



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.

## ENDLESS SPELL WARSROLL BALEWIND VORTEX

**SUMMONING:** This endless spell is summoned with a spell that has a casting value of 5 and a range of 3". **WIZARDS** that are part of a garrison, or that have a Wounds characteristic of 8 or more, or that are Unique, or that are part of a unit that has 2 or more models, or that are already on top of an endless spell, cannot attempt to cast this spell. If successfully cast, set up the endless spell within range and visible to the caster, more than 3" from all terrain features and more than 3" from all enemy units. Then place the caster on top of the endless spell.

A **WIZARD** on a Balewind Vortex cannot move. When measuring range to and from the **WIZARD** on the Balewind Vortex, the **WIZARD** and the Balewind Vortex are treated as a single model.

If the caster attempts to dispel this endless spell, it is automatically dispelled (do not make a dispelling roll). If the caster is slain, this endless spell is dispelled. If this endless spell is dispelled and the caster has not been slain, before removing the endless spell from play, set up the caster wholly within 6" of the endless spell and more than 3" from all enemy units.

**Arcane Enhancement:** *The magical energies of a Balewind Vortex are attuned to those of the wizard who rides upon it.*

Add 1 to casting, unbinding and dispelling rolls for **WIZARD** on a Balewind Vortex.

**Held Aloft:** *A wizard atop a balewind vortex is protected from incoming attacks.*

Subtract 1 from hit rolls for attacks that target a **WIZARD** on a Balewind Vortex.