

DRAGONFATE DAIS

A Dragonfate Dais is an ancient site of power where priests are able to call upon the gods. Ringed in draconic carvings whose eyes glow with divine light, the dais hangs above the ground, suspended between the realms and the heavens. Though a brave soul might beseech his deities in such a place, there is no guarantee who or what will answer his prayers...

DESCRIPTION

A Dragonfate Dais is a piece of scenery consisting of a single model. Its divine energy has been known to protect the faithful from harm, while those that are willing to do so can use it to make blood sacrifices to gain the favour of dark and ancient gods. Priests that dare stand upon the platform at the centre of the dais can beseech the gods for a blessing to smite their foes.

SCENERY RULES

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

Divine Light: Any model standing atop the upper platform of a Dragonfate Dais is shielded by the divine light of the gods. Roll a dice whenever a wound or mortal wound is allocated to that model. Add 1 to this roll if that model is blessed and subtract 1 from the roll if the model is cursed (see Beseech the Gods). On a 6 or more that wound is ignored.

Pool of Sacrifice: If any of your units are within 3" of this model in your hero phase, you can declare that one of them is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all save rolls for the unit until your next hero phase.

Beseech the Gods: If a **PRIEST** from your army is standing on the upper platform of a Dragonfate Dais in your hero phase, he can pray to the gods for aid. If he does so, roll a dice and refer to the table below to see what happens.

Roll Effect

- 1 The **PRIEST** draws the attention of a rival god and is cursed! You must subtract 1 from all hit rolls made for the **PRIEST** for the rest of this battle. They cannot pray again during this battle.
- 2-3 The **PRIEST** is ignored by the gods. Nothing happens.
- 4-5 The **PRIEST** or one friendly unit within 12" of the **PRIEST** is blessed by their gods. The blessed unit can add 1 to all hit rolls for the rest of the battle. A unit can only be blessed once per battle.
- 6 The **PRIEST** and one friendly unit within 12" of the **PRIEST** are blessed by their gods. The blessed units can add 1 to all hit rolls for the rest of the battle. A unit can only be blessed once per battle.

KEYWORDS

SCENERY, SACRED, DRAGONFATE DAIS