in meditation, seeking out the richest conglomerations of souls across the realms. To do so they utilise the cyfar compass – a magical device invented by the Cythai that can trace potent seams of life energy across vast distances. Utilising such a relic, a Soulscryer can literally gaze upon a being's soul, judging its potency by the strength of its incandescent glow. This proves most useful on those occasions that the Isharann take to the battlefield, for a Soulscryer can always identify the souls most worthy of reaping.

Though they are not natural combatants, Soulscryers are more than capable of defending themselves. Desiring to keep their hands free so that they might study their instruments, most favour the use of finger-claws crafted from Alloplex teeth. These weapons are sharp enough to open an orruk's throat with a single, dismissive swipe. Many are also accompanied by a shoal of Scryfish, creatures attracted by the light of a cyfar compass that vigorously attack foes with their spiked jaws.

LOTANN, WARDEN OF THE SOUL LEDGERS

The Soul Wardens are some of the most revered of all Isharann, for it is their sacred duty to maintain the chorrileums – the crystalline soul-reefs in which the essences of long-dead Idoneth are kept safe from the eyes of hungry gods. Chosen for their analytical minds and reverence for their ancestors, the Soul Wardens tend to these beautiful structures, keeping a careful eye upon the spirits interred within and employing them when necessary for the betterment of their enclave.

Soul Wardens are rarely famed, for they like to go about their work in calm solitude. Only one amongst their number is known to frequently join the soul-raids – Lotann of the Ionrach. Holding the title Warden of the Soul Ledgers, Lotann has marched to war alongside all of the enclaves in his time, cataloguing their triumphs and failures, every spirit they harvest and every one that escaped their grasp. Few understand the true purpose of Lotann's exhausting work, though some whisper that it is his crushing duty to record every act of predation carried out by the Deepkin, so that one day they might atone for their deeds.

Though by no means a renowned warrior, in self defence Lotann is quite adept at piercing throats with his sharp-edged quill. A much greater threat to foes is his multi-limbed, highly intelligent Ochtar familiar, who aids him in his counting whilst keeping enemies at a safe distance with a serrated blade and spiked cudgel.





AKHELIAN CAVALRY

The Akhelians are the warrior elite of the enclaves. Trained from an early age in the military arts, no other Idoneth Deepkin can equal them in discipline, strength or martial prowess. As the Idoneth say, the Namarti are called upon to hold a line, while the Akhelians are called upon to break the enemy's.

The foundations of the Akhelian caste can be traced back to the time of the eolas, when Teclis told his newly created race of aelves of the World-that-Was. In his tales, the aelven cavalry of antiquity rode to war atop beasts such as dragons and war horses. Although the Cythai eventually fled from Teclis, they did not expunge all that they had learned from him; there remains an echo of aelven tradition in the way that the Idoneth make war, but instead of proud steeds they ride into battle atop glistening killers of the ocean depths.

The elite of the Idoneth armies are their cavalry formations, above all the Akhelian Guard. Mounted atop Fangmora Eels, these warriors

fight in a loose formation ideal for rapid assaults and sudden retreats, typifying the hit-and-run style of war common amongst the aelves of the deeps. Their mounts are graceful and agile, able to twist their serpentine bodies through rocky seabeds as easily as they can slither through gaps in an enemy spear-wall. Moreover, they are infamously bloodthirsty, wreaking as much damage with their bone-crunching fangs as their rider does with spear or blade. In addition to this deadly bite, Fangmoras can deliver wicked whip-crack blows with their tails. Most impressive of all, however, is their ability to generate an electric charge that can stun even large prey, leaving them ripe to be devoured.

Early in the Idoneth's history, many Akhelians were lost attempting to capture and domesticate Fangmoras, but all attempts to tame the eels through physical means resulted in bloody evisceration for the handler. Instead, the Akhelians sought the aid of the Embailors of the Isharann, who seized control of the beasts' predatory consciousness using their strange enchantments and turned them into truly terrifying weapons of war. Many different breeds of Fangmora Eel have since been trained and bred for combat, from the canyon-dwelling ambushers of the Black Trough to the voracious Redfin Fangmora favoured by warriors of Fuethán.



There are two distinct types of Akhelian Guard, each equipped for a different battlefield role. Both are typically led in battle by a Lochian Prince, veteran soul-raiders who have demonstrated an ability to lead, and are clear candidates for Kingship in the eyes of their enclave's military council.

MORRSARR GUARD

Chosen from amongst the most aggressive of Akhelian warriors, the Morrsarr Guard are armed with voltspears and galv-shields, and function as heavy shock cavalry. Their fearsome weapons are able to channel the powerful electrical energies given off by Fangmora Eels, gathering a charge that can be released as a lethal blast of lightning. This shockwave is loosed moments before the Morrsarr crash into the enemy, blasting the front ranks back into their comrades even as the Akhelians' spears strike home.

Morrsarr Guard are more than capable of engaging in extended melee, but their real strength is in that initial, overwhelming charge. A common tactic of Akhelian Kings is to pin a foe in place with Namarti Thralls before ordering Morrsarr Guard to strike into them from the flank, rear or even overhead to deliver the killing blow. Some of the Idoneth's war stories tell of formations of Morrsarr Guard so large that the brightness of their combined voltaic blasts left the entire enemy army blinded and reeling.

ISHLAEN GUARD

Ishlaen Guard forgo the voltspear in favour of a curved sword known as a helsabre. These elegant serrated blades are light enough to allow the wielder to deliver a flurry of strikes before disengaging from combat, and like the voltspears of their Morrsarr counterparts, they can harness the bioelectricity of

the Fangmoras. Rather than use this force offensively, however, the Ishlaen channel it into their galv-shields, where it manifests as an arcing energy field that helps turn aside enemy blows.

Thanks to this protective aura, the Ishlaen are better able to shrug off missile fire, and have greater staying power in prolonged combat than their spear-armed kin. They are often assigned as the bodyguards of Akhelian Kings or other high-ranking Idoneth upon the battlefield, directing their Fangmora into the path of any advancing threats, and laying them low with elegant sweeps of their helsabres. In some enclaves, most notably the clannish Dhom-hain, it is common for a King to fight alongside an Ishlaen retinue consisting entirely of junior members of their dynasty, for it is believed that familial bonds are strongest when tempered on the battlefield.



AKHELIAN BOND-BEASTS

The Idoneth way of war makes great use of many terrible beasts of the sea, mind-leashed and turned to purpose by Embailor beast-masters. Guided into combat by Akhelian riders, these creatures provide a terrifying shock weapon to shatter the will of the enemy and smash great holes in their battleline.

AKHELIAN LEVIADONS

Leviadons are chelonian behemoths that can be found soaring through open waters across the Mortal Realms. Immense and ill-tempered, they are known for smashing a path through anything in their way; hundreds of galleons and steam-haulers have been cracked in two by one of these shelled giants suddenly breaching from below, its crushing jaws easily tearing through hulls of wood or metal.

Recognising the terrific power of the Leviadon, Idoneth military doctrine prizes their use as mobile fortresses and line-breakers. Protected by thick scales and a nigh-impenetrable shell, the Leviadon is all but impervious to missiles, and when its broad fins are fitted with bladed armour plates, it becomes deadlier still. The Leviadon's natural destructive power is enhanced by a weapons platform mounted atop the beast's shell, employed to soften enemy positions up for the charge or to annihilate specific targets. It typically consists of a pair of pivotable harpoon launchers that are capable of a rapid rate of fire thanks to the skill of their Akhelian operators. Should the aelves come under assault, they strike out with hooks and blades, while the ma'harr, the master of the reins Akhelian, fends off foes with a twin-pronged spear.

As if several inches of chitin does not offer enough protection, a Leviadon's crew includes a Namarti void drummer who pounds out a relentless rhythm, sending forth concentric ripples of distortion that refract light in

strange ways around the creature. Enemy missile troops find such patterns disruptive, making it difficult to draw a bead upon the approaching Leviadon despite its looming mass. To the vibration-sensitive Namarti, however, the drumbeats render enemies near to the beast in stark relief, providing clearer targets for their arrows and blade-strikes.



AKHELIAN ALLOPEXES

Few sights arouse a greater primal terror in land-dwelling mortals than the thought of being lost at sea, treading water helplessly as a blade-like fin slices a furrow through the waves towards them. Countless sailors and fisherfolk have met their fate in such a way, torn apart and devoured in a thrashing frenzy. Often, the creature responsible was the Allopex – a beast legendary amongst the Idoneth for its ravenous appetite and the relentlessness with which it attacks prey many times its own size.

Sleek and powerfully built, an Allopex can outpace most other denizens of the oceans. It can scent the merest drop of blood from many leagues away, and when hungry it will consume almost

anything it comes across. Swords, chunks of realmstone, pieces of Kharadron endrin-rigging: all have been found in the stomachs of dead Allopexes. Indeed, a common insult amongst the Deepkin is 'mhairalleph', which can be loosely translated as 'filth that even an Allopex would not consume'.

Only through the Embailors' magic are the Idoneth able to enthrall Allopexes to handlers, for the beasts' urge to kill is irrepressible, and only the Akhelians are skilled enough to steer them. The combination of rider and beast is highly effective in battle, and Akhelian commanders have learned to utilise the Allopex's speed and ferocity in soul-raids to great effect. Often the nightmarish sight of these streamlined killers surging out of the mists, jaws opening wide to reveal lines of serrated teeth, is all it takes to set a foe to flight.

For long-range offensive capability, each Akhelian Allopex bears a harpoon launcher, effectively turning the creature into a highly manoeuvrable weapon platform. Sometimes called the 'whispering death' after the sound it makes, the harpoon launcher can be loaded with two kinds of ammunition, each designed to slay different types of foe. Razorshell bolts can be loaded and fired in quick succession, making them effective against numerous smaller targets. Retarius nets, meanwhile, are woven from siren hair, filaments so strong and fine that those entangled by them are torn apart by their own struggles to free themselves; though slower to load, they can cause horrendous damage to single targets.

NAMARTI INFANTRY

The Namarti are the lowest and most populous caste in Idoneth Deepkin society. Theirs is a life of toil and warfare, for they form the bulk of the Idoneth's armies as well as serving as the labourers that build the ever-growing undersea empires of the enclaves.

NAMARTI THRALLS

When the Idoneth enclaves march to war, it is the Namarti Thralls that make up their frontline infantry. Possessing the natural grace and swiftness of aelvenkind, Thralls surge forward to meet the enemy, accepting the brunt of the fighting in order to create openings for their hard-hitting Akhelian masters to exploit.

To witness Namarti in battle is an unsettling sight to non-Idoneth. They have no eyes, possessing instead a thin veil of membranous skin across each socket. Despite this, Thralls wield their two-handed blades – known as lanmari – with dexterous skill. Indeed, in the often impenetrable darkness surrounding their oceanic homes, sight is of little use anyway, and the Namarti must learn to master other faculties in order to survive. Many of these sensory adaptations only serve to enhance their efficiency as killers on the battlefield.

NAMARTI REAVERS

Namarti Reavers are the archers and scouts of the Idoneth armies. It is their duty to perform the necessary but inglorious role of picket troops and skirmishers, racing ahead of the main Phalanx to seek out and harry the foe with a continuous rain of pinpoint arrow-fire. It is the Reavers who identify the strengths and weaknesses in the enemy's battleline, performing swift strikes of opportunity before relaying any intelligence they have gathered to their Akhelian commanders, to whom goes the glory of shattering the opposing army with a surging, devastating charge.

Chosen from the lithest and fastest Namarti stock, Reavers are trained to fight on the move, gracefully advancing over the roughest terrain even as they loose shot after shot using their deadly whisperbows. This combination of speed and accuracy allows them to outmanoeuvre the enemy's advance troops while simultaneously bleeding them. Should an opponent engage them in close combat, Reavers will draw curved daggers and fight with great skill, but whenever possible they will stay at a distance and make use of their superior marksmanship.

It might be imagined that a lack of eyes would hinder an archer, but the Namarti utilise other senses to pick out their quarry. They can sense infinitesimal changes in pressure within the ethersea, and electromagnetic pulses that reveal the presence of a living being. Indeed, such is their mastery of these strange senses that they can make shots that would be all but impossible for any conventional archer. A Reaver's field of perception is not as far-reaching as that of eyesight, however, and so they must remain within a certain distance of their targets in order to make full use of their abilities.



BEAUTY CONCEALS A TERRIBLE DEPTH

MAJESTY OF THE DEPTHS

From beneath the waves the Phalanxes of the Idoneth emerge, water pouring from ornate armour and shining blades, the patterned hides of sleek warbeasts glistening in the daylight. Woe betide those who stand in the way of such a force, for the Deepkin come to raid for souls, and they will not retreat without their bounty.



Akhelian Thrallmaster



Isharann Tidecaster



Isharann Soulrender

An Idoneth raiding force stands firm in the face of a terrifying Nighthaunt assault, for the presence of an Eidolon of Mathlann fills them with an unshakeable resolve.





Voltornos, High King of the Deep



Akhelian King

An Idoneth Phalanx is both awe-inspiring and terrifying to witness, with eyeless Namarti warriors advancing swiftly behind the impervious bulk of ship-smashing Akhelian Leviadons.





Isharann Soulscriber



Lotann, Warden of the Soul Ledgers





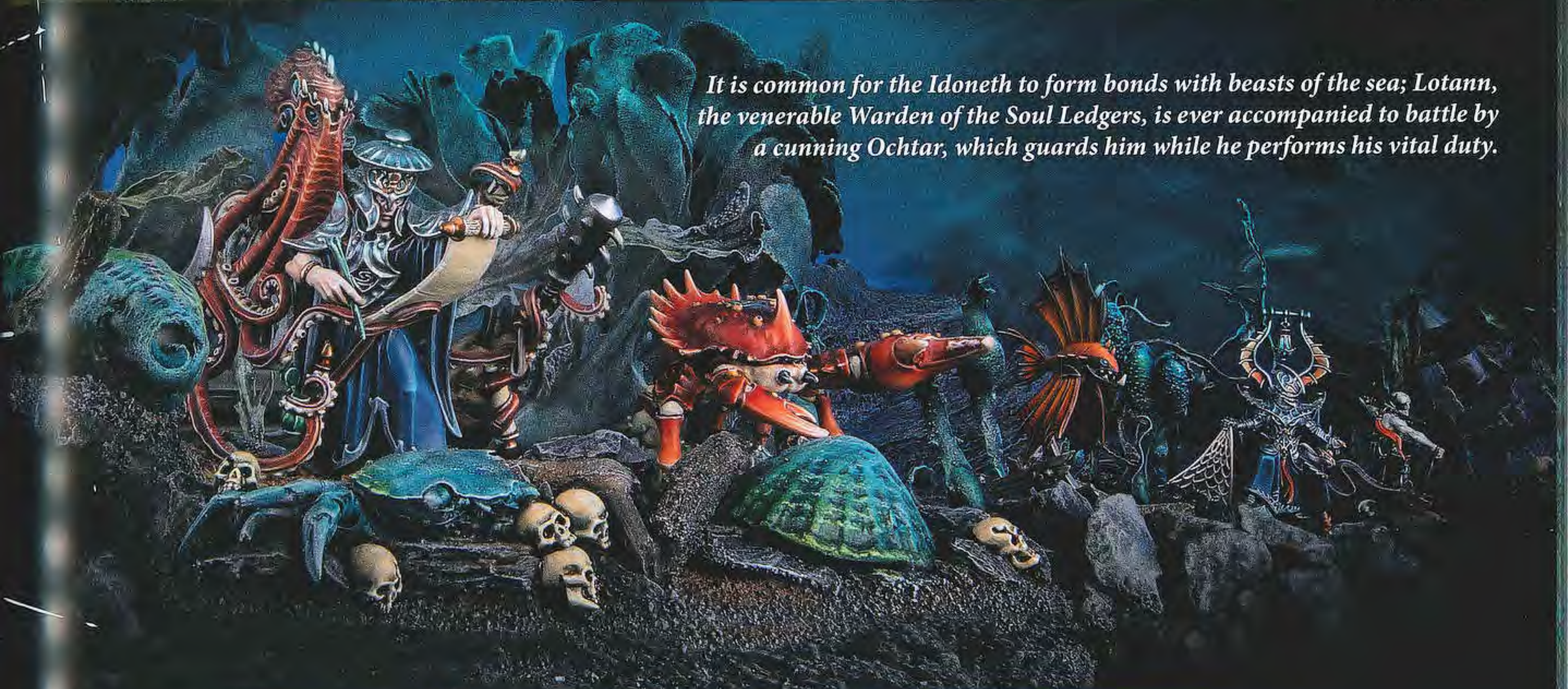
Eidolon of Mathlann, Aspect of the Sea



Isharann Tidecasters wield the pelagic energies of the ethersea with unrivalled skill, summoning racing currents to carry their allies swiftly into battle and hinder the advance of their foes.



It is common for the Idoneth to form bonds with beasts of the sea; Lotann, the venerable Warden of the Soul Ledgers, is ever accompanied to battle by a cunning Ochtar, which guards him while he performs his vital duty.



An Isharann Soulrender and a band of Namarti Reavers strike from the shadows of a Gloomtide Shipwreck, intent upon reaping the souls of their hobgrot foes.





Akhelian Allopex



No coastal fortress is safe from the Idoneth Deepkin, for the tides of the ethersea can carry an Allopex bond-beast over even the highest walls to tear apart those cowering within.



Ma'harr



Void Drummer



Akhelian Crew



Akhelian Leviadon

The Idoneth bear a special hatred for the twisted Hedonites of Slaanesh, and the enclaves seize every opportunity to cloud the waters with their blood.



A Phalanx from warlike Fuethán clashes with a host of enraged Fyreslayers, as much to satisfy their own lust for battle as to secure precious souls.



Eidolon of Mathlann, Aspect of the Storm





Namarti Reaver and Icon Bearer, Briomdar Enclave



Namarti Thrall and Icon Bearer, Mor'phann Enclave



Namarti Reavers, Ionrach Enclave



Namarti Thralls, Ionrach Enclave



A Briomdar Soulscriber directs an assault on an infestation of Flesh-eaters amidst the marshes of Thyria.



The realms' waterways conceal many hidden paths which the Idoneth employ to launch soul-raids further inland.



Fuirann

Spinefin

Duinclaw

Elathain Ill-fated

Tammael

Elathain's Soulraild



Not even the ocean depths are safe from the chittering swarms of the skaven, and so the Ionrach enclave must regularly dispatch swift-moving Phalanxes to scour the creatures from their warrens and put them to the sword.



PAINTING GUIDE

The armies of the Idoneth enclaves are particularly exciting to paint, for they contain a varied range of sleek warriors and fearsome bond-beasts, each bedecked in all the vibrant colours of the deep ocean. Whatever your skill level, the tips on these pages will allow you to quickly assemble your own Phalanx.

Idoneth Deepkin miniatures are exquisitely detailed, but they are surprisingly easy to paint if you apply a few simple techniques. The ridged armour and spiky, serrated weaponry of Akhelian and Namarti warriors allow you to employ eye-catching highlights to impressive effect, while the Idoneth's menagerie of undersea monsters encourage experimentations with colour and

texture. A combination of Shade and Contrast paints will allow you to paint flesh and other organic areas quickly and effectively; the mottled hides of Fangmoras and Alloplexes look fantastic whether you opt for muted greys and whites or bright combinations of primary colours. Remember that the sea is home to creatures of bewildering variety, so embrace your creativity and have fun!

PAINTING GUIDES

The Warhammer YouTube channel is a fantastic source of inspiration and advice for both budding and veteran hobbyists. It offers a range of painting guides for different armies and colour schemes, and explains how to use the Citadel Colour System.

AKHELIAN SKIN



1 Apply Reikland Fleshshade to the skin areas, allowing plenty of time to dry before continuing.



2 Follow up with a layer of Flayed One Flesh, avoiding areas where the shade has settled.



3 Next, edge highlight the skin with Pallid Wych Flesh.



4 Carefully apply Rhinox Hide to the eyes and mouth.



5 Pick out the teeth and eyes with White Scar.



6 Using the very tip of the brush, add dots of Rhinox Hide to the eyes to paint the pupils.



7 Add streaks of Blood For The Blood God over the scars, and use Leadbelcher for the earrings.

TOP TIP

As a quicker alternative to steps 1-3 here, you can start with a Grey Seer undercoat and apply Guilliman Flesh or Darkoath Flesh Contrast paint to the skin areas. This is a good method if you want to get your miniatures Battle Ready as fast as possible.

BLADES



Celestra Grey basecoat, 1:1 mix of Coelia Greenshade and Lahmian Medium shade, Ulthuan Grey edge highlight



Ushabti Bone basecoat, Seraphim Sepia shade, Pallid Wych Flesh edge highlight



Incubi Darkness basecoat, Nuln Oil shade, Kabalite Green thick highlight, Ogryn Camo thin highlight



Ironbreaker basecoat, Drakenhof Nightshade shade, Ironbreaker layer, Stormhost Silver edge highlight

CRESTS



Begin by basecoating the crest with Ushabti Bone.



Next, apply a shade of Fuegan Orange.



Layer with Ushabti Bone, avoiding areas where the shade has settled.



Lastly, apply an edge highlight of Pallid Wych Flesh.

OTHER DETAILS AND TEXTURES



Basecoat Baharroth Blue, and shade with patches of heavily thinned Talassar Blue and Warp Lightning. Drybrush Ulthuan Grey.



Basecoat Ceramite White, shade Fuegan Orange, layer Fire Dragon Bright, highlight Ungor Flesh.



Basecoat Ceramite White, shade Druchii Violet, layer Slaanesh Grey, highlight Pallid Wych Flesh.



Basecoat Khorne Red, shade with a 1:1 Agrax Earthshade and Lahmian Medium mix, highlight Evil Sunz Scarlet.



Basecoat with Ogryn Camo, wash with Athonian Camoshade, drybrush with Ogryn Camo and Screaming Skull, then glaze with a 1:5 mix of Iyanden Yellow and Contrast Medium.



Basecoat with Pallid Wych Flesh, wash with a 1:1 mix of Seraphim Sepia and Lahmian Medium, layer with Pallid Wych Flesh, then edge highlight with White Scar.



Basecoat with Rhinox Hide, then drybrush with Doombull Brown, Skrag Brown and then Balor Brown, focusing more towards the top of the shell at each stage of drybrushing.



Barnacles: Basecoat with Rakarth Flesh, wash with Seraphim Sepia, then highlight with Pallid Wych Flesh.



Apply a basecoat of Wild Rider Red, wash with Carroburg Crimson, then highlight with Fire Dragon Bright and Ungor Flesh.



Over an undercoat of Corax White Spray, apply a basecoat of Pallid Wych Flesh. Next, wash with a 1:3 mix of Fuegan Orange and Lahmian Medium, focusing the shade towards the top of the eel. Layer with more Pallid Wych Flesh, leaving the shade showing in the recesses. Use soft lines of White Scar to pick out the creases and folds on the eel's hide. Finally, gradually build up the orange stripes with small dots of Fuegan Orange.



IONRACH

Undercoat: Corax White Spray



Basecoat Stage: Runefang Steel (armour), Pallid Wych Flesh (skin), Thousand Sons Blue (cloth), Incubi Darkness (trousers), Leadbelcher (metal), Khorne Red (tassels, weapon shaft), Rhinox Hide (boots), Fulgurite Copper (brass)



Shade Stage: Drakenhof Nightshade and Lahmian Medium (blade, skin), Coelia Greenshade and Lahmian Medium (armour), Nuln Oil (cloth, collar), Reikland Fleshshade (brass)



DHOM-HAIN

Undercoat: Corax White Spray



Basecoat Stage: Celestra Grey (armour), Rakarth Flesh (skin), Khorne Red (cloth), Rhinox Hide (leather), Leadbelcher (metal), Ahriman Blue (tassels), Abaddon Black (trousers), Warlock Bronze (brass)



Shade Stage: Coelia Greenshade and Lahmian Medium (armour), Nuln Oil (collar, cloth, metal), Reikland Fleshshade (skin), Drakenhof Nightshade (gradient on arms), Biel-Tan Green (tassels)



FUETHÁN

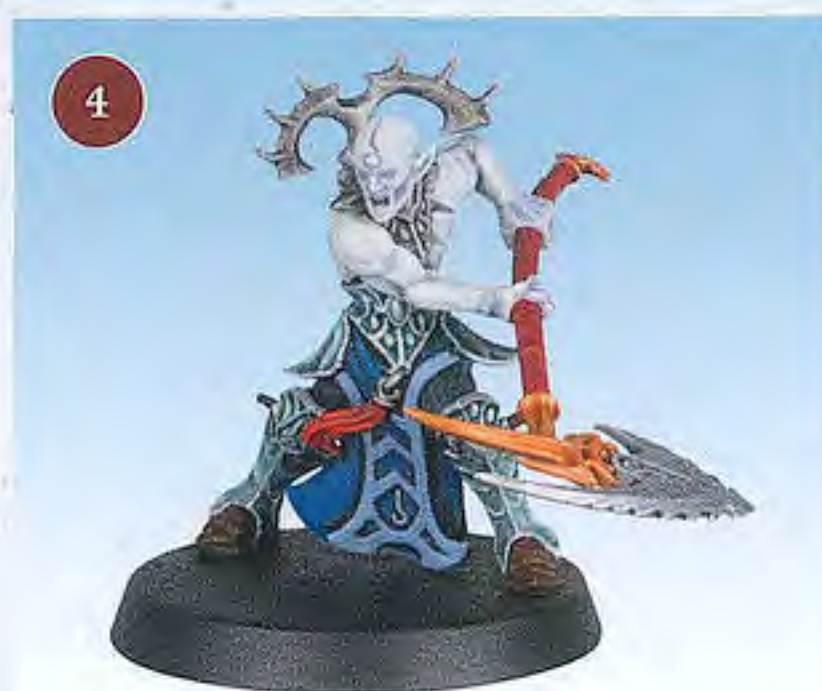
Undercoat: Corax White Spray



Basecoat Stage: Mephiston Red (armour), Pallid Wych Flesh (skin), Ahriman Blue (cloth), Incubi Darkness (trousers), Leadbelcher (metal), Averland Sunset (tassels), Abaddon Black (boots, weapon shaft), Retributor Armour (brass)



Shade Stage: Druchii Violet (armour), Nuln Oil (cloth, trousers), Carroburg Crimson and Lahmian Medium (skin), Agrax Earthshade (collar), Reikland Fleshshade (brass), Fuegan Orange (tassels), Coelia Greenshade (blade)



Layer 1 Stage: Runefang Steel (armour), Pallid Wych Flesh (skin), Thousand Sons Blue (cloth), Fenrisian Grey (cloth trim), Liberator Gold (brass), Doombull Brown (boots), Wild Rider Red (tassels), Ironbreaker (blade)



Layer 2 Stage: White Scar (skin), Runefang Steel (brass, metal, blade), Ahriman Blue (cloth), Blue Horror (cloth trim), Fire Dragon Bright (tassels), Skrag Brown (boots), Evil Sunz Scarlet (weapon haft), Blood For The Blood God (gem)



Basing Stage: Apply Stirland Mud to the base. Drybrush with Verminlord Hide, and then drybrush again with Terminatus Stone. Add Middenland Tufts to the base.



Layer 1 Stage: Warp Lightning (armour, in patches), Rakarth Flesh (skin), Evil Sunz Scarlet (cloth, gem), Ushabti Bone (cloth trim), Mechanicus Standard Grey (trousers), Fulgurite Copper (brass), Skrag Brown (leather)



Layer 2 Stage: Pallid Wych Flesh (skin, cloth trim), Ulthuan Grey (armour), Fire Dragon Bright (cloth, gem), Runefang Steel (metal), Temple Guard Blue (tassels), Balor Brown (leather), Administratum Grey (trousers)



Basing Stage: Apply Citadel Sand and rocks with PVA Glue. Paint earth Mournfang Brown and rocks Mechanicus Standard Grey. Drybrush earth Screaming Skull. Shade rocks Agrax Earthshade then drybrush Administratum Grey.



Layer 1 Stage: Evil Sunz Scarlet (armour), Pallid Wych Flesh (skin), Eshin Grey (boots, weapon shaft), Ahriman Blue (cloth, gem), Celestra Grey (cloth trim), Ironbreaker (blade), Averland Sunset (tassels)



Layer 2 Stage: White Scar (skin), Fire Dragon Bright (armour), Administratum Grey (boots, weapon shaft), Runefang Steel (metal), Temple Guard Blue (cloth, gem), Ulthuan Grey (cloth trim), Ushabti Bone (tassels)



Basing Stage: Basecoat with Armageddon Dust. Shade with Agrax Earthshade. Drybrush with Ushabti Bone, then add Middenland Tufts.



1



MOR'PHANN

Undercoat: Chaos Black Spray

2



Basecoat Stage: Abaddon Black (armour), Rakarth Flesh (skin), Stegadon Scale Green (cloth), Dark Reaper (trousers), Leadbelcher (metal), Screamer Pink (tassels), Balthasar Gold (brass), Rhinox Hide (boots)

3



Shade Stage: Nuln Oil (cloth, trousers, metal), Drakenhof Nightshade and Lahmian Medium (skin), Reikland Fleshshade (brass), Waystone Green (gem)

1



BRIOMDAR

Undercoat: Corax White Spray

2



Basecoat Stage: Ironbreaker (armour), Rakarth Flesh (skin), Kabalite Green (cloth), Abaddon Black (leather, bow), Leadbelcher (metal), Averland Sunset (tassels), Stegadon Scale Green (trousers), Balthasar Gold (brass)

3



Shade Stage: Coelia Greenshade (armour, skin, cloth, trousers), Nuln Oil (collar), Reikland Fleshshade (tassels and brass)

1



NAUTILAR

Undercoat: Corax White Spray

2



Basecoat Stage: Pallid Wych Flesh (armour), Ulthuan Grey (skin), Stegadon Scale Green (cloth), Thousand Sons Blue (trousers), Leadbelcher (metal), Mephiston Red (tassels), Abaddon Black (boots), Fulgurite Copper (brass)

3



Shade Stage: Seraphim Sepia and Lahmian Medium (armour), Biel-Tan Green (cloth), Coelia Greenshade (skin), Drakenhof Nightshade (collar), Druchii Violet (tassels), Nuln Oil (metals), Reikland Fleshshade (brass)



Layer 1 Stage: Kantor Blue (armour), Rakarth Flesh (skin), Thunderhawk Blue (cloth), Russ Grey (cloth trim), Skrag Brown (boots, bow), Hashut Copper (brass), Genestealer Purple (tassels)



Layer 2 Stage: Temple Guard Blue (armour), Pallid Wych Flesh (skin), Fenrisian Grey (cloth, cloth trim), Balor Brown (boots, bow), Runefang Steel (metal), Emperor's Children (tassels)



Basing Stage: Apply Astrogranite to the base. Shade with Agrax Earthshade. Drybrush with Terminatus Stone. Finally, add Middenland Tufts and patches of Valhallan Blizzard for the snow



Layer 1 Stage: Runefang Steel (armour, metal), Rakarth Flesh (skin), Kabalite Green (cloth), Skarsnik Green (cloth trim), Sotek Green (trousers), Mechanicus Standard Grey (leather, bow)



Layer 2 Stage: Pallid Wych Flesh (skin), Screaming Skull (cloth, cloth trim), Ushabti Bone (tassels), Hashut Copper (brass), Blood For The Blood God (gems), Sybarite Green (cloth), Administratum Grey (leather, bow)



Basing Stage: Apply Citadel Sand and rocks with PVA Glue. Paint earth Rhinox Hide and rocks Mechanicus Standard Grey. Drybrush earth Balor Brown. Shade rocks Agrax Earthshade then drybrush Administratum Grey.



Layer 1 Stage: Pallid Wych Flesh (armour), Ulthuan Grey (skin), Ogryn Camo (cloth trim), Evil Sunz Scarlet (tassels), Thousand Sons Blue (trousers), Fulgurite Copper (brass)



Layer 2 Stage: White Scar (armour, skin), Ahriman Blue (cloth, trousers), Fire Dragon Bright (tassels), Runefang Steel (metal), Dawnstone (boots), Blood For The Blood God (gem), Screaming Skull (cloth trim)



Basing Stage: Apply Martian Ironearth Texture paint to the base. Drybrush with Eldar Flesh, and add Middenland Tufts for the grass





FORCES OF THE IDONETH

Welcome to the rules section of *Battletome: Idoneth Deepkin*. On the following pages, you will find all of the rules you need to field your Idoneth Deepkin collection and bring the wrath of the abyss to the battlefields of the Mortal Realms.

● ARMY RULES ●

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to an Idoneth Deepkin army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS

Abilities available to every unit in an Idoneth Deepkin army (pg 64-65).



ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of an Idoneth Deepkin army if it is a **HERO** (pg 66-67).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in an Idoneth Deepkin army (pg 67-68).

MOUNT TRAITS

Abilities available to **DEEPMARES** and **LEVIADONS** in an Idoneth Deepkin army (pg 69).

SPELL LORES

Spells available to **WIZARDS** in an Idoneth Deepkin army (pg 69).

ENCLAVES

Abilities for the 6 main enclaves. These rules can be used by units in an Idoneth Deepkin army that have been given the appropriate subfaction keyword by the Enclaves battle trait (pg 70-71).

WARSCROLLS

Warscrolls for each unit from the Idoneth Deepkin faction and the faction terrain warscroll for the Gloomtide Shipwreck are found here (pg 84-95).

"The orruks were almost upon us when everything went hazy, as if we were looking through a pane of misted glass. From out of nowhere they came: sea-monsters with pale aelven riders, gliding through the very air! They scythed into the orruks and hewed the lot of them apart in an eye-blink. I tell you now, I was afeared of the ocean before, but now that I know it can come to the land, I can hardly sleep at all!"

- Freeguild General
Clemian Anghreiz of
the Azure Comets



PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and faction terrain feature in this battletome (pg 96).

ALLIES

This section lists the allies an Idoneth Deepkin army can include (pg 96).

• PATH TO GLORY •

This section contains rules for using your Idoneth Deepkin collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 72-77).

BATTLEPLANS

This section includes 2 unique narrative battleplans that are linked to your Path to Glory campaigns (pg 78-81).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in an Idoneth Deepkin army (pg 82).

Designer's Note: *On these pages, you will find 3 warscroll battalions that represent the different formations that make up an Idoneth Phalanx. Each warscroll battalion has access to the ability presented below it.*



• MATCHED PLAY •

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using an Idoneth Deepkin army (pg 83).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using an Idoneth Deepkin army (pg 83).



ALLEGIANCE ABILITIES

BATTLE TRAITS

ENCLAVES

Each of the different Idoneth enclaves has its own culture and methods of waging war.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **IDONETH DEEPKIN** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- **IONRACH** (pg 70)
- **NAUTILAR** (pg 70)
- **MOR'PHANN** (pg 70)
- **FUETHÁN** (pg 71)
- **DHOM-HAIN** (pg 71)
- **BRIOMDAR** (pg 71)

FORGOTTEN NIGHTMARES

The Idoneth disappear from the consciousness of their enemies almost instantly, leaving only a feeling of unease, like a dimly remembered nightmare.

Friendly **IDONETH DEEPKIN** units can only be picked as the target of a shooting attack if they are the closest eligible target to the attacking model.

TIDES OF DEATH

The Idoneth Deepkin destroy their enemies like the relentless tides of a perilous sea, building up their attack to a crashing crescendo and then receding to leave nothing but death in their wake.

A different Tides of Death ability applies to your army in each battle round, as shown on the Tides of Death table below.

TIDES OF DEATH TABLE

Battle Round 1	Low Tide: The Idoneth Deepkin move towards the foe, their appearance eerily refracted and distorted, like an object seen through water. In this battle round, friendly IDONETH DEEPKIN units are treated as being in cover.
Battle Round 2	Flood Tide: The Idoneth Deepkin attack suddenly, swirling around the foe and trapping the unwary. In this battle round, friendly IDONETH DEEPKIN units can run and still shoot or charge in the same turn.
Battle Round 3	High Tide: The Idoneth Deepkin surge forward and fall upon the foe, smashing them with the speed and fury of gale-blown waves. In this battle round, the strike-first effect (core rules, 12.4) applies to friendly IDONETH DEEPKIN units.
Battle Round 4	Ebb Tide: Their work done, the Idoneth Deepkin withdraw from the fray, leaving the enemy's dead behind like flotsam on a storm-wracked beach. In this battle round, friendly IDONETH DEEPKIN units can retreat and still shoot or charge in the same turn.
Battle Round 5+	Repeat the four Tides of Death steps, starting with Low Tide.

ISHARANN RITUALS

The Isharann use their arcane talents for a wide range of tasks, including building, healing, soul harvesting and war. They draw energies from the realms, the seas and their own repressed emotions, and can perform esoteric rituals that unleash this dark power upon the battlefield.

In the first battle round, after the players have received their starting command points but before the start of the first turn, if your army includes any **ISHARANN** units, you can pick 1 of the following Isharann rituals to influence the ethersea during the battle.

ISHARANN RITUALS TABLE

Ritual of the Creeping Mist: *This ritual beckons the chilling fogs of the ethersea to blind the enemy.*

Friendly **IDONETH DEEPKIN** units that are affected by the Low Tide ability cannot be picked as the target of a shooting attack unless the attacking model is within 12" of that unit.

Ritual of the Surging Stream: *This ritual summons swift currents in the ethersea that speed the advance of the Idoneth as they launch their assault upon the foe.*

Add 1 to run rolls and charge rolls for friendly **IDONETH DEEPKIN** units that are affected by the Flood Tide ability.

Ritual of Deep-sight: *This ritual imbues the ethersea with energies and stimuli that are more readily perceived by the blind Namarti, enhancing their already exceptional senses in the face of danger.*

Friendly **NAMARTI** units that are affected by the High Tide ability have a ward of 5+.

Ritual of the Spiteful Riptide: *Under the influence of this ritual, the irresistible pull of the ethersea as the Idoneth suddenly recede snatches unwary enemies from their feet and drags them to their doom.*

Before a friendly **IDONETH DEEPKIN** unit that is affected by the Ebb Tide ability retreats, roll a dice for each enemy unit within 3" of that unit. On a 4+, that enemy unit suffers D3 mortal wounds.

ENHANCEMENTS

COMMAND TRAITS

TRAITS OF THE AKHELIAHS

AKHELIAN HERO general only.

Born From Agony: *The unimaginable suffering the Idoneth endured before their liberation from Slaanesh has inured this warrior to pain.*

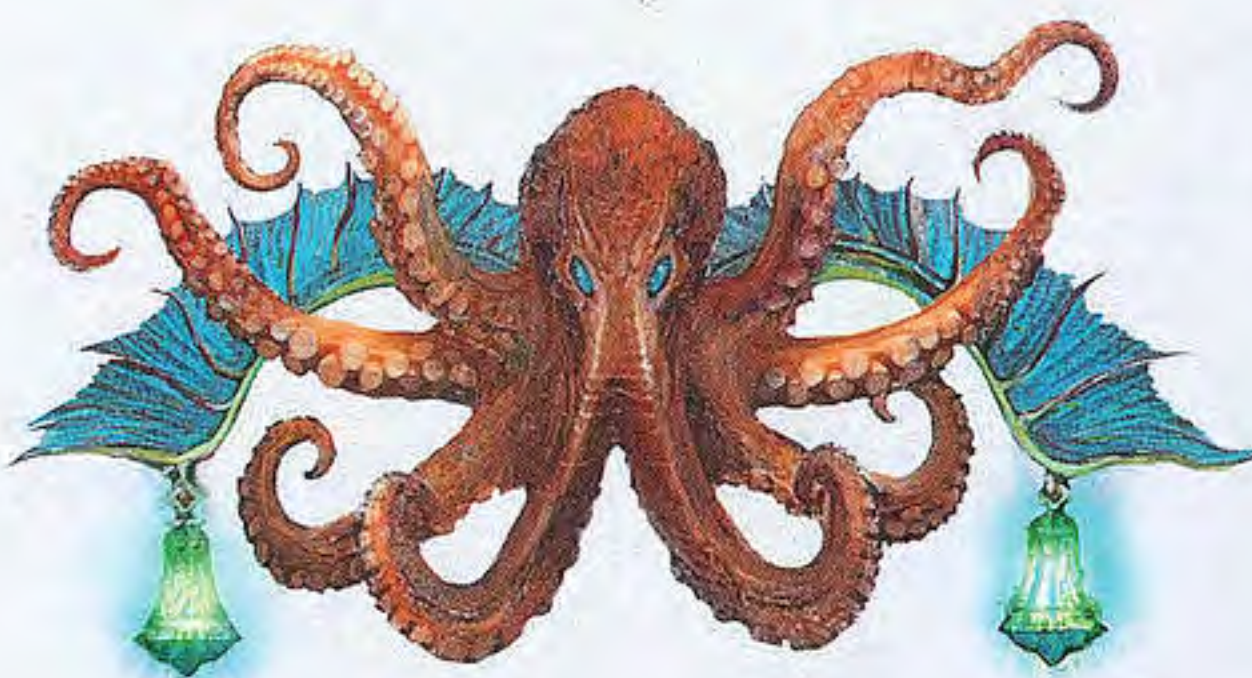
At the end of the battleshock phase, you can roll a dice for this general. On a 6, heal all wounds allocated to this general.

Lord of Storm and Sea: *This general is a living embodiment of the glory of Mathlann, and is an inspiration to all those that still worship the Lord of the Deep.*

Do not take battleshock tests for friendly **IDONETH DEEPKIN** units wholly within 12" of this general.

Unstoppable Fury: *When the Idoneth fall upon their foe at the climax of a battle, this warrior is an unstoppable force.*

While this general is affected by the High Tide ability from the Tides of Death table (pg 64), for each enemy unit within 3" of them during the combat phase, add 2 to the Attacks characteristic of their melee weapons until the end of that phase.



TRAITS OF THE ISHARANN

ISHARANN HERO general only.

Hunter of Souls: *This general seeks neither glory or territory; their only interest is the capture of mortal souls.*

At the start of the combat phase, if this general is within 3" of an enemy **HERO** or enemy unit champion, you can roll a dice. On a 3+, that enemy **HERO** or unit champion suffers D3 mortal wounds.

Merciless Raider: *This grim-eyed warrior has no empathy for his victims and lacks any form of kindness or forgiveness.*

If the unmodified hit roll for an attack made by this general is 6, that attack automatically wounds the target (do not make a wound roll).

Teachings of the Túrscoil: *This Isharann utilises their potent arcane talents to manipulate the ethersea to allow their Phalanx to dominate the battlefield.*

If this general is on the battlefield at the start of the first battle round, before priority is determined, you can declare that the Tides of Death table will be reversed for your army. If you do so, the Ebb Tide ability applies in the first battle round, the High Tide ability applies in the second battle round, the Flood Tide ability applies in the third battle round, and the Low Tide ability applies in the fourth battle round. From the fifth battle round, the four Tides of Death steps are repeated in this order, starting with Ebb Tide.

TRAITS OF THE EIDOLONS

EIDOLON general only.

Ancient Pride: *This incarnation of Mathlann fights with the stubborn pride of a thousand Idoneth souls.*

If the unmodified hit roll for an attack made with a melee weapon that targets this general is 1 or 2, that attack fails and the attack sequence ends.

Nightmare Legacy: *The repressed horror of the Idoneth's long incarceration emanates from this dark-visaged Eidolon in palpable waves of doom.*

ASPECT OF THE STORM only. At the end of the charge phase, you can pick this general to carry out a monstrous rampage even though it is not a **MONSTER**.

Endless Sea Storm: *This manifestation of Mathlann relentlessly batters the foe with endless waves of arcane energy.*

ASPECT OF THE SEA only. If this general successfully casts a spell that is not unbound with an unmodified casting roll of 7+, this general can attempt to cast 1 extra spell in that phase.

ARTEFACTS OF POWER

AKHELIAN ARTEFACTS

AKHELIAN HERO only.

Disharmony Stones: *These rare deepwater rocks can be attuned to the soul-force of a mortal being. If two of them are struck together, the resulting burst of discordant energy can cause dreadful harm to those connected to them.*

Once per battle, at the start of your hero phase, pick up to 2 enemy **HEROES** within 12" of the bearer. Your opponent must then choose 1 of the following options:

- a) Roll a dice for each **HERO** you picked. On a 3+, that **HERO** suffers 1 mortal wound.
- b) Roll a dice for each **HERO** you picked. On a 5+, that **HERO** suffers D3 mortal wounds.
- c) Each **HERO** you picked suffers D3 mortal wounds. Then, roll a dice. On a 4+, the bearer suffers D3 mortal wounds.

Potion of Hateful Frenzy: *Distilled from the blood of the mighty ketus-shark, this potion turns the drinker into a hate-fuelled engine of destruction but leaves them exhausted once the effects wear off.*

Once per battle, at the start your hero phase, you can say the bearer will drink this potion. If you do so, until the end of that turn, add 1 to hit rolls and wound rolls for attacks made by the bearer, add 1 to the Attacks characteristic of the bearer's melee weapons and add 1 to run rolls and charge rolls for the bearer. However, at the start of the next hero phase, the bearer suffers D3 mortal wounds and cannot pile-in until the end of that turn.

Armour of the Cythai: *This gleaming panoply was given by Teclis to the ancestors of the Idoneth. Upon the command of its bearer, it can radiate the power of Hysh – a fitting property for a gift from the Great Illuminator.*

If the unmodified hit roll for an attack that targets the bearer is 6, all effects that would be triggered by that roll are ignored.





ISHARANN ARTEFACTS

ISHARANN HERO only.

Dritchleech: *Incredibly rare, these worms feed upon magic and are capable of draining arcane energies. The Isharann long ago became inured to the dritchleech's effects, but the same cannot be said for other spellcasters.*

Subtract 1 from casting rolls, unbinding rolls and dispelling rolls for enemy **WIZARDS** within 18" of the bearer. This ability has no effect on **IDONETH DEEPKIN** units.

Rune of the Surging Gloomtide: *This runic sigil can be used to summon a phantasmal riptide that hastens the arrival of ancient wreckages adrift in the great currents of the ethersea.*

Once per battle, at the end of your first movement phase, you can say that the bearer will summon a Gloomtide Shipwreck from the ethersea. If you do

so, you can set up 1 Gloomtide Shipwreck wholly within 12" of the bearer and more than 3" from all models, objectives, other terrain features, endless spells and invocations, and add it to your army.

Brain Barnacles: *Dreaded parasites of the deep, brain barnacles are microscopic arthropods native to the ethersea which the Idoneth harvest and capture in vials. When released, the tiny creatures seek to attach themselves to the brain of any sentient creature and feed off their thoughts.*

Once per battle, at the start of your hero phase, you can pick 1 enemy **HERO** within 12" of the bearer and roll 2D6. If the roll in inches is equal to or greater than the distance between the bearer and that enemy **HERO**, subtract 1 from hit rolls and wound rolls for that enemy **HERO** for the rest of the battle.

EIDOLON ARTEFACTS

EIDOLON HERO only.

Bio-shock Shell: *This mollusc shell has fossilised within a Fangmora den over thousands of years. It has absorbed so much of the creatures' crackling energy that it now acts as a generator, whose pent-up electrical fury can be released by the bearer at need.*

Once per battle, at the start of the combat phase, you can say the bearer will use the Bio-shock Shell. If you do so, pick 1 enemy **HERO** within 9" of the bearer that is visible to them and roll 3D6. If the roll is greater than that enemy **HERO**'s Bravery characteristic, the strike-last effect applies to that enemy **HERO** until the end of that phase.

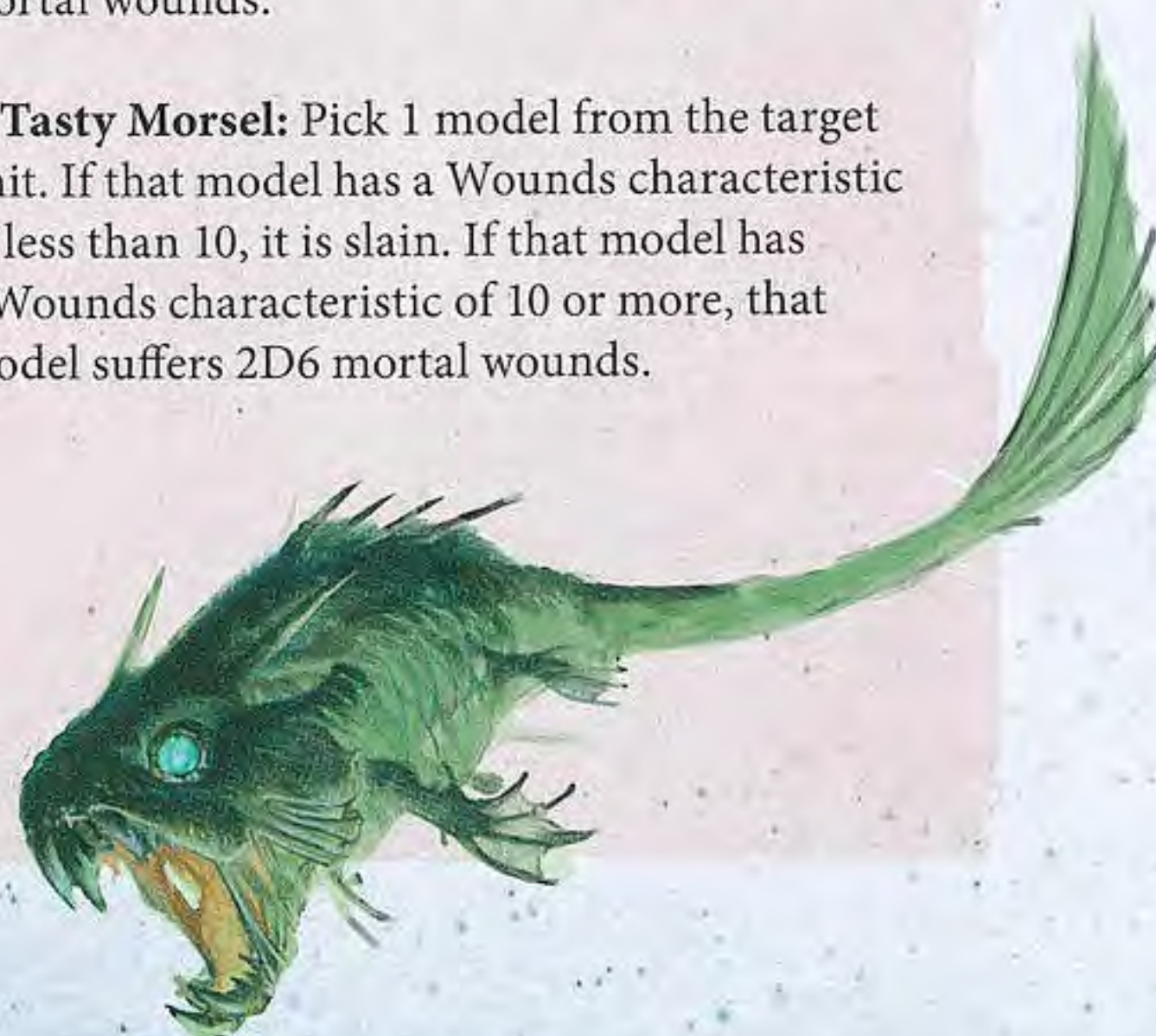
Whorlshell: *This spirit-sensitive shell opens a whirling passageway through the ethersea that allows its audience to view the bearer's most repressed memory. Those without the strength of will to bear the knowledge of this terrible secret find themselves pulled into an abyss of despair.*

Once per battle, at the start of the combat phase, you can say the bearer will unleash the power of the Whorlshell. If you do so, until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon that targets the bearer is 1 or 2, that attack fails and the attack sequence ends.

Kraken Tooth: *This fragment of the sword-length tooth of a Ghurish kraken can be used to summon a manifestation of the ferocious beast's slaving maw.*

Once per battle, in your shooting phase, you can pick 1 enemy unit within 12" of the bearer that is visible to them and roll a dice. Then, look up the result below:

- 1 **None Binds the Kraken:** The bearer suffers D3 mortal wounds.
- 2-5 **The Kraken is Released:** The target suffers D3 mortal wounds.
- 6 **A Tasty Morsel:** Pick 1 model from the target unit. If that model has a Wounds characteristic of less than 10, it is slain. If that model has a Wounds characteristic of 10 or more, that model suffers 2D6 mortal wounds.



MOUNT TRAITS

You can pick 1 **DEEPMARE** and 1 **LEVIADON** in your army to have 1 of the following mount traits.

BOND-BEAST TRAITS

Swift-finned Impaler: *This steed wields the spiral horn on its brow to devastating effect.*

DEEPMARE only. If the roll for this unit's Deepmare Horn ability is 6, the target suffers D6 mortal wounds instead of D3 mortal wounds.

Savage Ferocity: *Few foes can withstand the snapping jaws, raking talons and lashing tails of this ferocious Deepmare.*

DEEPMARE only. Add 1 to the Attacks characteristic of this unit's Fangs and Talons and its Lashing Tails.

Voidchill Darkness: *This abyssal breed of Deepmare can turn the ethersea around it ice-cold and dark.*

DEEPMARE only. Subtract 1 from hit rolls for attacks made by enemy units that are within 3" of this unit.

Ancient: *The carapace of this beast is encrusted with thick layers of algae and clusters of shardshells.*

LEVIADON only. If the Rend characteristic of a weapon used for an attack that targets this unit is -1, change it to '-' for that attack.

Denizen of the Darkest Depths: *Born in the crushing depths, this beast has evolved an unbelievably strong skeleton and shell.*

LEVIADON only. Subtract 1 from wound rolls for attacks made with melee weapons that target this unit that have a Damage characteristic of 1.

Reverberating Carapace: *The honeycombed shell of this beast amplifies the effect of its crew's void drum.*

LEVIADON only. Increase the range of this unit's Void Drum ability from 12" to 15".

SPELL LORES

LORE OF THE DEEPS

IDONETH DEEPMARE HERO WIZARD (including Unique units) only.

Steed of Tides: *The wizard conjures a watery elemental to transport themselves or a comrade.*

Steed of Tides is a spell that has a casting value of 5 and a range of 6". If cast, pick 1 friendly **HERO** that is not a **MONSTER** and that is within range and visible to the caster. Remove that **HERO** from the battlefield and set it up again on the battlefield more than 9" from all enemy units. A unit set up with this ability cannot move in the following movement phase.

Counter-current: *The wizard summons a powerful current in the ethersea that flows against the advance of a group of foes, hindering their progress.*

Counter-current is a spell that has a casting value of 6 and a range of 18". If cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, halve run rolls and charge rolls for that unit.

Pressure of the Deep: *The wizard enfolds their victim in a shimmering bubble of crushing force.*

Pressure of the Deep is a spell that has a casting value of 7 and a range of 12". If cast, pick 1 enemy model within range that is visible to the caster and roll a dice. If the result is greater than that model's Wounds characteristic, that model is slain.

Arcane Corrasion: *The spellcaster pushes forth a wave of aetheric energy that picks up rubble from the ground and hurls it at the foe.*

Arcane Corrasion is a spell that has a casting value of 6 and a range of 12". If cast, pick 1 enemy unit within range and visible to the caster. Worsen the Rend characteristic of that unit's melee weapons by 1 until your next hero phase.

ENCLAVES

IONRACH

As the oldest of the Idoneth enclaves, the Ionrach are heirs to a legacy of deeds that have shaped the destiny of their entire race. Their Akhelian leaders are particularly aware of their people's proud history, and they strive ever to live up to the storied actions of their forebears.

Legacy of Glory: *The Akhelian leaders of the Ionrach are unmatched in their strategic daring, a quality that has inspired the enclave's Phalanxes to many glorious victories.*

You can carry out this heroic action with a friendly **IONRACH AKHELIAN HERO** instead of any other heroic action you can carry out with that **HERO**. If you do so, pick 1 friendly **IONRACH AKHELIAN** unit wholly within 12" of that **HERO**. Until the end of that turn, you can choose for that unit to be affected by either the Flood Tide or Ebb Tide ability from the Tides of Death table in addition to any other abilities from the Tides of Death table they are affected by.



NAUTILAR

The Phalanxes of the Nautilar have grown expert in defending their moving city, turning to the might of their Leviadon guardians to ensure its continued safe passage. Consequently, the ma'harrs of the enclave have perfected the art of performing line-shattering assaults with these beasts.

Crushing Assault: *At a command from its ma'harr, the Leviadon performs a trained manoeuvre, plunging deep into the melee and utilising its great mass and monstrous strength to crush heavily armoured foes.*

You can carry out this monstrous rampage with a friendly **NAUTILAR LEVIADON** instead of any other monstrous rampage you can carry out with that **LEVIADON**. If you do so, change the Rend characteristic of that **LEVIADON**'s Massive Scythed Fins and Crushing Jaws to -3 until the end of the next combat phase.



MOR'PHANN

Surrounded by chill mists and speaking in voices little more than whispers, even other Idoneth find the Mor'phann disquieting. The skill of their Soulrenders at healing Namarti mid-battle is second to none, though they are extremely secretive about the exact methods they employ.

Soul-magic Adepts: *Mor'phann Soulrenders raise Namarti back almost as quickly as they fall in battle.*

If the Lurelight ability of a friendly **MOR'PHANN SOULRENDER** affects a friendly **MOR'PHANN NAMARTI** unit, add 3 to the number of slain models that are returned to that unit.



FUETHÁN

The militant Fuethán care little for words, far preferring actions and deeds. They make widespread use of Allopexes in their Phalanxes, seeing much of their own ferocity in these apex ocean predators.

Bloodthirsty Shiver: *The Allopexes of the Fuethán prowl the battlefield in groups, overwhelming their prey with lightning speed and unrelenting aggression.*

You can include Bloodthirsty Shivers in your army (pg 96). At the start of the combat phase, you can pick 1 unit from each Bloodthirsty Shiver in your army. If you do so, until the end of that phase, if the unmodified hit roll for an attack made with that unit's Ferocious Bites is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. If the attacking unit is within 3" of 1 or more other units from the same Bloodthirsty Shiver, its Ferocious Bite scores 3 hits on an unmodified hit roll of 6 instead.



DHOM-HAIN

Other enclaves believe the Dhom-hain exhibit degrees of savagery unbecoming of aelves, likening them to the less enlightened races. In turn, the Dhom-hain wilfully ignore the other enclaves, considering them arrogant, misguided and overly meddlesome.

Namarti Savages: *The Namarti warriors of the Dhom-hain are renowned as especially fearsome and cunning fighters with an instinctual understanding of the flow of battle.*

If you take the first turn in the current battle round, in your combat phase, after a friendly **DHOM-HAIN NAMARTI** unit has fought for the first time in that phase, if there are no enemy units within 3" of that **DHOM-HAIN NAMARTI** unit, you can attempt a charge with that unit if it is within 12" of any enemy units. If that **DHOM-HAIN NAMARTI** unit finishes that charge move within ½" of an enemy unit, you can pick that unit to fight for a second time in that phase when it is your turn to do so. If you take the second turn in the current battle round, when a friendly **DHOM-HAIN HERO** issues the Redeploy command to a friendly **DHOM-HAIN NAMARTI** unit, you can pick up to 3 friendly **DHOM-HAIN NAMARTI** units to receive the command instead of only 1 friendly unit.



BRIOMDAR

Seeking reclusion, the Idoneth that became the Briomdar branched off from the Ionrach and settled in the Green Gulch in Ghyran. The undersea forests of that region have since had much influence on their development. They are masters of stealth and ambush, and can move swiftly through dense terrain.

Supreme Soulscryers: *The exemplary skill of Briomdar Soulscryers sets them apart from their counterparts in other enclaves. They are experts at guiding their raiding parties to encircle and entrap their prey.*

During deployment, if you set up a friendly **BRIOMDAR SOULSCRYER** using the Finder of Ways ability, up to 3 friendly **BRIOMDAR IDONETH DEEPCIN** units can join that **SOULSCRYER** instead of up to 2. In addition, when you set up any units that join that **SOULSCRYER**, you can set up those units wholly within 12" of that **SOULSCRYER** and more than 9" from all enemy units.



PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using an Idoneth Deepkin army.

QUOTA OF SOULS

To sustain the ever-growing Idoneth empire, the enclaves are charged with the retrieval of souls to both aid their capital city and bolster the ranks of their Phalanxes. The nature of this resource is especially rare, and in such demand that there is often too little to meet both their city's quota and the needs of the Idoneth armies. Thankfully, however, there is no better opportunity for the warriors of the deep to meet their quota than through the tides of carnage.

Each time an enemy unit is destroyed by an attack made with a melee weapon by a friendly **IDONETH DEEPKIN** unit, you can say that your warriors will attempt to steal the souls of their defeated foes. If you do so, roll a number of dice for that enemy unit as described below. Each of these rolls is called an extraction roll. For each 4+, a soul from the destroyed unit is successfully stolen and your soul quota is increased by 1.

Destroyed Enemy Unit	Extraction Rolls
HERO or MONSTER	2D6
Wounds characteristic of 3 or more, not a HERO or MONSTER	6
Wounds characteristic of 2 or less	3



GIFTS OF THE SOUL-RAIDS

Once captured, the souls of the defeated are returned to the Idoneth's capital cities. Here, they are utilised by the Isharann to meet the constant demands of their empires, many of whom are more than aware of the gradually increasing deficit and the generals that skew the numbers to maintain their battlelines.

During step 2 of the aftermath sequence, you can spend souls from your soul quota to improve casualty rolls for a unit or to determine the outcome of an injury roll.

Before you make a casualty roll for an **IDONETH DEEPKIN** unit, if your soul quota is 3 or more, you can subtract D3 from your soul quota to reduce the number of dice you must roll for that casualty roll by 1.

Before you make an injury roll for an **IDONETH DEEPKIN** unit, if your soul quota is 3 or more, you can subtract D3 from your soul quota to treat that injury roll as a Minor Injury (do not roll the dice).

During step 7 of the aftermath sequence, each time you recuperate a unit that has suffered casualties or reinforce a unit on your order of battle, you can spend souls from your soul quota instead of glory points to meet the cost of doing so. In such cases, 1 soul is the equivalent of 1 glory point, and you can spend any combination of souls and glory points to meet the cost. Each time you spend a soul in this way, subtract 1 from your soul quota.

At the end of the aftermath sequence, you deliver the remaining souls to your capital city and your soul quota is reduced to 0.



QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST THE SHELLED COLOSSUS

Leviadons are extremely long-lived creatures that can serve in the same Phalanx for generations. Over time, many develop useful adaptations that can aid them in battle.

Pick 1 **LEVIADON** from your order of battle that does not have a mount trait, and pick 1 mount trait from the Bond-beast Traits table (pg 69). Note these down in your quest log.

At the end of a Path to Glory battle, you complete this quest if that **LEVIADON** destroyed any enemy units during the battle.

When you complete this quest, you can add the mount trait you picked to your vault but it can only be given to the **LEVIADON** you picked when you embarked on this quest (note down the name of the unit next to the mount trait). If that **LEVIADON** is removed from your order of battle, then remove the mount trait from your vault too.

QUEST SOUL SKIRMISH

If the defences of a potential target for a raid are light enough, the enclaves will dispatch smaller tactical raiding parties to secure their treasure without the need to commit a full Phalanx.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and have at least 3 friendly **IDONETH DEEPKIN** units on the battlefield.

When you complete this quest, increase your soul quota by 1 for each friendly **IDONETH DEEPKIN** unit on the battlefield.

QUEST ESSENTIAL SOUL-RAIDS

The soul-raids of the Idoneth are not carried out for petty vengeance; they are a stark necessity for their race's very survival.

Write down that you are undertaking this quest in the Quest Reward section of your quest log.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if you won a **minor victory** and add 3 quest points if you won a **major victory**.

Once you have gained 3 or more quest points, you can fight Path to Glory battles using the 'The Reaping' battleplan (pg 80). If you win a **minor victory** or **major victory** in that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST EAT OF THE LAND

Should the great Phalanxes of the Idoneth march to war, it is expected for them to return with a significant haul of stolen souls. If victory is generous enough, a surplus of souls is often secretly claimed by the victorious warriors as a means of escaping death in their next outing.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and your soul quota numbers 12 or more souls.

When you complete this quest, in the next Path to Glory Battle you fight against an opponent who is using a Path to Glory army, you can heal D3 wounds allocated to each friendly **IDONETH DEEPKIN** unit on the battlefield at the start of each of your hero phases.

VETERAN ABILITIES

Each time an **IDONETH DEEPKIN** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

IDONETH DEEPKIN VETERAN ABILITIES

Soul Harvesters: *Over many battles, these warriors have perfected the art of the strike that incapacitates but does not immediately slay, allowing the Soulrenders to perform their grim duty at their leisure and ensuring no souls elude capture by the Idoneth.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, increase your soul quota by 1 for each enemy model slain by an attack made by this unit in that phase.

Abyss Dwellers: *These warriors let the fear of drowning fill the minds of their foes before delivering a swift killing blow to put them out of their misery.*

This unit can use this veteran ability once per battle, at the end of your charge phase. When it does so, until the end of that turn, this unit is affected by the High Tide ability from the Tides of Death table (pg 64) in addition to any other abilities from the Tides of Death table it is affected by, even if it is not the appropriate battle round.

Tsunami Strikers: *At an unspoken command from their leader, this band of grizzled veterans pierces the enemy ranks as a combined force, overwhelming their targets in a fearsome torrent of attacks.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Flash-flood Militia: *These Idoneth have trained to swiftly flow around and surround the foe, timing their assaults with the movements of the ethersea.*

This unit can use this veteran ability once per battle, at the start of your hero phase. When it does so, until the end of that turn, this unit is affected by the Flood Tide ability (pg 64) in addition to any other Tides of Death ability it is affected by, even if it is not the appropriate battle round.

Summoners of the Gloomtide: *These warriors favour fighting in the waters nearest to Gloomtide Shipwrecks to best utilise the protection they provide. Such is their dependence on these encrusted wrecks that they have devised a means of bringing them to the battlefield.*

This unit can use this veteran ability at the start of your first hero phase. When it does so, you can set up a Gloomtide Shipwreck terrain feature that consists of 1 scenery piece wholly within 12" of this unit and more than 3" from all objectives and other terrain features.

Ritual Practitioners: *After a lifetime of becoming attuned to the ethersea, these warriors have drawn from teachings of the Isharann and can contribute to their deadly battle-rituals.*

This unit has the 'Master of the Ethersea' ability from the Isharann Tidecaster warscroll (pg 88).

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

IDONETH DEEPKIN FACTION TERRITORIES (D66)

61 THE PITCH-BLACK ABYSS

Your scouts find nothing of value in this region.
This territory cannot be controlled.

62 CONCEALED WHIRLWAY

The tidal networks of these arcane vortexes allow the Idoneth to travel vast distances between the realms' oceans in moments, allowing them to swiftly establish outposts in strategically advantageous locations.
This territory cannot be controlled, but you can pick any other territory from this table to control instead.

63 UNDERSEA VOLCANO

The elemental force of the thermal vents in this region can be harnessed by the Isharann to speed the Idoneth's passage through the ethersea when they launch their soul-raids.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.
[Upgrade 10GP] **Ethersea Stream:** During deployment in a Path to Glory battle, if you can set up reserve units, you can set up 1 friendly **IDONETH DEEPKIN** unit as a reserve unit in addition to any other units you can set up as reserve units. If you do so, at the end of your movement phase, you can set up that unit on the battlefield more than 7" from all enemy units.

64 DESERTED ISLAND

This isolated sliver of land will provide a useful position to monitor enemy movements and further protect the borders of your domains.

You can never have more than 1 territory of this type. In step 4 of the aftermath sequence, roll a dice if you won a **major victory** in the battle. On a 3+, add 1 to the number of quest points you gain towards your quest (if applicable).

65 SEAMOUNT OVERLOOK

This well-placed natural vantage point gives your enclave greater scope through the fog of war, helping you to identify potential targets for soul-raids or to determine if it is safe to expand your borders.

You can never have more than 1 territory of this type. Each time you upgrade a territory, reduce the cost of doing so by D3 glory points (to a minimum of 0).

[Upgrade 15GP] **Established Observatory:** You can make 2 exploration rolls in the aftermath sequence instead of 1.

66 CHORRILEUM PLATEAU

Your scouts discover an ideal location for a new chorrileum, which will bring respite to your ever-dwindling soul quota.

This territory has no effect until it is upgraded. You can never have more than 1 territory of this type.

[Upgrade 10GP] **Rooted Soul Reef:** At the start of the aftermath sequence, you can add 3 to your soul quota.

IDONETH DEEPKIN NAME GENERATOR

You can use these tables to generate names for your Idoneth warriors; roll a D6 to generate the result, or simply pick the one you like best. There are names for Idoneth nobility (Akhelians and Isharann), Namarti and bond-beasts, as well as examples of some of the deep-sea creatures that your champions might keep as familiars. These confer no in-game benefit, but are a great way to add personality to your collection.

NOBILITY FIRST NAMES (D6)	NOBILITY LAST NAMES (D6)	NAMARTI NAMES (D6)
1. Othras	1. Namarilon	1. Imhór
2. Pelaínn	2. Bórnassus	2. Vion
3. Gwéon	3. Ictheyann	3. Kleon
4. Vhairith	4. Thalassin	4. Anaer
5. Isurr	5. Ghal-druinn	5. Selon
6. Mairayth	6. Pleurannos	6. Enoth

SEA-BEAST FAMILIARS (D12)	BOND-BEAST NAMES (D6)
1. Dritchleech	1. Oboros
2. Moon Orbilar	2. Sabrefang
3. Malefic Sreet	3. Kelpstrider
4. Shrask Eel	4. Vorpos
5. Snapping Brón	5. Bladefin
6. Phantasmaray	6. Atarul
7. Hippocampus	
8. Juvenile Quadtare	
9. Zephyrfish	
10. Shellfort Crab	
11. Direbrine Angler	
12. Whorlscuttler	



Dritchleech



Moon Orbilar



Malefic Sreet



Shrask Eel



Snapping Brón



Phantasmaray



Hippocampus



Juvenile Quadtare



Zephyrfish



Shellfort Crab



Direbrine Angler



Whorlscuttler

Sea-beast Familiars

BATTLEPLAN CRESCENDO OF CRASHING WAVES

An Idoneth Deepkin soul-raid starts with the Idoneth emerging from the sea as close as possible to their target. Though most peoples of the realms remain ignorant of the Idoneth's true nature, legends of mysterious invaders from the ocean have prompted some of the more cautious coastal communities to station sentinels to guard the shoreline from a sudden attack. However, everyone has a plan until they feel the creeping fog of the ethersea...

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using an Idoneth Deepkin army, has embarked on the Essential Soul-raids quest and has earned 3 or more quest points (pg xx).

THE ARMIES

The player embarked on the Essential Soul-raids quest is the **Idoneth player** and their opponent is the **sentinel**. The Idoneth player must use an Idoneth Deepkin army.

THE BATTLEFIELD

This battle is fought on the shoreline of an established settlement, and appropriate terrain features should be used to represent this.

FACTION TERRAIN

The sentinel can set up a faction terrain feature.

DEPLOYMENT

The sentinel sets up their army first, wholly within their territory and more than 9" from the shoreline battlefield edge.

The Idoneth player then picks 1 point on the shoreline battlefield edge and sets up 3 friendly units wholly within 9" of that point and more than 9" from all enemy units. The remaining units in the Idoneth player's army start the battle in reserve and will arrive as described later (see 'The Second Wave').

FIRST TURN

The Idoneth player takes the first turn in the first battle round.

THE SECOND WAVE

When the time is right, you command your vanguard to emerge from the sea and slay any enemy warriors guarding the shoreline to clear a path for the main force.

At the end of their movement phase, the Idoneth player can say that 1 or more of their reserve units will enter the battlefield from the shoreline battlefield edge. If they do so, measure the start of the moves for the models in that unit from anywhere on the shoreline battlefield edge.

HIDDEN AMBUSHES

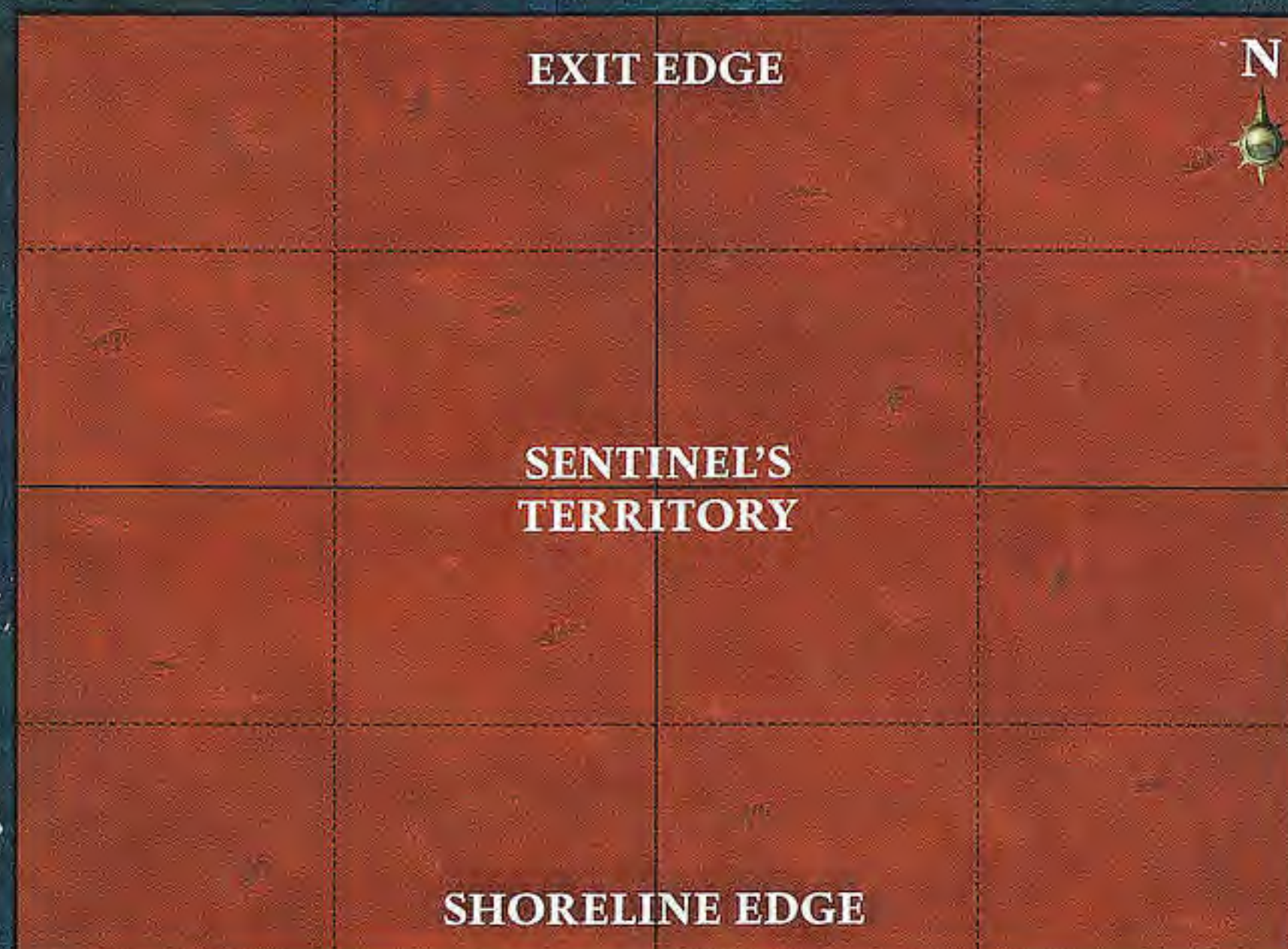
With the patrols of the shoreline established, it is now a matter of time to await the signal. And this time, you're ready to give the raiders the welcome they deserve...

At the start of the Idoneth player's hero phase, the sentinel must roll a dice for each unit in the Idoneth player's army that is on the battlefield. On a 1, until the Idoneth player's next hero phase, subtract D6" from that unit's Move characteristic. On a 2-4, until the Idoneth player's next hero phase, that unit cannot shoot. On a 5+, that unit is unaffected.

RAIDING FORCE

Your enclave cannot afford for these land creatures to prevent you from securing your objective.

At the start of the Idoneth player's hero phase, they can pick any number of friendly units that are wholly within 6" of the exit edge of the battlefield and more than 3" from all enemy units and say they will push further inland to secure more souls. Remove the models in those units from play, but do not count them as being slain.





BATTLE LENGTH

The battle lasts for 5 battle rounds or until one player wins a **major victory**.

GLORIOUS VICTORY

The Idoneth player wins a **major victory** if there are no units on the battlefield at the end of a battle round.

The sentinel wins a **major victory** if no units have pushed further inland by the end of the fifth battle round.

If at least 1 but fewer than half of the units in the Idoneth player's army have pushed further inland, the sentinel wins a **minor victory**. On any other result, the Idoneth player wins a **minor victory**.



PATH TO GLORY REWARDS

If the Idoneth player wins the battle, in step 7 of the aftermath sequence, they can add 1 additional new unit to their order of battle.

BONUS RENOWN

At the end of the battle, each unit on the battlefield gains 1 renown point.

The purpose of an Idoneth Deepkin raid is terrifyingly simple: to harvest souls from the races on land and transport the spirit-stuff back to the Idoneth's enclave. Faced with a fate worse than death, the defenders must do everything in their power to save their people from the aelves by escorting the vulnerable to safety.

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using an Idoneth Deepkin army, has embarked on the Essential Soul-raids quest and has earned 3 or more quest points (pg 74).

THE ARMIES

The player embarked on the Essential Soul-raids quest is the **Idoneth player** and their opponent is the **guardian**. The Idoneth player must use an Idoneth Deepkin army.

BATTLEPLAN THE REAPING

THE BATTLEFIELD

This battle is fought on the outskirts of an inhabited settlement, and appropriate terrain features should be used to represent this. In addition, set up 3 objective markers as shown on the map.

FACTION TERRAIN

The guardian can set up a faction terrain feature.

DEPLOYMENT

The players then alternate setting up units 1 at a time, starting with the guardian. Each player must set up their units wholly within their territory and more than 6" from their opponent's territory. The players continue to set up their units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

FIRST TURN

The Idoneth player takes the first turn in the first battle round.

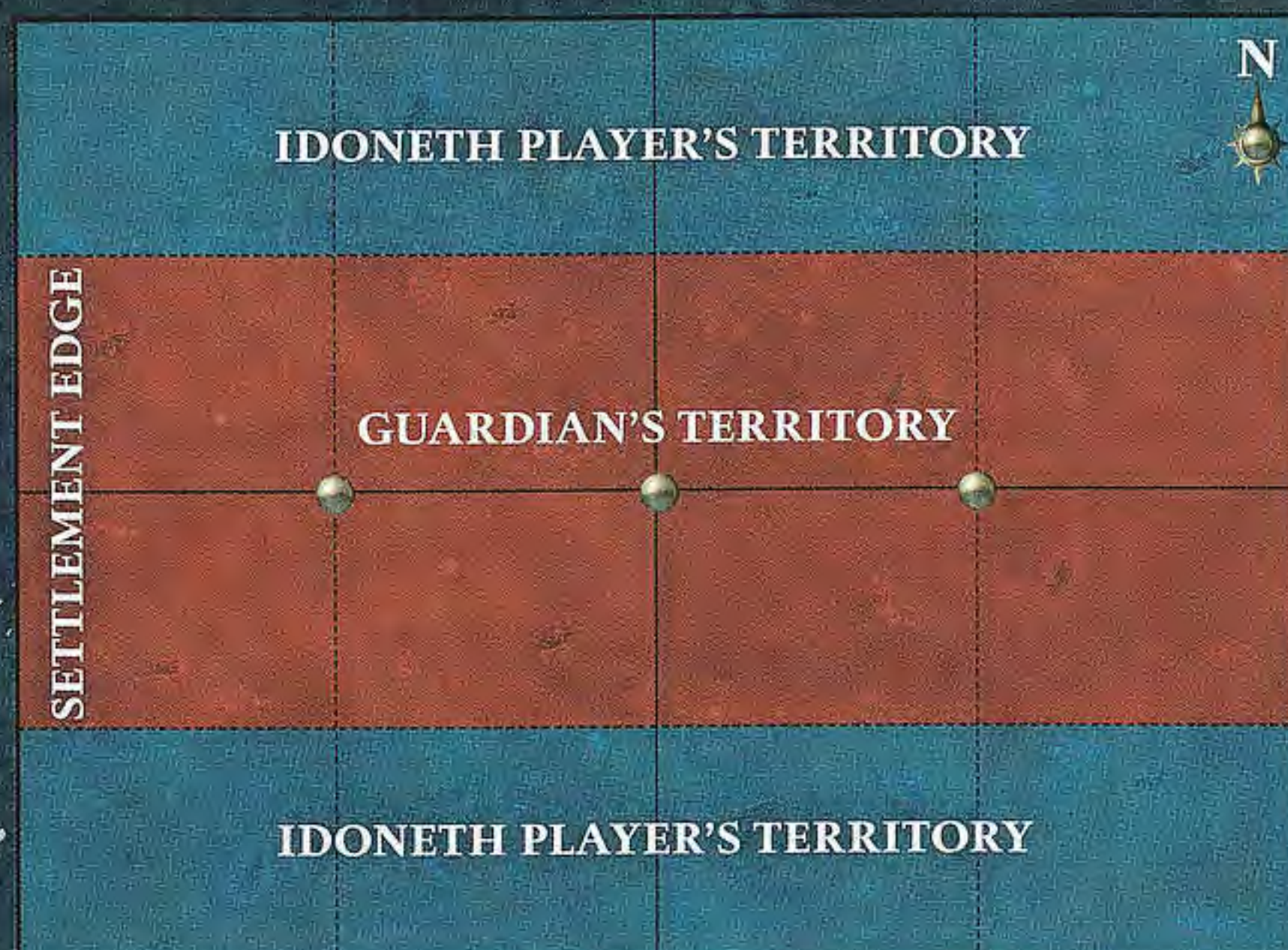
TERRIFIED CIVILIANS

The army in front of you has come from the sea and, according to fragmented reports, is intent on abducting those in your charge. You must do everything in your power to rescue the population from the invaders by evacuating them to a nearby fortified settlement.

In this battle, the objective markers are referred to as 'population markers', and each represents a group of civilians. The guardian must move each population marker in their movement phase. If the closest unit to a population marker before it is moved is a unit from the guardian's army, then the guardian can move that marker up to 6" in any direction. If the closest unit to a population marker before it is moved is a unit from the Idoneth player's army, then the guardian must move that marker in a straight line as far as possible up to 6" directly away from that unit.

Population markers move in the same manner as a model that can fly, but must finish all moves more than 3" from all units in the Idoneth player's army. If a population marker finishes a move within 1" of the settlement battlefield edge, that group of civilians is evacuated and the marker is removed from the battlefield.

If there are more models from the Idoneth player's army within 3" of a population marker than there are models from the guardian's army at the end of a turn, that group of civilians is reaped and the marker is removed from the battlefield.





BATTLE LENGTH

The battle lasts until no population markers are on the battlefield.

GLORIOUS VICTORY

The Idoneth player wins a **major victory** if 2 or more groups of civilians have been reaped when the battle ends.

The guardian wins a **major victory** if 2 or more groups of civilians have been evacuated when the battle ends.

The Idoneth player wins a **minor victory** if 1 group of civilians has been reaped and none have been evacuated when the battle ends.

The guardian wins a **minor victory** if 1 group of civilians has been evacuated and none have been reaped when the battle ends.

Any other result is a **draw**.

PATH TO GLORY REWARDS

If the Idoneth player wins the battle, in step 7 of the aftermath sequence, they can reduce the casualty score of 1 unit on their order of battle to 0.

BONUS RENOWN

At the end of the battle, each unit on the battlefield gains 1 renown point.

PHALANX



Fast and flexible, an Idoneth Phalanx is an ideal force for soul-raiding. The Namarti corps advance under the protective cover of the Tidecaster's magic, while the King waits for the perfect moment to unleash the ferocious charge of the Akhelian corps.

WARSCROLL BATTALION

ROYAL COUNCIL

Organisation:

- 1 Akhelian King
- 1 Isharann Tidecaster
- 1 Isharann Soulscryer

WARSCROLL BATTALION

AKHELIAN CORPS

Organisation:

- 1 Akhelian Leviadon
- 2-4 AKHELIAN GUARD units
- 1-2 Akhelian Alloplexes units

WARSCROLL BATTALION

NAMARTI CORPS

Organisation:

- 1 Akhelian Thrallmaster
- 1 Isharann Soulrender
- 2-6 Namarti Thralls units
- 2-4 Namarti Reavers units

ABILITIES

Full Fury of the Storm: When it surfaces for battle, an Idoneth Phalanx crashes against the foe again and again, pounding them apart in waves of unrelenting fury.

After a unit from this battalion that is affected by the High Tide ability from the Tides of Death table (pg 64) makes a charge move, you can pick 1 enemy unit within 1" of that unit and roll a number of dice equal to the charge roll for that charge move. For each 5+, that enemy unit suffers 1 mortal wound.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies below and record it on your army roster.

METHODS OF THE SOUL-HARVEST

Idoneth Deepkin army only.

Akhelian Pursuit: When the battle ends, you complete this grand strategy if there are 3 or more friendly **AKHELIAN** units wholly within enemy territory.

The Creeping Gloomtide: When the battle ends, you complete this grand strategy if there are any Gloomtide Shipwrecks in your army on the battlefield and all of them are more than 3" from all enemy units.

Dominion of the Deep Ones: When the battle ends, you complete this grand strategy if the only **MONSTERS** on the battlefield are friendly **LEVIADONS**.

Namarti Assault: When the battle ends, you complete this grand strategy if 2 or more friendly **NAMARTI** units are within 3" of any enemy units, or if the only Battleline units on the battlefield are friendly **NAMARTI** units.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 of the battle tactics below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

THE CURRENTS OF BATTLE

Idoneth Deepkin army only.

Assassins of the High Tide: You complete this battle tactic if 2 or more enemy units are destroyed during this turn by attacks made by friendly **IDONETH DEEPKIN** units that are affected by the High Tide ability.

Predators of the Deep: Pick 1 unit in your opponent's starting army that is on the battlefield, that has a Wounds characteristic of 8 or more and that has 0 wounds allocated to it. You complete this tactic if that unit is destroyed during this turn by a friendly **AKHELIAN ALLOPEXES** unit.

Revenge of the Namarti: You complete this battle tactic if an enemy **HERO** or **MONSTER** is destroyed during this turn by an attack made by a friendly **NAMARTI** unit.

Deny Trespassers: Pick 1 Gloomtide Shipwreck in your army that is within 12" of any enemy units. You complete this battle tactic if that Gloomtide Shipwreck is more than 12" from all enemy units at the end of this turn.

Trapped in the Undercurrents: You complete this battle tactic if 3 or more friendly **IDONETH DEEPKIN** units retreated and made a charge move during this turn.

Isharann Defiance: When you reveal this battle tactic, pick 1 objective wholly within enemy territory. At the end of this turn, you complete this battle tactic if you control that objective and there is a friendly **ISHARANN** unit within 6" of that objective.

In its aspect of the storm an Eidolon of Mathlann is the vengeance of the Idoneth made manifest, a living tempest that surges upwards before crashing upon the foe with tidal-wave force.

WARSCROLL

EIDOLON OF MATHLANN

ASPECT OF THE STORM

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spear of Repressed Fury	2"	4	3+	2+	-2	2
Crulhook	1"	4	3+	2+	-1	2
Sharp Fangs	3"	2D6	4+	4+	-	1

An Eidolon of Mathlann, Aspect of the Storm, is armed with a Spear of Repressed Fury and a Crulhook.

COMPANION: This unit is accompanied by a Stormshoal that attacks with its Sharp Fangs.

FLY: This unit can fly.

Stormshoal: The ethereal sea-creatures that swirl and dart around an Eidolon harry attackers, intercepting their blows and spoiling their aim.

This unit has a ward of 5+.

Crashing Upon the Foe: The Eidolon surges up into the sky before crashing down like a tidal wave, reforming to dive again and again until nothing is left of the enemy but soulless corpses.

You can heal up to D3 wounds allocated to this unit after it makes a charge move.

Add 1 to the Attacks and Damage characteristics of this unit's Spear of Repressed Fury if it made a charge move in the same turn.

This unit can retreat and still charge in the same turn.

Drench with Hate: The mere presence of an Eidolon in its warrior aspect is enough to imbue nearby Idoneth with a fierce and bitter hate.

Add 1 to wound rolls for attacks made with melee weapons by friendly IDONETH DEEPKIN units (excluding mounts) that are wholly within 12" of any friendly units with this ability.

Pulled Into the Depths: The viciously barbed Crulhook can ensnare unfortunate foes.

At the start of the combat phase, you can pick 1 enemy **HERO** with a Wounds characteristic of 8 or less that is within 3" of this unit. Add 1 to hit and wound rolls for attacks made by this unit that target that **HERO** in that phase.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, HERO, TOTEM, EIDOLON, ASPECT OF THE STORM



Though the souls of the Slaves to Darkness are already forfeit, this does not stop the Idoneth from claiming them for their own ends.

WARSCROLL

EIDOLON OF MATHLANN

ASPECT OF THE SEA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blasts of Abyssal Energy	12"	D3	3+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Psi-trident	2"	3	3+	3+	-2	2
Deep-sea Sceptre	1"	2	3+	4+	-1	1
Sharp Fangs	3"	2D6	4+	4+	-	1

An Eidolon of Mathlann, Aspect of the Sea, is armed with Blasts of Abyssal Energy, a Psi-trident and a Deep-sea Sceptre.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

COMPANION: This unit is accompanied by a Stormshoal that attacks with its Sharp Fangs.

FLY: This unit can fly.

Stormshoal: The ethereal sea-creatures that swirl and dart around an Eidolon harry attackers, intercepting their blows and spoiling their aim.

This unit has a ward of 5+.

Dormant Energies: The Isharann aspect of an Eidolon of Mathlann seethes with suppressed energies that it can draw upon at need.

You can re-roll casting, dispelling and unbinding rolls for this unit.

If this unit successfully casts any spells in your hero phase, you can heal up to D3 wounds allocated to this unit at the end of that phase.

Tranquillity of the Abyss: An Eidolon in its aspect of the sea radiates an aura of unnatural tranquillity, calming any fears nearby Idoneth may harbour.

Friendly **IDONETH DEEPKIN** units wholly within 18" of this unit have a Bravery characteristic of 10.

Cloying Sea Mists: The Eidolon brings forth cloying sea mists that heal Idoneth Deepkin and send foes into a mystic slumber from which they will never awake.

Cloying Sea Mists is a spell that has a casting value of 6 and range of 12". If cast, pick 1 friendly **IDONETH DEEPKIN** unit, or 1 enemy unit, within range and visible to the caster. If you picked a friendly **IDONETH DEEPKIN** unit, heal up to D3 wounds allocated to that unit. If you picked an enemy unit, that unit suffers D3 mortal wounds.

Tsunami of Terror: With a wave of its sceptre, the Eidolon sends forth invisible waves of fear that cause even the bravest of opponents to cower.

Tsunami of Terror is a spell that has a casting value of 7 and range of 12". If cast, pick up to D3 enemy units within range and visible to the caster. Subtract 1 from save rolls for attacks made with melee weapons that target that unit until your next hero phase.

An Eidolon of Mathlann is a mystical conjuration that embodies a long-forgotten god. When summoned in its aspect of the sea, this entity can call upon the magic of the ocean to heal allies or send enemies fleeing in terror.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, HERO, WIZARD, EIDOLON, ASPECT OF THE SEA

Volturnos is the last of the Cythai, a warrior whose cunning and prowess are legendary. Riding to battle atop Uasall, Prince of Deepmares, the High King carves a path through the foe, inspiring the Idoneth to ever greater deeds.

WARSCROLL VOLTURNOS HIGH KING OF THE DEEP

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Astra Solus	1"	4	3+	3+	-2	3
Fangs and Talons	2"	3	3+	3+	-1	D3
Lashing Tails	2"	3	3+	3+	-	2

Volturnos, High King of the Deep, is armed with the Astra Solus.

WARMASTER: If this unit is included in an Idoneth Deepkin army, it is treated as a general even if it is not the model picked to be the army's general.

FLY: This unit can fly.

MOUNT: This unit's Deepmare, Uasall, is armed with Fangs and Talons, and Lashing Tails.

Cealith, the High King's Shield:

Cealith is said to have been crafted by Teclis himself. However it was created, the mystical aura it projects guards the bearer against malign magics.

Each time this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 3+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

First Among Akhelians: *Volturnos is the greatest Akhelian King to have ever lived. His supreme skill and vast experience serve as an inspiration to all members of the Idoneth's warrior caste.*

Add 1 to hit rolls for attacks made with melee weapons by friendly **AKHELIAN** units (excluding mounts) wholly within 12" of this unit.

Deepmare Horn: *Every Deepmare has a spiral horn upon its head, which it uses to gore the foe when it charges into combat.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Supreme Lord of Tides: *At the High King's command, his warriors will attack with unrelenting fury if the tide is high.*

Once per battle, at the start of the combat phase, you can pick up to 3 different friendly **IDONETH DEEPKIN** units that are affected by the High Tide ability from the Tides of Death table and are wholly within 12" of this unit. Add 1 to the Attacks characteristic of melee weapons used by the units you picked until the end of that phase.

KEYWORDS

ORDER, IDONETH DEEPKIN, IONRACH, AELF, HERO, AKHELIAN, AKHELIAN KING, VOLTURNOS

Akhelian Kings are the war leaders of the Idoneth enclaves. Mounted atop fierce and intelligent Deepmares, these inspiring commanders fight at the forefront of every battle, urging their Phalanxes forward as they wield their blades with deadly skill.

WARSCROLL AKHELIAN KING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Polearm	2"	3	3+	2+	-2	2
Greatsword	1"	5	3+	3+	-1	2
Falchion	1"	3	3+	3+	-	1
Fangs and Talons	2"	3	3+	3+	-1	D3
Lashing Tails	2"	3	3+	3+	-	2

An Akhelian King is armed with 1 of the following weapon options: Bladed Polearm and Falchion; or Greatsword and Falchion.

FLY: This unit can fly.

MOUNT: This unit's Deepmare is armed with Fangs and Talons, and Lashing Tails.

Akhelian Paragon: *Each Akhelian King is a shining example of his caste, a master of battle whom all other Akhelians strive to emulate in battle.*

Add 1 to hit rolls for attacks made with melee weapons by friendly **AKHELIAN** units (excluding mounts) wholly within 9" of this unit.

Deepmare Horn: *Every Deepmare has a spiral horn upon its head, which it uses to gore the foe when it charges into combat.*

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Wave Rider: *When an Akhelian King charges the foe, their polearm hits with the power of a crashing wave.*

This unit's Bladed Polearm has a Rend characteristic of -3 and a Damage characteristic of 3 if this unit made a charge move in the same turn.

Lord of Tides: *The warriors of the Idoneth will attack with unrelenting fury at the command of an Akhelian King.*

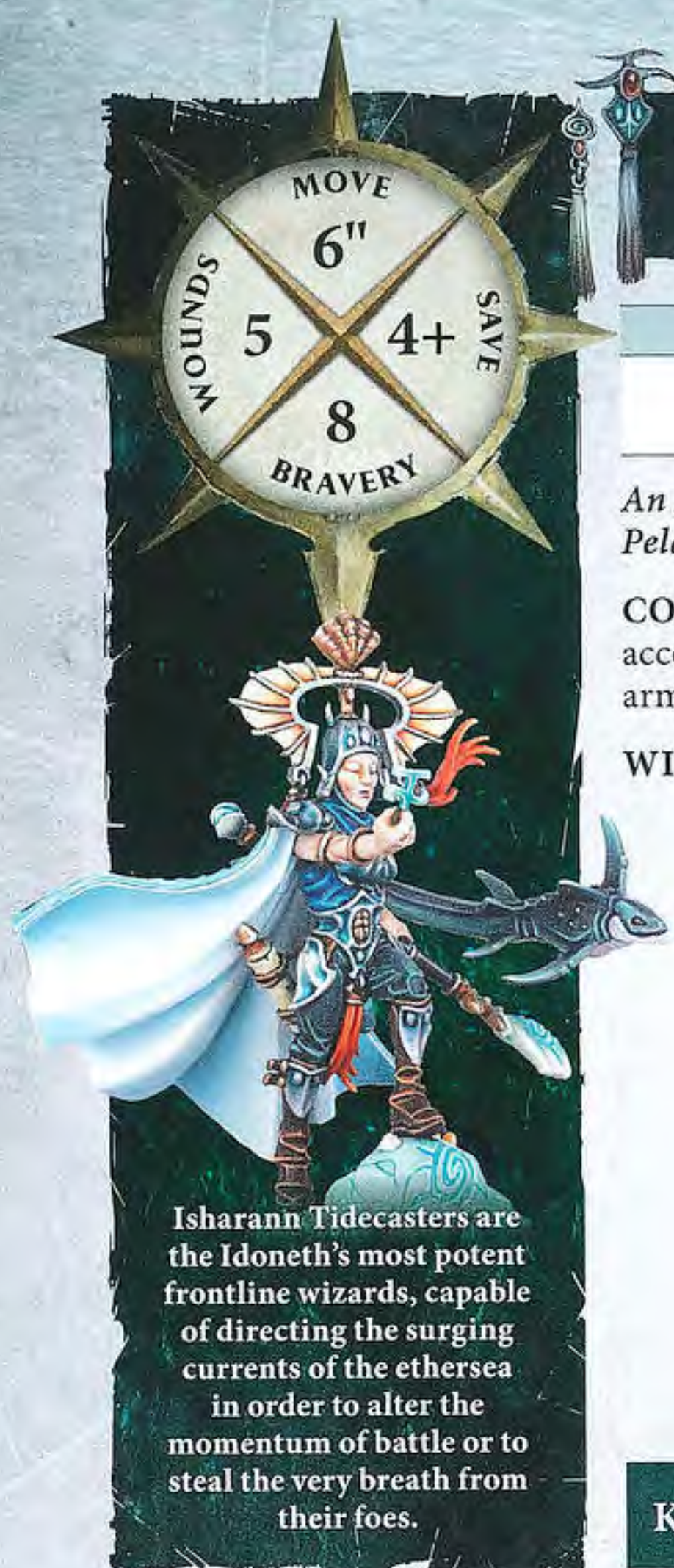
Once per battle, at the end of your charge phase, you can pick up to D3 different friendly **IDONETH DEEPKIN** units wholly within 12" of any friendly units with this ability. If you do so, until the end of that turn, the units you picked are affected by the High Tide ability from the Tides of Death table in addition to any other abilities from the Tides of Death table they are affected by.

KEYWORDS

ORDER, IDONETH DEEPKIN, AELF, HERO, AKHELIAN, AKHELIAN KING



A Fuethán Phalanx launches a bloody ambush on a Khornate force prowling the Coast of Bone in Aqshy.



WARSCROLL ISHARANN TIDECASTER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pelagic Staff	1"	2	4+	3+	-1	2
Vicious Bite	1"	2	3+	4+	-	1

An Isharann Tidecaster is armed with a Pelagic Staff.

COMPANION: This unit is accompanied by a Spirit Guardian armed with a Vicious Bite.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Gifts of the Depths: Such is the connection between the Isharann and the ethersea that they can constantly manipulate its currents to protect themselves from harm.

This unit has a ward of 5+.

Master of the Ethersea: Adding their arcane mastery to Isharann rituals, a Tidecaster can manipulate the ethersea like no other.

If any units with this ability are part of your army, you can pick 2 different Isharann rituals to influence the ethersea during the battle instead of 1.

Riptide: Staring fixedly at a group of foes, the Tidecaster creates a sudden vacuum in the ethersea that robs her victims of their breath. Those who do not drown where they stand are left disoriented and gasping for air.

Riptide is a spell that has a casting value of 7 and range of 18". If cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, HERO, WIZARD, ISHARANN, TIDECASTER



WARSCROLL LOTANN WARDEN OF THE SOUL LEDGERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Quill	1"	1	3+	4+	-	1
Tentacles and Hand Weapons	3"	8	3+	4+	-1	1

Lotann, Warden of the Soul Ledgers, is armed with a Bone Quill.

COMPANION: This unit is accompanied by an Ochtar Familiar armed with Tentacles and Hand Weapons.

Catalogue of Souls: The Soul Wardens keep records of the souls that are harvested by the Phalanxes. Their presence in a battle encourages Idoneth warriors to fight all the harder, reminding them of the plight that awaits their race should they fail to fulfil their quota of spirit-essence.

Add 1 to wound rolls for attacks made with melee weapons by friendly IDONETH DEEPKIN units wholly within 12" of this unit.

Gifts of the Depths: Such is the connection between the Isharann and the ethersea that they can constantly manipulate its currents to protect themselves from harm.

This unit has a ward of 5+.

Fount of Willpower: Such is Lotann's obsessive commitment to his duty that his willpower bleeds out into the ethersea, a potent magical force that can be drawn upon to power the rituals of the Isharann.

Once per battle, if this unit is on the battlefield at the start of your hero phase, you can pick 1 ritual from the Isharann Rituals table and 1 friendly IDONETH DEEPKIN unit wholly within 12" of this unit. Until your next hero phase, the unit you picked is affected by that ritual in addition to any others it is affected by.

KEYWORDS ORDER, IDONETH DEEPKIN, IONRACH, AELF, HERO, ISHARANN, SOUL WARDEN, LOTANN

WARSCROLL ISHARANN SOULSCRYER

MISSILE WEAPONS

Spiked Jaws

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	8	2+	4+	-1	1

MELEE WEAPONS

Finger-claw

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	3	3+	3+	-	1

An Isharann Soulscrier is armed with a Finger-claw.

COMPANION: This unit is accompanied by a shoal of Scryfish armed with Spiked Jaws.

Finder of Ways: Soulscriers are the Idoneth's navigators, helping them divine hidden paths through the realmseas.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is travelling the ethersea as a reserve unit. If you do so, when you would set up a different **IDONETH DEEPKIN** unit during deployment, you can say that it is joining this unit travelling the ethersea as a reserve unit. Up to 2 units can join this unit in this way. At the end of your movement phase, you can set up this unit wholly within 6" of the battlefield edge and more than 9" from all enemy units. If you do so, set up all of the units that joined this unit wholly within 9" of this unit and more than 9" from all enemy units.

Gifts of the Depths: Such is the connection between the Isharann and the ethersea that they can constantly manipulate its currents to protect themselves from harm.

This unit has a ward of 5+.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, HERO, PRIEST, ISHARANN, SOULSCRYER

WARSCROLL ISHARANN SOULRENDER

MELEE WEAPONS

Talúnhook

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	3+	3+	-1	2

Serrated Bill

Range	Attacks	To Hit	To Wound	Rend	Damage
3"	3	3+	3+	-1	1

An Isharann Soulrender is armed with a Talúnhook.

COMPANION: This unit is accompanied by a Rakerdart armed with a Serrated Bill.

Lurelight: Isharann Soulrenders possess a mystical lure that is used to draw unto them the souls of slain opponents so that they can be captured. Should the Soulrender act quickly enough, the stolen essence can be repurposed to resurrect fallen Namarti mid-battle.

At the end of the battleshock phase, you can pick 1 friendly **NAMARTI** unit wholly within 18" of this unit and return up to D3 slain models to that unit. You can return up to 3 slain models to that unit instead if any enemy models were slain by attacks made with this unit's Talúnhook in the same turn. The same unit cannot be affected by the Lurelight ability more than once per turn.

Hangman's Knot: The noose on a talúnhook can be used to ensnare a victim, ensuring they cannot escape their doom at the hands of the Soulrender.

Once per battle, at the end of the combat phase, you can pick 1 enemy model that has a Wounds characteristic of 7 or less, does not have a mount and is within 3" of this unit, and roll 2D6. If the roll is greater than that enemy model's Wounds characteristic, it is slain.

Gifts of the Depths: Such is the connection between the Isharann and the ethersea that they can constantly manipulate its currents to protect themselves from harm.

This unit has a ward of 5+.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, HERO, ISHARANN, SOULRENDER

Elathain was dubbed the Ill-fated for failing to harvest the essence of Ghur's Silent People. Yet the Soulrender remains dedicated as ever, wielding the grim tools of his trade to claim a bounty of spirits.

WARSCROLL ELATHAIN ILL-FATED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talúnsickle and Soulnet	2"	3	3+	3+	-2	2
Envenomed Bite	3"	4	4+	4+	-	1

Elathain Ill-fated is armed with a Talúnsickle and Soulnet.

COMPANION: This unit is accompanied by a Darktrench Eel armed with an Envenomed Bite.

Envenomed Bite: The hollow fangs of Elathain's Darktrench Eel can inject a deadly toxin into those whose flesh they pierce.

If the unmodified hit roll for an attack made with this unit's Envenomed Bite is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Lurelight: Isharann Soulrenders possess a mystical lure that is used to draw unto them the souls of slain opponents so that they can be captured. Should the Soulrender act quickly enough, the stolen essence can be repurposed to resurrect fallen Namarti mid-battle.

At the end of the battleshock phase, you can pick 1 friendly **NAMARTI** unit wholly within 18" of this unit and return up to D3 slain models to that unit. You can return up to 3 slain models to that unit instead if any enemy models were slain by attacks made with this unit's Talúnsickle and Soulnet in the same turn. The same unit cannot be affected by the Lurelight ability more than once per turn.

Soulnet: A soulnet can be used to ensnare a victim, ensuring they cannot escape their doom at the hands of the Soulrender.

Once per battle, at the end of the combat phase, you can pick 1 enemy model that has a Wounds characteristic of 7 or less, does not have a mount and is within 3" of this unit, and roll 2D6. If the roll is greater than that enemy model's Wounds characteristic, it is slain.

Gifts of the Depths: Such is the connection between the Isharann and the ethersea that they can constantly manipulate its currents to protect themselves from harm.

This unit has a ward of 5+.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, IONRACH, ISHARANN, HERO, SOULRENDER, ELATHAIN ILL-FATED

Elathain's companions are a disparate lot, the Akhelian knight Fuirann battling alongside the Namarti Tammael and the bond-beasts Duinclaw and Spinefin. Together, however, they fight as one to claim souls for their enclave.

WARSCROLL ELATHAIN'S SOULRAID

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Riptide Harpoon	9"	1	3+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helsabre	1"	3	3+	3+	-	1
Riptide Harpoon	2"	1	3+	3+	-	2
Crushing Claws	1"	2	4+	2+	-1	1
Nasty Bite	1"	4	3+	5+	-	1

The models in Elathain's Soulraid are Fuirann, Tammael, Duinclaw and Spinefin. Fuirann is armed with a Helsabre and Shield. Tammael is armed with a Riptide Harpoon. Duinclaw is armed with Crushing Claws. Spinefin is armed with a Nasty Bite.

Fuirann's Shield: Fuirann expertly defends herself with the ornate shield she carries on her left arm.

Fuirann has a ward of 6+.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, IONRACH, AKHELIAN, NAMARTI, ELATHAIN'S SOULRAID

WARSCROLL AKHELIAN ISHLAEN GUARD

MELEE WEAPONS

Helsabre	1"	3	3+	3+	-1	1
Fangs and Lashing Tail	1"	3	3+	3+	-1	D3

Each model in an Akhelian Ishlaen Guard unit is armed with a Helsabre.

FLY: This unit can fly.

MOUNT: This unit's Fangmora Eels are each armed with Fangs and a Lashing Tail.

CHAMPION: 1 model in this unit can be a Lochian Prince. Add 1 to the Attacks characteristic of that model's Helsabre.

STANDARD BEARER: 1 in every 3 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 3 models in this unit can be a Musician. Add 1 to charge rolls for this unit if it includes any Musicians.

Biovoltaic Barrier: The biovoltaic energy produced by Fangmora Eels is channelled by Ishlaen Guard into a crackling luminescent energy field that protects them from harm.

Ignore modifiers (positive and negative) to save rolls for attacks that target this unit. In addition, this unit has a Save characteristic of 3+ instead of 4+ if it charged in the same turn.

KEYWORDS

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, AKHELIAN GUARD, ISHLAEN GUARD

WARSCROLL AKHELIAN MORRSARR GUARD

MELEE WEAPONS

Voltspear	1"	2	3+	3+	-	1
Fangs and Lashing Tail	1"	3	3+	3+	-1	D3

Each model in an Akhelian Morrsarr Guard unit is armed with a Voltspear.

FLY: This unit can fly.

MOUNT: This unit's Fangmora Eels are each armed with Fangs and a Lashing Tail.

CHAMPION: 1 model in this unit can be a Lochian Prince. Add 1 to the Attacks characteristic of that model's Voltspear.

STANDARD BEARER: 1 in every 3 models in this unit can be a Standard Bearer. Add 1 to the Bravery characteristic of this unit if it includes any Standard Bearers.

MUSICIAN: 1 in every 3 models in this unit can be a Musician. Add 1 to charge rolls for this unit if it includes any Musicians.

Biovoltaic Blast: The biovoltaic energy produced by Fangmora Eels is stored by Morrsarr Guard, ready to be discharged as a bolt of energy when the time is right.

Once per battle, after this unit makes a charge move, you can say this unit will unleash its biovoltaic energy. If you do so, you can pick 1 enemy unit within 1" of this unit and roll a number of dice equal to the number of models in this unit. For each 4+, that enemy unit suffers 1 mortal wound. For each 6+, that enemy unit suffers D3 mortal wounds instead. Add 1 to the roll if the number of models in that enemy unit is greater than the number of models in this unit.

Wave Riders: When Morrsarr Guard charge the foe, their spears hit with the power of a crashing wave.

This unit's Voltspears have a Rend characteristic of -2 and a Damage characteristic of 2 if this unit made a charge move in the same turn.

KEYWORDS

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, AKHELIAN GUARD, MORRSARR GUARD

Ishlaen Guard are masters of the blade and redoubtable bodyguards, capable of deflecting incoming strikes with their sparking galv-shields even as they carve the foe apart with their flashing helsabres.

Swift and hard-hitting, Morrsarr Guard are aggressive shock cavalry. Driven by the fearsome speed of the Fangmora Eel, the lowered voltspears of the Akhelians strike with lethal impact, unleashing a shockwave of electrical energy.



Allopexes are vicious predators of the deep, known for their voracious appetites. As Akhelian bond-beasts, they are more dangerous still, boasting scythed fins and deadly back-mounted harpoon launchers. Even the bravest fear these finned menaces.



WARSCROLL

AKHELIAN ALLOPEXES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razorshell Harpoon Launcher	24"	4	3+	3+	-1	D3
Retarius Net Launcher	18"	1	3+	3+	-	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Hooks and Blades	1"	6	3+	3+	-1	1
Ferocious Bite	1"	3	3+	3+	-2	2

Each model in an Akhelian Allopexes unit is armed with 1 of the following weapon options: Razorshell Harpoon Launcher, Barbed Hooks and Blades; or Retarius Net Launcher, Barbed Hooks and Blades. All models in the unit must be armed with the same weapon option.

FLY: This unit can fly.

MOUNT: This unit's Allopexes are each armed with a Ferocious Bite.

CHAMPION: If this unit has 2 or more models, 1 model in this unit can be an Alpha Allopex. Add 1 to hit rolls for attacks made with that model's melee weapons.

Bloodthirsty Predators: Allopexes are drawn towards the scent of freshly spilt blood.

Add 1 to the Attacks characteristic of this unit's Ferocious Bites if it is within 6" of any enemy models that have any wounds or mortal wounds allocated to them or if it is within 6" of any enemy units that have had any models slain in that turn.

Entangled: A Retarius net entangles its victims even if it does not tear them to shreds right away.

If an attack made with this unit's Retarius Net Launchers scores a hit, the target unit cannot make pile-in moves in that turn.

A Merciless Shiver: Allopexes attack in coordinated waves in order to overwhelm their foe.

If this unit has 2 or more models, it is coherent if each model in the unit is within 3" horizontally of at least 1 other model in the unit instead of 1".

KEYWORDS

ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, AKHELIAN ALLOPEXES



The warriors of the hot-blooded Fuethán enclave have an affinity with the most ferocious beasts of the deeps.

WARSCROLL AKHELIAN LEVIADON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razorshell Harpoon Launchers	24"	8	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Twin-pronged Spear and Razorshell Harpoons	1"	6	3+	3+	-1	1
Massive Scythed Fins	2"	4	2+	3+	-1	★
Crushing Jaws	1"	2	★	2+	-2	3

DAMAGE TABLE			
Wounds Suffered	Save	Massive Scythed Fins	Crushing Jaws
0-8	2+	4	2+
9-11	3+	3	3+
12-14	4+	2	4+
15+	5+	1	5+

An Akhelian Leviadon is armed with Razorshell Harpoon Launchers.

FLY: This unit can fly.

MOUNT: This unit's Leviadon is armed with Massive Scythed Fins and Crushing Jaws.

CREW: This unit's Leviadon has an aelf crew who are armed with a Twin-pronged Spear and Razorshell Harpoons.

Crushing Charge: When a Leviadon charges into battle, it crushes the foe with its sheer mass.

If you carry out a Stomp monstrous rampage with this unit and the enemy unit you picked has a Wounds characteristic of 1, that enemy unit suffers D6 mortal wounds on a 2+ instead of D3.

Jaws of Death: When a Leviadon is able to clamp down its jaws firmly upon its prey, they are almost impossible to prise open.

If the unmodified hit roll for an attack made with this unit's Crushing Jaws is 6, that attack inflicts 3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

If the unmodified hit roll for an attack made with this unit's Crushing Jaws is 6 and the target is a **MONSTER**, that attack inflicts 6 mortal wounds on the target instead of 3 and the attack sequence ends (do not make a wound or save roll).

Void Drum: A void drummer rides on the back of every Akhelian Leviadon. The mesmerising rhythm that they beat out sends rippling currents through the air, distorting the outlines of the drummer's comrades and making them hard to see, while at the same time making the foe easier for Namarti warriors to detect.

Add 1 to save rolls for attacks that target friendly **IDONETH DEEPKIN** units that have a Wounds characteristic of 8 or less that are wholly within 12" of any friendly **LEVIADONS**. In addition, add 1 to hit rolls for attacks made by friendly **NAMARTI** units that target an enemy unit wholly within 12" of any friendly **LEVIADONS**.



A monstrous undersea titan, the Leviadon is covered in thick scales and protected by an impenetrable shell. In addition to its powerful jaws and bladed fins, it carries a hard-bitten crew and twin harpoon launchers, making it a veritable living fortress.

KEYWORDS

ORDER, IDONETH DEEPKIN, AELF, MONSTER, TOTEM, AKHELIAN, LEVIADON

Thrallmasters are cunning and sea-scarred Akhelians who lead the Namarti hosts into battle. Master duellists skilled with all manner of esoteric weapons and accompanied by a vicious snapjaw eel, they scythe through their foes with contemptuous ease.

WARSCROLL AKHELIAN THRALLMASTER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Esoteric Weapons	1"	5	3+	3+	-1	2
Vicious Bite	1"	2	3+	4+	-	1

An Akhelian Thrallmaster is armed with Esoteric Weapons.

COMPANION: This unit is accompanied by a Snapjaw Eel armed with a Vicious Bite.

Akhelian Fighting Stance:

Thrallmasters carry a personal armoury to suit the fighting stances needed to best any form of foe. They rigorously train their Namarti warriors to support each attack style at a moment's notice.

At the start of the combat phase, you must pick 1 of the following fighting stances for this unit to use. Each effect lasts until the end of that phase.

Way of the Depths: You can re-roll hit rolls of 1 for attacks made with melee weapons by this unit and friendly NAMARTI units wholly within 12" of this unit.

Way of the Riptide: If the unmodified hit roll for an attack made with a melee weapon by this unit or a friendly NAMARTI unit wholly within 12" of this unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Way of the Vortex: Subtract 1 from wound rolls for attacks that target this unit and friendly NAMARTI units wholly within 12" of this unit.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, AKHELIAN, HERO, AKHELIAN THRALLMASTER

The core infantry of the Idoneth Deepkin, Namarti Thralls advance into battle brandishing vast two-handed weapons known as lanmari. Despite their blindness and the heft of their blades, they whirl and chop with aelven grace.

WARSCROLL NAMARTI THRALLS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lanmari Blade	2"	2	3+	3+	-1	1

Each model in a Namarti Thralls unit is armed with a Lanmari Blade.

CHAMPION: 1 model in this unit can be an Icon Bearer. Add 1 to the Attacks characteristic of that model's melee weapons.

Sweeping Blows: Lanmari blades can cut through weaker opponents as an Allopex cuts through a shoal of Scryfish, or they can be used to inflict grievous wounds on larger enemies.

Add 1 to the Attacks characteristic of this unit's Lanmari Blades if the target has a Wounds characteristic of 1. Add 1 to the Damage characteristic instead if the target has a Wounds characteristic of 3 or more.

KEYWORDS ORDER, IDONETH DEEPKIN, AELF, NAMARTI, NAMARTI THRALLS

WARSCROLL NAMARTI REAVERS



Armed with silent-firing whisperbows, Namarti Reavers are the fast-moving scouts and archers of the Idoneth Deepkin Phalanxes. Despite their eerie and disturbing lack of eyes, they are uncannily accurate, using senses other than sight to pinpoint their targets.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whisperbow	18"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keening Blade	1"	1	3+	3+	-	1

Each model in a Namarti Reavers unit is armed with a Keening Blade and Whisperbow.

CHAMPION: 1 model in this unit can be an Icon Bearer. Add 1 to the Attacks characteristic of that model's melee weapons.

Ripples in the Ethersea: Despite their lack of eyesight, Namarti Reavers aim by sensing changes in pressure within the ethersea, tracing electromagnetic pulses in the same manner as many of the predators that stalk the pitch-black waters of the depths.

Add 1 to hit rolls for attacks made with missile weapons by this unit if the target is within 9" of the attacking model.

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FACTION TERRAIN WARSCROLL GLOOMTIDE SHIPWRECK



A Gloomtide Shipwreck is a supernatural manifestation in the ethersea, a barnacle-encrusted ruin swarming with vicious deep-sea creatures that provides nearby Idoneth with cover from which to launch their attacks.

FACTION TERRAIN: Only Idoneth Deepkin armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

This faction terrain feature consists of 2 scenery pieces. When you set it up, you can set up the 2 scenery pieces touching, or you can set them up more than 3" from each other. If you set them up touching, they form 1 large Gloomtide Shipwreck. If you set them up more than 3" from each other, they form 2 small Gloomtide Shipwrecks that are separate faction terrain features.

DEFENSIBLE: If this terrain feature was set up as a small Gloomtide Shipwreck, it is a defensible terrain feature that can be garrisoned by up to 5 **IDONETH DEEPKIN** models with a Wounds characteristic of 5 or less that do not have mounts.

If this terrain feature was set up as a large Gloomtide Shipwreck, it is a defensible terrain feature that can be garrisoned by up to 10 **IDONETH DEEPKIN** models with a Wounds characteristic of 5 or less that do not have mounts.

Guardians of the Deep: Shoals of small sea creatures infest this wreck, instinctively swarming out to shield Idoneth Deepkin that are nearby.

IDONETH DEEPKIN units that do not have a mount have a ward of 5+ while they are wholly within 6" of this terrain feature. If a unit that does not have the **IDONETH DEEPKIN** keyword is within 3" of this terrain feature, this ability has no effect.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in an Idoneth Deepkin army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated February 2022.

IDONETH DEEPKIN				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Namarti Reavers	10	170	Battleline	
Namarti Thralls	10	130	Battleline	
Akhelian Leviadon	1	500	Behemoth	Single. Battleline in a Nautilar army.
Eidolon of Mathlann, Aspect of the Sea	1	325	Leader	Single
Eidolon of Mathlann, Aspect of the Storm	1	355	Leader	Single
Volturnos, High King of the Deep	1	290	Leader	Single, Unique
Elathain Ill-fated	1	210	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Elthain's Soulraid	4			
Akhelian King	1	250	Leader	Single
Akhelian Thrallmaster	1	110	Leader	Single
Isharann Tidecaster	1	150	Leader	Single
Isharann Soulscryer	1	150	Leader	Single
Isharann Soulrender	1	120	Leader	Single
Lotann, Warden of the Soul Ledgers	1	115	Leader	Single, Unique
Akhelian Allopexes	1	165		Battleline in a Fuethán army.
Akhelian Allopexes (Bloodthirsty Shiver)	1		Battleline	Single. Can only be included in a Fuethán army. These units must be taken as a set referred to as a Bloodthirsty Shiver. Although taken as a set, each is a separate unit.
Akhelian Allopexes (Bloodthirsty Shiver)	1	495	Battleline	
Akhelian Allopexes (Bloodthirsty Shiver)	1		Battleline	
Akhelian Morrsarr Guard	3	195		Battleline if general is an AKHELIAN KING
Akhelian Ishlaen Guard	3	195		Battleline if general is an AKHELIAN KING
Gloomtide Shipwreck	-	0	Faction Terrain Feature	

FACTION	ALLIES
Idoneth Deepkin	Cities of Sigmar, Daughters of Khaine, Lumineth Realm-lords, Stormcast Eternals, Sylvaneth