



FUNGOID CAVE-SHAMAN

Gibbering priests of Gorkamorka and speakers of the will of the Bad Moon, Fungoid Cave-Shamans are as much mushroom as magic-wielder. Their cunning and spellcraft are infamous, and their spore squigs wreath them in a fug of choking fungal foulness.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon-sickle	1"	3	4+	4+	-1	1
Spore Squig's Vicious Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Fungoid Cave-Shaman is a single model armed with a Moon-sickle.

COMPANION: A Fungoid Cave-Shaman is accompanied by a Spore Squig that attacks with its Vicious Teeth. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Mouthpiece of Mork: *The visionary Fungoid Cave-Shamans have a knack for coming up with cunnin' plans.*

If this model is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive 1 extra command point.

Deffcap Mushroom: *These mushrooms enhance the eater's magical capabilities.*

Once per battle, this model can attempt to cast 1 extra spell in your hero phase.

Spore Squig: *Spore squigs exude thick green spores that hide their masters from sight.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+ the wound or mortal wound is negated.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spore Maws spells.

Spore Maws: *The Cave-Shaman causes the thick spores around him to coalesce into gnashing green mouths.*

Spore Maws has a casting value of 7. If successfully cast, each enemy unit within D6" of the caster suffers D3 mortal wounds.