

EMERALD LIFESWARM

Imbued with the healing powers of Ghyran, an Emerald Lifeswarm buzzes across the battlefield, seeking out the dead and dying and restoring their lives and vigour.

DESCRIPTION

An Emerald Lifeswarm is a single model.

Summon Emerald Lifeswarm: *By channelling arcane energy into the most minute sparks of life found within the death and corruption around them, a wizard can summon a swarm of verdant insects amidst the buzzing of thousands of tiny wings.*

Summon Emerald Lifeswarm has a casting value of 6. If successfully cast, set up an Emerald Lifeswarm model wholly within 15" of the caster.

PREDATORY: An Emerald Lifeswarm is a predatory endless spell. Emerald Lifeswarms can move up to 10" and can fly.

ABILITIES

Bounteous Healing: *Squirming into the gaps between rent flesh and broken bones, the insects of the Emerald Lifeswarm seal the wounds of the living and return the dead to the fight through restorative magics.*

After this model is set up or after it has moved, pick 1 unit within 1" of it. You can either heal D3 wounds that have been allocated to that unit or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

Empowered by Ghyran: *Flying on the aether-rich winds of the Realm of Life, the powers of the Emerald Lifeswarm are greatly magnified, making them even more capable of denying death its due.*

If your battle is taking place in the Realm of Life, roll a D6 to determine the number of wounds healed or wounds worth of slain models returned by the Emerald Lifeswarm's Bounteous Healing ability.