

# CELESTIAN VORTEX

A Celestian Vortex is a whirling tornado of Azyrite magic. Borne aloft within it are magical hammers cast in the image of Ghal Maraz, the Great Shatterer. Anyone in the vortex's path are hurled, smashed and broken, into the dirt.

## DESCRIPTION

A Celestian Vortex is a single model.

**PREDATORY:** A Celestian Vortex is a predatory endless spell. A Celestian Vortex can move up to 8" and can fly.

## MAGIC

**Summon Celestian Vortex:** *The wizard casts a pair of ensorcelled hammers into the air, which begin to spin. As the vortex gets more intense, the hammers multiply to form a maelstrom of skull-crushing force.*

Summon Celestian Vortex has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** can attempt to cast this spell. If successfully cast, set up a Celestian Vortex model wholly within 12" of the caster.

## ABILITIES

**Swirling Doom:** *When a Celestian Vortex is summoned, it immediately swirls across the battlefield leaving devastation in its wake.*

When this model is set up, the player who set it up can immediately make a move with it.

**Storm of Vengeance:** *Those caught in this deadly maelstrom find themselves battered by magical hammers and crushed by furious Azyrite energy.*

After moving this model, you can pick 1 enemy unit within 1" of this model and roll 12 dice. For each roll of 6+, that unit suffers 1 mortal wound. If the unit being rolled for is a **CHAOS** unit, it suffers 1 mortal wound for each roll of 5+ instead.

**Tornado of Magic:** *A Celestian Vortex whips the air around it into a tornado that disrupts attacks made with missile weapons.*

Subtract 1 from hit rolls for attacks made with missile weapons by units while they are within 6" of this model.