

GREAT MAWPOT

Crafted from the melted-down weapons of defeated enemies and blessed with the strange, hungry essence of the Gulping God, the Great Mawpot is a Mawtribe's most sacred possession. All manner of gruesome ingredients are thrown into this metal cauldron and boiled up into a thick magical broth that reinvigorates any ogors who taste it.

DESCRIPTION

A Great Mawpot is a single terrain feature. It is an obstacle.

SCENERY RULES

Vessel of the Gulping God: *Swirling fumes of powerful gastronomy emanate from the Great Mawpot.*

Add 1 to casting or unbinding rolls for **OGOR WIZARDS** while they are within 1" of a **GREAT MAWPOT** from your army.

Battlebroth: *The contents of a Mawpot are suffused with strange magic; a single mouthful can restore an ogor's vitality and stitch up their wounds.*

A **GREAT MAWPOT** is said to be either full or empty. At the start of the battle, it is full. In your hero phase, 1 friendly **OGOR HERO** within 6" of a full **GREAT MAWPOT** from your army can spend all of that **GREAT MAWPOT**'s magic. If they do so, you can heal D3 wounds allocated to each friendly **OGOR** unit wholly within 36" of that **GREAT MAWPOT** (roll separately for each unit). Once the **GREAT MAWPOT**'s magic has been spent, it is empty.

Throw 'Em In: *The bludgeoned and hacked remains of dead foes are thrown into the bubbling cauldron to thicken the stew.*

If an enemy model is slain within 6" of an empty **GREAT MAWPOT** from your army, it becomes full.