



MADCAP SHAMAN

Black-clad Madcap Shamans caper into battle, chanting and jabbering madly. They stuff madcap mushrooms into their gobs, eyes crackling with power as they channel the Gloomspite into deadly magical attacks.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

A Madcap Shaman is a single model armed with a Moon Staff.

ABILITIES

Madcap Mushroom: *This mushroom enhances the eater's magical capabilities – as long as it is not a deadly poisonous madcap toadstool...*

Once per battle, in your hero phase, you can attempt to cast one additional spell with this model. If you do so, and the casting roll is a double, this model suffers D3 mortal wounds after the effects of the spell (if any) have been resolved.

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 Night Shroud spells.

Night Shroud: *The shaman throws a black-capped nightshade mushroom into the air, which bursts to form a cloud of pitch blackness.*

Night Shroud has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 12" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made with missile weapons that target that unit.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, MADCAP SHAMAN