

# BALEWIND VORTEX

A **Balewind Vortex** is a terrifying sight to behold on the battlefield – a swirling, violently swaying cyclone of fell energies that can be summoned by a wizard and used as a platform from which to more effectively cast spells.

## DESCRIPTION

A **Balewind Vortex** is a single model.

**Summon Balewind Vortex:** *Those with command over the howling winds of the aether can whip them into a veritable cyclone, coalescing a platform beneath their feet so as to ride the arcane tempest.*

**Summon Balewind Vortex** has a casting value of 6. **WIZARDS** with a Wounds characteristic of 9 or more, that are part of a unit of two or more models, or that are already on a **Balewind Vortex**, cannot attempt to cast this spell. If successfully cast, set up a **Balewind Vortex** model within 1" of the caster and more than 3" from any enemy models, and then place the caster on the upper platform.

As long as the **Balewind Vortex** remains on the battlefield, the caster and the **Balewind Vortex** are treated as being a single model

from the caster's army that uses the caster's warscroll as well as the endless spells rules. It is treated as an enemy model by the opposing player's army. A **WIZARD** on a **Balewind Vortex** cannot move.

If a **WIZARD** on a **Balewind Vortex** attempts to dispel it, the attempt is automatically successful (do not roll any dice). This uses up the additional spell that the **WIZARD** would have received in that hero phase, and still counts as the single attempt they can make to dispel an endless spell this hero phase, but allows them to use any remaining spell casting attempts normally.

If the **WIZARD** on the **Balewind Vortex** is slain, then the **Balewind Vortex** is immediately dispelled and removed from play along with the slain **WIZARD**.

If a **Balewind Vortex** is dispelled and the **WIZARD** on it has not been slain, set up the **WIZARD** wholly within 6" of the **Balewind**

**Vortex** and more than 3" from any enemy models, and then remove the **Balewind Vortex** model from play. If it is impossible to set up the **WIZARD**, then the **WIZARD** is slain.

## ABILITIES

**Against the Aetheric Wind:** *The Balewind Vortex slows incoming attacks.*

Add 1 to save rolls for a **WIZARD** on a **Balewind Vortex**.

**Arcane Invigoration:** *The Balewind Vortex empowers as well as elevates the wizard to whom it is bound.*

A **WIZARD** on a **Balewind Vortex** can attempt to cast an additional spell in each of their hero phases (including the turn in which the **Summon Balewind Vortex** spell was cast), and you can add 6" to the range of any spells that the **WIZARD** casts.