

MORK'S MIGHTY MUSHROOM

Mork's Mighty Mushroom begins as a single spore plucked from between the caster's filthy toes. By the time it is flung at the foe, it has swollen into a fully grown mushroom, and within moments it blooms into something huge and unutterably foul.

DESCRIPTION

A Mork's Mighty Mushroom is a single model.

MAGIC

Summon Mork's Mighty Mushroom:

The shaman takes a small mushroom and hurls it with all his might. When it lands, it sprouts impossibly quickly into a gigantic skullshroom, a fungus said to grow between Mork's own toes.

Summon Mork's Mighty Mushroom has a casting value of 6. Only **GLOOMSPITE GITZ WIZARDS** can attempt to cast this spell. If successfully cast, set up a Mork's Mighty Mushroom model wholly within 6D6" of the caster.

ABILITIES

Mutating Spores: *Grots know to steer clear of even the smallest skullshrooms, as their spores have a terrifying and immediate effect upon those who come into contact with them. When Mork's Mighty Mushroom erupts onto the battlefield, it belches inescapable clouds of these horrible motes that cause smaller skullshrooms to violently burst forth from everything they touch – a process that has particularly messy results upon living things.*

After this model is set up, and at the start of each battle round after it is set up, each unit within 8" of this model is enveloped by mutating spores. For each unit enveloped by mutating spores, roll a number of dice equal to the number of models from that unit that are within 8" of this model. For each 5+ that unit suffers 1 mortal wound.