



# WEBSPINNER SHAMAN



Veins thick with venom, Webspinner Shamans live in vivid waking visions through which they interpret the Spider God's will. They are blessed by their arachnid deity, protected by its sinister touch and sorcerously empowered by its malevolent might.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spider God Staff	1"	1	4+	3+	-1	D3

## DESCRIPTION

A Webspinner Shaman is a single model armed with a Spider God Staff.

## ABILITIES

**Touched by the Spider God:** *The tiny skullback spiders that constantly bite the shaman fill him with the mystical protective energy of the Spider God.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that 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 Speed of the Spider God spells.

**Speed of the Spider God:** *With a shriek, the shaman calls upon the Spider God to imbue its worshippers with preternatural speed.*

Speed of the Spider God has a casting value of 4. If successfully cast, pick 1 friendly **SPIDERFANG** unit wholly within 24" of the caster and visible to them. Until your next hero phase, that unit can run and still shoot later in the same turn. If the casting roll is 8 or more, pick up to D3 friendly **SPIDERFANG** units instead of 1.

## KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, SPIDERFANG, HERO, WIZARD, WEBSPINNER SHAMAN