

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 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.