

MAGMIC BATTLEFORGE

Formed instantaneously from molten metal, the Magmic Battleforge is a reflection of godly power, a manifestation of Grimnir's fury fused with the white-hot fires of Vulcatrix. This mystic furnace can be summoned to a battlefield, where its elemental heat can ignite ur-gold runes and stoke the powers of the Zharrgrim.

DESCRIPTION

A Magmic Battleforge is a single terrain feature. It is an obstacle.

SCENERY RULES

Molten Blessing: *Drawing upon the powerful elemental energies of the Magmic Battleforge, the Zharrgrim priest casts clouds of cinders adrift on the air, imbuing those of his sacred order with burning power.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** within 6" of a Magmic Battleforge can control its magmic energies. If they do so, until the end of that phase, add 1 to prayer rolls for friendly **FYRESLAYERS PRIESTS** while they are within 18" of that Magmic Battleforge.

Spending the Forge: *In times of need a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin and infusing the warriors with strength.*

Once per battle, at the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** within 6" of a Magmic Battleforge can spend all of the forge's energy instead of using its Molten Blessing ability. If they do so, until the start of your next hero phase, you can re-roll save rolls of 1 for friendly **FYRESLAYERS** units on the battlefield. However, for the rest of the battle, **FYRESLAYERS PRIESTS** can no longer use this Magmic Battleforge's Molten Blessing ability.