

# 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

1"

## Attacks

2

## To Hit

3+

## To Wound

3+

## Rend

-

## Damage

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