

DAIS ARCANUM

A Dais Arcanum can be harnessed by a Stormcast wizard to carry them across the battlefield. It can bear a rider upon the winds of Azyr and bolster their mastery of the aetheric arts.

DESCRIPTION

A Dais Arcanum is a single model.

MAGIC

Summon Dais Arcanum: *The wizard calls down a single bolt of lightning which strikes the ground at their feet, leaving behind a perfect sigmarite disc. Alighting upon it, the wizard is carried into the air.*

Summon Dais Arcanum has a casting value of 6. Only **STORMCAST ETERNAL WIZARDS** that do not have a Wounds characteristic of 6 or more, are not part of a unit with 2 or more models, and are not already on a Dais Arcanum, can attempt to cast this spell. If successfully cast, set up a Dais Arcanum model within 1" of the caster and more than 3" from any enemy models and then place the caster on top of it.

As long as the Dais Arcanum remains on the battlefield, the Dais Arcanum and the caster are treated as a single model from the caster's army that uses the caster's warscroll as well as the endless spell rules. It is treated as an enemy model by the opposing player's army.

A model on a Dais Arcanum has a Move characteristic of 12" and can fly.

If a model on a Dais Arcanum is slain, that Dais Arcanum is immediately dispelled and removed from play along with the slain model.

If a Dais Arcanum is dispelled and the model on it has not been slain, set up that model wholly within 6" of the Dais Arcanum and more than 3" from any enemy models, and then remove the Dais Arcanum from play. If it is impossible to set up that model, it is slain.

ABILITIES

Arcane Enhancement: *The magical energies of a Dais Arcanum are attuned with those of the wizard that rides upon it.*

While a model is on a Dais Arcanum, it can attempt to unbind one extra spell in each enemy hero phase.

In addition, if a model on a Dais Arcanum attempts to dispel that Dais Arcanum, the attempt is automatically successful (do not roll any dice).

Winds of Azyr: *The Dais Arcanum glides on arcane currents to evade incoming attacks.*

While a model is on a Dais Arcanum, add 1 to save rolls for attacks that target that model.