

# WARP LIGHTNING VORTEX

A hurled clawful of warpstone shards swell rapidly in size until they become hovering prisms that crackle furiously with warp lightning. Green-black bolts flash back and forth, forming a lethal cage of energy that blasts apart any who approach too closely.

## DESCRIPTION

Warp Lightning Vortex is a single endless spell that consists of 3 models (if it is dispelled, remove all 3 models).

## MAGIC

### Summon Warp Lightning Vortex:

*Warpstone shards are cast into the air, growing impossibly large and discharging bolts of warp lightning.*

Summon Warp Lightning Vortex has a casting value of 8. Only **SKAVENTIDE WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Warp Lightning Vortex model wholly within 26" of the caster, then set up the second and third Warp Lightning Vortex models exactly 7" from the first model and exactly 7" from each other (the models will form a triangle with each model exactly 7" from the other two models).

## ABILITIES

**Warp Lightning Bolts:** *Coruscating bolts of warp lightning leap outwards from the Warp Lightning Vortex, obliterating those nearby.*

When this model is set up, and at the end of each movement phase, roll 1 dice for each unit within 6" of any of the models from this endless spell. Add 1 to the dice roll if that unit is within 6" of two of the models from this endless spell. Add 2 to the dice roll instead of 1 if that unit is within 6" of all three models from this endless spell. On a 4+ that unit suffers D3 mortal wounds. On an unmodified roll of 6, that unit suffers D6 mortal wounds instead of D3 mortal wounds.

**Warp Vortex:** *The sheer destructive anarchy that surrounds a Warp Lightning Vortex slows the progress of warriors caught in its midst.*

Units cannot run or fly when they make a normal move that starts within 6" of any models from this endless spell.