

# MALEVOLENT MAELSTROM

A Malevolent Maelstrom is a swirling vortex of Shyishan magic, a tempest that sucks in sorcerous energies and the souls of the dead before exploding in a cataclysmic nova.

## DESCRIPTION

A Malevolent Maelstrom is a single model.

### Summon Malevolent Maelstrom:

*Through the manipulation of the death energy around them, a wizard can manifest an unstable, all-consuming vortex and send it swirling into the enemy ranks.*

Summon Malevolent Maelstrom has a casting value of 7. If successfully cast, set up a Malevolent Maelstrom model wholly within 18" of the caster.

**PREDATORY:** A Malevolent Maelstrom is a predatory endless spell. It can move up to 8" and can fly.

## ABILITIES

### Devourer of Sorcery and Souls:

*The Malevolent Maelstrom pulls the souls of the slain and the spells of the living screaming unto itself, growing ever more unstable as it does so.*

If a **WIZARD** successfully casts a spell within 12" of a Malevolent Maelstrom, and that spell is not unbound, the Malevolent Maelstrom will attempt to steal the energies of the spell. Make an additional unbinding roll for that spell. If this unbinding roll is successful, the spell is unbound and 1 energy point is allocated to this model.

In addition, 1 energy point is allocated to this model for each unit destroyed within 6" of this model.

### Morbid Detonation

*Having gorged itself on magic and the howling spirits of the dead, the maelstrom eventually collapses under the weight of its own existence in a nova of devastating energy.*

At the end of each battle round, roll a dice for each Malevolent Maelstrom and add the number of energy points allocated to that model to the roll. On a 7+ that Malevolent Maelstrom explodes. Each unit within 3D6" of the model that exploded suffers D3 mortal wounds. The model that exploded is then dispelled.

### Empowered by Shyish:

*Surrounded by a profusion of death energy, the maelstrom swiftly grows more unstable.*

If your battle is taking place in the Realm of Death, allocate 1 additional energy point to this model at the start of each battle round.