

WARHAMMER

AGE OF SIGMAR



— ORDER BATTLE TOME —

IDONETH DEEPKIN



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From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.



CONTENTS

IDONETH DEEPKIN.....4	SPLENDOURSOFTHE DEEPS.....51	WARSCROLLS.....118
A Strange Genesis.....8	High Tide of Destruction.....70	Royal Council.....120
The Great Emptiness.....10	Painting Your Idoneth Deepkin.....72	Akhelian Corps.....121
The Deep Places.....12		Namarti Corps.....122
The Unseen Menace.....14		Phalanx.....123
The Idoneth Deepkin at War.....16		Alliance of Wood and Sea.....124
Underwater Empires.....20	THE RULERS	
Isharann and Akhelian.....24	BENEATH THE WAVES.....83	
Idoneth Military Structure.....26	Forces of the Idoneth.....84	Eidolon of Mathlann,
The Idoneth Enclaves.....28	The Enclaves.....85	Aspect of the Storm.....126
Ionrach.....28	Allegiance Abilities.....86	Eidolon of Mathlann,
Dhom-hain.....29	Artefacts of Power.....88	Aspect of the Sea.....127
Fuethán.....30	Lore of the Deeps.....92	Volturnos, High King of the Deep.....128
Mor'phann.....31	Isharann Rituals.....93	Akhelian King.....129
Nautilar.....32	The Ethersea.....94	Isharann Tidecaster.....130
Briomdar.....33	Gloomtide Shipwreck.....95	Isharann Soulscryer.....131
The Greatest Whirlways.....34	Ionrach.....96	Isharann Soulrender.....131
	Dhom-hain.....97	Akhelian Alloplexes.....132
	Fuethán.....98	Lotann, Warden of the Soul Ledgers.....132
	Mor'phann.....99	Akhelian Leviadon.....133
	Nautilar.....100	Akhelian Morrissarr Guard.....134
	Briomdar.....101	Akhelian Ishlaen Guard.....134
	Battleplan: An Incoming Tide.....102	Namarti Thralls.....135
	Battleplan: The Harvest.....104	Namarti Reavers.....135
	Battleplan: The Pursuit.....106	
	Path to Glory Campaigns.....108	PITCHED BATTLE PROFILES.....136
	Idoneth Deepkin Warband Tables.....110	
	Battleplan: Undersea Attackers.....112	WHAT'S NEXT.....137
	Idoneth Deepkin Tactics.....114	



DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to The Faithful for their additional playtesting services.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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ISBN: 978-1-78826-362-7

Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

games-workshop.com







IDONETH DEEPKIN

From out of blackness they come, emerging from the depths of the realms' seas upon a surging tide of magic. These merciless raiders do not seek merely to slaughter or enslave, however, for they are the Idoneth Deepkin – they have come to take their victims' very souls.

The oceans of the Mortal Realms do not easily divulge even the least of their secrets. In those unplumbed depths lie wonders untold, sunken treasures and a diversity of creatures beyond count. Occasionally some hint of these watery marvels is wrested from the gloom, brought up from the crushing depths upon a fisherman's line or carried to shore by wayward tides. The greatest of the seas' secrets use layered veils of powerful magics to ensure that none who bear witness to them live to tell the tale.

The Idoneth Deepkin are a mysterious race of aelves that dwell in absolute secrecy in the most profound reaches of the realms. When they emerge upon the surface world, they do so for one purpose and one purpose only: war. They are raiders, constantly sending forth their armies – known as phalanxes – in waves. Their attacks

are swift, yet there are warning signs for those perceptive enough to pick up upon them. Even hundreds of miles from water, a salt tang hangs heavy in the air, an eerie keening and the sound of crashing waves can be heard in the roar of the wind, and a chill mist rises. Sailors and coast dwellers have learned to recognise and fear such portents.

These invaders seek neither plunder nor land, but rather they hunt mortal souls. The Idoneth Deepkin arrive in a mystic haze, a swell of fear rolling before them. Even when they fight upon dry land, the Idoneth Deepkin bring with them the magic of their kingdoms, an ethersea of roiling currents and crushing pressures. Many a stunned landsman has gasped in disbelief to see legendary behemoths of the deep swimming through the air, fighting under the command of the cold-eyed aelf warriors.

With the speed of a flood tide, the Idoneth attack, massed Namarti infantry advancing to the fore with eel-mounted cavalry darting in upon the flanks. Sinister, finned shapes skim menacingly from the murk, aelf-riders upon their backs pouring out a fusillade of harpoon fire. Pounding drums radiate distorting magic as hulking Leviadons glide through the air, missiles glancing off their thick armoured shells.

At the zenith of the battle, the Idoneth surge, unstoppable in their fury. As the tide recedes, so too does the Idoneth battle line, yet they continue to rain arrows and launch counter-attacks even as they withdraw. In their passing, the Idoneth leave ruin, death and sleepers that will never awaken – victims whose souls have been stolen. Retreating beneath the waves, the Idoneth return to the utter isolation of the depths.

I shall tell thee, boy, of what happened to the town of Westmorr, what you know now as just the Old Ruins. 'Twas an odd day, for that morn we awoke to the smell of the sea – passing strange, for the salt winds had never carried so far. At sunset the fog rose, thickening while we slept, rolling across the village like a damp shroud. The air itself grew heavy, so thick that the torches of the nightwatch fizzled out, and a man had to gasp to draw breath. From out of those mists they came – writhing dragons and hulking behemoths from

the old tales, their great fangs flashing in the murk. They came floating over the land, swarming over the town walls. I have never seen anything like it. The watchmen, the militia – all slain. Cruel phantoms danced among them too, the beasts answering to their commands. In the morning the mists were gone, and so were all of Westmorr's folk 'cept for those that slept unwaking. It is no myth, I was there! I alone escaped to tell thee, I – pardon me lad, but it feels like the Six Smiths themselves are hammering my skull...'



First there is blackness, a fathomless nothing. Yet something stirs the void, ripples sent forth from what lies beyond.

Victims do not believe what they are seeing, their heartbeats quickening even as their movements slow. Disoriented, they feel as though they are underwater, their vision refracting as if they peer through shifting currents. Unsure if their eyes are playing tricks, menacing shapes seem to take form just beyond the edge of their sight. And then, sliding from out of utter darkness comes the stuff of nightmares – man-eating sea monsters out of old fishermen’s tales.

Rising out of tempestuous waters, the Idoneth Deepkin rush in like the tide, bringing their eldritch seas along with them. They terrorise those who dwell along the shorelines, but nowhere, no matter how far inland, is safe from their raids. Striking swiftly, the Idoneth collect their tally of souls before retreating as suddenly as they arrived. In their wake they leave the dead and the doomed, sleepers whose souls have been stolen, fated to soon wither and join their slain kin. The magic of the Idoneth ensures that any survivors remember little, their memories smothered by a lingering fear of the mysteries that lie hidden within the sea’s depths.







A STRANGE 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 how the aelves known as the Idoneth Deepkin have developed. Theirs is a long history of shadow and pain.

The tale of how the Idoneth Deepkin came to be begins before the Age of Myth. It is a time that only the immortal gods recall, an era when the forces of Chaos battled for dominion of the world-that-was. So great were the destructive forces unleashed during that period that the planet began to break 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 end of the world-that-was, Slaanesh gorged himself nearly unto sedation in the grandest feast of all. Even the underworlds were plundered and a banquet made of every aelf that had ever been, until there were no more souls to ingest... or so it seemed.

Those aelves who worshipped Mathlann, Lord of the Deepes, remained out of sight, at least for a short while, for their god was King of Storm and Sea, and the fathomless depths were part of his domain. There, hidden at the bottom of the darkest of oceans, he had long collected his due in secret. Yet as the world-that-was shattered, it was not long before even the watery underworlds of Mathlann were drained and laid bare. Slaanesh scented more aelfsouls, and rooted out each remote enclave. Those souls he worked hardest to find tasted best, and Slaanesh devoured them all, destroying the sea-god that sought to protect them.

Thus, when the surviving deities awoke and explored the eight realms of Azyr, Aqshy, Ghur, Ghyran, Shyish, Hysh, Chamon and Ulgu they found no sign of aelfkind or their gods of old. Desperately the newborn aelfgods Teclis, Tyrion and Malerion searched, but they found no trace of any kin. The





three did encounter Sigmar, however, and they joined his growing pantheon. They helped to bring civilisation to the primitive tribes of mankind that populated the realms. Some few aelves were discovered, and they inhabited the newly built city of Azyrheim in the Realm of Heavens, but this was but 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 attempted to recuperate from his unbridled gluttony.

The tale of how Slaanesh was lured and entrapped in the Hidden Gloaming – a twilight territory between Hysh and Ulgu – is a venture replete with masterworks of arcana and dire peril. In the end, Slaanesh was frozen like an insect in amber. The Dark Prince was tortured, and the process of drawing out that upon which he had glutted himself was begun. Under a pact agreed between them, Teclis, Tyrion and Malerion would receive a share of any souls that were recovered to reshape and settle as they felt best. The first souls regurgitated into being were the last Slaanesh had swallowed, those aelves that had been hidden in the sea god Mathlann's sunken underworlds.

It was Teclis who received these spirit-essences, and he used them to remake aelves in the image he most fondly recalled – 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 the Cythai – the 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 archenemies 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. The Cythai fought amongst themselves and split into factions. The god's inner eye could penetrate anything 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 sanctuary in the deep places beneath the waves, for the sea called to them. Teclis' caution bid him destroy his failed creations, for he felt in them repressed horror, a legacy of their nightmarish incarceration. It was his brother Tyrion's plea for leniency that stayed his hand, and thus he allowed them to escape. And so were the seeds of the Idoneth Deepkin planted.

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 adapted 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 more than sight or sound, and some of them became adept in the art of seeing the flaring soul-stuff that animates the living. The deep places forced the aelves to overcome new dangers, yet 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.



THE GREAT EMPTINESS

No matter how far the Cythai fled, no matter how isolated their deepwater refuges were, there was one threat from which they could never escape. The Awakened were doomed, cursed by a choice between extinction and a grim plight, forever to be haunted by the ramifications wrought by their sinister past.

Although they did not realise it, a curse hung heavy over the aelves that fled from Teclis' tutelage. Despite the rigours of arcane purification to which they had been subjected, the souls reclaimed out of Slaanesh were each irrevocably marked. Some descended into what the aelves called *mallachi*, a state of raging madness that ended in savage debauchery. Luckily, few suffered such degradations. There was, however, a more prevalent flaw that was discovered just 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 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 so afflicted would be cut short with cruel inevitability.

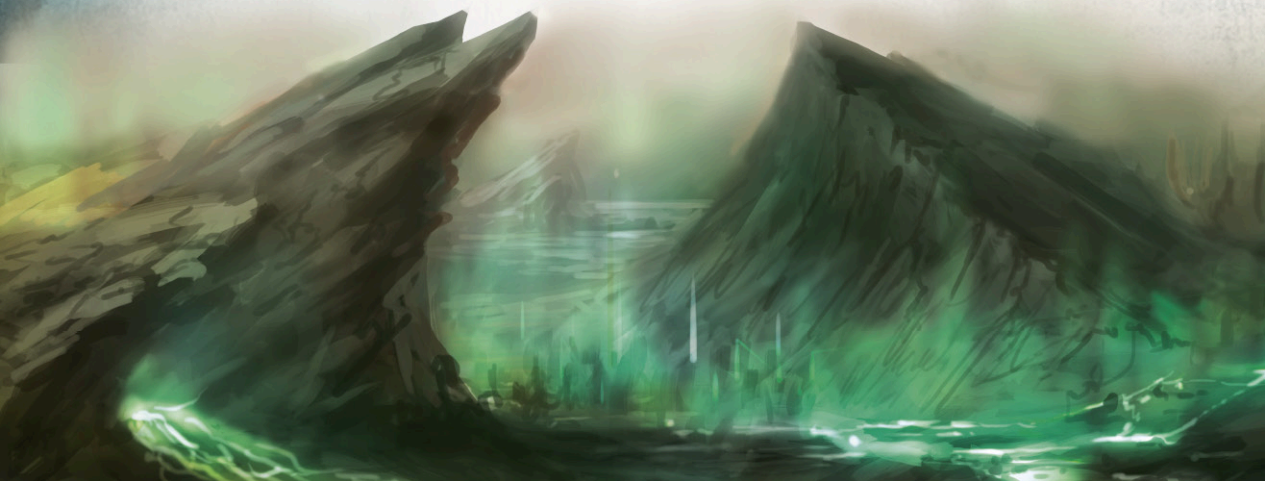
Each of the enclaves realised their doom – with only one in a hundred of their children surviving, their race would be a short-lived one. The word the aelves had begun to use to refer to themselves – Idoneth – meant 'extreme seclusion'. However, like many of the words in the rich language taught to them 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 equally well 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, 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 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 possess the stolen soul of some creature traditionally considered low-cultured and barbaric by aelves. As a consequence, the Idoneth have a distinct caste system. Those few born with intact souls are

the noble class, destined to become either Akhelians, the warrior caste, or Isharann, priests and users of magic. The majority are Namarti, who are treated as subservient thralls beneath the command of the nobles, and typically serve as soldiers and workers within the thriving underwater cities.

THAT WHICH IS THE SOUL

The soul is the animating life-force of a living creature, the being's divine spark. It typically departs only in death, travelling out towards the underworld of the deceased's belief system, or drifting into the Realm of Chaos. The Idoneth Deepkin, however, have perfected the art of severing this spirit-force from a creature's physical form entirely, drawing it out and collecting it. Once a soul is removed, the victim falls into a deep sleep, never to wake. Such spirit-theft means that Idoneth raids typically leave settlements as empty ruins, inhabited only by the dead and by those who soon will be.



Gealrachi, the First City



THE DEEP PLACES

The Idoneth Deepkin come from the fathomless depths. There, at the lowest reaches of the Mortal Realms, they have built secluded strongholds, great bastions that have grown to become aelf nations. Uncharted by other races and utterly isolated, such deep places are full of both mystery and horror.

As vast as the Mortal Realms are, there are few places above ground that have not felt, at some point in their history, the tread of intrepid explorers or marching armies seeking to plant flags and establish kingdoms. From the dark hearts of the wildest forests to the heavens above the clouds themselves, territories are claimed, lands cultivated and resources mined. The oceans and seas of the realms, however, have largely resisted exploration. While the waves might be travelled by trade convoys and war fleets, what lies beneath the surface remains uncharted, its secrets inscrutable.

Mor'trech, capital of the Mor'phann



The whirlways connect distant enclaves



Priom, capital of the Ionnach



Those who make their living upon the seas, such as sailors or fishermen, speak in awe of the beasts that breach the surface or oddities that are pulled up from the depths. Air breathers who do submerge into the watery worlds below bring back astonishing tales. Coastal freedivers and beast-hunting Scourge Privateers return with reports of strange and terrible creatures. The rarely seen aquatic races – like the merwynn or kelpdar – are known to go deeper still, although even they do not dare travel beyond the strata where the light of the sun still penetrates, however weakly. They speak with whispered horror of the deeper twilight waters and the ultimate blackness beneath, where the crushing pressures and near-freezing temperatures are filled with the most dreadful of underwater predators. Rumours abound about the depths, but it is known that there hunts the krakigon, the kalypsar, kharibdyss and the lurkinarth. What else prowls that forbidding zone is more speculation than fact, but it is a commonly held belief that even the fiercest predators of the upper levels of the oceans are prey to what lies beneath. When even the wolfpack shoals of razor-fanged flensfins show signs of fear, fleeing from threats below, then truly does dread flow.

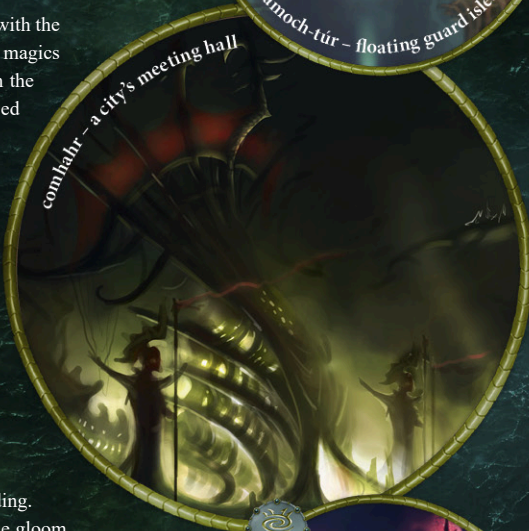
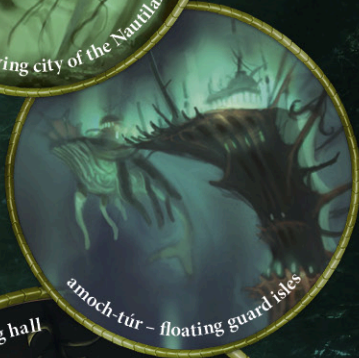
It is into these depths that the ancestors of the Idoneth fled. In the short term they sought escape from Teclis' light of reason, but there was something more, something deeper. The Cythai sought escape from the horrors of their past, a racial memory of incarceration within the Chaos God Slaanesh that was buried within their very souls. And what better way to escape the Lord of Excess than to flee to a realm where so many of the senses became obsolete? In the blackest abyss sight is useless, touch is rendered null by the chilling cold, and emotion is drowned out by the bleak emptiness. To survive the torment in their souls, the aelves of old fled within the deepest recesses of their minds, locking out all stimuli, numbing themselves entirely. The closest physical approximation of such complete solitude was found only the deepest, darkest of places imaginable.

The first destination of the reborn aelves was at the bottom of the Gealus Ocean in the Realm of Light. There, they discovered the whirlways, whirlpools that connected many of the other deepest places beneath the oceans, seas and lakes of the other Mortal Realms. Using the whirlways, the six distinct factions of the Cythai each struck out to establish their own independent kingdoms.

The largest faction – they who called themselves the Ionrach – were to become the widest spread. They maintained a garrison at their original founding in Hysh, but also used the whirlways to establish a capital – the glowing city of Priom – in Ghyran, and other lesser holds across each of the realms. It was they who made the most effort to maintain contact with their widely dispersed kin. Those who would become the Dhom-hain settled at the bottom of the Black Trough in the Realm of Beasts. There, a long scar runs along the seabed, descending miles down. The myths claim that it was created by the footfall of Gorkamorka when he waded into the waters to battle the Father of Krakigon. The Dhom-hain built their sprawling city along the chasm's walls, learning to craft the living coral into shapes more pleasing to them. The most impulsive of the factions – the Fuehán – travelled to Aqshy, finding a route at last to the vitriolic reaches of the Mordacious Sound. The most secluded of all were the Mor'phann. They 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 were confronted with the same difficulties, and forced to fight many battles. To begin with, the magics taught by Teclis were barely enough to allow them to survive beneath the waves. Those aelves most gifted with magic – the Isharann – developed all manner of new spells and arcane lores. Those in the Chorrulus could shape coral and shell with song, and would become the builders of the Idoneth, while Tidecasters learned to merge air and sea so that those with lungs might cohabit the same sphere as the gilled with equal ease. Soulsryers learned how best to hunt that spark of life-force that would enable the Namarti to survive. While few armies ever assailed the growing Idoneth cities, the threat from marine creatures was constant and severe. From swarms of gnawfish and lampriachs to colossal monstrosities like the gargadon or the thousand-tentacled sithilopod, the Idoneth quickly learned to defend themselves and their growing empires.

At one time the Cythai faced the extinction of their kind, yet after countless ebbs and flows of the tide, the Idoneth Deepkin are expanding. One of the original factions of the Awakened has disappeared into the gloom altogether, although it is unknown whether they are destroyed or simply gone where none can track them. But the others remain and have themselves split, each spawning splinter factions of their own, such as the Nautilar, who built their city upon the back of a bottom-dwelling creature, and the Loknath, spectral raiders out of the shadow realm of Ulgu. Across all realms, across all types of water – from arctic to volcanic – the descendants of the Cythai have established their own burgeoning kingdoms.





THE UNSEEN MENACE

The Idoneth Deepkin rely not only upon their soul raiding to survive, but also secrecy, for they need solitude like surface dwellers need air. For entire ages the Idoneth Deepkin's isolation has been assured, yet a new era is dawning upon the Mortal Realms.

To simply sustain their undersea empires, each enclave of the Idoneth Deepkin must secure a tremendous number of souls. However, in order for them to grow their kingdoms, even more are required. Although the first of the Idoneth struggled with the moral dilemma of wresting the life-force from others so that their own kind could live, such considerations have long since worn away. All through the Age of Chaos and into the Age of Sigmar the Idoneth have launched their raids, for it has become their very way of life.

Over the millennia, the Idoneth have adapted their forces, battlefield tactics and even their magic to not only perfect these raids, but to prevent others from discovering the truth behind them. They attack with speed and surprise, striking quickly from under the cover of their magically conjured etherseas. Yet these incursions are not the careless rampages of bloodthirsty savages, for the Idoneth are aelves, and all their deeds are approached with the utmost skill and precision. Their efforts often require both military and arcane assets to work in perfect conjunction.

While the depths are subject to constant assault from predatory creatures, they are not threatened by the nation-building activities of other empires, and are far removed from

political intrigue or even well-meaning diplomacy. The Idoneth's craving for seclusion is regarded by the other races who know of their existence not as aloofness but obsessive isolationism. To preserve the secrecy of their kingdoms the Deepkin would go to any lengths, and they frequently do.



The Tidecasters of the Idoneth are masters of current and motion. Their spells can transport entire phalanxes across the oceans at speeds unimaginable to surface dwellers. With such ability to traverse great distances, the Idoneth can launch raids easily along any coastline. Using rivers and waterways they can travel far inland. This means they can pick and choose their quarry, letting their Soulscryers guide them towards the richest yields of souls. Most enclaves are careful not to overtax the same areas, and so the Idoneth's raids are often spaced out over several generations of their targets' lifespans. The eldest amongst their prey might recall legends of nearby

settlements left abandoned save for mysterious sleepers, or tall tales of sea monsters that once swam across the fields, but there are seldom any actual witnesses.

That few members of other races gaze upon the Idoneth Deepkin and survive can be attributed to the prowess of the phalanxes and the efficiency of their raids, but there is also another factor. Surrounded by their ethereal sea, the spell-casting Isharann and the supernatural Eidolons of Mathlann can harness the obliterating energies of the tide and the abyss. It is true that those whose souls are stolen fall into a comatose state, a slumber from which they never waken. Yet the remainder – terrified onlookers, keen-eyed night watchmen or even warriors in the grips of battle fury – are entranced by the lulling sound of lapping waves, the tranquil whisper of rhythmic surf and the siren call of the primordial sea. Those lucky enough to stir from their mystic stupor find they remember nothing. Even those wounded in the raid recall scant little of their attackers.

Though the Idoneth are masters of clouding their victims' memories using the bewitching magic of the ocean depths, their own history has taught them that some experiences are so horrifying that the mind does not need to be compelled to suppress them.



NAUGHT BUT MYTH

As the Age of Chaos dawned, the Idoneth felt more strongly than ever about maintaining their secrecy. Even other enclaves did not know the whereabouts of their distant kin, for each group met but rarely. Even those who attended the assemblings – periodic gatherings of the leaders of each faction so that they might not wholly lose contact with each other – took pains to conceal their movements so that none might divine the locations of their strongholds. To other races and the growing forces of Chaos, the invaders from the ocean were little more than a myth. The few who survived the raids and by chance avoided the memory-wiping magic of their attackers were reckoned madmen, and their warnings fell on deaf ears.

Around the borders of the Idoneth's cities the wreckage and waste resulting from their raids began to pile, so that each was encircled by a zone of sunken ships and the fish-picked bones of giant predators. These became another form of defence, for any cover upon the sea bed soon became the hunting grounds of the voracious sea monsters that stalked the deeps. The Idoneth felt secure, but it would not last.

The first few chinks in the era of solitude began with the return of an age-old nemesis. The Seekers of Slaanesh – wayward armies of daemons and tainted mortals – roamed the lands and seas of the realms in search of their missing god. One such questing army sought traces of their patron in Ulgu and chanced upon an Idoneth attack. Intrigued, the army's leader,

the Keeper of Secrets known as Sslish the Depraved, followed the aelves and assailed them. At first the daemons were successful, but when an Eidolon of Mathlann was summoned the Chaos forces were annihilated. Yet daemons are immortal, and Keepers of Secrets often prove to be ill named.



Nigh on a century later, the Gaunt Summoners, seers and spellcasters of immense power in thrall to Archaon, began to follow strange threads of magic. Their unanswered questions led them to the true name of Sslish the Depraved, and so the greater daemon was brought out of banishment to stand before the Summoners' master. Seeking still more information of what he suspected was an elusive foe of old, the Everchosen commanded the skaven Lords of Decay to plunder the oceans of the realms, to dredge their depths in search of these mysterious aelves. Most of the interlopers were caught and destroyed by the vigilant Idoneth Deepkin. Yet not all.

So began a new era for the aelves of the abyss. It was a time of invasions, of carefully crafted ambushes awaiting them in seemingly peaceful coastal settlements. The hunters had once

again become the hunted, and many eyes sought to peer into a watery world previously considered the haunt of nothing more than beasts.

In a vicious cycle, the Idoneth Deepkin were forced to raid more often, for they needed to bolster their phalanxes and replace warriors that had been lost defending their empires. So were the Idoneth revealed at last to many of the other races of the Mortal Realms. To some it was as if the myths of old had come alive – the stories of cold-eyed raiders who rose from the waters to prey upon them proved to be true. To others it was simply confirmation of something they had long suspected. More importantly, it represented a chance to strike back against the raiders who had attacked them and then fled so quickly back to the impenetrable sea.

With the Age of Sigmar a new era was dawning. The forces of Order sought to negotiate with the Idoneth Deepkin, to count them amongst their growing civilisations and to ally with them against the forces of Chaos. However, their militant and isolationist views put them in frequent conflict with the races of the surface world, including other aelven factions. The Idoneth are compelled to raid, and some enclaves see no difference in the life-force of the Sylvaneth or Daughters of Khaine to that of men or orruks. Indeed, some enclaves far prefer it. Souls and their people's solitude are the only currency the Idoneth Deepkin care about, giving not a whit for money, gems or diplomatic ties. So it is, at best, a fragile peace they hold with the forces of Sigmar and his allies.



THE IDONETH DEEPKIN AT WAR

Most other races of the Mortal Realms know nothing about the Idoneth save perhaps myths or rumours. The aelves of the deep have worked very hard to maintain their reclusive status, and the secret to their success has been the devastating thoroughness of their attacks.

Sudden ambushes and hit-and-run assaults are the forte of the Idoneth Deepkin's phalanxes. Whether raiding for souls or sallying forth to attack foes approaching too closely to their underwater strongholds, the Idoneth advance with the speed of a surging wave. However, as swift as their warriors are, they are not the first thing to assail the foe.

Wherever the Idoneth Deepkin go, they bring the magic of their kingdoms with them. Before any troops arrive upon a battlefield a strange force washes over their destination, subtle at first, but becoming more and more pronounced. The area affected by this supernatural atmosphere can range from the size of a small fishing village to that of a sprawling city and its outlying defences. On land, no matter how far from a body of water, sea mists rise and the salt tang of the ocean hangs in the air. Underwater the effect is equally singular, as the liquid shimmers, growing ever murkier as if clouds of silt were wafting in upon some alien tide. This is the ethersea, a pervading aura of magic that lends aid to the Idoneth while thwarting the efforts of their foes.

As it manifests slowly, most observers surrounded by the ethersea dismiss the first signs, thinking them as tricks of the light. From the edges of the thickening mists phantasmal forms

flicker from the nothingness, lone shapes at first, then entire shoals of fish dart through coral formations that rise from the ground. In the distance can be seen sunken relics that seem to materialise out of the darkened periphery. There lie the rotting hulks of shipwrecks or the half-buried bones of some enormous leviathan. Ethereal sea life gathers around such relics, a sight not so unusual underwater, but startling to see upon dry land.



Many opposing warriors drop their weapons in amazement, streams of bubbles issuing from their slackened jaws as they watch fish and other creatures of the deep glide in from the edges of the battlefield. Like mirages, they appear and disappear. Most are illusions, figments conjured to the battlefield by the spellcasters of the Idoneth, which vanish before a waving hand can reach out to brush them aside like gossamer. Sometimes, however, a hand sweeping out to scatter an illusionary shoal comes back missing

fingers, clouds of blood billowing forth as if immersed underwater. Yet these are just distractions as the true threat arrives.

From the murky cover of the ethersea an Idoneth phalanx begins to arrive. Waves of Namarti act as light skirmishers. Reavers loose flights of arrows while Thralls advance, twirling two-handed blades in nimble arcs. The appearance of these graceful warriors is unnerving to those foes close enough to see, for the Namarti have no eyes. A thin veil of unbroken flesh stretches over each socket, lending them a disturbingly impassive aspect. Yet the aelves move as if they could see clearly, deftly reacting to any enemy attack.

For those who have not faced the Idoneth before – or have no memory of doing so – the next attack wave is more disconcerting still, for it is comprised of the Akhelians, the warrior nobility of the enclaves. More heavily armoured than the Namarti, they advance to war mounted atop creatures of the deeps – hulking Leviadons, voracious Alloplexes or slithering Fangmora Eels. These aquatic beasts seldom breach the surface of the oceans, and to see them swimming through the air is a terrifying sight for those unaccustomed to such wonders. Many of the Idoneth's victims flee at this point, but in truth the horrors are only just beginning.



As one wave of the assault recedes another rushes in to take its place. Like the rising tide, each onrush seems to grow stronger, to penetrate further into any remaining defences. The brief lulls between these attacks are far from soothing, for disturbing shapes flit in the ethersea, playing upon victims' minds until they leap at every shadow.

Such apparitions are not simply evidence of fear running rampant amongst the enemy ranks, but also the panic-inducing magic of the Isharann at work. It is these practitioners of the arcane who bring the ethersea, and who wield the power of repression as a weapon just as their Akhelian

counterparts wield the blade. As the foe scatters before this mental assault, mask-helmed figures bearing wicked scythe-hooks stride through the confusion, cruelly harvesting life-force as it departs bodies rent by sweeping blows. Meanwhile, those among the Isharann gifted with the spirit-sight single out particularly bright souls, illuminating them as blazing beacons which other Idoneth Deepkin are drawn towards like ocean predators in a feeding frenzy.

Finally, amidst the maelstrom of combat comes the shimmering form of an Eidolon of Mathlann. To foes it appears as a wrathful incarnation of an

ocean deity, or some terrible daemon of the deeps. Whatever the truth, the Eidolons manifest as cloaked aelf-like figures that radiate the irresistible power of the seas, and inspire the aelves to greater feats of magic or fury.

As the tide rushes in, swift and unstoppable, so too does it ebb. Whether they feel the magic of the ethersea fading, have collected enough souls, or wish to avoid being drawn into a prolonged battle, the Idoneth Deepkin soon enact a strategic retreat, loosing volleys and counter-attacks as they leave. As suddenly as it arrived, the phalanx is gone, retreating back beneath the waves once again.





BOND-BEASTS

Since the founding of their undersea kingdoms, the Idoneth Deepkin have been forced to fight all manner of hostile sea creatures. As the aelves became more accustomed to their new environments, many turned their hand towards taming these animals, seeing their potential as beasts of burden or allies in war.

Most attempts to subdue sea monsters ended in violence. There were a few successes where a handful of Ochtar and Deepmares cooperated with the Idoneth, but no creatures could be domesticated, and most remained dangerously wild despite the best efforts of would-be beast handlers. Eventually, a new school of Isharann was founded – the Embailors.

There are many peoples of the realms that demonstrate a special sympathy with certain creatures, such as the Stormcast Eternals and their Dracoth allies, or the Fyreslayers and their Magmadroth steeds. Although such a bond was sought by the Idoneth with the beasts of the deeps, it was not to be.

‘We soon learned that the best way to halt rampaging sea monsters was to employ our own.’

- Mor'u, first of the Embailors

Unable to tame most creatures, the Embailors instead used magic to break them, wearing the beasts down mentally so that they might be directed

by any Akhelians brave enough to ride them. It was a long and distasteful process, punctuated by violent outbreaks and great loss of life. Many times sea monsters broke their bonds to rampage into densely populated cities, wreaking havoc before being hunted down and slain.

For the magical domination to work it was discovered that the blinding of the bond-beasts was required. Besides, the Embailors reasoned, in the deep places sight was seldom needed, and in the ethersea there were many other senses that could be attuned to work as well as or better than eyesight. So it was in this way that many ocean monsters were subdued and eventually enlisted into the Idoneth's work forces. The deadliest of the beasts were swiftly pressed into





service with the phalanxes, where their strength and ferocity could be brought to bear against the Idoneth's foes.

Throughout the strongholds of each of the enclaves can be found all manner of bond-beasts at work. In the rare instances where light is needed, luminar fish are floated into position, their bioluminescence able to brighten even the largest abyssal vaults. The rock-boring druifish aids Namarti in carving out underhalls or expanding the cave networks of some undersea cities. The arcane charge of the stórá is drained to power many of the fanes of the Isharann, while the molten discharge of the fuidon is channelled to fire the forges. It is in war, however, that the bond-beasts have truly earned their place amongst the Idoneth.

Akhelian cavalry are the elite heart of the Idoneth Deepkin military. The mighty Leviadon is the living fortress of the phalanxes, able to hold the centre of the Idoneth battle line or plough straight through the enemy no matter how deep or well armoured their formations. The blood-seeking Alloplex rends gaping holes in enemy monsters and armies alike. Most common of all bond-beasts are the serpentine Fangmora Eels, creatures famed for their swiftness, aggressiveness and razor-sharp teeth.

Thus have some of the most ferocious creatures of the ocean depths been forced to serve those they once preyed upon. To this day, the Embailors are still seeking new creatures that they might bind into service.

THE SAFETY OF SOLITUDE

It is not only beasts that the Idoneth struggle to connect with, but also other races and even members of their own kind. The enclaves routinely feud or withdraw from each other. In extreme cases they even go to war. This fervent isolationism pervades Idoneth society, and typically the aelves seek long periods of reclusion. During such times they attempt to minimise their cognitive processes, numbing their minds so that they might not think, feel or dream. Although it is long since their founders escaped Slaanesh, something terrible remains buried deep in their collective psyche.





UNDERWATER EMPIRES

The Idoneth Deepkin are secretive, their every move shrouded by spells of forgetfulness. Unbeknownst to the surface dwellers whom they prey upon, these mysterious aelves have fought and died to preserve their undersea kingdoms for thousands of years.

The true history of the Idoneth Deepkin begins before their ancestors arrived in the Mortal Realms. It was during the final stages of the destruction of the world-that-was that Slaanesh uncovered the last clusters of aelf-kind. These had been secreted by Mathlann, the aelven god of the deeps, but they were devoured all the same.

THE AGE OF MYTH

To other races this is a time of gods and legends, but to the Idoneth Deepkin it is neither.

A NEW BEGINNING

The first souls to be freed from bloated Slaanesh are the last the god consumed. Teclis the Illuminator reshapes this new race, teaching them magic in hopes of rebuilding the noble and glorious aelf empires 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 – beneath the waves. They settle, albeit briefly, deep beneath the waves of the Gealus Ocean in Hysh, the Realm of Light. 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.

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.

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.

THE FLOTSAM ISLES WAR

During a long campaign against orruk forces, Voltumos of the Ionrach earns a Kingship. His destruction of the flotsam islands constructed by the greenskins all but ends the threat they once posed, and begins the meteoric rise that eventually sees him named 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 magics which centre 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 lost sword, but no sign of it has yet been found. Some say that Alarielle herself keeps the heirloom, for the Everqueen proves immune to the Idoneth's enchantments, and has not forgiven them since that day.

THE AGE OF CHAOS

The wonders of the Age of Myth slowly crumble away beneath a growing Chaos assault. The mainlands of the surface dwellers are assailed, at first by daemons but soon also by mutated traitors and their own corrupted kinsmen. The undersea kingdoms of the Idoneth remain undiscovered by the servants of the Dark Gods, although many mindless monsters tainted by Chaos energies find their way to the ocean depths.

BROTHER AGAINST BROTHER

When Ionrach colonies begin probing the Ominod Sea near 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, Ghyrán and Hysh. The Dhom-hain cease to attend the assemblings.

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.



AELF WARS

Conflicts begin between the Daughters of Khaine and the Idoneth Deepkin. Several enclaves, notably the Fuethán and the Dhom-hain, show a preference for stealing aelf-souls over those of other races, whom they deem inferior. 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.

DISCOVERED BY DAEMONS

The questing armies of Slaanesh grow more and more prolific. They seek any sign of their missing god, leaving no corner of the Mortal Realms unturned,

but concentrating especially upon Ulgu. In the Realm of Shadows, an army led by the Keeper of Secrets Sslish the Depraved picks up the scent of an Idoneth Deepkin raid from the Aighmar enclave and follows them back to their colony. Sslish is defeated but more trouble is soon to follow.

RED TIDES

The Nautilar and Dhom-hain put aside old grievances to annihilate a massive Bonesplitter orruk fleet. Appearing amidst the greenskins' vast raft-flotillas, the Idoneth smash apart the crude ships, dooming tens of thousands of orruks. So much blood is spilled in the water that it attracts all manner of Ghurish marine predators, which partake in a vast feeding frenzy.

AN ILL OMEN

Following seams of realmstone, a skaven army tunnels up into one of the lesser colonies of the reclusive Mor'phann enclave in Shyish. There, along the base of the sea floor of the Great Quagmire, the battle is swift and one-sided. The victorious Mor'phann are put on high alert, redoubling their protective measures around their capital of Mor'drech.

HUNTERS OF CHAOS

The Briomdar actively send raids into the thick forests off the Mantle Coast, not to secure souls, but rather to cull the rising numbers of beastmen that infest the once-verdant glades. The Idoneth Deepkin form no alliance with the Sylvaneth there, and sometimes prey upon them, yet even they cannot bear to see the Children of Alarielle fall to Chaos.

THE AGE OF SIGMAR

A new age begins as Sigmar's reopening of Azyr to the other Mortal Realms heralds a time of great change for the isolationist enclaves of the Idoneth Deepkin.

BY ORDER OF THE EVERCHOSEN

Archaon, Exalted Grand Marshal of the Apocalypse, has long suspected the deep waters of the realms to harbour some sort of aelven presence. Although it takes a great deal of time, the Everchosen wrings the knowledge he seeks out of Sslith the Depraved and a number of Verminlords. Archaon puts great pressure upon the skaven to plumb the realms' oceans until they find definitive signs of the Idoneth.

SOUL SHATTERING

Over the course of a decade, three new skaven tunnels are detected and destroyed by the Mor'phann before the Idoneth are discovered by the ratmen. Alas, Aighmar, a descendent enclave, does not fare so well. In a series of campaigns culminating in the Siege of Blackfire, Aighmar's domains are breached and ultimately annihilated by the skaven, and its chorileum is damaged beyond salvation.

COUNCIL OF DISHARMONY

When the Ionrach attempt to organise an assemblal to aid the beset Mor'phann – who would never themselves ask for help – the Fuet'hán 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 Kings grow to larger battles where multiple phalanxes clash with one another.

THE COAST OF HORNS

The Idoneth of Dhom-hain become the first of their kind to encounter the Stormcast Eternals when Sigmar's Warriors arrive on the battlefield along Ghûr's Coast of Horns. The desperation of the situation as well as the Idoneth's inability to sever the souls of the Stormcasts leads the two factions to form a temporary alliance.



THE TIDE OF FILTH

The Briomdar stronghold of Green Gulch is invaded by Nurgle's Plague Legions, who seek the hidden refuge of Alarielle. Led by a triumvirate of Great Unclean Ones, the daemon armies threaten to contaminate the entire underwater fortress. Timely reinforcements are delivered by the Ionrach, led by High King Voltornos, who himself hunts down and slays the trio of greater daemons. Thanks to the

magics of the Tidecasters, the filth is soon washed away. Following the battle, Voltornos seeks the Everqueen, hoping to make amends for the rift that lies between her and the Idoneth Deepkin. Alarielle, fearing a Chaos trap, remains in seclusion.

DOOMPools

Tzeentchian forces tamper with many of the whirlways, the deep-sea Realmgates that the Idoneth use to traverse the realms. Many whirlways spawn strange vortexes that spin away, spewing daemons. Several grow into vast doompools that threaten to suck everything nearby into the Realm of Chaos. Many enclaves band together to close these swirling portals, fighting numerous campaigns against the daemons that seek to keep them open.

WARDEN OF THE SOUL-LEDGERS

Thanks to his exemplary work, Lotann, greatest of Soul Wardens, is granted the title Warden of the Soul Ledgers at an historic Idoneth assemblal. Thus does Lotann begin to aid not only the Ionrach, but all the enclaves of the Idoneth Deepkin.

AN ALLIANCE FORESTALLED

Stormcast Eternal emissaries visit the Ionrach capital of Priom, beseeching the aid of the largest of the Idoneth enclaves. An assemblal is held, with many enclaves abstaining or voting against any such alliance, despite the impassioned pleas of High King Voltornos. So did Sigmar's Stormhosts fight the battles of the Realmgate Wars with little to no help offered from the Idoneth Deepkin.



SIEGE OF THE GREAT SCAPHODON

Many enclaves report skaven incursions, but none are as damaging as the invasion of the Nautilar. The skaven fleet of decrepit submersibles and care-ships, little more than the vermin-infested corpses of sea monsters, invade the Idoneth city-nation built upon the back of a Great Scaphodon. Spires are toppled, and the inner-whorl sectors of the titanic beast's shell are overrun with ratmen. Using strange drills, the skaven burrow deep into the Nautilar's capital.

The battles last for six years, spreading through nearly all of the hundreds of miles of shell-structures built upon the Great Scaphodon. The stubborn defence of the Nautilar staves off defeat, but it is only the arrival of High King Volturnos and the Stormcast Eternals that allows the Idoneth to take the offensive. At last, the skaven leader – Grystleback the Grey – is slain, but the damage caused to the Nautilar's empire is catastrophic, and the ratmen's lingering taint remains. The Nautilar go on to join the Ionrach in allying with the Stormcasts in several key conflicts.

THE UMBRAL SEA AMBUSH

Hoping to bring an end to hostilities between the Idoneth Deepkin and the Daughters of Khaine, High King Volturnos accepts a meeting with their leader, Morathi. He is eager to work out a truce between the two aelf peoples, but Volturnos is deceived. He has been lured into a meeting not with the High Oracle of Khaine, but with the Masque – a powerful daemon of Slaanesh. In the ensuing battle Volturnos loses an eye, but escapes with his life.

GROWING CIVILISATIONS

In many places across the Mortal Realms the forces of Chaos have been beaten back. Sigmar's Stormhosts lead the way in establishing settlements where none have stood since the Age of Myth.

Despite the obvious signs that the seeds of hope have been planted and are sprouting, the majority of Idoneth Deepkin remain isolationists. Only the Ionrach and their direct offshoots make any real effort to form alliances. Instead, the new cities raised by the resurgent forces of Order prove too tempting a target for the Fuethán, and the enclave launches a series of raids to claim the souls of their inhabitants. The trade routes that stretch from Azyrheim to the newly founded colonies become rich hunting grounds.

THE DRAINING OF THE KHAPHTAR SEA

When a skaven gnawhole drains the Khaphtar Sea, the Idoneth Deepkin who dwell there are exposed. Although the enclave cunningly escapes destruction with the aid of their kin from the Laebrean Basin, they are revealed to Nagash for the first time. Upon learning of a new race that steals the souls he regards as rightfully his, Nagash marks a new target for extermination.

THE STIRRING OF SLAANESH

The greatest of threats to aelven kind begins to stir once more. Due to the machinations of Morathi, the self-proclaimed High Oracle of Khaine, the trap that has long held the Chaos God Slaanesh has begun to shift.

Sensing their patron more than ever, Slaaneshi armies grow more daring in their searches, and dread fills the hearts of the Idoneth. The Ionrach call an emergency assemblage, beseeching their disparate kin to join forces with the Stormcast Eternals and the growing coalition of Order. It is not so much the fact that the enclaves all share the same enemy which sways more of them to join, but that the undersea kingdoms no longer offer the unassailable sanctuary they once did.

THE NECROQUAKE

A vast spell of Nagash's creation reaches its climax, sending waves of necromantic energy coursing over all of the Mortal Realms. In Shyish, the endless reservoirs of death magic are pulled towards a common point, a great Nadir that sinks through all of the underworlds. The Ymmerloc Idoneth of the arctic Helfrost in Shyish send warnings to their kin, 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. The Briomdar and Motlynians go to Alarielle's aid, whilst the Mor'phann and Ymmerloc join forces to aid the Stormhosts in Shyish. The Ionrach send troops everywhere, diverting significant resources to help their deep-sea kin and Order allies alike.



ISHARANN & AKHELIAN

The leaders of the Idoneth Deepkin are either Isharann, practitioners of magic, or Akhelian, the warrior nobility. They are the inheritors of rich, vibrant souls, the fortunate few elevated above the majority, who are born with withering souls and doomed to a life of servitude.

As the ancestors of the Idoneth Deepkin gave birth to new generations, three distinct castes developed within their society. The great majority of their kind are classed as Namarti, those aelves doomed to die prematurely unless they can be revitalised through stolen life-force. Yet one in a hundred are born as hale as were the Cythai themselves. These blessed individuals are destined to join one of the two noble classes of the Idoneth Deepkin.

The Isharann wield magic, using their talents for a wide range of tasks, including city-building, healing, soul-harvesting and war. They draw such energies from the fabric of the realms themselves, the seas, and the darkness in their own souls. All Isharann are identified at birth by a Soulscryer, and marked to attend the *tírscoll*, a temple of learning. During their formative years, they are taught scholarly pursuits until they are ready to decide upon a particular sphere of the arcane to specialise in. There are over a dozen different areas of expertise within the Isharann, and each school maintains a fane dedicated to their chosen art. Most Isharann feel a pull towards a certain calling.

Some of the Isharann disciplines centre around control of the environment, most notably that of the Tidecasters, who are masters of the sea and its

currents. Many branches specialise in the magic of souls, unsurprisingly perhaps due to the crucial role this resource plays in Idoneth culture. The Soulscryers navigate the dark via spirit-light, the Soulrenders specialise in removing the animus from others, while the Soul Wardens practise the art of preserving souls long separated from their physical forms. Other fanes 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 craft living structures using a process of eldritchly controlled growth.

The other ruling caste of the Idoneth Deepkin are the Akhelians. These aelves are the warrior elite, the lords, princes and other nobles of martial rank that command the Idoneth's armies. No matter who holds the power within an enclave, the Akhelians are the undisputed leaders on the battlefield.

At a young age, Akhelians are entered into the *asydrazor*, a programme of study that prepares them for military leadership. Grand strategy and tactics are studied, and they embark on a strict physical regime that will inure them to hardship. Blessed with long lifespans, these warrior apprentices remain in training for decades, and will only be named full-fledged Akhelians after passing the trials of *mhair* (endurance).

Novice Akhelians join the Idoneth's armies as crew, manning the weapons of bond-beasts such as Leviadons or Allopexes. Those who prove themselves worthy in battle rise to become crew leaders or Fangmora Eel riders. It is the goal of every Akhelian to one day be given command of their own phalanx, an honour which is earned rather than inherited. Consequently, each phalanx is led by its most experienced warrior, who is named King or Queen. Should a commander fall, a military council of enclave elders convenes to name their successor.

With the exception of the Fuethán, most enclaves seek a balance of power between the members of their Isharann and Akhelian castes. Even if one faction outnumbers the other, they share rule of the enclave. Throughout the histories of many of the major enclaves, however, this status quo has not always been maintained; for long periods of time, either the Isharann or Akhelians have dominated.

Despite the Idoneth's constant research, they still possess no understanding of how bloodlines are 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.





IDONETH MILITARY STRUCTURE

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.

It is only by might of arms that the Idoneth Deepkin are able to protect their enclaves. At first, military force was needed solely to carve out kingdoms and guard against sea-beast attacks, but increasingly the phalanxes are needed to ward off assaults from outsiders as well. Yet the warriors of the Idoneth are not trained for defence alone. 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, a word in their language meaning a fighting formation but also implying many parts working together to make a more powerful whole. Each phalanx 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 Soulscryer. They act as a command group, and based on their enclave, their individual skills or the mission, 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. They are part of each phalanx, though they do not 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 custodian of the chorileums, the Incubati – the keeper of those with withering souls – and the Soulscryers. 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 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 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 garrison, taking to the battlefield demi-phalanxes drawn from roughly half-strength battalions known as Akhelian 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, even within individual units. Yet every Akhelian King or Queen has completed just such a journey.

Namarti battalions – sometimes derisively known as 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.

Unlike the Akhelians, not all Namarti serve in the military. Instead, only the most athletic and skilled are chosen – the rest become labourers who toil under the direction of 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.

EXCEPTIONAL FORMATIONS

In addition to standard phalanxes, enclaves often field specialised formations. For example, Leviadons are sometimes grouped together to form siege battalions. The Dhom-hain field their Lasroch Host, an entire Akhelian Guard phalanx, 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 Fuet'hán unleashed a flame-spewing spiny gilotán against a Chaos army, although none dare ask the fiery aelves if it was a bond-beast or simply a nearby wild creature that was goaded towards the enemy.



THE IDONETH ENCLAVES

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

IONRACH

The wayfarers of the deep places, the travellers, the best and brightest. The Ionrach consider themselves first amongst their kind, and do not hesitate to aid other Idoneth Deepkin. They have even been known to ally with outsiders against a common enemy.

Of all the Cythai, the ancestors of the Ionrach came closest to matching Teclis' vision when he shaped the elf souls reclaimed from Slaanesh. Among the Awakened, those who branched off to form the Ionrach were the most noble of aspect. They were bright-eyed, honourable and fair to look upon, yet like all their kind they shrank before Teclis' light of reason, for even within the most perfect of the remade aelves there was something deep in their psyches that was so horrific that they could not bear for it to be revealed.

Upon first fleeing from Teclis, all the Cythai gathered deep under the Gealus Ocean in Hysh. Before the divided peoples went their own ways, it was the Ionrach who suggested that representatives from each enclave periodically reconvene at gatherings which would come to be known as the assemblals. Although still themselves isolationists, the Ionrach reached out to others of their kind, and even non-aelves, more than any other of the Idoneth.

The Ionrach built their main city deep beneath the unsullied waters of the Maithnar Sea in Ghyran, naming it Priom. From this glittering capital they have grown to become the largest and most widespread of all the enclaves, and they boast outposts and fortifications in each of the Mortal Realms. Strong in magic, it was the Ionrach who first unlocked the secrets of the soul, sending emissaries to the first assemblals to teach the other Idoneth how they too might save themselves from dwindling and extinction by creating Namarti.

To the Soulscryers of the Isharann, the spirits of the Ionrach blaze brightest, and they live the longest lives of any of their race. Perhaps it is the Ionrach's consciousness of this that compels them to maintain a dignified bearing before other members of their race. Alone of all the enclaves, the Ionrach are led by a living Cythai, an ancient being who was brought to life by the magics of Teclis the Illuminator himself.



DHOM-HAIN

Fierce and proud, the Dhom-hain are considered to be savage, even barbaric, by the other Idoneth Deepkin enclaves. Independent and headstrong, the Dhom-hain have long since abandoned the assemblers, relying instead upon their own skill and resourcefulness in the face of adversity.

The forebears of the Dhom-hain were among those of the Cythai who parted ways with their kin in Hysh. They followed the whirlways to settle in Ghur, the Realm of Beasts, rejecting the righteous warnings of the Ionrach's ancestors. There, the seas were filled with the most savage of creatures, and the further down they went the more horrific the monsters became. It is from this journey that the Dhom-hain took their name, for it means 'deepquestors'.

During their emigration, the Dhom-hain were attacked by gyrfins, wolfgnarcuda packs and enormous krakigon. Slithering Fangmora Eels darted out of caves, clamping jaws around warriors and dragging them into their dens to be devoured. Giant carcinclaws stalked the sea floor, their spiked armour so thick the beasts were all but invulnerable, and their serrated pincers could easily cut an elf in two. Even though over half of their founding population was slain during the journey, the Dhom-hain persevered. They were too proud to seek help and could not admit that their kin's warnings about the dangers of Ghur were true. Instead, they turned inward, protecting each other with great fervour.

Eventually the Dhom-hain discovered the Black Trough, a miles-long trench at the deepest part of the Ominod Sea. There, they established Ründhar, 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 newfound kingdom.

To this day the Dhom-hain remain fiercely loyal to their own clans. They are renowned as especially savage fighters, a necessity for survival in the Realm of Beasts, although other Idoneth see them as having regressed to a more primitive state. They are masters of the hit-and-run attack, and their armies are built around their Akhelian bond-beasts, especially the Fangmora Eels that still live in abundance along the steep canyon walls.



FUETHÁN

Aggressive, impetuous and bold, the Fuethán are quick to anger and ever ready to do battle. When unleashed, their destructive wrath is second to none, and they have earned a reputation among their watery kin for the devastating thoroughness of their assaults.

The most impulsive of the Cythai followed the whirlways into the boiling seas of the Realm of Fire, settling at last among the vitriolic reaches of the Mordacious Sound. No doubt the vibrancy of Aqshy called out to those brash spirits, who have only grown more hot-tempered after their long exposure to the magic of that realm.

Many other enclaves blame the Fuethán for instigating the longest civil war ever fought by the Idoneth, a period of strife which lasted over two centuries. This is never claimed within earshot of the Fuethán, however, for they have no patience for those who make such petty accusations, and their rebukes are as swift as they are violent.

The Fuethán are the most militant of the Idoneth Deepkin, and they boast more Akhelians than Isharann amongst their numbers. Unlike the other enclaves, the Fuethán raid constantly, and will continue to do so long after their needs are met. Even when their chorripleum – their reef of souls – is filled to capacity, these relentless invaders do not cease their constant warring. Most enclaves are satisfied to steal souls and leave behind sleeping victims, and some, like the Ionrach, even avoid harming younglings. However, the Fuethán withdraw only when all their foes lie dead. Indeed, they even revel in the slaughter.

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 recruit such dangerous breeds as the tiger-striped Mordacious Alloplex and diamond-backed Redfin Fangmora, creatures which, upon scenting blood, are driven into a wanton killing frenzy that does not distinguish between friend and foe. It is this penchant for violent excess that fuels the distaste and open distrust of the Fuethán amongst other enclaves of the Idoneth Deepkin.





MOR'PHANN

All the Idoneth Deepkin inspire legends of dread with their raids, but none more so than the sinister Mor'phann. They advance behind a chill sea mist, striking suddenly and without mercy, shrugging off mortal blows to rise again and again until victory is secured.

There is no enclave of the Idoneth more insular than those whose progenitors left their kin to settle in the Realm of Death. They are the Mor'phann, a word that can be used to describe a death-like stare, or a despair so profound that it can kill.

Considered gloomy and dour even by their own reclusive kind, the Mor'phann made their refuge at the base of the Great Quagmire. That fog-shrouded sea is noted for its oily waters, and a strange sheen seems to cover the aelves of this enclave when they emerge to haunt the bleached shorelines of the Shyishan seas.

The Isharann of the Mor'phann are particularly adept at soul magic, accomplished in both its reaping and healing aspects. Their Soulrenders are known to raise Namarti as quickly as they fall in battle. More menacing still, the ethersea summoned by Mor'phann Tidecasters can chill a foe to the bone, plunging them into a 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 a baleful glow emitting from their eyes. Those few who get close enough to see the Mor'phann Akhelians in action and survive tell tales of horror. As they close upon their foe, the aelf warriors' eyes seem to roll back, showing only pallid white, a ghastly image of cold-hearted and inhuman fury.

Since the destruction of their offshoot enclave, the Aighmar, by the skaven, the continued seclusion of the Mor'phann has been at risk, for Nagash himself sensed the souls released from the Aighmar's shattered chorileum. Now that he has become aware of the Idoneth's existence with the draining of the Khaphtar Sea, the Great Necromancer has begun to act on his earlier suspicions. Undead armies scour the Great Quagmire, and it is only a matter of time before he finds the black-shell fortresses of Mor'drechi.





NAUTILAR

Masters of manipulating the form of shell and renowned for their tenacity, the Nautilar were once the steadiest-growing of all Idoneth Deepkin enclaves. Although their monster-borne nation has sustained heavy damage from prolonged skaven invasion in recent history, they are a people who remain steadfast in the face of adversity and unified in purpose.

The Nautilar's city, Galanaur, was established by their Ionrach ancestors upon sweeping dunes from the broken shell and debris that drifts down like snow from the upper levels of the Maithnar Sea in Ghyran. With an almost limitless volume of material to work with, the aelves' Chorrulus sang into shape mighty structures, turning the thick carpet of calcific detritus into what was to be the grandest and most elegant of Idoneth cities, greater even than mighty Priom. 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.



Rare creatures, the Great Scaphodon can grow to truly vast proportions; even their offspring are larger than many mountains of the realms. So the Ionrach colony became a mobile one as the enormous sea monster wound its way southwards, eventually leaving the Realm of Life for the warmer waters of the Atleus Ocean in Ghur. The inhabitants of the colony grew more and more independent, eventually ceding from the Ionrach altogether to form their own enclave, calling themselves the Nautilar.

The Nautilar moulded sections of the Great Scaphodon's shell into huge mansions and towers, which the aelves became accustomed to guarding from the many perils that dwell within Ghur's oceans. The enclave's Tidecasters learned to craft bubble-like shields of force to protect their domain, and summoned unnatural currents to drive back predators that drew too close, while the enclave's Akehelians and Namarti mastered the art of the fighting withdrawal. Over time, the aelves formed a symbiotic relationship with the Great Scaphodon, like the tiny crustaceans that live amongst the stinging tendrils of sea anemones. This harmony has become characteristic of the Nautilar, and they work as well with each other as they do with the beast upon which they have made their home.

The city of Galanaur has sustained much damage from a long and hard-fought defence against skaven invasion. Although repairs have been constantly under way, there is still much work left to be done to restore the city, for the ratmen burrowed deep into its shell structures in many places. This ongoing process of rebuilding has meant that, for the first time in centuries, the city has ceased expanding across the immense back of the Great Scaphodon.



BRIOMDAR

The Briomdar are seaweed-draped soul-slavers from the congested underwater forests of the Green Gulch in the Realm of Life. In them springs hope eternal, for their Isharann claim to have unlocked several secrets that might someday allow the Idoneth to revitalise their entire race.

The Briomdar are another offshoot of the sprawling Ionrach empire, who forsook the crowded city of Priom for the claustrophobic confines of the Green Gulch in Ghyran. There, among the black boles of waving deep-sea forests, they established the heart of their realm – the wood citadel of Crannstok.

The Briomdar are canny raiders, able to navigate dense terrain with ease. They bypass walls and gates to raid hapless coastal towns, and have been known to penetrate deep into the forests of Ghyran, attacking villages that thought themselves safe from the terrors of the sea. What sets the Briomdar apart from others of their kin, however, is the exemplary skill of their Isharann, and most especially their Soulscryers. Working together, the aelf mages have unlocked many secrets of the soul, and how it can be healed. It is their hope to one day ensure that all Idoneth are born with spirits as hale as their bodies.

A SCATTERED PEOPLE

There are other enclaves of Idoneth Deepkin scattered across the Mortal Realms. Some are small, breakaway factions attempting to establish themselves, while others rival the largest enclaves in size and power. Some are but rumours even amongst their own kind, and there are those who remain wholly unknown to outsiders due to the extreme seclusion of their strongholds and obsessive secrecy. Amongst the lesser-known enclaves are the bright and garish Motlynians of the Barricadius Reef, the chill-hearted Ymmerloc of the Helfrost, and the black-handed Morladron of Ulgu. The Ilmeth hail from the bottom of the Lampleus Sea, a body of water also known as the Wyrdglow for its luminescent waves. The Ilmeth have lived there so long they too now emit an eerie radiance, which only adds to the horror of their victims when the aelves surface to raid for souls. Most enclaves, whether large or small, do little to stay in touch with each other. Indeed, only the Ionrach consistently strive to maintain contact with all other enclaves, and the other factions greet the calls to join the assemblages with anything from moroseness to open petulance.



THE GREATEST WHIRLWAYS

The largest enclaves of the Idoneth Deepkin were all founded in proximity to major whirlways, stable Realmgate routes that connect the deepest places. Although reclusive, the Idoneth use these paths to make contact with each other when necessary, and to launch raids across the realms.



In Hysh, the Ionrach enclave control the cave-like Uaimh whirlway, while the Ilmeth enclave use the Gealgaeta at the bottom of the Lampleus Sea. The Léirgaeta leads to shadow.



In Ghur, the Dhom-hain enclave hold the Great Ghyrpti and the Draktaer, while the Nautilar enclave use the Clawgaeta.



The largest of the whirlways in Ghyran is the Glasway in the Maithnar Sea. The Briomdar enclave use the Láthway and the Caillegaeta, while the Motlynians hold Tolláni.



Lava rivers at the bottom of the Mordacious Sound swirl into the Fuestrom, the main whirlway of the Fuethán. The Tinbéal gate has been abandoned and is believed to be corrupted.



The main whirlway of Chamon is the Myrway, and it is controlled by the Ionrach. The Oirthar enclave holds the Oirgaeta at the bottom of the Dolmen Deeps.



The winged Umscáth is the main whirlway of the grim Morladron enclave, who also use the Arthúgaeta, although that Realmgate is known to shift its location periodically.



The largest whirlway in Shyish is the Palegaeta, controlled by the Mor'phann. Other notable gateways are the Rimeway, used by the Yimmerloc enclave, and the ruins of Dreáth.



FROM THE SEAS THEY COME



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.



The ethersea ripples, and in a flash a thousand points of silvery light appear. Moving like a school of pelagic fish forming a baitball, the shimmering pinpoints shift, reposition, and at last coalesce into a single aelf-like form. There, floating above the ground hovers the greatest weapon of the Idoneth Deepkin – an Eidolon of Mathlann, seemingly a gleaming incarnation of the ancient aelven sea god.

Eidolons of Mathlann are spirit-beings, apparitions summoned by the Idoneth Deepkin. It was Mathlann whom the predecessors of the Idoneth worshipped, yet it is no spark of the divine that creates the Eidolons, for Mathlann is dead. The god of the deeps was slain by Slaanesh even while trying to protect the souls that would one day be reformed into the Idoneth. The supernatural might of the Eidolons is not power drawn from a deity, but rather energies from the Idoneth's past.

The Idoneth fear that when they die, their souls might be reclaimed by Slaanesh. Thus, when their physical shells expire, their spirits are interred in a living coral reef, or chorruleum. Each enclave guards at least one of these reefs, with the oldest factions housing the souls of Awakened. In times of need, the enclave's leaders sanction the disturbance of the dead, and so an Eidolon is summoned.



Eidolons are formed from the combined energies of all those souls that can be roused from an enclave's chorileum. Each deceased aelf sends forth but a portion of their spirit, a tiny beacon 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. It is an instinctive force, aiding the Idoneth Deepkin or striking out against their foes. 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.

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 *fuathlar* – crackles with power, for it is a phantom weapon, composed wholly of 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.

Up rises the living tempest, before swooping down, crashing and reforming to dive once more. As the waves bite away the shore, as the surf gradually pulverises the hardest rock, so does the Eidolon smite the enemy, relentlessly pounding them to oblivion and carrying away their broken bodies on irresistible rip currents. Active, violent, in this aspect an Eidolon is without remorse, instinctive and blind in its killing fury.

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. Keening notes combined with gentle ripples of calm lull even the most bloodthirsty warriors, bewitching them into a mystic slumber from which they never wake. Waves of despair evoking the soul-crushing vastness of the open ocean leave the weak-willed helpless

and fill the brave with paralysing doubt, while sudden whirls of terror amid the ethereal surf send mighty warriors fleeing for their lives.

Whichever aspect it assumes, when an Eidolon of Mathlann's service is done, its constituent spirits return to the chorileum 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.

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 the mage-god 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 souls were tormented, a time when Mathlann was their protector. The power drawn from a chorileum could most likely manifest any shape it pleased, but it is no surprise that a gestalt of ancient Idoneth chose that of their most worshipped figure – their fallen deity, Mathlann.

AKHELIAN KINGS

Whether directing a raid for souls upon a coastline or heading the defence of an undersea stronghold, the Akhelian Kings are the mightiest warriors of the Idoneth. They are the military leaders whose commands and personal heroics will determine the difference between victory or defeat.

Spurring his Deepmare mount, the Akhelian King rises high, rearing up to gather momentum and signal his warhost. For a heartbeat he hangs there, poised above his forces before it all begins. Then, with a gesture, the Akhelian King swoops, leading the charge that crashes down upon

those who would oppose the Idoneth Deepkin. Between the King's flurry of well-aimed blows and the Deepmare's horn, slashing claws and fanged bite, foes before them are torn asunder.

To be given command of a phalanx a warrior must first prove himself.

He must be swift and strong, able to best any of his comrades in single combat. Yet martial skill is not enough to make an aelflord, for a King is first and foremost a leader. To repel an attacking sea monster, thwart a tide of ravenous voracudas or defeat an army upon a field of battle, an Akhelian King's mind must be as deft as his swordplay. He must make tactical decisions without hesitation, and possess the ability to inspire his troops, pressing any advantage or rallying his warriors should their courage falter.

While each enclave relies upon the strength of its Akhelian Kings, their judgement is equally vital, for every life lost in a raid is offset against any that are saved by the capturing of souls. Furthermore, Akhelian Kings must be skilled statesmen, for they sit alongside powerful Isharann as members of their enclave's ruling council.

It is traditional for a King to ride to war upon a Deepmare, a beast so rare it is reserved for only the most accomplished Akhelians. A King bears a shield and fights with either a *rhomphaia*, an elegant polearm, or an *astra trom*, a greatsword. Some of their kind forsake a shield, the better to wield a weapon in each hand, using a falchion in addition to their main armament for a more aggressive attack style made famous by the Fuethán.





HIGH KING VOLTURNOS

He was the first of his kind, and is the last of the Cythai still alive. All Ionrach bow before him, their one acknowledged leader, the eldest and greatest of their race. He is Volturnos, High King of the Deep, and he holds undisputed authority at the Idoneth's assemblals.

The greatest warrior of the Idoneth still leads his people, a position he earned during the Age of Myth. Volturnos once stood before the blinding light of Teclis himself, receiving firsthand the *eolas*, the great gift of learning and magic that the god bestowed upon the newly created aelves.

Unlike many, Volturnos survived Teclis' light of truth and fled Hysh with his comrades. At the founding of the Ionrach capital, Priom, Volturnos was already building a reputation as a warrior and leader. He eventually won his Kingship through his actions at the Battle of the Flotsam Isles, where he was instrumental in the destruction of several greenskin fleets.

During those times, 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 chorileums. Yet Volturnos lived on, growing wiser and more cunning, whilst his taciturn manner and calculating mind made him an ideal commander.

According to the legends, Volturnos was the very first of the souls rescued and remade by Teclis. He was to be the archetype of a new race – noble, erudite and fair to look upon. Not all Idoneth enclaves believe such tales, and some

of the more recalcitrant factions, most notably the Dhom-hain and Fuethán, are openly dubious about them. They respect Volturnos as an Akhelian King of renown, but nothing more. The Ionrach and their many branches, however, revere their High King, holding a day of remembrance for the Ambush at the Umbral Sea, recalling the duel in which he lost his eye. The Nautilar tell the tale of how Volturnos arrived at the head of an Ionrach-led coalition to break the Siege of Grystleback, the greatest threat to ever beset their great city. To the Briomdar he is the Avenger, for he has in the past aided them by punishing those who have inflicted heavy losses upon the enclave.

THE KING OF KINGS

When he takes to the field, High King Volturnos is a majestic presence among the battleline of the Idoneth Deepkin. He rides to battle atop Uasall, a prince amongst Deepmares, and the mere sight of Volturnos' back banner – the crest of the High Kings – sends a surge of pride coursing through all those who fight beneath him. A leader of legendary status, it is said that none can read the flow of battle better than Volturnos. Yet the High King is not content to command troops from afar. In combat he bears the *Astra Solus*, whose name means 'blade of light'. It is a sword that was gifted to him by none other than Teclis, but there is speculation as to whether the mage-god forged the blade himself or came to possess it through some other means. When swung, the *Astra Solus* cuts through armour and the scaled hides of sea monsters with ease, and leaves a blazing trail of luminescence in its passing. For protection, Teclis gifted Volturnos with *Cealith*, a shield that has the ability to swallow hostile magics, rendering them null.







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

It is the Tidecasters who conjure the phantasmal sea that allows aelf and aquatic beast to move and breathe within the same space as if they were in their own natural environment. The powers of these Isharann are not solely concerned with manipulation of the elements, however. They are able to conjure spells from the repressed anguish of the Idoneth, the curse that echoes still from their ancestors' torture within Slaanesh. Such magics take the form of crushing waves of despair, black pits of hopelessness or raging maelstroms of horror that shatter the minds of the foe, leaving them wide open to attacks from the Namarti and Akhelians. So potent are these enchantments that some victims believe themselves to be trapped underwater, causing them to drown in their own fear and sorrow.

SOULRENDERS

The Soulrenders are unusual amongst the Isharann, for they are trained in combat alongside the Akhelians, and well accustomed to acting at the forefront of battle. Upon each Soulrender's helm dangles a lurelight, its strange glow attracting and absorbing souls, both those of fallen allies and enemies. It is the Soulrenders who collect the bounty of an Idoneth raid, harvesting the spirits of their victims. At need, a Soulrender can

use these souls to reinvigorate fallen Namarti, healing their wounds so that even those recently struck dead might rise again. Once back in their undersea strongholds the souls are transferred, with those of Idoneth enshrined into the horrileums, and others made ready to be seeded within newborn Namarti.

Armed with a hooked polearm known as a talúnhook, Soulrenders fight amongst the Namarti, replenishing their subordinates' ranks even as they reap spirit-stuff. A rope-catch attached to the talúnhook is ideal for snaring foes that attempt to flee, making it easier for the wielder to capture their essence. 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

With their *cyfar* compasses and dowserschimes, the Soulscryers can map the dark corners of a being's soul as well as those of the Mortal Realms, marking them out as both priests and navigators among the Idoneth. Whether their quest leads towards spirit-plunder or along new paths of the whirlways, the Soulscryers divine the way. In addition, the Soulscryers can single out a battlefield's richest quarry, illuminating them as a prime target for all Idoneth Deepkin.

In combat, Soulscryers defend themselves with slashes of finger-claws made from razor-sharp Alloplex teeth. They are also accompanied by Scryfish shoals, etherfish that help point the way and vigorously attack foes with the spikes that jut out from their jaws.

LOTANN, WARDEN OF THE SOUL LEDGERS

Gifted with the spirit-sight and keen analytical minds, the Soul Wardens keep a tally of the souls interred within the horrileums, tending to them and calculating how many are needed for certain tasks. Ordinarily they do not accompany the phalanxes to war, but there is one exception – Lotann of the Ionrach. Holding the title Warden of the Soul Ledgers, Lotann marches alongside the armies of every enclave, scribing down all in his catalogue of souls, listing every spirit captured in a raid, as well as those lost or overlooked. Such is Lotann's obsessive commitment to his duty, his willpower stains the ethersea, a presence that inspires the Idoneth, particularly the Namarti, to fight with heightened zeal. Though by no means a renowned warrior, in self defence Lotann has been known to stab foes with his bone 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, the image of noble aelfknights from a bygone era stayed with them, and they strove to emulate that ideal. Thus the greatest warriors of their number sought suitable deepwater steeds to carry them into battle.

AKHELIAN GUARD

No troops exemplify the Idoneth Deepkin way of war better than 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.

The Fangmora is a fearsome predator, its jutting tooth-lined jaws capable of delivering a bite that can easily cut a man in two or sever the arm of a gargant. The enormous eels use their speed and serpentine bodies to hunt amongst rocky seabeds or within underwater caves. They are voracious carnivores, and some breeds hunt in packs, while other types are known ambush hunters, darting out to snatch unsuspecting prey. In addition to their 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 they proved impossible to break. Finally, they resorted to calling upon the Embailors of the Isharann, who enslaved the Fangmoras' minds, making them one of the first of the bond-beasts to serve the Idoneth.

There are two distinct types of Akhelian Guard, each armed and equipped for a different battlefield role.





MORRSARR GUARD

Morrsarr Guard are armed with voltspears and galv-shields. These Akhelians channel the powerful electrical energies of their Fangmora mounts into the tips of their spears, gathering a charge that can be released, at need, as a lethal short-ranged bolt.

In addition to the crackling forces they wield, Morrsarr Guard are particularly dangerous on the charge. Their lowered voltspears can easily punch through heavy armour when striking with the momentum provided by the speeding Fangmoras. A common tactic of Akhelian Kings is to pin a foe in place with Namarti Thralls before ordering Morrsarr Guard to charge the enemy 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 biovoltaic blasts left the entire enemy army blinded and reeling.

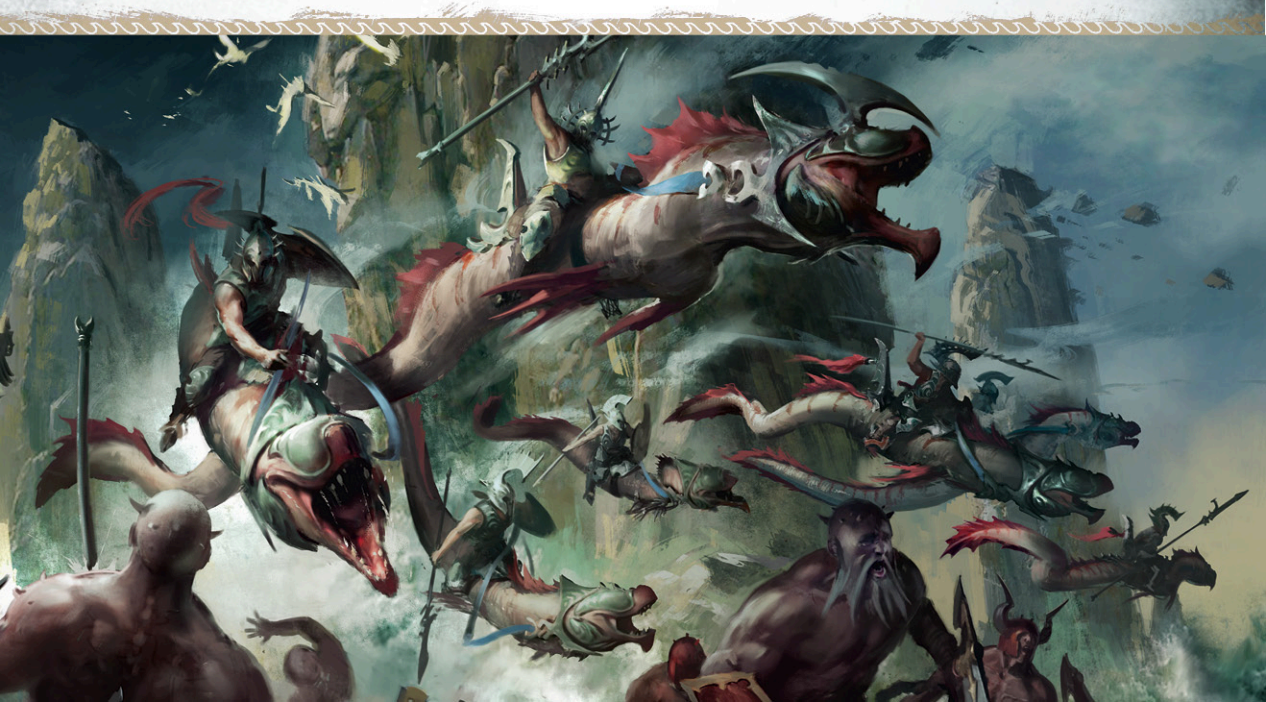
ISHLAEN GUARD

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. Thus the Ishlaen are better able to shrug off missile fire, and have greater staying power in prolonged combat than their spear-armed kin.

Akhelian Guard, both Morrsarr and Ishlaen, are typically led in battle by a Lochian Prince. These individuals are veteran soul-raiders who have demonstrated an ability to lead, and are clear candidates for Kingship in the eyes of the military council.

GLORIOUS ELITE

Amongst the Idoneth enclaves there are some formations of Akhelian Guard that have earned legendary status. The Redblades of the Fuehán have become notorious for depopulating swathes of Aqshy's coastlines with their wanton slaughters. They are also among the few that dare to ride the diamond-backed Redfin Fangmora, a breed so ferocious that their feeding frenzies are considered more dangerous than even those of Allopexes. It is said the Slitherguard of the Briomdar can appear out of thin air, while the Mor'phann Chillhearts ride Ghost Fangmoras that blend in with the mists. None are more famed, however, than the Lasroch host of Dhom-hain, whose swiftness and skill at the hit-and-run attack are second to none.





AKHELIAN LEVIADONS

Shrugging off enemy missiles, the Akhelian Leviadon plunges into the fray. Scythed fins dismember foes while the beast's powerful jaws clamp down with enough force to crush tempered steel. Affixed to the Leviadon's back are a pair of harpoon launchers, mounted bolt-throwers that spit death as quickly as their crew can aim and fire. Should the aelves come under assault, they strike out with hooks and blades, while the *ma'harr*, the master of the reins and a high-ranking Akhelian, impales foes on his twin-pronged spear.

Protected by its thick scales and nigh-impenetrable shell, the Leviadon acts as an indomitable anchor point in an Idoneth phalanx. Whether used as a living battering ram to smash the enemy line asunder or as a mobile weapons platform tasked with eliminating specific threats, these enormous bond-beasts have proven themselves in battle time and again.

Upon the back of each Leviadon, a masked Namarti pounds an enchanted drum of the deep, sending forth concentric ripples of distortion that

refract light in strange ways around the creature. Enemy missile troops and artillery find such patterns disruptive, making it nearly impossible to draw a bead upon the approaching Leviadon with any degree of accuracy despite its looming mass.

Doubly shielded by sorcerous illusion and their own natural defences, Leviadons are utilised by many Akhelian Kings at the vanguard of an Idoneth assault, where the enemy's first and fiercest efforts to repel the attack are wasted upon the beasts.



AKHELIAN ALLOPEXES

At first they appear as spectral blurs in the ethersea, distant streamlined shapes that seem to materialise from nowhere. With powerful thrusts of their sickle-finned tails, the forms grow all too quickly as they launch their attack.

Sleek, muscular and built for dealing death, Allopexes are legendary predators of the deep oceans. Attracted to blood, they feed upon anything they can fit into their large jaws. The mouth of an Allopex is lined with serrated triangular teeth, each one a razor-edged saw perfectly developed for cutting through flesh, bone, even metal. A hungry Allopex can bite man-sized holes in large prey, eventually bringing down even hulking krakigon or scalithaur. And they are always hungry.

Initially, the Idoneth Deepkin were unable to tame the Allopex, for its urge to kill was irrepressible. Only through the Embailors' magic were the Idoneth able to enthrall the creatures to handlers, and only the Akhelians

were skilled enough to steer them. The combination of rider and beast quickly proved effective in battle. With blades attached to its pectoral fins, the Allopex was made more lethal still. It became common practice to drive shoals of the beasts directly into groups of foes, where their deadly bites and thrashing blades could wreak the most carnage.

To add long-range hitting power each Allopex bears a harpoon launcher, effectively turning the creature into a living engine of war. 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 deep-sea foe. Razorshell bolts can be loaded and fired in quick succession, making them effective against numerous foes. 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.

Those Idoneth Deepkin born with withering souls are labelled by the Soulscriers as Namarti. In as much as the word can be understood by other races, Namarti means both blessed and damned. Only if they receive a new soul will they survive beyond infancy, but even if they do the Namarti are still doomed, cursed to live a shortened life

in which they are treated as second-class citizens. If they do not fall in battle or lose their life to a deep-sea creature attack, a typical Namarti aelf lives no more than three to four decades, a paltry length of time by aelf standards, and less than a quarter of the normal lifespan enjoyed by the Akhelians and Isharann.

Even for those that cannot see the light of a creature's soul, the Namarti are marked. Each wears an iron collar and bears a half-soul rune upon their forehead, features necessitated by the eldritch process in which stolen souls are transferred into them. Many Namarti bear markings or scarification from rituals performed during iron collar fittings, clear demarcations of their indentured status. Yet by far the most chilling aspect of the Namarti is their lack of eyes, and the flesh that covers their eye sockets. In the deep places, however, sight is seldom useful, and other senses are developed.

Aside from these key differences, the Namarti are aelves like their kin in the higher castes. As youths their time is fully occupied learning to see without eyes, and so they are not offered high levels of martial training or allowed access to the temples of learning as are the nobility. When they are able, more Namarti learn trades or are put to work as labourers. Only the most physically able Namarti are given military instruction under Akhelian guidance, and these are divided into two main troops types within the phalanxes.

NAMARTI THRALLS

Like all aelves, Namarti Thralls possess a physical grace that to other races appears almost supernatural. The Thralls march to war for the Idoneth





as the main body of infantry, and it is their task to screen their comrades, then to engage and hold the foe in place. This allows the swifter-moving Akhelians a chance to strike where they deem best. It is a grim prospect, for casualties are often high amongst the Namarti Thralls, but it is a duty they willingly accept. Although they often resent their lower-caste status, the Namarti realise that every successful raid secures more souls for their enclave. This resource is first used to ensure the survival of newborn Namarti, but the excess is used to replenish the diminishing souls of the adults. Such motivation is more than enough to ensure that the Namarti Thralls are caught up in the tides of war, ever eager to capture more spirit-stuff.

In battle the Namarti Thralls fight with an array of weapons known as *lanmari* – two-handed swords, great scythe-axes or polearms of intricate design. The weight and reach of such weapons are useful when driving off the enormous sea creatures that bedevil the Idoneth enclaves, while their broad blades are suited to scything through the teeming swarms of predatory fish that seek to prey upon the aelves.

NAMARTI REAVERS

If the Namarti Thralls provide the front-line infantry of the Idoneth Deepkin phalanxes, the Namarti Reavers supply the archers and scouts. The Akhelians recognise the tactical need for reconnaissance, picket forces and massed missile fire, but regard such duties as beneath their esteem. Thus, the Reavers are assembled from



the lithest and quickest of the Namarti. Their weapons training concentrates upon how to swiftly aim and fire the silent whisperbow, as well as how to defend themselves with short keening blades designed for stabbing.

In battle the Namarti Reavers move quickly, like the bow wave that advances before the coming storm. They probe defences, seek out vulnerable quarry and harry the enemy's most formidable war assets. With their deadly volleys of arrows the Namarti Reavers distract the enemy, pulling their attention away even while the Akhelians line up devastating charges.

Despite their lack of eyesight, Namarti Reavers are uncannily accurate with their bow fire. They aim by sensing changes in pressure within the ethersea, and can trace electromagnetic pulses in the same manner as many of the predators that stalk the pitch-black waters of great depths. So keen are these senses that the Reavers are able to easily make shots that those who see by conventional means would deem difficult if not impossible. There is a drawback, however, for although the Reavers' senses are highly attuned, their field of perception is not as far-reaching as eyesight, and so they must remain within a certain distance of their target lest they lose track of it.



SPLENDOURS OF THE DEEPS



High King Volturnos commands the Ionrach to wash away the corruption spread by a force of Nurgle Rotbringers.







Determined to avoid the fate of their ancestors, the Idoneth attack the daemons of Slaanesh with unrestrained fury.



Screened by Namarti Reavers, an Akhelian King of the Ionrach enclave leads his phalanx on a soul-hunting raid.



Lowering their voltspears, Akhelian Morrsarr Guard streak into battle atop slithering Fangmora Eels.

A mighty Leviadon anchors the Ionrach's battle line whilst Akhelian Guard and Allopexes move in for the kill.





Swift and deadly, a formation of Akhelian Ishlaen Guard darts forward to strike the foe.



Since the Age of Myth, massed Akhelian cavalry have smashed countless enemy battle lines asunder.



Ready to reap, an Isharann Soulrender takes his place in the midst of the Namarti Thrall battle line.





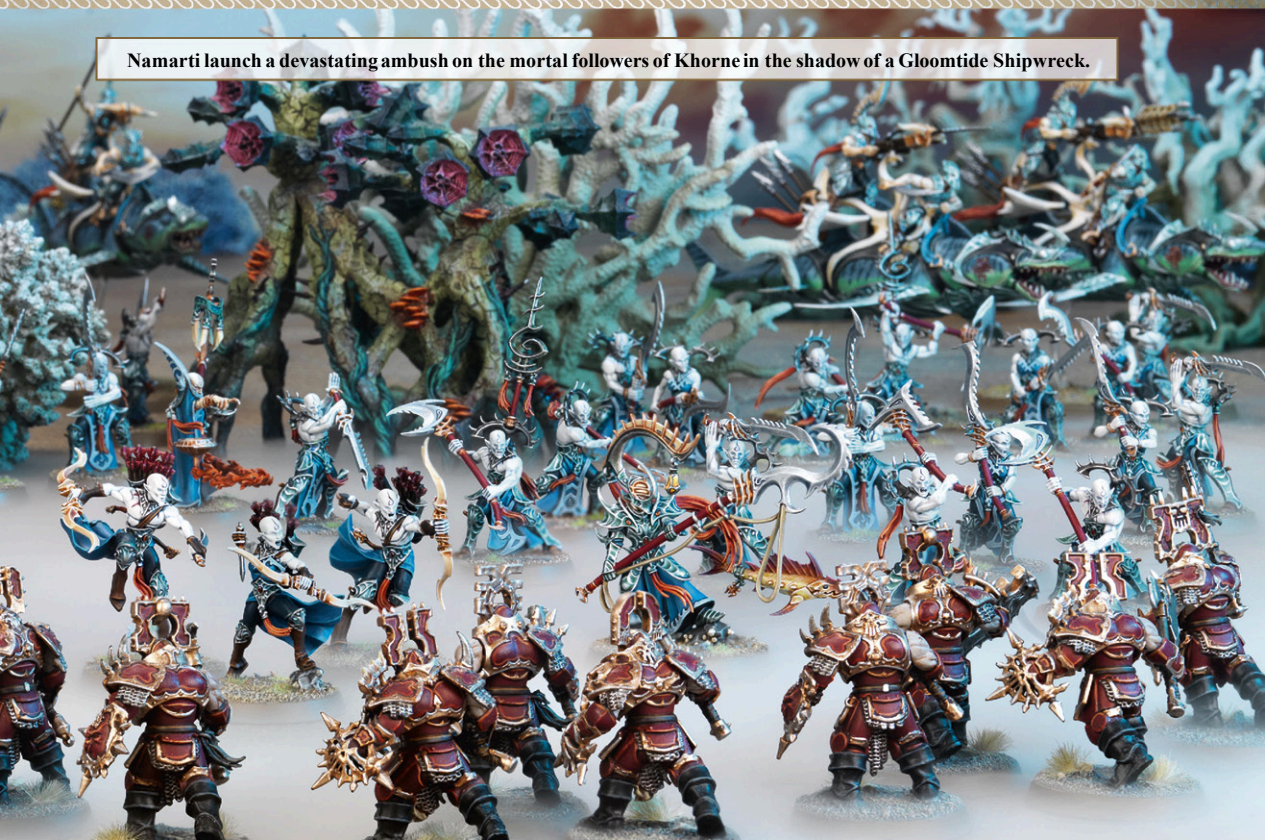
Guided by the spirit-sight of a Soulscryer, the Idoneth Deepkin set out to capture the life-essence of their foes.





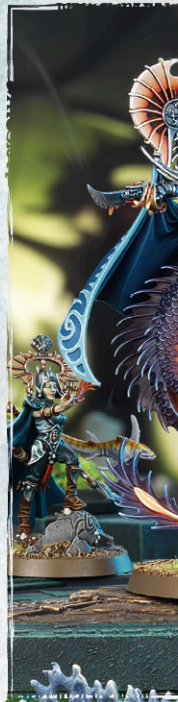
An Isharann Tidecaster manipulates the currents of the ethersea to speed a group of Namarti Thralls towards the enemy.

Namarti launch a devastating ambush on the mortal followers of Khorne in the shadow of a Gloomtide Shipwreck.





An Eidolon of Mathlann in its aspect of the storm prepares to crash down into the orrorks with the force of a tidal wave.





High King Volturnos leads a phalanx to eradicate a force of mordants that has trespassed on Idoneth raiding grounds.



Akhelian Morrsarr Guard,
Nautilar Enclave

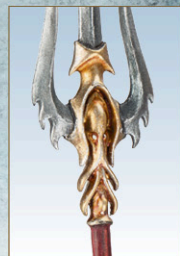


Lochian Prince,
Fuethán Enclave

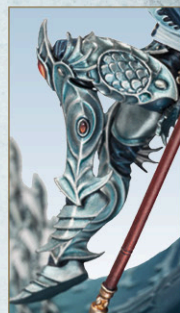
'EAVY METAL



Deep-sea Sceptre

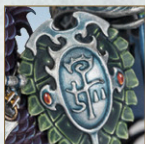


Psi-trident



Eidolon of Mathlann, Aspect of the Sea

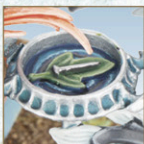
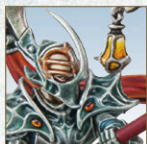




Volturnos, High King of the Deep

Lotann, Warden of the Soul Ledgers

Akhelian King, Ionrach Enclave



**Isharann Soulrender,
Ionrach Enclave**

**Isharann Soulscriber,
Ionrach Enclave**

**Isharann Tidecaster,
Ionrach Enclave**

'EAVY METAL



**Morrsarr Guard Musician,
Ionrach Enclave**



**Lochian Prince,
Ionrach Enclave**



Namarti Reavers, Briomdar Enclave



Namarti Thralls, Mor'phann Enclave



Namarti Reavers, Ionrach Enclave

Namarti Thralls, Ionrach Enclave

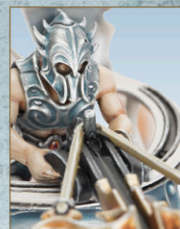
'EAVY METAL



Ma'harr



Void Drummer



Akhelian Crew



Akhelian Leviadon, Ionrach Enclave

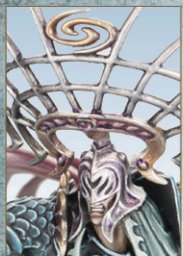
'EAVY METAL



Akhelian Allopex, Ionrach Enclave



Akhelian Ishlaen Guard, Mor'phann Enclave



Fuathtar, Spear of
Repressed Fury



Crulhook



Eidolon of Mathlann, Aspect of the Storm





HIGH TIDE OF DESTRUCTION

War is a way of life for the phalanxes; they always answer battle's call. Whether sallying out to defend their cities from marauding sea beasts or attacking surface dwellers to secure soul-plunder, their martial skill, powerful magic and swift style of attack has secured victory after victory for the Idoneth.

This Ionrach phalanx, led by none other than High King Voltumos, is a typical example of an Idoneth raiding force. Like the onset of a rolling wave, its Namarti infantry advance to hold the foe in place while well-timed

cavalry charges from the Akhelian Guard and Allopexes crash down upon the enemy's flanks. Just as the foe is reeling, the heaviest hitter in the force – the massive Akhelian Leviadon – slams into them, breaking them utterly.

Against especially well-armoured or formidable foes, the phalanx instead employs a series of feints while unleashing deadly volleys of fire from the circling Allopexes and Namarti Reavers. The Isharann Tidecaster uses



her magics to manipulate the ethersea, slowing the foe and making them gasp for breath. Using his ability to navigate these supernatural waters, a Soulscryer leads a portion of the force to attack from unexpected quarters, directing Namarti Reavers to harry the foe's unguarded rear or flank. Unlike the other Isharann, the Soulrender wades into the thick of combat, dispatching foes with his talunhook while using their stolen spirit energies to revive Namarti infantry. In the midst of the

Idoneth Deepkin battle line glides an Eidolon of Mathlann, the potent magics emanating from its form manifesting as a thick sea mist. In the Eidolon's presence the Idoneth fight with renewed vigour, while foes shrink back in fear as it hurls blasts of abyssal energy from its glowing trident. Like the tide, the Idoneth Deepkin surge forth before receding, picking off the last survivors of broken formations before disappearing back into the deep places.

1. High King Volturnos
2. Isharann Tidecaster
3. Isharann Soulscryer
4. Akhelian Leviadon
5. Akhelian Ishlaen Guard
6. Akhelian Allopexes
7. Isharann Soulrender
8. Namarti Thralls
9. Namarti Reavers
10. Lotann, Warden of the Soul Ledgers
11. Namarti Thralls
12. Namarti Reavers
13. Eidolon of Mathlann

PAINTING YOUR IDONETH DEEPKIN

Whether you have never painted a Citadel Miniature in your life or are a master of the brush with decades of experience, the prospect of painting an Idoneth Deepkin army offers an exciting challenge. Following are some tips and examples to get you started with painting the aelves of the deeps.

There is nothing like the sight of a fully painted army of Citadel Miniatures. There is real satisfaction to be had in adding colour to your collection, teasing out the finely sculpted details, making your miniatures your own, and creating a unified force. After all, one painted model looks great, but an entire army brought together through shared colours, iconography and heraldry is

something even more fantastic. For those of us that are completionists, there is also immense gratification in watching your collection grow as you add each new painted figure to the ranks of the finished models.

There's no right or wrong way to go about painting your collection of miniatures. Some people revel in

treating each miniature as a work of art, lavishing attention on every inch of every model and painstakingly crafting scenic bases. Others prefer a far simpler approach with basic paint jobs that allow them to quickly assemble legions of finished warriors. And, of course, there is plenty of middle ground for those that enjoy painting their troops but devote even more attention to key figures such as heroes, war machines and monsters. Again, there is no one way to paint, just the way that works best for you. In the end, the goal is to field a fully painted Idoneth Deepkin phalanx on the tabletop.



Surrounded by the ethersea and their ranks filled with sea monsters, the Idoneth Deepkin army has its own unique look. Your first decision is to choose a paint scheme. Many of the undersea nations are shown on the following pages and in the art throughout this book, and it is also possible to create your own. Which enclave you choose can influence the character of your army as well as its abilities (see page 85). For example, if you choose the Ionrach enclave your army will be strong in magic and easily able to make allies, while the Fuethán enclave are especially merciless and use the fiercest sea monsters.



Painting Citadel Miniatures is vastly rewarding. The more you put in, the more you get out. Before painting your models, however, you'll first need to assemble them. To begin with, you'll want to follow the advice given in the construction booklet, but as your confidence grows you may find yourself customising your miniatures by combining different weapons and modifying their poses.

The Citadel Paint System takes the guesswork out of painting, and uses several different formulations of paint to best match different techniques. The paints are used in a set sequence, and each enhances the underlying colour to produce a final scheme that belies the straightforward techniques.

The first paint you'll apply is called the undercoat. Supplied in spray cans, it's formulated to provide a smooth, even surface for the colours that follow. Often an undercoat will be available in the model's predominant colour – if not, the general rule is that bright schemes look their best over white undercoat, while darker ones look better over black. Once it has dried, you can break out your brushes and start bringing your miniature to life.

The following stage-by-stage guides present the colours and techniques we used to paint the enclaves but there are no 'rules' as to the colours you use for your own miniatures – the Mortal Realms are a limitless canvas; it's up to you how you fill them.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

THE CITADEL PAINT SYSTEM



Basepaints contain a high percentage of pigment, and deliver bold, intense colour that provides the foundation for the paint scheme. Neat basecoats are key to a great-looking miniature, and two thin coats are almost always better than one thick coat.



Shade paints are almost the consistency of ink, and are designed to run into the model's recesses to create depth and contrast. They are usually applied all over an area as a wash, or painted directly into recesses such as the gaps between armour plates.



Dry Compounds are applied using a technique called drybrushing, which involves passing a very lightly loaded brush rapidly across the model to apply a dusting of colour to the raised detail. It's a very quick way of adding highlights to a miniature.



Layerpaints are brighter colours than Basepaints, and have a smoother consistency. They are usually applied all over an underlying Base colour to achieve a more vibrant hue, or are painted in focused lines along raised areas and edges as highlights.



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)

3



Layer1 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)

4



Layer2 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)

5



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

3



Layer1 Stage: Waywatcher Green (armour), Rakarth Flesh (skin), Evil Sunz Scarlet (cloth, gem), Ushabti Bone (cloth trim), Mechanicus Standard Grey (trousers), Fulgurite Copper (brass), Skrag Brown (leather)

4



Layer2 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)

5



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.

3



Layer1 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)

4



Layer2 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)

5



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



MOR'PHANN

Undercoat: Chaos Black Spray

1



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)

2



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



NAUTILAR

Undercoat: Corax White Spray

1



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)

2



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)



BRIOMDAR

Undercoat: Corax White Spray

1



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)

2



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

3



Layer1 Stage: Kantor Blue (armour), Rakarth Flesh (skin), Thunderhawk Blue (cloth), Russ Grey (cloth trim), Skrag Brown (boots, bow), Hashut Copper (brass), Genestealer Purple (tassels)

4



Layer2 Stage: Temple Guard Blue (armour), Pallid Wych Flesh (skin), Fenrisian Grey (cloth, cloth trim), Balor Brown (boots, bow), Rune Fang Steel (metal), Emperor's Children (tassels)

5



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.

3



Layer1 Stage: Pallid Wych Flesh (armour), Ulthuan Grey (skin), Ogryn Camo (cloth trim), EvilSunnz Scarlet (tassels), Thousand Sons Blue (trousers), Fulgurite Copper (brass)

4



Layer2 Stage: White Scar (armour, skin), Ahriman Blue (cloth, trousers), Fire Dragon Bright (tassels), Rune Fang Steel (metal), Dawnstone (boots), Blood For The Blood God (gem), Screaming Skull (cloth trim)

5



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

3



Layer1 Stage: Rune Fang Steel (armour, metal), Rakarth Flesh (skin), Kabalite Green (cloth), Skarsnik Green (cloth trim), Sotek Green (trousers), Mechanicus Standard Grey (leather, bow)

4



Layer2 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)

5



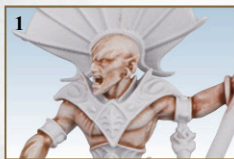
Basing Stage: Apply Citadel Sand and rocks with PVA Glue. Paint earth Rhinox Hide and rocks Mechanicus Standard Grey. Drybrush earth Balor Brown. Shade rocks Agrax Earthshade then drybrush Administratum Grey.

IDONETH FEATURES

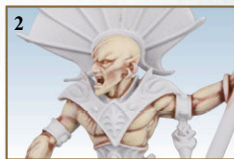
In this section we will teach you how to paint the sharp, angular faces, imposing weapons and exotic heraldry of the Idoneth Deepkin, as well as methods that will help you bring to life the strange aquatic creatures that often accompany them to battle.

AKHELIAN SKIN

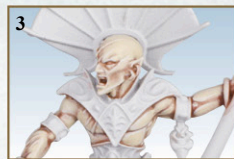
Often, the best way to paint large areas of pale flesh is to start with a spray undercoat of Corax White. Next, an all-over wash of the skin with a Shade paint quickly reveals all the raised areas, guiding you to where you need to add your Layer paints for the next stages.



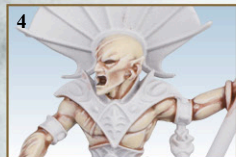
1 Apply Reikland Fleshshade to the skin areas, allowing plenty of time to dry before continuing.



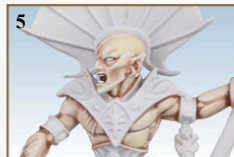
2 Follow up with a layer of Flayed One Flesh, avoiding areas where the shade has settled.



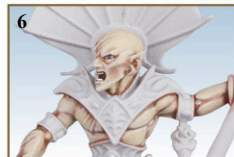
3 Next, edge highlight the skin with Pallid Wych Flesh.



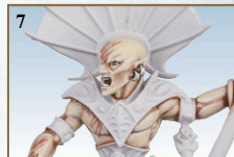
4 Carefully apply Rhinox Hide to the eyes and mouth.



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.

BLADES



Celestra Grey (base), Coelia Greenshade and Lahmian Medium (shade), Ulthuan Grey (highlight)



Ushabti Bone (base), Seraphim Sepia (shade), Pallid Wych Flesh (highlight)



Incubi Darkness (base), Nuln Oil (shade), Kabalite Green (highlight), Ogryn Camo (second highlight)



Ironbreaker (base), Drakenhof Nightshade (shade), Ironbreaker (layer), Stormhost Silver (highlight)



FANGMORA EELS

The pattern effects shown below were achieved using a process known as ‘stippling’. This technique involves loading your brush with a small amount of paint – in this case a Citadel Shade – and gently dotting a pattern onto the model with the very tip of your brush. This achieves a more natural-looking fade between the pattern and the base colour.



To achieve the gradual blend between two colours as shown in the image on the top left, thin down your Shade – in this case Druchii Violet – with an equal amount of Lahmian Medium. This will soften the colour and reduce the contrast between the two areas, resulting in a more natural transition.

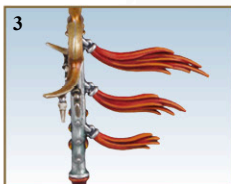
RED TASSELS



To begin, basecoat with Wild Rider Red.



Next, apply a shade of Carroburg Crimson.



Edge highlight with Fire Dragon Bright.



Add a second, finer highlight of Ungor Flesh.

SEA CREATURES



Baharroth Blue (base), Guilliman Blue and Waywatcher Green (shade), Ulthuan Grey (drybrush)



Ceramite White (base), Fuegan Orange (shade), Fire Dragon Bright (layer), Ungor Flesh (highlight)



Ceramite White (base), Druchii Violet (shade), Slaanesh Grey (layer), Pallid Wych Flesh (highlight)



Khorne Red (base), Agrax Earthshade and Lahmian Medium (shade), Evil Sunz Scarlet (highlight)

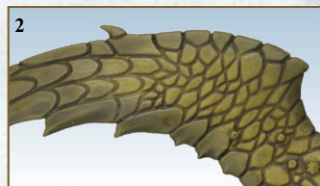


LEVIADON SKIN

It is very easy to get a great-looking texture effect for the skin sections of your Leviadon miniature. The same techniques can be used for any other models with similar details. To begin with, use Death Guard Green to get an even covering across the entire section. It may be easier to paint these skin areas separately from the rest of the miniature before attaching them.



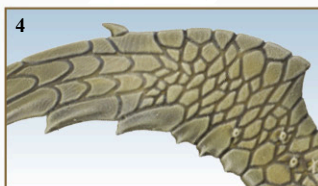
To get an even gradient between the areas of skin, slowly build up several thin layers of Ogryn Camo as above.



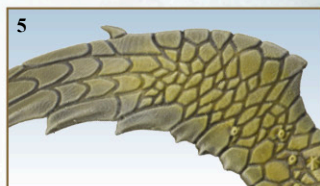
Next, apply an all-over shade of Athonian Camoshade, making sure you reach all of the recesses.



Being careful not to load too much paint on your brush, drybrush the entire area with Ogryn Camo.



Apply a second drybrush of Screaming Skull across the skin section.



To finish, apply Lamenters Yellow across the central areas, avoiding the edges of the model.

HOWDAH

Large models such as the Akhelian Leviadon can seem intimidating to the novice painter. However, it's actually very easy to quickly paint an large section – for instance, the howdah of the Leviadon – using very basic techniques, and still have it look fantastic on the tabletop or in your model collection. In this instance, an even undercoat was applied using Corax White Spray. Light colours like Corax White are great when combined with the Citadel Shades range, as the ink will stain the flat areas and settle in the recesses of the model, adding great depth and texture with very little effort. You can then add the finishing touches as displayed in the step-by-step guide on the right, to really bring your miniature to life.



To begin with, basecoat the entire howdah with Pallid Wych Flesh.



Next, apply an all-over wash of Seraphim Sepia.



Apply several thinned-down layers of Pallid Wych Flesh to the raised areas to slowly build up the gradient.



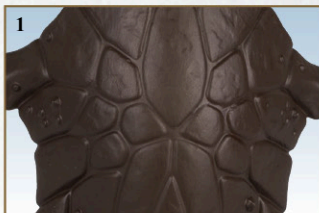
As a finishing touch, add a fine highlight of White Scar to the sharp edges of the howdah.



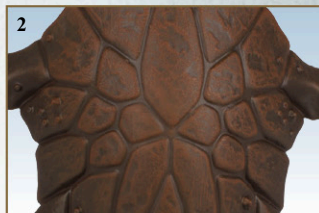
LEVIADON SHELL

On large, textured areas such as the shell of the Leviadon, drybrushing is a great way to quickly and efficiently bring out the details of your miniature. One particularly effective technique is to drybrush using several different paints, therefore building up a gradient of colour. This practice works especially well when painting organic sections of a miniature such as hides, shells and carapaces, as it provides a great weathering effect, making the miniature look lifelike and battle-worn.

When drybrushing, make sure to not get too much paint on the bristles of your brush, as this can lead to a messy, smeared finish. Instead, dab your brush repeatedly on a tissue or cloth until there is barely any paint remaining before applying it to the miniature. It's far easier to add more paint to a model than it is to remove it.



The first step is to basecoat the entire shell with Rhinox Hide.



Next, drybrush the area with Doombull Brown.



Apply a second drybrush, this time with Skrag Brown.



Lastly, drybrush the very top and edges of the shell with Balor Brown.

BARNACLES

There are many small shell and barnacle details on Idoneth Deepkin models. Basecoat these with Rakarth Flesh before adding a shade of Seraphim Sepia. Finally, add some edge highlights with Pallid Wych Flesh.



MA'HARR CREST



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.



THE RULERS BENEATH THE WAVES



FORCES OF THE IDONETH

On the following pages you will find rules and abilities for your Idoneth Deepkin army. These include powerful allegiance abilities and items, exciting battleplans, and warscrolls and battalions that describe the sinister forces of the Idoneth Deepkin in games of *Warhammer Age of Sigmar*.

From potent allegiance abilities to powerful artefacts, this section provides all of the rules needed to use Idoneth Deepkin armies in games of *Warhammer Age of Sigmar*.

ALLEGIANCE

When you choose your army, you can also choose an allegiance for it. If you do so, you can use a set of allegiance abilities that correspond to the allegiance you have chosen.

If an army could have more than one allegiance, you must pick one to apply to it during the game. The allegiance you choose will apply for the duration of the battle, even if you add new units to the army during the battle that have a different allegiance.

ALLEGIANCE ABILITIES

On the following pages you will find a set of allegiance abilities that can be used for an army that has the **IDONETH DEEPKIN** allegiance (also referred to as an **IDONETH DEEPKIN** army). In order to have the **IDONETH DEEPKIN** allegiance, all of the units in the army must either have the **IDONETH DEEPKIN** keyword, or be assigned the **IDONETH DEEPKIN** keyword before the battle begins.

Battle Traits: An allied army fights with unity and cohesion, granting it additional boons. See page 86 for the battle traits available to an Idoneth Deepkin army.

Command Traits: Each leader has their own style of command. See page 87 for the command traits available to Idoneth Deepkin generals.

Lore of the Deeps & Isharann

Rituals: Isharann can unleash powerful magic to overwhelm and destroy their victims. See pages 92-93 for the spells and rituals available to Tidecasters and Isharann from an Idoneth Deepkin army.

Artefacts of Power: These magical items are borne by the Idoneth Deepkin's mightiest champions. See pages 88-91 for the artefacts your army can be gifted.

The Ethersea: When the Idoneth travel onto dry land, aspects of their deep-sea realms manifest upon the battlefield. The rules covering these manifestations are on pages 94-95.

NAMED CHARACTERS

Volturnos, High King of the Deep, and Lotann, Warden of the Soul Ledgers, are singular and powerful champions with their own unique personalities and bespoke items of terrible power.

As such, these models cannot have any additional command traits or artefacts of power.

MOUNTS

Some heroes have a mount, such as a powerful monster that they can ride. In all such cases, any command traits or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by their mount unless specifically stated otherwise.



THE ENCLAVES

The enclaves of the Idoneth Deepkin each have their own ancient traditions and distinct ways of making war. To represent this, armies chosen from one of the six main enclaves gain additional rules as described on pages 96-101.

BATTLEPLANS

The battleplans on pages 102-107 allow you to fight battles based on the tactics that the Idoneth Deepkin use in war.



PATH TO GLORY

On pages 108-113 you will find rules for playing a Path to Glory campaign. Included are warband tables to help you collect your army, a warband roster you can use in your games, and a battleplan designed for Path to Glory games.

WARSCROLL BATTALIONS

Pages 120-125 describe formations made up of several units that combine their strengths to gain powerful new abilities.

WARSCROLLS

Pages 126-135 list the warscrolls of all of the units that can be included in an Idoneth Deepkin army, along with their characteristics and abilities.

THE ENCLAVES

From the powerful Tidecasters of Ionrach to the cunning raiders of Briomdar, the different enclaves of the Idoneth Deepkin are distinct in their character. On pages 96-101 you will find rules that allow you to tailor your collection to represent one of six major enclaves.

You can organise your collection of Idoneth Deepkin miniatures as an army from one of the major Idoneth enclaves simply by painting it in the enclave's colours. All Idoneth Deepkin units and warscroll battalions in the army are then considered to be from that enclave. For example, if you decided to organise your collection into an army from Ionrach Enclave, each unit would be considered a Ionrach unit, and each warscroll battalion would be considered a Ionrach warscroll battalion. This does not change their allegiance, but does give you access to some additional rules you can use for your army.

The rules for six of the major enclaves are presented on pages 96-101. When you organise your collection to be an army from one of the enclaves listed in this section, you can use extra abilities, and may gain access to a bespoke command trait or new spell. In addition, you can include additional units in certain warscroll battalions.

ENDLESS SEAS

While the rules later in this section present you with a way to collect an army from one of the major enclaves, there are countless more in the Mortal Realms. You can choose to organise your collection of Idoneth Deepkin miniatures as an army from an enclave of your own devising. If you do so, simply pick the enclave that most closely matches the background of your own enclave, and use its rules for your enclave.

'Upon your success rests the survival of our people. Strike quickly and without mercy. Use fear as your ally. And remember, the swifter and more cruelly you strike, the sooner will your triumph be secured.'

- High King Voltornos





ALLEGIANCE ABILITIES

A Idoneth Deepkin army is a terrifying sight, its mist-wreathed warriors surging onto the battlefield like a swirling tide of death. The following pages describe the allegiance abilities that an Idoneth Deepkin army can have.

BATTLE TRAITS

An IDONETH DEEPKIN army has the following battle traits:

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

Missile weapons can only be used to target an IDONETH DEEPKIN unit with this battle trait if it is the closest visible enemy unit.

Tides of Death: *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.*

IDONETH DEEPKIN units with this battle trait have a different Tides of Death ability each battle round, as shown on the Tides of Death table to the right.

TIDES OF DEATH TABLE

Battle Round	Ability
--------------	---------

- | | |
|---|---|
| 1 | Low Tide: <i>The Idoneth Deepkin move towards the foe, their appearance eerily refracted and distorted, like an object seen through water.</i> |
|---|---|

In this battle round, all units with the Tides of Death battle trait are treated as being in cover.

- | | |
|---|---|
| 2 | Flood Tide: <i>The Idoneth Deepkin attack suddenly, swirling around the foe and trapping the unwary.</i> |
|---|---|

In this battle round, all units with the Tides of Death battle trait that run can still either shoot or charge in the same turn (but not both).

- | | |
|---|--|
| 3 | High Tide: <i>The Idoneth Deepkin surge forward and fall upon the foe, smashing them with the speed and fury of gale-blown waves.</i> |
|---|--|

In this battle round, units with the Tides of Death battle trait fight before any other units in the combat phase. Fight with all eligible Idoneth Deepkin units one after the other, and then resolve any fights with any other units.

- | | |
|---|---|
| 4 | Ebb Tide: <i>Their work done, the Idoneth Deepkin withdraw from the fray, leaving the enemy's dead behind like flotsam on a storm-wrecked beach.</i> |
|---|---|

In this battle round, all units with the Tides of Death battle trait that retreat can still either shoot or charge in the same turn (but not both).

- | | |
|----|---|
| 5+ | Repeat the four Tides of Death steps, starting with Low Tide. |
|----|---|





COMMAND TRAITS

If the general of an **IDONETH DEEPKIN** army is a **HERO**, they can have one of the following command traits in addition to any others they have.

You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

D6 Command Trait

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

You can re-roll run rolls and charge rolls for this general.

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

Re-roll wound rolls of 1 for this general.

- 3 Unstoppable Fury:** *When the Idoneth fall upon their foe at the climax of a battle, this unstoppable warrior is a fury of destruction.*

Add 2 to the Attacks characteristic of any weapons used by this general in any battle round in which the High Tide ability (pg 86) is in effect.

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

Increase this general's Wounds characteristic by 2.

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

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this general.

- 6 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 Deeps.*

Add 2 to the Bravery characteristic of friendly **IDONETH DEEPKIN** units while they are wholly within 12" of this general.



ARTEFACTS OF POWER

If an **IDONETH DEEPKIN** army includes any **HEROES** then one may bear an artefact of power. Declare which **HERO** has the artefact after picking your general, and then pick which artefact of power the hero has, or roll a dice to randomly select one. The Akhelian Artefacts table can be used to select

an item for any **AKHELIANHERO**, the Idoneth Artefacts table can be used to select an item for any **IDONETH DEEPKINHERO**, the Isharann Artefacts table can be used to select an item for any **ISHARANNHERO**, and the Arcane Artefacts table can be used if the hero is a **WIZARD**.

You may choose one additional **HERO** to have an artefact for each warscroll battalion you include in your army. A **HERO** cannot have more than one artefact of power, and an army may not include duplicates of the same artefact of power.

AKHELIAN ARTEFACTS

Any **AKHELIANHERO** can be given one of the following Akhelian artefacts.

D6 Magical Artefact

- 1 Sanguine Pearl:** *Sanguine pearls are the colour of freshly spilt blood. When attached to the hilt of a weapon wielded by an Akhelian warrior, they protect the bearer in the maelstrom of close combat.*

Roll a dice each time you allocate a wound or mortal wound to the bearer that was caused by a melee weapon. On a 5+ the wound is negated.

- 2 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, in your hero phase, the bearer can drink this potion. If they do so, add 1 to hit and wound rolls for the bearer until your next hero phase. However, at the start of your next hero phase the bearer suffers 1 mortal wound.

- 3 Ankusha Spur:** *This sharpened spur is crafted from the near-unbreakable spines of ankusha shells, and can be used by Akhelians to goad the ferocious sea creatures they ride.*

Add 3" to the bearer's Move characteristic. In addition, re-roll hit rolls of 1 for attacks made by the bearer's mount.

- 4 Armour of the Cythai:** *This ancient armour was given by Teclis to the first Idoneth. Upon the command of its bearer, this armour can radiate the power of Hysh – a fitting gift from the Great Illuminator.*

Subtract 1 from hit rolls for melee weapons that target the bearer.

- 5 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 that the bearer will use the Bio-shock Shell. If you do so, each enemy unit within 3" of the bearer suffers D3 mortal wounds.

- 6 Abyssal Blade:** *The darkest and most hateful thoughts have been stripped from a chorreilm to temper this weapon. Years of repressed rage are made manifest, investing the sword with the ability to cut through armour and drink deep of an enemy's vital force. Against those dedicated to the ancient enemy Slaanesh, it is more fearsome still...*

Pick a weapon carried by the bearer to be the Abyssal Blade. Improve the Rend characteristic of that weapon by 1. In addition, add 1 to the Damage characteristic of that weapon if the target has the **SLAANESH** keyword.

IDONETH ARTEFACTS

Any IDONETH DEEPKINHERO can be given one of the following Idoneth artefacts.

D6 Artefact

- 1 Rune of the Surging Tide:** *This runic sigil was mind-forged by Gabhai, the greatest of Tidecasters. It can be used to summon a swift stream in the ethersea that hastens the advance of an Idoneth Deepkin phalanx, or a phantasmal riptide that drags at the feet of the foe, hindering their progress.*

Once per battle, at the start of your hero phase, you can say that the bearer will use the Rune of the Surging Tide. If you do so, say whether the rune will be used to create a stream or a riptide. If a stream is created, add 1" to the Move characteristic of friendly IDONETH DEEPKIN units until your next hero phase. If a riptide is created, subtract 1" from the Move characteristic of enemy units until your next hero phase.

- 2 Black Pearl:** *The incredibly rare black pearl can only be found in the deepest and darkest of waters. It is prized for the aura it projects, which can protect the bearer from any harm.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+ the wound is negated.

- 3 Lliandra's Last Lament:** *Lliandra was one of the Awakened, and a powerful sorceress. Alas, the magic of soul transference was developed too late to save her children, and such was her sorrow that she fell into a melancholy from which she never recovered. She sang her siren song of lamentation into the brón conches, where it became enshrined forever. If a listener puts one up to their ear, the song can still be heard. Should one of these shells be shattered, it will release Lliandra's woe in the form of an eerie dirge that has a powerful effect on those nearby.*

Once per battle, at the start of the battleshock phase, you can say that the bearer will release Lliandra's Last Lament. If you do so, friendly IDONETH DEEPKIN units wholly within 18" of the bearer do not have to take battleshock tests that phase.

- 4 Terrornight Venom:** *This venom is extracted from the tentacles of the terrornight medusan. If used to coat a weapon, the smallest cut will cause severe pain and nausea, and fill the victim with a terrible feeling of impending doom.*

Pick a weapon carried by the bearer to be coated with Terrornight Venom. Re-roll wound rolls of 1 for that weapon. In addition, subtract 1 from the Bravery characteristic of enemy units that suffer any wounds from this weapon for the rest of the battle.

- 5 Cloud of Midnight:** *This fragile vial is filled with purest ink drawn from a krakigon, a natural pigment used to create zones of total obscurity. When the vial is shattered, the bearer is swiftly hidden within a cloud of darkness.*

Once per battle, at the start of any phase, the bearer can release the Cloud of Midnight. If they do so, they cannot be chosen as the target for attacks, spells or abilities for the rest of the phase, but cannot themselves attack or use spells and abilities for the rest of the phase.

- 6 Whorlshell:** *This spirit-sensitive shell opens a whirling passageway through the ethersea that allows another 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 that smothers their will to fight.*

Once per battle, at the start of your hero phase, you can say that the bearer will use the Whorlshell. If you do so, pick an enemy HERO within 9" of the bearer that is visible to them and roll 2D6. If the roll is greater than the enemy hero's Bravery characteristic, subtract 1 from hit rolls for the enemy hero for the rest of the battle.

ISHARANN ARTEFACTS

Any ISHARANN HERO can be given one of the following Isharann artefacts.

D6 Artefact

- 1 Steelshell Pearl:** *It is said that some pearls are created at such great ocean depths that they are as strong as steel. The strange aura that surrounds these gems has the power to repel incoming missiles.*

Roll a dice each time you allocate a wound or mortal wound to the bearer that was caused by a missile weapon. On a 5+ the wound is negated.

- 2 Mind Flare:** *The crackling manifestation of a bioluminescent flare suddenly illuminates the gloom of the ethersea, a flash that can blind predators or stun prey.*

Once per battle, at the start of a combat phase, pick an enemy unit within 3" of the bearer. Subtract 1 from hit rolls for that unit until the end of that combat phase.

- 3 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 the casting rolls of **WIZARDS** while they are within 18" of the bearer. **IDONETH DEEPKIN WIZARDS** are not affected by this artefact.

- 4 Auric Lantern:** *This magical artefact can be used by Isharann to turn the soul-force of an opponent into a beacon for any Idoneth Deepkin that are hunting them.*

At the start of your shooting phase, pick an enemy unit within 18" of the bearer that is in cover. Until your next shooting phase, that enemy unit does not receive the benefit to its saving throw for being in cover.

- 5 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 two enemy **HEROES** that are within 12" of the bearer. The opposing player must then choose one of the following options:

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

- 6 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, pick an enemy **HERO** within 12" of the bearer and roll 2D6. If the roll is equal to or greater than the distance between the bearer and that hero, the enemy hero is infected. Subtract 1 from hit rolls and casting rolls for the infected hero for the rest of the battle.



ARCANE ARTEFACTS

Any IDONETH DEEPPKINHERO that is also a WIZARD can be given one of the following arcane artefacts.

D6 Artefact

- 1 Arcane Pearl:** *These multihued pearls are amongst the rarest of Idoneth artefacts. When held by a Tidecaster, they protect the bearer from manifold dangers.*

Roll a dice each time you allocate a mortal wound to the bearer. On a 5+ the wound is negated.

- 2 Sands of Infinity:** *This arcane sand is attuned to aetheric magic, and can be used to vastly prolong the effects of a spell.*

You can use the Sands of Infinity once per battle, before making a casting roll for the bearer for a spell whose effects would normally last until your next hero phase. If you do so, and the spell is successfully cast and not unbound, then the effects of the spell last until your hero phase after your next hero phase instead.

- 3 Coral Ring:** *Although seldom done, empty branches of the chorileum can be pruned, and the trimmed portions of the spirit-sensitive coral used to craft rings imbued with the racial memories of the Idoneth Deepkin. Such rings grant their wearer the ability to call upon the wisdom of the past.*

Once per battle, you can re-roll a failed casting roll for the bearer. In addition, once per battle, you can re-roll a failed unbinding roll for the bearer.

- 4 Bauble of Buoyancy:** *An enchanted gas bladder from an engorgerfish, this small gem-like organ lets its bearer adjust their buoyancy, allowing for great bounding steps that can cover great distances or traverse obstacles.*

The bearer can fly. In addition, double the result of run rolls for the bearer.

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

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

D6 Result

- 1 None Binds the Kraken:** The bearer suffers D3 mortal wounds.
- 2-5 The Kraken is Released:** The enemy unit suffers D3 mortal wounds.
- 6 A Tasty Morsel:** Pick one model in the enemy unit. The model you pick is slain if it has a Wounds characteristic of less than 10, and suffers 2D6 mortal wounds if it has a Wounds characteristic of 10+.
- 6 Augury Shells:** *From the Cerithium Seas come augury shells, strange artefacts that enable the bearer to better predict destiny's course.*

Once per battle, at the start of your hero phase, roll 2D6. During that hero phase, you can use that roll as the result of a casting roll for the bearer, or as the result of an unbinding roll for an enemy WIZARD that is attempting to unbind a spell cast by the bearer. You must say that you will use that roll before the actual casting or unbinding roll is made.

LORE OF THE DEEPS

The Idoneth Deepkin's Tidecasters wielding powers unlike any used by the other wizards of the Mortal Realms. The spells they cast reflect the abyssal depths of the seas from which they come as well as the dark corners of a living being's psyche.

Each IDONETH DEEPKIN WIZARD in an IDONETH DEEPKIN army knows an additional spell chosen from the Lore of the Deeps. You can either pick the spell, or roll a D6 on the table below to randomly determine it.

Note that each WIZARD in an IDONETH DEEPKIN army can know a different spell, or, if you prefer, you can instead generate (pick or roll) one spell that will be known by all your IDONETH DEEPKIN WIZARDS.

D6 Spell

- 1 **Steed of Tides:** *The wizard conjures a watery elemental to transport themselves or a comrade swiftly across the battlefield.*

Steed of Tides has a casting value of 5. If successfully cast, pick a friendly **HERO** that is not a **MONSTER** and that is within 6" of the caster and visible to them. Remove that model from the battlefield, and then set it up again within 24" of its previous location and more than 9" from any enemy models. This counts as the model's move in your following movement phase.

- 2 **Abyssal Darkness:** *The spellcasters spread their arms wide and streamers of darkness pour from their outstretched fingertips, shrouding themselves and nearby allies in shadow.*

Abyssal Darkness has a casting value of 5. If successfully cast, until your next hero phase, friendly IDONETH DEEPKIN units are treated as being in cover while they are wholly within 9" of the caster.

- 3 **Vorpal Maelstrom:** *An aetheric whirlpool manifests in the heart of an enemy formation, snatching up warriors and smashing them against each other.*

Vorpal Maelstrom has a casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster that is visible to them. Roll a dice for each unit within 3" of that point. If the dice roll for a unit is less than or equal to the number of models in the unit, that unit suffers D3 mortal wounds.

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

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

- 5 **Tide of Fear:** *The spellcasters send forth an invisible current that strikes fear into their foes.*

Tide of Fear has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for that unit and subtract 1 from that unit's Bravery characteristic.

- 6 **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 has a casting value of 6. If successfully cast, pick the closest enemy unit within 48" of the caster and measure the distance between the caster and the unit. If the distance is up to 12", the target suffers 1 mortal wound; if the distance is more than 12" and up to 24" it suffers 2 mortal wounds instead; if the distance is more than 24" and up to 36" it suffers 3 mortal wounds instead; and if the distance is more than 36" and up to 48" it suffers 4 mortal wounds instead.



ISHARANN RITUALS

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

ISHARANN HEROES from an Idoneth Deepkin army can perform the following Isharann rituals in your hero phase. A maximum of one Isharann ritual can be performed in each hero phase.

In order to perform a ritual, at the start of your hero phase, say which ritual is being performed and then pick one **ISHARANN HERO** from your army that is more than 9" from any enemy models. Then roll 2D6. Add 1 to the roll if the **HERO** performing the ritual is within 1" of a Gloomtide Shipwreck, and add a further 1 to the roll if they are a **PRIEST**. In addition, add 1 to the roll for each other friendly **ISHARANN HERO** that is within 3" of the model performing the ritual (add 2 instead for each **HERO** within 3" that is a **PRIEST**). On a 10+ the ritual is successfully performed and has the effect listed below. On any other result, the ritual fails and nothing happens.

Ritual of Erosion: *This ritual harnesses the power of the ethersea, and uses it to batter fortifications that the Idoneth Deepkin's enemies are using for protection.*

Until your next hero phase, enemy units do not receive any benefit for being in cover.

Ritual of Rousing: *This ritual draws on the energy of the chorrileums and uses it to empower Eidolons of Mathlann.*

Heal 1 wound allocated to each friendly **EIDOLON** on the battlefield. In addition, you can re-roll failed hit rolls and casting rolls for friendly **EIDOLONS** until your next hero phase.

Ritual of the Tempest: *This ritual stirs the air above the ethersea into a swirling tempest that batters flying creatures to the ground.*

Until your next hero phase, enemy models cannot fly.





THE ETHERSEA

The Idoneth Deepkin are a race skilled in the use of magic; indeed, their survival beneath the waves depends upon their ability to manipulate their environment through arcane means. Nowhere is this mastery more evident than in their summoning of the strange phenomenon known as the ethersea.

When the Idoneth Deepkin march on dry land, they are surrounded by a spectral sea that makes it appear as if they were still in their underwater realm. Their enemies start to feel short of breath and are weighed down by the crushing pressure of the deeps; light refracts in strange ways around the aelves and manifestations of the creatures and terrain from the Idoneth enclaves begin to materialise on the battlefield.

Many of the rules and abilities for Idoneth Deepkin models represent the disturbing effects of the ethersea. In addition to these rules, armies with the **IDONETH DEEPKIN** allegiance

have access to Etheric Vortex terrain features that can be set up on the battlefield as described below. Etheric Vortex terrain features will always have a scenery warscroll. The Gloomtide Shipwreck warscroll on the right is one example of a scenery warscroll for an Etheric Vortex terrain feature.

After all other terrain features are set up, but before players choose territories or set up their armies, you can set up a maximum of two Etheric Vortex terrain features anywhere on the battlefield so that each is more than 1" from any other terrain features. If both players can set up Etheric Vortex

terrain features, each player rolls a dice, rolling again in the case of a tie, and whoever rolls higher can choose the order in which each Etheric Vortex terrain feature is set up.



The Namarti Reavers moved forward, arrows loosely notched as they ran. Upon reaching cover they halted, entering the hull of a half-buried shipwreck. Although eyeless, they scanned for enemies, tilting their heads so that their other senses might reach out to probe the surrounds. There was no movement, save for schools of small fish darting within the worm-riddled wreckage. Something small scuttled in the shadows of the mouldering hulk, but outside all was still. A quick hand motion sent vibrations through the ethersea, instructing the unit to move. Even as the first of the aelves stepped out of cover, warning signals came – movement and sound from the rock piles ahead. The Namarti ducked back as projectiles whirled past them. A volley of warpstone bullets left fine jet-trails of bubbles as they travelled through the enchanted air. Not

all the aelves reached cover, and one fell, a cloud of blood rising above the crumpled body. Another Reaver would have been hit, save for the last-second intervention of an etherfish as it flashed out to deflect a bullet. The skaven leader cursed his minions for launching the ambush too clumsily, and screeched at them to advance on the wreck. From out of the rocks a ratman horde scurried forth, hoping to overwhelm the Idoneth while they were pinned down in the wreckage. Yet when the Clanrats reached the shipwreck they found that the Reavers had slipped silently away through unseen exits, taking their dead with them. Typically, the skaven were at ease amongst even the most blighted environments, but something about the half-submerged hull made their hackles rise. Too late, the Clawleaders saw the tentacles reaching out from the shadows.



GLOOMTIDE SHIPWRECK

When the Idoneth Deepkin go to war, they bring their supernatural sea with them. Ethereal creatures, fish and corals flicker into existence, while features of the seabed manifest eerily on the battlefield. Barnacle-encrusted shipwrecks become havens for aquatic creatures, and shoals of etherfish dart out to protect the Idoneth Deepkin or assail any foes that draw near.

DESCRIPTION

A Gloomtide Shipwreck is a terrain feature consisting of 1 Shipwreck scenery model. The model is supplied in two halves; you can either field the two halves as two separate terrain features, or place the two halves so they are touching in order to form a single large terrain feature.

SCENERY RULES

The following scenery rules are used for this terrain feature (do not roll on the Scenery Table from the *Warhammer Age of Sigmar* rules sheet).

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

Roll a dice each time a wound or mortal wound is allocated to an IDONETH DEEPKIN unit wholly within 6" of this terrain feature. On a 6+ the wound is negated.

Predators of the Ethersea: Enemies that approach too closely to this spectral wreck quickly find themselves under attack from the predators that use it as their lair.

At the start of your hero phase, roll a dice for each unit within 3" of this terrain feature. Do not roll for IDONETH DEEPKIN units. On a 4+ the unit suffers 1 mortal wound. On a 6+ the unit suffers D3 mortal wounds instead.

KEYWORDS

SCENERY.GLOOMTIDESHIPWRECK

IONRACH

The Ionrach are the most numerous and widespread of all the Idoneth Deepkin enclaves. They have expanded through the whirlways and established strongholds in each of the Mortal Realms thanks to the peerless magic of their Tidecasters and the ceaseless toil of their military.

The Ionrach hold a special place amongst the Idoneth Deepkin. It is they that call the assemblings, the meetings that seek to gather the leaders from all the enclaves. They stand bright amongst a reclusive race, and it is said by many elder councils of other enclaves that the souls of the Ionrach burn brightest. Their long history is replete with tales of noble sacrifice and compassion toward others, highly unusual deeds amongst the insular and emotionally withdrawn Idoneth. Although the Ionrach pride themselves on being fair-minded, their patience is not endless. The savagery and lack of etiquette of the Dhom-hain and the fiery aggression of the Fuethán have led the Ionrach into several bitterly fought civil wars, and those rivalries still simmer to this day.

The phalanxes of the Ionrach – whether from the capital of Priom or any of their many other holdings – are recognisable by their blue garments and shining silver armour, resplendent like the brilliant waters of the Maithnar Sea.



ABILITIES

Strong in Magic: *The Ionrach have always been strong in magic, being the closest of all Idoneth Deepkin to Teclis' original vision for the aelves reclaimed from Slaanesh.*

Add 1 to casting and unbinding rolls for Ionrach **WIZARDS**.

WARSCROLL BATTALIONS

An Ionrach Royal Council (pg 120) can include up to 2 Isharann Tidecasters and up to 2 Isharann Soulscryers.

COMMAND TRAIT

An Ionrach general must have this command trait instead of one of those listed on page 87:

Emissary of the Deep Places: *The leaders of Ionrach do not hesitate to aid other Idoneth Deepkin, and have even been known to ally with outsiders against a common enemy.*

Allied units in an Ionrach army are treated as having the Tides of Death battle trait and can therefore use abilities from the Tides of Death table each battle round.



DHOM-HAIN

The Dhom-hain are one of the largest of the Idoneth enclaves. They are fiercely independent and disdain all outsiders. Other enclaves believe the Dhom-hain exhibit degrees of savagery unbecoming of aelves, likening them to the less enlightened races. In truth, the Dhom-hain willfully ignore the other enclaves, considering them arrogant, misguided and overly meddlesome.

The armies of the Dhom-hain have gained a reputation as fierce fighters. Their brutality, no doubt, comes from their insistence upon carving out a living amongst the most monster-infested waters of Ghur. All the deep places hold many dangers, but the sea monsters of the Realm of Beasts are unmatched in number, size and sheer savagery. It is from this proliferation of creatures that the Dhom-hain procure their bond-beasts, and their phalanxes regularly boast more and swifter creatures – particularly Fangmora Eels – than any other enclave. Striking fast and hard is the preferred tactic of the Dhom-hain, a method perfected by their most famed formations.

The Dhom-hain wear armour with a soft green hue similar to the eerie bioluminescence given off by many deep-sea creatures, while their clothing tends to be dark in colouration.



ABILITIES

Savage Fighters: *The warriors of Dhom-hain are renowned as especially savage fighters that strike quickly and then fall back to attack again.*

In your combat phase, re-roll hit rolls of 1 for Dhom-hain **AKHELIAN** and Dhom-hain **NAMARTI** units that made a charge move in the same turn.

Deep Questors: *The Dhom-hain capital is located in the Black Trough in Ghur. The enclave's barbaric warriors are experts at fighting the savage beasts that infest their realm.*

You can re-roll failed wound rolls for Dhom-hain **AKHELIAN** units if the target is a **MONSTER**.

WARSCROLL BATTALIONS

A Dhom-hain Akhelian Corps (pg 121) can include up to 6 units of **AKHELIAN GUARD**.

FUETHÁN

The militant Fuethán care little for words, far preferring actions and deeds to anything loquacious. They are themselves taciturn but their grim demeanour can quickly turn to rage at the least provocation or hint of slight. The Fuethán are aggressive but canny fighters, and they will press any advantage to its fullest. Should an enemy break and flee they will not hesitate to pursue, hacking down the foe with all the zeal of blood-frenzied Allopexes. Once such an onslaught has begun, the Fuethán will finish the job with such extreme violence they can often be found hacking, stabbing, and slicing foes long after life has passed out of their mutilated bodies.

Unlike other enclaves, the Fuethán do not seek the most controllable bond-beasts, rather looking for creatures whose belligerence matches their own fiery tempers. Few dare to ride to battle atop a tiger-striped Allopex, and absolutely no other enclave would even attempt to use the diamond-backed Redfin Fangmoras as steeds, yet these are just a few of the deadly breeds that the Fuethán actively hunt down to serve them as bond-beasts.



ABILITIES

Revelin Slaughter: *Quick to anger, the merciless riders of Fuethán are notorious for leaving nothing but carnage in their wake.*

You can re-roll hit rolls of 1 for Fuethán units that are affected by the Flood Tide ability from the Tides of Death table (pg 86). In addition, whenever a Fuethán unit would be affected by the Ebb Tide ability from the Tides of Death table, they are instead affected by the Flood Tide ability from the same table.

Fiercest of Creatures: *When bonding beasts, the Fuethán look for creatures whose aggression matches their own.*

In the combat phase, re-roll wound rolls of 1 for Fuethán mounts.

WARSCROLL BATTALIONS

A Fuethán Phalanx (pg 123) can include up to 6 Akhelian Corps.

‘When there is blood in the water, none are safe.’

- Fuethán proverb



MOR'PHANN

Surrounded by chill mists and speaking in voices little more than whispers, even other Idoneth Deepkin find the presence of those from the Mor'phann enclave disquieting. They are a sombre and stoic people that are practical in nature. Everything about their personalities is cool and measured – not for them the hot-headed fury of the Fuethán or the flashy heroism of the Ionrach. Yet for all their dourness, the Mor'phann are mighty warriors, so focused on battle they can withstand the worst wounds without the least flinch. Their battle cries begin as an eerie wailing that builds to an unnerving crescendo as they close upon a foe. Then, the entire phalanx falls as silent as a grave, even the swish of fins and the clash of blades strangely muted by the thickening mists.

The Mor'phann favour dark colours, their warriors and mounts seemingly clad all in black. However, when their armour and blades catch the pale light, it is possible to make out sheens of dark blue and purple. Gold trim and ornamentation contrasts against these sombre hues and the aelves' pale skin. As the Mor'phann hail from the oily waters of the Great Quagmire in Shyish, they sometimes trail a noxious black fluid, giving them a ghoulish and unsettling appearance.



ABILITIES

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

When a Mor'phann Isharann Soulrender uses their Lurelight ability, add 3 to the number of models that are returned.

WARSCROLL BATTALIONS

A Mor'phann Namarti Corps (pg 122) can include up to 6 units of Namarti Thralls.

MAGIC

Mor'phann Tidecasters know the Freezing Mists spell instead of a spell from the Lore of the Deeps.

Freezing Mists: *Mor'phann Tidecasters can summon freezing ethereal mists that slow the movement of their foes.*

Freezing Mists has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Until your next hero phase, that unit can only move 1" when it piles in, and any abilities that would increase its pile-in move are ignored.

NAUTILAR

The first of many offshoots of the Ionrach, the Nautilar remain close allies with their founders. Although they are generally more insular in their ways than the Ionrach, the Stormcast Eternals' aid during the devastating skaven attacks upon their home has somewhat drawn the Nautilar from their self-imposed isolation.

The Nautilar favour defensive methods of war, although this does not mean they hunker passively behind their fortifications. Rather, they utilise concealed traps and tower-mounted weapons to thin the ranks of the foe, and engage in swift hit-and-run assaults to wrong-foot their opponents. Their mobile city bristles with gated shelltowers from which Nautilar troops issue forth to assail the foe from all directions before rapidly retreating. Drawn in close by the Nautilar's evasive tactics, enemy armies find themselves stumbling into ambushes and kill zones, where dozens of Namarti Reavers await with bows drawn, or hulking Leviadons charge forth from the shadows into their overextended lines.

The Nautilar wear armour crafted from a pale substance known as wraithshell. The plate of their commanding officers often bears beautiful and intricate patterns reminiscent of the markings of some deep-sea creatures.



ABILITIES

Consummate Defenders: *The aelves of Nautilar Enclave have grown expert in defending their moving city from the many perils it faces.*

You can re-roll failed hit rolls for Nautilar units in the combat phase if the target made a charge move in the same turn.

WARSCROLL BATTALIONS

A Nautilar Akhelian Corps (pg 121) can include up to 2 Akhelian Leviadons.

MAGIC

Nautilar Tidecasters know the Protective Barrier spell instead of a spell from the Lore of the Deep.

Protective Barrier: *Nautilar Tidecasters are adept at creating arcane barriers to protect their comrades from harm.*

Protective Barrier has a casting value of 4. If successfully cast, pick a friendly Nautilar unit within 12" of the caster that is visible to them. Until your next hero phase, worsen the Rend characteristic of attacks that target that unit by 1 (to a minimum of '-').



BRIOMDAR

Seeking reclusion, the enclave that became the Briomdar branched off from Ionrach and settled in the deepest part of 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 even the thickest terrain. These skills have been perfected by the Briomdar over countless raids, for they are relentless marauders. Each day sees multiple phalanxes foraying out from the labyrinth of flora that surrounds their capital. Using the whirlway known as the Láthway, the Briomdar are able to launch swift raids into any of the Mortal Realms. No soul – no matter how remotely hidden – is safe from their highly skilled Soulscryers, for they are hunters extraordinaire.

The Briomdar's appearance reflects the verdant flora that abounds in their labyrinthine kingdom. Robes of deep blue-green complement armour tinted with the same hue, while the crests worn by their Akhelians and Isharann evoke the red kelp that proliferates the craggy bounds of the Green Gulch. The bond-beasts used by the Briomdar bear camouflage colours or patterns, such as striped or mottled designs, to better hunt in the dense light-dappled environments from which they hail.



ABILITIES

Supreme Soulscryers: *The exemplary skill of Briomdar Soulscryers sets them apart from their kin, guiding their raiding parties to encircle and entrap their prey.*

If a Briomdar Soulscryer uses their Finder of Ways ability, up to three friendly Briomdar units can join them instead of only two. In addition, you can set up the units that join a Briomdar Soulscryer wholly within 18" of the Soulscryer instead of wholly within 12" of the Soulscryer.

Unstoppable Raiders: *The Briomdar are able to navigate dense terrain with ease, bypassing fortress walls and tangled forests as if they were not there.*

Briomdar units that cannot normally fly ignore terrain features when they move, as if they could fly. Note that this does not allow them to ignore enemy models when they move.

WARSCROLL BATTALIONS

A Briomdar Namarti Corps (pg 122) can include up to 6 units of Namarti Reavers.

AN INCOMING TIDE

HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle that epitomises the Idoneth Deepkin's way of war. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle is fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.



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.

THE ARMIES

One player commands an army of Idoneth Deepkin, and the other commands an army of Sentinels.

IDONETH DEEPKIN PLAYER'S OBJECTIVES

You must emerge from the sea and slay any enemy warriors guarding the shoreline. Further inland is the location of the soul-prize you have come in search of. You cannot let these land-creatures prevent you from securing it.

SENTINEL PLAYER'S OBJECTIVES

A sinister enemy approaches from under the sea, intent on attacking the settlement you are sworn to protect. Stand firm and drive them back into the waters from whence they came.

THE BATTLEFIELD

The battlefield represents a coastal area near an inhabited settlement. One long table edge represents the shoreline, and it is from here that the Idoneth Deepkin army will enter the battlefield.

Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

The Sentinel player sets up their army first, anywhere wholly within their territory. No units from the Idoneth Deepkin army are set up on the battlefield at the start of the battle – they are all set up under the sea as described opposite.



THE SHORELINE



FIRST TURN

The Idoneth Deepkin player has the first turn in the first battle round.

UNDER THE SEA

All units in the Idoneth Deepkin army start the battle set up under the sea. They can enter the battlefield in any of their movement phases, measuring the move from anywhere on the Shoreline table edge.

Double the Move characteristic of units from the Idoneth Deepkin player's army for the turn in which they enter the battlefield.

UNEXPECTED ATTACK

On their first turn, the Sentinel player must roll a dice before making a normal move with a Sentinel unit. On a 4+, the unit can make that move. On any other roll, the unit is not allowed to make that move.

RAIDING FORCE

In the Idoneth Deepkin player's hero phase, any units in their army that are wholly within 9" of the table edge opposite the Shoreline can exit the battlefield. The Idoneth Deepkin player can choose which units (if any) leave the battle. Models in units that exit the battlefield are removed from play, but do not count as slain or fleeing.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if there are no Sentinel models on the battlefield at the end of a battle round, the game ends immediately and the Idoneth Deepkin player wins a **major victory**. Otherwise, the battle lasts for five battle rounds. If no Idoneth Deepkin units have exited the battlefield at the end of the fifth battle round, the Sentinel player wins a **major victory**. If at least one but less than half the Idoneth Deepkin units have exited the battlefield, the Sentinel player wins a **minor victory**. On any other result, the Idoneth Deepkin player wins a **minor victory**.

THE HARVEST

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

THE ARMIES

One player commands an army of Idoneth Deepkin, and the other commands an army of Guardians.

Designer's Note: *The narrative for this battleplan makes most sense when the Guardians are from the ORDER Grand Alliance, but any army can be used if necessary.*

IDONETH DEEPKIN PLAYER'S OBJECTIVES

You have reached the outskirts of an enemy settlement, where the brightness of the inhabitants' soul-force calls out to you. Lead your army in an all-out attack and reap as many souls as possible for your enclave.

GUARDIAN PLAYER'S OBJECTIVES

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.

THE BATTLEFIELD

The battlefield represents the outskirts of an inhabited settlement. Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

In order to fight this battle, you will require three population markers (small coins will do). Each marker represents a group of terrified civilians. Population markers cannot be attacked, and do not block movement for either side.

The Guardian player must move each marker in each of their movement phases. If the closest unit to the marker before it is moved is a unit from the Guardian player's army, then the Guardian player can move the marker 6" in any direction. If the closest unit to the marker before it is moved is a unit from the Idoneth Deepkin player's army, then the Guardian player must move the marker in a straight line 6" directly away from that unit. Measure from the centre of each marker.

Population markers move over terrain and friendly models in the same manner as a model that can fly, but must halt as soon as they move within 3" of a unit from the Idoneth Deepkin player's army.

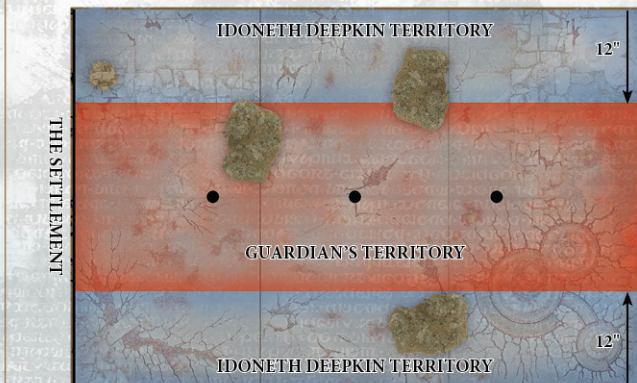
A population marker is 'evacuated' if it finishes a move touching the Settlement edge of the battlefield.

A population marker is 'reaped' if there are more models from the Idoneth Deepkin player's army than there are models from the Guardian player's army within 3" of the centre of the marker at the end of a turn. Remove a population marker when it is reaped.

SET-UP

First, set up the three population markers. The first is placed at the centre of the battlefield; the other two are placed halfway between the centre objective and one of the narrow edges of the battlefield, as shown on the map.

The players then alternate setting up units one at a time, starting with the





Guardian player. Units must be set up wholly within their own territory, more than 6" from any enemy models. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of their units, one after another.

FIRST TURN

The Ikoneth Deepkin player has the first turn in the first battle round.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of*

Sigmar rules sheet. Instead, the battle continues until no population markers remain on the battlefield. Victory points are then used to determine the winner.

The Ikoneth Deepkin player scores 1 victory point for each population marker that was reaped, and the Guardian player scores 1 victory point for each population marker that was evacuated. If a player beats their opponent's score by 1 point, the player with the higher score wins a **minor victory**. If a player beats their opponent's score by 2 or more points,

the player with the higher score wins a **major victory**. Any other result is a draw.



THE PURSUIT

Having reaped a rich harvest of new souls, an Idoneth Deepkin army will quickly disengage and return to the dark waters. Sometimes, however, a particularly canny foe may attempt to prevent their escape by placing a blocking force in their path.

THE ARMIES

One player commands an army of Idoneth Deepkin, and the other commands an army of Pursuers.

IDONETH DEEPKIN PLAYER'S OBJECTIVES

Your soul-raid has been successful, and now you must return to your enclave with the souls you have acquired. However, you are being hotly pursued, and must escape from those on your heels with all haste.

PURSUER PLAYER'S OBJECTIVES

The strange creatures that have attacked you are now in full retreat, seemingly intent on returning to the ocean depths. They must be punished severely for the insult of attacking your strongholds!

THE BATTLEFIELD

The battlefield represents a coastal area near an inhabited settlement that was recently subjected to an Idoneth Deepkin raid. One narrow table edge represents the shoreline, which the Idoneth Deepkin army must reach in order to escape.

Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.



SET-UP

The Pursuer player must split their army into a pursuit force and a blocking force. To do so, they must first roll a D3; the result is the maximum number of units they can have in the blocking force. All of the remaining units in their army are in the pursuit force.

The Pursuer player must now set up their blocking force. Units from the blocking force must be placed wholly within the blocking force's territory (see the map). Next, the Idoneth Deepkin player sets up their army, wholly within their territory and more than 9" from enemy territory. Finally, the Pursuer sets up their pursuit force, wholly within the pursuit force's territory.





FIRST TURN

Roll off to determine who has the first turn in the first battle round.

ESCAPE TO THE SEA

In the Idoneth Deepkin player's hero phase, any units from their army that are wholly within 9" of the Shoreline can exit the battlefield and escape to the sea. The Idoneth Deepkin player can choose which units (if any) leave the battle. Models in units that exit the battlefield are removed from play, but do not count as slain or fleeing.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the battle continues until no units from the Idoneth Deepkin player's army remain on the battlefield. Victory points are then used to determine the winner.

The Idoneth Deepkin player scores 1 victory point for each of their units that has escaped to the sea. They receive a bonus of D6 victory points at the end of the battle for each Isharann Soulreaper that escaped to the sea.

The Pursuer player scores 1 victory point for each unit from the Idoneth Deepkin player's army that was slain during the battle. They receive a bonus of D6 victory points at the end of the battle for each Isharann Soulreaper that was slain.

If a player beats their opponent's score by 2-3 points, the player with the higher score wins a **minor victory**. If a player beats their opponent's score by 4+ points, the player with the higher score wins a **major victory**. Any other result is a draw.



PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the Idoneth Deepkin allegiance, but other *Warhammer Age of Sigmar* publications include warband tables to let you collect other warbands from the Grand Alliances of **ORDER**, **CHAOS**, **DEATH** and **DESTRUCTION**.
2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.
3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.
4. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Chaos warband followers can only be given the mark of their champion's patron. Record all of the information about your followers on your warband roster.
5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can start with a Follower's Reward. No champion or unit can start the Path to Glory campaign with more than one reward each.



6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.

The units you use for a game must be those on your roster. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 on the D3 if you won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 Additional Followers: More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.

2 Champion's Reward: Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.

3 Follower's Reward: Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign; either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood, or the numbers of extra units that must join it to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.



IDONETH DEEPKIN WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Akhelian King	3 units
Isharann Tidecaster	4 units
Isharann Soulscriber	4 units

RETINUE FOLLOWERS TABLE

D6 Followers
1-4 10 Namarti Thralls
5-6 10 Namarti Reavers



ELITERETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6 Followers
1-2 3 Akhelian Morrarr Guard
3-4 3 Akhelian Ishlaen Guard
5-6 1 Akhelian Allopex

HERO FOLLOWER TABLE

D6 Followers
1-6 1 Sourender

MONSTER TABLE

(uses 3 rolls, or 1 roll and 2 Glory Points)

D6 Followers
1-6 1 Akhelian Leviadon

FOLLOWERS REWARDS TABLE

D6 Reward

- | | |
|--|---|
| <p>1 Bodyguard: Add 1 to the Attacks characteristic of melee weapons from this unit while the unit is wholly within 9" of your champion.</p> <p>2 Deadly: Re-roll hit rolls of 1 for this unit in the combat phase.</p> <p>3 Cruel: Re-roll wound rolls of 1 for this unit in the combat phase.</p> | <p>4 Swift: Add 2" to this unit's Move characteristic.</p> <p>5 Resilient: Re-roll save rolls of 1 for this unit.</p> <p>6 Veterans: You can re-roll one failed hit, wound or save roll for this unit each turn.</p> |
|--|---|



CHAMPION REWARDS TABLE

2D6 Result

- 2 **Legacy of Slaanesh:** You lose 1 Glory Point. In addition, your champion cannot gain any further rewards for the rest of the campaign.
- 3 **Hungry for Souls:** Roll a dice for your champion in each of their hero phases. On a roll of 5 or 6, they are overcome by an uncontrollable desire to reap as many souls as possible – your champion can run and charge in this turn, and you can re-roll hit and wound rolls of 1 for them until your next hero phase. However, your champion must finish any moves that they make closer to the nearest enemy model than they were at the start of the move.
- 4 **Sea Guardians:** Once per battle, in the combat phase, your champion can call down a shoal of ethereal spirit guardians to harry the foe. If they do so, for that combat phase, subtract 1 from the hit rolls of enemy models within 6" of your champion.
- 5 **Master-crafted Weapon:** Pick one weapon used by your champion (it cannot be a weapon used by a mount). Add 1 to hit rolls for that weapon.
- 6 **Vengeful Blow:** You can add 1 to the Damage characteristic of one successful attack made by your champion in each combat phase. Add D3 to the Damage characteristic instead if the target has the SLAANESH keyword.
- 7 **Unnatural Swiftiness:** Add 2 to run and charge rolls you make for your champion.
- 8 **Regal Bearing:** Add 1 to the Bravery characteristic of your champion. In addition, add 1 to the Bravery characteristic of units from your warband that are wholly within 12" of your champion.
- 9 **Extraordinary Endurance:** Add 1 to your champion's Wounds characteristic.
- 10 **Tidal Magic:** If your champion is a Tidecaster, add 1 to casting and unbinding rolls for your champion. If your champion is not a Tidecaster, pick a spell from the Lore of the Deep (pg 92); once per battle, in your hero phase, your champion can attempt to cast that spell.
- 11 **Noble Blood:** Roll a dice each time a wound or mortal wound is allocated to your champion. On a 6+, that wound is negated.
- 12 **Lord of the Perpetual Deep:** Roll a dice in your hero phase if your champion has been slain. On a 4+, your champion is reborn. Set up your champion anywhere on the battlefield that is within 1" of a Gloomtide Shipwreck and more than 6" from any enemy models. This counts as your champion's move for the following movement phase.



UNDERSEA ATTACKERS

The oceans of the Mortal Realms are anything but safe. Those that ply the sea-lanes risk being sunk by terrible storms, swallowed whole by monstrous sea creatures, or attacked and boarded by warriors that live beneath the waves.

PATH TO GLORY

Use the Path to Glory rules from pages 108-111.

THE ARMIES

Each player must field a warband from a Path to Glory campaign. One player must have an Idoneth Deepkin warband, and their opponent must have a warband of Seafarers that doesn't include any Idoneth Deepkin.

THE BATTLEFIELD

This battle takes place upon a large ship and in the surrounding sea. The map below shows which part of the battlefield represents the ship, and which represents the sea. You may wish to mark the sides of the ship with tape or string. Use any suitable models from your collection to represent features that are on the deck of the ship.

In this battle, only **IDONETH DEEPKIN** models and models that can fly are allowed to move onto or across the sea – anybody else that does so drowns and is slain.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the Seafarer player's warband is set up first. Models in their warband must be set up wholly on the ship.

The Idoneth Deepkin player sets up their warband second. Models in their warband must be set up wholly in the sea.

FIRST TURN

Once both warbands have been set up, roll a dice. On a 1-2 the Seafarer player has the first turn in the first battle round. On a 3+, the Idoneth Deepkin player has the first turn in the first battle round.

DIVING DOWN

At the start of their hero phase, the Idoneth Deepkin player can declare that any friendly units that are wholly in the sea are going to dive beneath the waves. Remove any units that do so from the battlefield. They must resurface at the end of that turn's movement phase, wholly in the sea and more than 9" from any enemy models.

BOARDING THE SHIP

Models that are in the sea can only attack models that are on the ship with missile weapons and spells. By the same

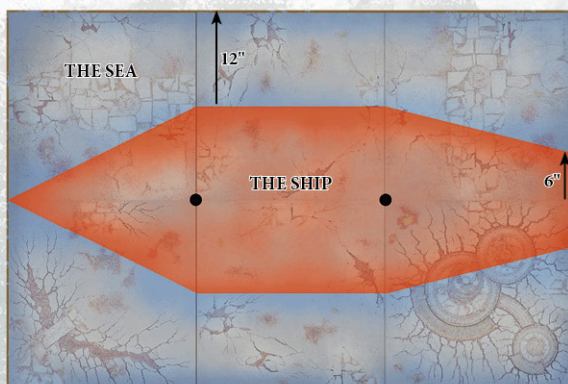
token, models that are on the ship can only attack models that are in the sea with missile weapons and spells.

IDONETH DEEPKIN models that start any sort of move in the sea are allowed to board the ship when they move. However, you must subtract 1 from the hit rolls of melee weapons used by models that boarded the ship in the same turn.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, this battle is fought to control two objectives. These are located at the centre of the ship, roughly where its masts would be located, as shown on the map. The objectives can be represented by suitable markers, such as coins. When measuring distances to objectives, measure to and from the centre of the marker.

At the end of each turn, you must check to see which player controls the



BATTLEPLAN

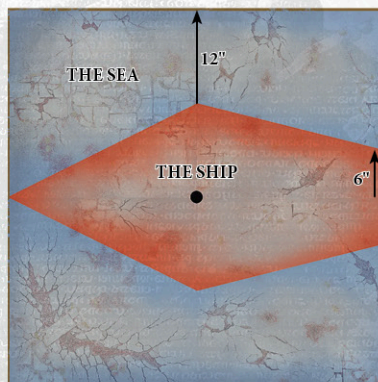


objectives. A player gains control of an objective if more of their models are within 3" of that objective than models belonging to their opponent. Once a player controls an objective, it remains under their control until their opponent is able to gain control of it as described above. A unit's models can only be counted towards gaining control of one objective per turn. If a model could be counted towards more than one objective, its player must pick which one the model is counted towards that turn.

The game ends at the end of the fifth battle round. The Idoneth Deepkin player wins a **major victory** if they are in control of both objectives, and the Seafarer player wins a **major victory** if the Idoneth Deepkin player controls neither objective. Any other result is a draw.

SKIRMISH VARIANT

If you have *Warhammer Age of Sigmar: Skirmish*, then this battleplan is very easily adapted for use in Skirmish games. Just choose warbands as described in the Skirmish rules, then fight the battle using the rules in this battleplan and the map below. Whoever controls the sole objective at the end of the fifth battle round is the winner.





IDONETH DEEPKIN TACTICS

Collecting your army is just the beginning. Whether you have a small raiding force or a massive invading army that will make the surface dwellers quake in terror, there are many ways to use your Idoneth Deepkin Citadel Miniatures in games of *Warhammer Age of Sigmar*.

Doing well with any army takes practice and patience – the more you use your army, the more victories you will be able to boast. However, the hints and tips on the following pages will give you some idea of the strategies and tactics you can use.

When you first start using an Idoneth army, take care to read the warscrolls for the units you are using very carefully. In particular, watch out for abilities that allow one unit to improve the performance of another. For example, you can re-roll wound rolls of 1 for Idoneth units that are within

9" of an Eidolon of Mathlann in the Aspect of the Storm, and re-roll hit rolls of 1 for Idoneth units within 6" of an Akhelian King. Keep in mind these abilities when you deploy your army, so that you get the most from your units. You should also study the warscroll battalions that are available to an Idoneth army, to see if there are any you can use with the units you have in your collection.

You can use the Idoneth Deepkin's powerful allegiance abilities as long as all of the models in your army are Idoneth or their allies. Of these,

the Forgotten Nightmares and Tides of Death battle traits are the most important.

Forgotten Nightmares forces your opponent to target the closest Idoneth unit with their missile weapons. Use this ability to shield powerful units from enemy fire by placing other units between them and the enemy. Large units of Namarti Thralls and Reavers make a good screen that can protect less expendable troops from harm. Leviadons are also a good choice, their thick shells making them a difficult target for your opponent to harm.





The Tides of Death battle trait is even more powerful, though it will take some practice to learn how to get the most from it. It confers a special ability depending on the battle round: in the first round your units will be shielded from harm, in the second round they can run and still attack, in the third round they will strike before the enemy in close combat, and in the fourth round they can retreat and still attack.

Keep the Tides of Death abilities in mind when you plan what to do at the start of the battle and each round. In general, you will want to use the first two battle rounds to advance and surround the foe, before delivering a hammer blow of assaults in the third round. You can then reposition your troops in the following round, withdrawing from fights you cannot win, and reinforcing combats where you can overwhelm the foe. As you gain more experience, you will learn

how to use Tides of Death in other, far more cunning, ways!

Apart from these battle traits, the Idoneth allegiance abilities give you access to sets of command traits, magical artefacts, spells and rituals, which can be used to make the heroes in your army more powerful. For example, you can give your general one of the six command traits to use during a battle, while Idoneth wizards can be given one extra spell each from the Lore of the Deep list, and one Isharann hero can perform a ritual at the start of each turn.

Read through the rules for these abilities in advance, and picking out the ones you will use before the battle starts. This will allow you time to ponder which command trait, artefact, spell or ritual you think will best suit the models in your collection and the tactics you want to use.

For example, if your army is led by an Akhelian King, and you want to make him deadly in close combat, you can give him the Unstoppable Fury command trait and the Potion of Hateful Frenzy artefact, while if you want to make sure that he is very hard to kill, you can give him the Born From Agony command trait and the Armour of the Cythai. Your choices will determine how you use that model – either as a hammer to smite your enemies, or an anvil that stops the foe in its tracks.

The same principle applies to choosing spells and rituals. The Tide of Fear spell is perfect for weakening large units, while Steed of Tides allows you to quickly reposition heroes. Isharann Rituals, on the other hand, are few in number and therefore easy to pick, but they really require you to have three or more Isharann heroes in your army if you want them to be effective.

ALLIES

The Pitched Battle profiles on page 136 list all of the factions that can ally with an Idoneth Deepkin army. You can include allied units in your army and still use the Idoneth's allegiance abilities, which opens up a wide range of options you might want to try out. For a start, and most importantly, if there is a model in an allied army that you think is amazing, you can add it to your collection and use it as part of your Idoneth army. This is a great way of starting a new army – first using models as allies, then fielding them as a full army once you have enough. Secondly, allies allow you to use additional tactics. You might include a Shadowblade Assassin in your army, for example, whose ability to suddenly appear from nowhere and attack an enemy unit could well come as a very nasty surprise to your opponent!





When the Idoneth Deepkin go to war, they are surrounded by a sea of swirling arcane energy that empowers them while at the same time serving to confound and confuse the foe. This magical ocean can also cause manifestations of the Idoneth's undersea environment to appear on the battlefield.

The Ethersea allegiance ability allows you to set up one or two Etheric Vortex terrain features before the battle begins. The scenery warscroll for a Gloomtide Shipwreck on page 95 is an example of an Etheric Vortex terrain feature, and this model makes a powerful addition to any Idoneth Deepkin army.

A single Gloomtide Shipwreck model can be used to create two small Etheric Vortex terrain features or a single large one. If you only have one Gloomtide Shipwreck in your collection, it will usually be best to create two small terrain features; if you have two Gloomtide Shipwrecks, it can be advantageous to make two large terrain features instead.

Each Gloomtide Shipwreck terrain feature provides protection to Idoneth Deepkin units, and is harmful to other units. You can use these features to create powerful defensive positions for your own units, and obstacles to disrupt your opponent's army. For

example, if you wanted to capture an objective, placing a Gloomtide Shipwreck near to it would make it easier for your own army to hold onto the objective, while making it harder for your opponent to capture it.

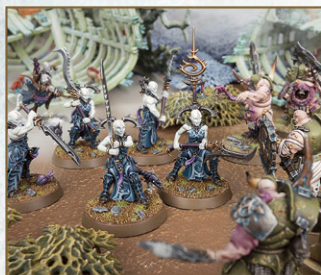
Gloomtide Shipwrecks are set up before the territories for each army are chosen, so you should take time to consider carefully where you place them. Sometimes the players' starting territories will have little impact on where the Gloomtide Shipwrecks should be set up, while at other times you will need to place them so that they are equally as effective wherever you deploy.





IONRACH

Because of their Strong in Magic ability, the wizards of an Ionrach enclave army are amongst the most powerful of their kind. Because of this, you should always try to include as many wizards as possible in such an army, and consider carefully which Lore of the Deep spells you will give them. In addition to this, the Emissary of the Deep Places command trait means that the general of an Ionrach enclave army allows allies to use the Tides of Death table. This means that you can include allied units in your army that have strengths and abilities that the Idoneth themselves do not possess, while still getting the full benefit of the Tides of Death rules for all of the units in your army.



MOR'PHANN

Armies chosen from Mor'phann enclave are resilient and hard to kill. The Freezing Mists spell that is available to their Tidecasters can stop an attack in its tracks, allowing the Mor'phann to avoid combat with powerful units while they deal with the rest of the enemy army. With the Soul-magic Adepts ability, Mor'phann Soulrenders are skilled at preserving the lives of their Namarti, especially when they are taken as part of a Narmarti Corps and allowed to resurrect 3 slain Namarti in their hero phase (for a total of 6 slain models altogether!). Mor'phann is therefore an ideal enclave to use if you have a large number of Namarti and Soulrenders in your collection.

BRIOMDAR

A Briomdar enclave army is fast-moving and manoeuvrable. All units can pass over terrain features without having to slow down, making the army much more agile than those from other enclaves. Briomdar Soulscryers are exceptionally talented when they use their Finder of Ways ability, and can be used to lead a large part of the army to encircle the foe. By combining these two abilities and taking a Briomdar Namarti Corps battalion, you can quickly surround an opponent with a host of fast-moving Namarti Reavers that are almost impossible to pin down, and that can unleash a deadly hail of fire from their Whisperbows. The Reavers' fire can be made even more deadly by giving the Soulscryer the Auric Lantern artefact.



FUETHÁN

A Fuethán enclave army is an ideal choice if you have a large number of Akhelian models in your collection. The beasts they ride are aggressive, their Fiercest of Creatures ability allowing you to re-roll wound rolls of 1 for their close combat attacks. Even more potent is the Revel in Slaughter ability, which means that the Flood Tide ability from the Tides of Death table is used in battle rounds two and four, allowing Fuethán troops to run and still charge or shoot in both rounds. This is especially effective when it is used with units of Akhelian Morr'sarr Guard, who receive a bonus to their weapon's Rend and Damage characteristics on any turn in which they make a charge move.

WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, and to represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to it.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. More information about what a warscroll contains, along with a number of hints and tips for their use, can be found on the page opposite.

In addition, you can organise the units in your army into a special type of formation by using a warscroll battalion. Doing so will give you access

to additional abilities that can be used by the units in the battalion.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually.

Usually, a unit can only belong to one battalion, and so can only benefit

from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.

The key below explains what you will find on a warscroll battalion.



- Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.
- Allegiance:** If a battalion has an allegiance, its units can be included in an army that has that allegiance even if they do not have that keyword on their warscroll. However, its units only benefit from that army's allegiance abilities if they have the appropriate keyword on their warscroll. A battalion can still be part of any allegiance that all its units have on their warscrolls.

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that phase.

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

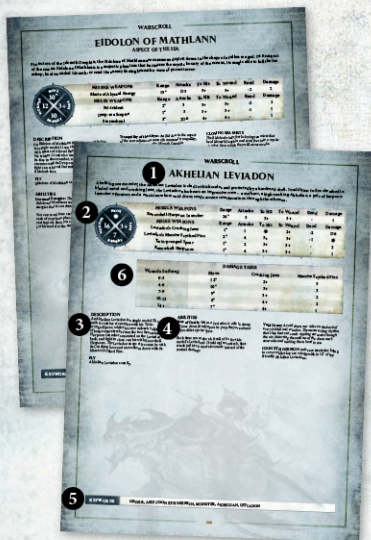
If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all NAMARTI models'. This means that it would apply to models that have the NAMARTI keyword on their warscroll.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. It will also tell you if the model is fielded on its own, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field it with as many as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

WARSCROLL BATTALION



IDONETH DEEPKIN ROYAL COUNCIL

The leadership of the Idoneth Deepkin is composed of a powerful triumvirate that combines both might and magic. It is these individuals that relentlessly drive the phalanx to victory, never forgetting the dire need that brings the Idoneth out of the safety of their reclusive depths.

ORGANISATION

The Royal Council consists of the following units:

- 1 AKHELIANKING
- 1 Isharann Tidecaster
- 1 Isharann Soulscryer

COMMAND ABILITY

Give Them No Respite: *The Akhelian King and his councillors understand the vital importance of the raid their army is carrying out, and will not allow the warriors under their command to tarry for even a moment.*

You can use this command ability in your hero phase if the Akhelian King from this battalion is your general, and the Isharann Tidecaster and Isharann Soulscryer from this battalion are within 3" of the general. If you do so, pick up to three friendly IDONETH DEEPKIN units that are wholly within 12" of your general. Add 3" to the Move characteristic of the units you pick until your next hero phase.



IDONETH DEEPKIN AKHELIAN CORPS

The Akhelians are the sharpened tip of the Idoneth Deepkin army. Drawn from the battalions that make up the phalanx, the Akhelian Corps are a battle-hardened wing of fast-moving sea cavalry. Their charge crashes upon the enemy with line-breaking force.

ORGANISATION

An Akhelian Corps consists of the following units:

- 1 Akhelian Leviadon
- 2-4 units of AKHELIANGUARD
- 1-2 units of Akhelian Allopexes

ABILITIES

Pulsing Rhythm of the Drums: *The pounding rhythm beat out by the void drummers mounted atop the Leviadon inspires nearby warriors to perform extraordinary feats of valour.*

Once per phase, you can re-roll one hit, wound, save, run, or charge roll for one unit from this battalion that is wholly within 12" of the Akhelian Leviadon from this battalion when the re-roll is made.



IDONETH DEEPKIN NAMARTI CORPS

The Namarti are skilled warriors that form the backbone of the Idoneth Deepkin armies, with their corps counting for half the full strength of a phalanx. Each corps is led to battle by a Soulrender, who can revive the fallen to rejoin the battle.

ORGANISATION

A Namarti Corps consists of the following units:

- 1 Isharann Soulrender
- 2-6 units of Namarti Thralls
- 2-4 units of Namarti Reavers

ABILITIES

Soul Bond: Ancient rituals of servitude are used to bind the Namarti to the Isharann Soulrender that leads them.

If the Isharann Soulrender from this battalion uses their Lurelight ability on a NAMARTI unit from this battalion, the D3 roll to determine how many models are returned to the Namarti unit is treated as being a roll of 3 (there is no need to roll the dice).

WARSCROLL BATTALION



IDONETH DEEPKIN PHALANX

Fast and flexible, an Idoneth Deepkin 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 undeniable charge of the Akhelian Corps.

ORGANISATION

A Phalanx consists of the following warscroll battalions:

- 1 Royal Council
- 2-4 Akhelian Corps
- 2-4 Namarti Corps

ABILITIES

Full Fury of the Storm: *When they surface for battle, an Idoneth Deepkin phalanx crashes against the foe again and again, pounding them apart in waves of unrelenting fury.*

If your army has the **IDONETH DEEPKIN** allegiance and includes this battalion, then once per battle at the start of a battle round, you can choose to use the High Tide ability from the Tides of Death table (pg 86) for that battle round instead of the ability that would normally be used.

WARSCROLL BATTALION



IDONETH DEEPKIN ALLIANCE OF WOOD AND SEA

When old grievances and mutual mistrusts are set aside, the Idoneth Deepkin and the Sylvaneth can combine to make a powerful force. Few foes can stand before the mystic powers of the woods and the deep places, as sea monsters and living tree spirits fight side-by-side within the ethersea.

ORGANISATION

An Alliance of Wood and Sea consists of the following units:

- 1 Isharann Tidecaster
- 2 units of AKHELIANGUARD
- 1 unit of Namarti Thralls
- 1 unit of Namarti Reavers
- 1 unit of Akhelian Alloplexes
- 1 Branchwych
- 2 units of Dryads
- 1 Treelord Ancient

ABILITIES

Strength of the Ethersea: SYLVANETH units from this battalion have the Tides of Death battle trait, and gain abilities from the Tides of Death table in the same manner as IDONETH DEEPKIN units.

WARSCROLL BATTALION



The battle was over. Radharcith gazed out over the devastation. A vast swathe of the forest had been cleared, and the ground was covered with fallen trees – some uprooted by brute strength, others burnt to stumps by eldritch fire. Amongst the branches and splintered wood broken bodies lay strewn. Silently, Dryads sifted through the wreckage. During the battle Radharcith had seen the strength in the tree creatures' gnarled limbs, but now he noticed how they lifted up their fallen comrades with a gentleness he would not have deemed possible just hours before. They cleared aelf bodies with the same reverence with which they cared for their own. The fallen Chaos creatures – whether monster, beastman or tainted human – were left where they lay, unless they needed to be kicked aside to clear the way for the worthy dead.

The battle had been a near thing, thought Radharcith. The Sylvaneth's ability to draw strength from the ethersea had been a surprise to both sides. And after witnessing the full fury of a Treelord roused to anger,

the Idoneth Deepkin were glad to find the giant on their side. The Soulscryer was shaken from his thoughts when a voice rasped at his side, causing him to turn.

'Your fallen,' asked the Branchwych, whose voice was not unlike the sound made by a hollow wood instrument. 'How do you honour them?' she asked.

Radharcith shifted his mind, focusing his spirit sight to sweep the battlefield once more, as only a Soulscryer could. 'We have collected their souls already,' he replied. 'I notice your people have done likewise. The dead matter not to us – we will be gone shortly.' The Branchwych watched him with unfathomable eyes.

'We will return them to the ground along with our own fallen,' the Branchwych said. 'The cycle must continue.' The ceremony was not brief, with many forlorn songs of requiem and lamentation. It all meant nothing to Radharcith, or any of the Idoneth, for they longed to return to the solitude of their own darkness.

EIDOLON OF MATHLANN

ASPECT OF THE STORM

When the spirits of the Idoneth Deepkin's ancestral dead are summoned in need, they form one of their race's mightiest champions – an Eidolon of Mathlann. In its aspect of the storm an Eidolon of Mathlann is not only an idealised version of a forgotten god, but also vengeance made manifest, an uncontrollable tempest that surges upwards before crashing upon the foe with tidal-wave force.



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

DESCRIPTION

An Eidolon of Mathlann in its Aspect of the Storm is a single model. It strikes at its foes with a Fuathtar, Spear of Repressed Fury and ensnares them with a Crulhook. At its side fights an ethereal Stormshoal that harries the Eidolon's foes.

FLY

Eidolons of Mathlann can fly.

ABILITIES

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.*

Re-roll hit rolls of 1 and add 1 to the Damage characteristic for this model's Fuathtar, Spear of Repressed Fury if this model made a charge move in the same turn. In addition, this model can charge in the same turn that it made a retreat move. Finally, heal D3 wounds allocated to this model after it makes a charge move.

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

Re-roll wound rolls of 1 for friendly **IDONETH DEEPKIN** units while they are within 9" of this model.

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

At the start of the combat phase, you can pick an enemy **HERO** with a Wounds characteristic of less than 8 that is within 3" of this model. Subtract 1 from hit rolls for that **HERO** for the rest of that combat phase.

KEYWORDS

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

EIDOLON OF MATHLANN

ASPECT OF THE SEA

Protectors of the Idoneth Deepkin, the Eidolons of Mathlann are summoned spirit forms in the shape of a fallen sea god. In its aspect of the sea, an Eidolon of Mathlann is a majestic phantom that harnesses the mystic bounty of the oceans, its magic able to lull the foe asleep, heal wounded Idoneth, or send the enemy fleeing beneath a wave of purest terror.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blasts of Abyssal Energy	15"	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"	3	3+	3+	-1	1
Stormshoal	3"	2D6	4+	4+	-	1

DESCRIPTION

An Eidolon of Mathlann in its Aspect of the Sea is a single model. It can strike its foes from afar with Blasts of Abyssal Energy unleashed from its Psi-trident. It can also use the Psi-trident to stab its foes in close combat, and can batter nearby enemies with its Deep-sea Sceptre. At its side fights an ethereal Stormshoal that carries the Eidolon's foes.

FLY

Eidolons of Mathlann can fly.

ABILITIES

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 one casting roll for this model in each of your hero phases. If you do not re-roll a casting roll, then you can heal D3 wounds allocated to this model at the end of your hero phase instead.

Tranquility of the Abyss: *An Eidolon in the aspect of the sea radiates an aura of unnatural tranquility, calming any fears nearby Idoneth Deepkin may harbour.*

Add 3 to the Bravery characteristic of friendly **IDONETH DEEPKIN** units while they are within 9" of this model.

MAGIC

An Eidolon of Mathlann in its Aspect of the Sea is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield, Cloying Sea Mists and Tsunami of Terror spells.

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 has a casting value of 6. If successfully cast, pick a unit within 12" of the caster and that is visible to them. If the unit is a friendly **IDONETH DEEPKIN** unit, you can heal D3 wounds allocated to the unit. Any other 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 has a casting value of 7. If successfully cast, pick D6 enemy units within 12" of the caster and that are visible to them. Subtract 1 from hit rolls made for those units, and 1 from the Bravery characteristic of those units, until your next hero phase.



KEYWORDS

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

VOLTURNOS

HIGH KING OF THE DEEP

High King Volturnos is a living legend, a warrior whose life of heroic deeds has spanned the ages. Riding to battle atop Uasall, a prince amongst Deepmares, the High King's presence upon the battlefield inspires not only the Ionrach enclave, but all Idoneth Deepkin. With his sword, the Astra Solus or 'blade of light', Volturnos can cleave through any foe as he leads the Idoneth to victory.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Astra Solus	1"	5	3+	3+	-1	D3
Uasall's Fanged Jaw and Talons	2"	3	3+	3+	-1	1
Uasall's Lashing Tails	2"	3	3+	3+	-	2

DESCRIPTION

Volturnos, High King of the Deep is a single model. In one hand he wields the Astra Solus, while the other holds the Cealith, the High King's Shield. He rides a mighty Deepmare, Uasall, that savages his enemies with its Fanged Jaw and Talons, and batters them with its Lashing Tails.

FLY

Volturnos, High King of the Deep can fly.

ABILITIES

The Astra Solus: When swung, the Astra Solus leaves behind a scything blaze of light that pierces metals, sea monster scales and flesh with equal ease.

If a hit roll for the Astra Solus is 6+, that attack has a Rend characteristic of -5 instead of -1.

The Crest of the High Kings: Volturnos rides to battle wearing the Crest of the High Kings, a majestic backbanner that reflects the inspirational importance of the High King to the Idoneth.

Add 1 to the Bravery characteristic of friendly IDONETH DEEPKIN units while they are wholly within 18" of this model.

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.

You can roll a dice if this model is affected by a spell. If you do so, on a 3+ the spell has no effect on this model (other units will be affected by the spell normally).

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.

Re-roll hit rolls of 1 for friendly AKHELIAN units while they are wholly within 18" of this model.

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

Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+, the nearest enemy unit suffers D3 mortal wounds.

COMMAND ABILITY

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

You can use this command ability if Volturnos is your general and the High Tide ability from the Tides of Death table applies for the battle round. If you do so, pick up to 3 friendly IDONETH DEEPKIN units wholly within 18" of Volturnos. Add 1 to the Attacks characteristic of melee weapons used by those units until your next hero phase.

KEYWORDS

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

AKHELIAN KING

The Akhelian Kings are the military leaders of the Idoneth Deepkin. Atop a quick-moving Deepmare mount the king directs the aelven phalanxes, using tactical knowledge gleaned from a long life of raids and war. More than just an inspiring presence, an Akhelian King is a peerless blade master who is only too willing to fight from the front or lead the Idoneth charge.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Polearm	2"	3	3+	3+	-2	D3
Greatsword	1"	4	3+	3+	-1	D3
Falchion	1"	3	3+	4+	-	1
Deepmare's Fanged Jawand Talons	2"	3	3+	3+	-1	1
Deepmare's Lashing Tails	2"	3	3+	3+	-	2

DESCRIPTION

An Akhelian King is a single model. In one hand they wield either a Bladed Polearm or Greatsword, and they hold a King's Shield in the other. A light Falchion is strapped to their back, which they can use instead of their King's Shield. Each rides a mighty Deepmare that savages the King's enemies with its Fanged Jaw and Talons, and batters them with its Lashing Tails.

FLY

Akhelian Kings can fly.

ABILITIES

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

Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+, the nearest enemy unit suffers D3 mortal wounds.

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

Re-roll hit rolls of 1 for friendly AKHELIAN units while they are wholly within 12" of this model.

Storm of Blows: Sometimes an Akhelian King will shoulder their shield and instead use their falchion to attack the foe.

At the start of the combat phase, you can say that this model will draw their Falchion. If you do so, subtract 1 from save rolls for this model in that combat phase, but this model can attack with its Falchion in that combat phase. If you do not do so, this model cannot attack with its Falchion in that combat phase.

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

In the combat phase, this model's Bladed Polearm has a Damage characteristic of 3 if the model made a charge move in the same turn.

COMMAND ABILITY

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

You can use this command ability if this model is your general and the High Tide ability from the Tides of Death table applies for the battle round. If you do so, pick a friendly IDONETH DEEPKIN unit wholly within 12" of your general. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.



KEYWORDS

ORDER, AELF, IDONETH DEEPKIN, HERO, AKHELIAN, AKHELIANKING

ISHARANN TIDECASTER

Summoners of the phantasmal seas and masters of the arcane energies of the deeps, Isharann Tidecasters are the most potent of Idoneth Deepkin battle wizards. Theirs is the magic of the crushing depths and of the endless abyss of ultimate repression. Tidecasters use their skills to soak foes with surging waves of fear or to drown them beneath the surging tides of the ethersea.



MELEE WEAPONS

Pelagic Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

2

3+

3+

-

D3

DESCRIPTION

An Isharann Tidecaster is a single model. They smite their foes with sweeping blows of their Pelagic Staff.

ABILITIES

Spirit Guardians: *Isharann Tidecasters are protected from harm by an ethereal manifestation of creatures from their undersea domains.*

The first wound allocated to this model each turn is negated.

The Wide Ethersea: *Isharann Tidecasters are the Idoneth's main practitioners of the arcane arts. It is they who command the tidal magic that surrounds an Idoneth army.*

If this model is the general of your army, at the start of the first battle round you can declare that the Tides of Death table will be reversed. If you do so, the Ebb Tide ability is used in the first battle round, the High Tide ability is used in the second battle round, the Flood Tide ability is used in the third battle round, and the Low Tide ability is used in the fourth battle round. Then the four Tides of Death steps are repeated in reverse order, starting with Ebb Tide.

MAGIC

An Isharann Tidecaster is a **WIZARD**. They can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. They know the Arcane Bolt, Mystic Shield and Riptide spells.

RIPTIDE

The Tidecaster stares fixedly at their foes. The victim struggles for breath, drowning in clear air.

Riptide has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for that unit. In addition, at the start of your next hero phase the unit suffers D3 mortal wounds.

KEYWORDS

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

ISHARANN SOULSCRYSER

Soulscryers work their strange magics to navigate through the utter dark of the deep places. They can find hidden paths through the shifting ethersea, leading Idoneth Deepkin troops to emerge from unexpected quarters. Their eldritch ability allows them to see souls and to light up enemy units so they shine like beacons in the fog to the rest of the Idoneth army, making the foes easy prey.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scryfish Shoal	18"	8	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Finger-claw	1"	3	3+	4+	-	1

DESCRIPTION

An Isharann Soulscryer is a single model. They fight with a deadly-sharp Finger-claw that can slice through flesh. Every Isharann Soulscryer is accompanied by an ethereal manifestation of a shoal of Scryfish that can be directed by the Soulscryer to attack even distant foes.

ABILITIES

Finder of Ways: Soulscryers are the Idoneth's navigators, helping them divine a path through the ethersea that will reach any destination.

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up travelling the ethersea. If you do so, when you would set up another friendly **IDONETH DEEPKIN** unit, instead of setting up the unit, you can say that it is joining this model in the ethersea. Up to 2 units can join this model in this way. At the end of any of your movement phases, you can set up this model wholly within 6" of the edge of the battlefield and more than 9" from any enemy models; then set up any units that joined this model wholly within 6" of the edge of the battlefield, wholly within 12" of this model, and more than 9" from any enemy models.

Seeker of Souls: Isharann Soulscryers can literally see souls, and can direct their kin towards the incandescent flare of a living being's animus.

At the start of your charge phase, you can pick one enemy unit within 24" of this model that is visible to them. If you do so, you must add 3 to charge rolls for friendly **IDONETH DEEPKIN** units that are within 12" of that unit. However, the first model to be moved from each unit that receives this modifier must finish their charge move within ½ of that unit or their charge will fail.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, ISHARANN, HERO, PRIEST, SOULSCRYSER

ISHARANN SOULRENDER

The most combative of the Isharann are the Soulrenders. They are the takers of souls, reapers who claim the life-spirits of the dead. Eerie figures, Soulrenders bear scythe-like talúnhooks and are bathed in the fey glow of their helm-mounted lurelight. In battle their mystic powers allow them to use their collected souls in order to revive Namarti fallen.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talúnhook	2"	2	3+	3+	-1	2
Rakardart's Serrated Bill	3"	D3	3+	3+	-1	1

DESCRIPTION

An Isharann Soulrender is a single model. They wield a fell Talúnhook that rips flesh from the bones of its target. Every Isharann Soulrender is accompanied by a Rakardart – an ethereal manifestation of one of the hunting creatures from their undersea domain – which strikes at the Soulrender's enemies with its Serrated Bill.

ABILITIES

Lurelight: Isharann Soulrenders possess a mystical lure that is used to draw the souls of slain opponents to the Soulrender so that they can be captured and imprisoned. The captive souls can be used to resurrect the bodies of fallen Namarti, allowing them to do battle once more.

At the end of your battleshock phase, pick a friendly **NAMARTI** unit wholly within 12" of this model and roll a D3. Return a number of slain models to the unit you picked up to the value of the roll. Add 1 to the D3 roll for each enemy model

that was slain by damage caused by this model's Talúnhook in the combat phase of the same turn.

Hangman's Knot: The rope-catch on a Talúnhook can be used to ensnare a victim, ensuring that neither they nor their soul can escape.

At the start of the combat phase, pick an enemy **HERO** that is within 3" of this model and roll a dice. Subtract 2 from the dice roll if the enemy **HERO** is a **MONSTER**. On a 4+, you can re-roll failed hit rolls for this model's Talúnhook for attacks that target that enemy **HERO** in that combat phase.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, ISHARANN, HERO, SOULRENDER

AKHELIAN ALLOPES

Allopes are vicious predators of the deep, known for their voracious appetites and savage blood frenzies. As Akhelian bond-beasts, they are more dangerous still, boasting scythed fins and deadly back-mounted harpoon launchers. With bites that can sever a gargant's arm and the thrashing fury of their attack, even the bravest fear to see such finned menaces approach.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razorshell Harpoon Launcher	24"	3	3+	3+	-	1
Retarius Net Launcher	18"	1	3+	3+	-	3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Hooks and Blades	1"	5	3+	4+	-	1
Allopes's Ferocious Bite	1"	1	3+	3+	-2	3
Allopes's Scythed Fins	1"	4	3+	3+	-1	1

DESCRIPTION

A unit of Akhelian Allopes has 1 or more models. The crew unleash long-range attacks, using either volleys of bolts from a Razorshell Harpoon Launcher or shredding nets fired from a Retarius Net Launcher. The crew fight in close combat with Barbed Hooks and Blades, while the Allopes they ride rip chunks of flesh from their prey with their Ferocious Bites and cut them to pieces with their Scythed Fins.

FLY

Akhelian Allopes can fly.

ABILITIES

Bloodthirsty Predators: *Allopes are ferocious beasts drawn towards the scent of freshly spilt blood.*

At the start of your charge phase, if this unit is within 12" of any enemy models that have been allocated any wounds, you can re-roll charge rolls for this unit in that charge phase.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, AKHELIAN, MONSTER, ALLOPEX

LOTANN

WARDEN OF THE SOUL LEDGERS

Named the Warden of the Soul Ledgers, Lotann marches to war with every Idoneth enclave, not only his own Ionrach. So great is his willpower, so vast is his desire to collect souls, that it manifests itself in the ethersea. This mystic cloud inspires all Idoneth Deepkin, but especially Namarti, who will fight with renewed vigour in Lotann's presence.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Quill	1"	1	3+	5+	-	1
Ochtar's Cudgel	3"	1	4+	3+	-1	2
Ochtar's Blade	3"	1	3+	4+	-1	1
Ochtar's Tentacles	3"	6	4+	4+	-	1

DESCRIPTION

Lotann, Warden of the Soul Ledgers is a single model. He rarely fights, but when he must he uses his Bone Quill to stab at his foe. He is protected by his Ochtar familiar, which attacks any enemy foolish enough to approach Lotann with its Tentacles, and with the Cudgel and Blade it wields.

ABILITIES

Catalogue of Souls: *The Soul Wardens tally and record the souls that are collected by Idoneth Deepkin armies. Their presence causes Idoneth Deepkin warriors to fight all the harder, so that the quota of souls the Wardens require is achieved.*

Add 1 to the Bravery characteristic of friendly IDONETH DEEPKIN units while they are wholly within 12" of this model. In addition, re-roll hit rolls of 1 for friendly NAMARTI units while they are wholly within 12" of this model.

Writhing Tentacles: *It is almost impossible for a foe to get past the writhing tentacles of a Soul Warden's guardian Ochtar.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, the wound is negated.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, ISHARANN, SOUL WARDEN, HERO, LOTANN

AKHELIAN LEVIADON

A hulking sea monster, the Akhelian Leviadon is clad in thick scales and protected by a hardened shell. In addition to fins sheathed in bladed metal and crushing jaws, the Leviadon also bears an impressive crew – a ma'harr, a high-ranking Akhelian, a pair of harpoon launcher operators and a musician whose void drum sends arcane reverberations through the ethersea.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razorshell Harpoon Launcher	24"	3	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Leviadon's Crushing Jaws	1"	1	✱	2+	-2	D6
Leviadon's Massive Scythed Fins	2"	4	3+	3+	-1	✱
Twin-pronged Spear	1"	2	3+	3+	-	2
Razorshell Harpoons	1"	4	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Crushing Jaws	Massive Scythed Fins
0-3	12"	2+	3
4-6	10"	3+	3
7-9	9"	3+	2
10-13	8"	4+	2
14+	7"	4+	1

DESCRIPTION

An Akhelian Leviadon is a single model. The ma'harr strikes at enemies with his Twin-pronged Spear, while the crew unleash volleys of long-range attacks from the two Razorshell Harpoon Launchers mounted on the Leviadon's back, and fight in close combat with Razorshell Harpoons. The Leviadon snaps at its enemies with its Crushing Jaws and mows them down with its Massive Scythed Fins.

FLY

Akhelian Leviadons can fly.

ABILITIES

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

Each time you make a hit roll of 6+ for this model's Leviadon's Crushing Jaws attack, that attack inflicts 6 mortal wounds instead of the normal damage.

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.

IDONETH DEEPKIN units are treated as being in cover while they are wholly within 12" of any friendly Akhelian Leviadons.

KEYWORDS

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

AKHELIAN MORRSARR GUARD

Swift and hard-hitting, the Akhelian Morrarsarr Guard are aggressive fast cavalry. In a blurring streak, they are upon the foe. Backed by the speed of the Fangmora Eel, the lowered voltspears of the Akhelians strike with lethal impact. Additionally the voltspears allow the Akhelians to build up and release the electrical charge generated by the Fangmora Eel in a deadly biovoltaic blast.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Voltspear	2"	2	3+	3+	-	1
Fangmora's Fanged Maw	1"	1	3+	3+	-	D3
Fangmora's Lashing Tail	2"	D3	3+	3+	-	1

DESCRIPTION

A unit of Akhelian Morrarsarr Guard has 3 or more models. The riders fight with voltspears in one hand and carry shields with the other. They ride serpentine Fangmora Eels that bite at their enemies with Fanged Maws and batter them with their Lashing Tails.

COMMAND GROUP

This unit can be led by a Lochian Prince, and can have any number of standard bearers and musicians. Add 1 to the Attacks characteristic of a Lochian Prince's Voltspear. You can re-roll battleshock tests for this unit if it includes any

standard bearers, and you can re-roll charge rolls for this unit if it includes any musicians.

FLY

Akhelian Morrarsarr Guard can fly.

ABILITIES

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

Once per battle, at the start of a combat phase, you can say that this unit will unleash the biovoltaic

energy stored in its voltspears. If you do so, roll 1 dice for each model in this unit. For each 3+, pick an enemy unit within 3" of this unit. That unit suffers 1 mortal wound. For each 6+, the unit that is picked suffers D3 mortal wounds instead.

Wave Riders: When these warriors 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 earlier in the same turn.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, AKHELIAN, AKHELIANGUARD, MORRSARRGUARD

AKHELIAN ISHLAEN GUARD

In a slithering serpentine rush, the Akhelian Ishlaen Guards speed across the battlefield to crash headlong into the foe. While the Fangmora Eels lash out with their tails and rip apart the foe with their wicked bites, the riders rain down a flurry of blows with their flashing blades. A helsabre can channel the eel's electric blast into the rider's galv-shield, allowing it to better deflect enemy blows.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Helsabre	1"	3	3+	3+	-	1
Fangmora's Fanged Maw	1"	1	3+	3+	-	D3
Fangmora's Lashing Tail	2"	D3	3+	3+	-	1

DESCRIPTION

A unit of Akhelian Ishlaen Guard has 3 or more models. The riders fight with Helsabres in one hand and carry shields with the other. They ride serpentine Fangmora Eels that bite at their enemies with Fanged Maws and batter them with their Lashing Tails.

COMMAND GROUP

This unit can be led by a Lochian Prince, and can have any number of standard bearers and musicians. Add 1 to the Attacks characteristic of a Lochian Prince's Helsabre. You can re-roll battleshock tests for this unit if it includes any standard bearers, and you can re-roll charge rolls for this unit if it includes any musicians.

FLY

Akhelian Ishlaen Guard can fly.

ABILITIES

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 the Rend characteristic of attacks against this unit when making save rolls for this unit. In addition, this unit has a Save characteristic of 3+ instead of 4+ if it made a charge move in the same turn.

KEYWORDS

ORDER, AELE, IDONETH DEEPKIN, AKHELIAN, AKHELIANGUARD, ISHLAENGUARD

NAMARTI THRALLS

The core infantry of the Idoneth Deepkin, the Namarti Thralls advance into battle brandishing an array of vast two-handed weapons known as lanmari blades. Despite the Namarti's blindness and the heft of their blades, they spin, whirl and chop with aelven grace. The warriors are equally adept at engaging enemy monsters as they are at attacking massed ranks.



MELEE WEAPONS

Lanmari Blade

Range

1"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Namarti Thralls has 10 or more models. They are armed with an array of double-handed Lanmari Blades.

ICON BEARER

Models in this unit can be icon bearers. You can re-roll battleshock tests for a unit of Namarti Thralls that includes any icon bearers. In addition, add 1 to the Attacks characteristic of an icon bearer's Lanmari Blade.

ABILITIES

Sweeping Blows: *Lanmari Blades can cut through opponents like an Allopex cuts through a shoal of Scryfish, or can be used to inflict grievous wounds on larger enemies.*

Add 1 to the Attacks characteristic of a Lanmari Blade if all of the attacks made with the weapon target enemy models with a Wounds characteristic of 1. Add 1 to the Damage characteristic instead if all of the attacks made with the weapon target enemy models with a Wounds characteristic of 4 or more.

KEYWORDS

ORDER, AELE, IDONETH DEEPCIN, NAMARTI, THRALLS

NAMARTI REAVERS

Namarti Reavers are the fast-moving scouts and archers of the Idoneth Deepkin phalanxes. Armed with silent-firing whisperbows they harry foes from afar or advance closer to send out a deadly volley of arrows. Despite their eerie and disturbing lack of eyes the Namarti Reavers are uncannily accurate, using senses other than sight to pinpoint their targets.



MISSILE WEAPONS

Whisperbow: Aimed Fire

Range

18"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

Whisperbow: Storm Fire

Range

9"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

MELEE WEAPONS

Keening Blade

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Namarti Reavers has 10 or more models. They are armed with Whisperbows and Keening Blades.

ICON BEARER

Models in this unit can be icon bearers. You can re-roll battleshock tests for a unit of Namarti Reavers that includes any icon bearers. In addition, add 1 to the Attacks characteristic of an icon bearer's Keening Blade.

ABILITIES

Swift Tide: *Namarti Reavers flow swiftly across the battlefield, striking out ahead of the rest of the army to weaken the foe before battle is fully joined.*

You can re-roll run rolls for this unit.

Fluid Firing Style: *A Namarti Reaver can either fire carefully aimed shots from their whisperbow, or unleash a volley of shots one after the other.*

Before attacking with a Whisperbow, choose either the Aimed Fire or Storm Fire missile weapon characteristics for that shooting attack.

KEYWORDS

ORDER, AELE, IDONETH DEEPCIN, NAMARTI, REAVERS

RULES

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field your army of Idoneth Deepkin in a Pitched Battle against any opponent.

IDONETH DEEPKIN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Namarti Thralls	10	30	140/360	Battleline	
Akhelian Leviadon	1	1	380	Behemoth	
Volturnos, High King of the Deep	1	1	280	Leader	Only one of this model can be included in a Pitched Battle army.
Eidolon of Mathlann, Aspect of the Storm	1	1	400	Leader	
Eidolon of Mathlann, Aspect of the Sea	1	1	440	Leader	
Akhelian King	1	1	240	Leader	
Isharann Tidecaster	1	1	100	Leader	
Isharann Soulrender	1	1	100	Leader	
Isharann Soulscryer	1	1	100	Leader	
Lotann, Warden of the Soul Ledgers	1	1	100	Leader	Only one of this model can be included in a Pitched Battle army.
Akhelian Alloplex	1	4	140		
Akhelian Ishlaen Guard	3	12	140		Battleline if army has IDONETH DEEPKIN allegiance and general is an AKHELIAN HERO
Akhelian Morrassarr Guard	3	12	160		Battleline if army has IDONETH DEEPKIN allegiance and general is an AKHELIAN HERO
Namarti Reavers	10	20	140		Battleline if army has IDONETH DEEPKIN allegiance and general is an ISHARANN HERO
<i>Alliance of Wood and Sea</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Akhelian Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Namarti Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Phalanx</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Council</i>	-	-	140	<i>Warscroll Battalion</i>	

Idoneth Deepkin Allies: Darkling Covens, Daughters of Khaine, Eldritch Council, Order Serpents, Scourge Privateers, Shadowblades, Stormcast Eternals, Sylvaneth, Wanderers

SCENERY UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Gloomtide Shipwreck	1	1	0	Scenery	

WHAT'S NEXT?

The Daughters of Khaine move with quicksilver speed, carving into enemies like a whirlwind of steel. As blades flash, the she-aelvesshed their visage of cold and distant beauty, their ecstatic faces alight with each fresh kill. True to their merciless god, the Daughters of Khaine continue the slaughter until every last foe has fallen.

