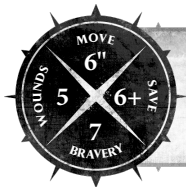


# LOTANN

## 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.