

MOLTEN INFERNOTH

An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by the summons of a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield inspiring Fyreslayers while blasting the enemy with raging torrents of lava.

DESCRIPTION

A Molten Infernoth is a single model.

MAGMIC INVOCATION

Summon Molten Infernoth: *The Zharrgrim priest's eyes ignite with fire as he calls for a gargantuan beast of lava to rise from the earth.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** can attempt to perform this magmic invocation. If they do so, make an invocation roll by rolling a dice. On a 3+ the invocation roll is successful. If the invocation roll is successful, set up this model wholly within 12" of that **FYRESLAYERS PRIEST**.

ABILITIES

Burning Tide: *The Molten Infernoth wades through solid earth, lumbering its way across the battlefield in search of prey.*

When this magmic invocation is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this magmic invocation up can make a move with it if it is still on the battlefield. When you move this magmic invocation, it can move up to 2D6".

Erupting Inferno: *The Infernoth's fiery visage casts gobbets of molten metal at any creature that is nearby.*

After this model has moved, roll 12 dice for each unit that is within 3" of it at the end of its move. For each 6, that unit suffers 1 mortal wound. **FYRESLAYERS** units are not affected by this ability.

Fierly Wrath of Vulcatrix: *As this roaring elemental crashes into the enemy, Fyreslayers are filled with a burning zeal for battle.*

Add 1 to the Bravery characteristic of **FYRESLAYERS** units while they are wholly within 18" of this model.