



# SHROOMANCER



Shroomancers experience such vivid fungus-brew hallucinations that their magics spill out to animate the fungi around them and bring their visions to life. This can have deeply unpleasant effects for anyone stood too close!

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moon Staff and Jaggedy Knife	2"	2	4+	3+	-1	D3

## DESCRIPTION

A Shroomancer is a single model armed with a Moon Staff and Jaggedy Knife.

## ABILITIES

### Hallucinogenic Fungus Brews:

*Gobbapalooza shamans drink long draughts of hallucinogenic fungus brew before the battle begins, making them almost impervious to pain. However, as the battle progresses the effects start to wear off.*

In the first battle round, add 2 to save rolls for attacks that target this model. In the second battle round, add 1 to save rolls for attacks that target this model.

**Slippery Git:** *Gobbapalooza shamans seek to put as many of their fellow grots between themselves and incoming enemy fire as possible.*

Subtract 1 from hit rolls for attacks made with missile weapons that target this model while it is within 3" of a friendly **MOONCLAN** unit with 3 or more models.

## 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 Fungoid Cloud spell.

**Fungoid Cloud:** *The Shroomancer stamps upon the bloatstool he rides, releasing a cloud of magical spores that engulfs the enemy.*

Fungoid Cloud has a casting value of 6. If successfully cast, pick 1 enemy unit within 8" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit, and subtract 1 from save rolls for attacks that target that unit.

## KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, GOBBAPALOOZA, WIZARD, SHROOMANCER