

# MAGEWRATH THRONE

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## DESCRIPTION

A Magewrath Throne consists of a single model. Constructed in an ancient time by powerful and insane wizards, these mighty edifices are highly sought after. A warlord who takes such a throne of power can use the magic imbued within it to wreak wrath and ruin upon his enemies.

## SCENERY RULES

The following rules are used for this scenery (do not roll on the Scenery Table on the *Warhammer Age of Sigmar* rules sheet).

**Ascend to the Throne:** If your general or a **HERO** from your army is on the top level of a Magewrath Throne in your hero phase, they can sit upon the throne, where they will remain seated until they move for any reason. **MONSTERS** cannot sit upon the throne. While a model is seated upon the throne, they gain the following powers:

*Throne of Command:* If your general is seated on a Magewrath Throne, all other **HEROES** from your army can use a command ability listed on their warscroll if they are within 15" of the Magewrath Throne in your hero phase, even though they are not your general.

*Magewrath:* Subtract 2 from any casting rolls made for enemy **WIZARDS** within 15" of the Magewrath Throne.

*Wrath and Ruin:* If a model from your army is seated upon the throne in your hero phase, roll a dice. On a roll of 2 or more, they gaze imperiously at an enemy unit within 15", unleashing the throne's dread power. That unit suffers D3 mortal wounds as warriors collapse to the ground, their ears bleeding and their limbs shuddering. On a roll of 1, the seated model is judged unworthy and is wracked with the same agonising spasms, suffering D3 mortal wounds.

KEYWORDS

SCENERY, MAGEWRATH THRONE