

# CHARNEL THRONE

Formed from the bones of those killed by an abhorrant's insane magic, a Charnel Throne exudes madness and necrotic energies. They are the seats of power for Archregents and Ghoulish Kings, blazing beacons to mordants, and structures of abject horror for the enemies of the Flesh-eaters.

## DESCRIPTION

A Charnel Throne is a single terrain feature. It is an obstacle.

## SCENERY RULES

**Ghoulish Landmark:** *A Ghoulish King's followers are inspired by the presence of a Charnel Throne.*

**FLESH-EATER COURTS** units treat this terrain feature as having the Inspiring scenery rule. All other units treat this terrain feature as having the Sinister scenery rule.

*Inspiring:* Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.

*Sinister:* Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

**Ruler of All He Surveys:** *When an abhorrant sits upon a Charnel Throne, his followers flock to his feet.*

An **ABHORRANT ARCHREGENT** that is within 1" of this terrain feature can use the Summon Imperial Guard command ability without a command point being spent. In addition, an **ABHORRANT GHOUL KING** that is within 1" of this terrain feature can use the Summon Men-at-arms command ability without a command point being spent.