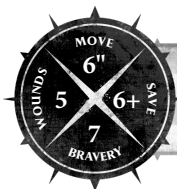


ISHARANN SOULSCRYER

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

Scryfish Shoal

Range	Attacks	To Hit	To Wound	Rend	Damage
18"	8	5+	5+	-	1

MELEE WEAPONS

Finger-claw

Range	Attacks	To Hit	To Wound	Rend	Damage
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.