

# DRAGON OGOR SHAGGOTH

Lords of the highest mountain peaks, Dragon Ogor Shaggoths are truly ancient and enormous creatures, through whom the anarchic fury of the primordial storm is unleashed upon the denizens of the Mortal Realms.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Storm-wrought Axe	2"	3	3+	3+	-1	3
Sweeping Tail	3"	D3	4+	3+	-	1
Taloned Forelimbs	1"	2	3+	3+	-1	1

## DESCRIPTION

A Dragon Ogor Shaggoth is a single model armed with a Storm-wrought Axe, Sweeping Tail and Taloned Forelimbs.

## ABILITIES

**Beneath the Tempest:** *Dark clouds gather above the battlefield, threatening to unleash the fury of the tempest.*

If the roll-off at the start of a battle round to determine who takes the first turn is a tie, roll a dice for each **THUNDERSCORN** unit

on the battlefield. On a 4+ heal D3 wounds allocated to that unit.

## 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 Summon Lightning spells.

**Summon Lightning:** *The Shaggoth calls down a fork of eldritch lightning to empower its allies.*

Summon Lightning has a casting value of 7. If successfully cast, pick a friendly **THUNDERSCORN** unit wholly within 20" of the caster and visible to them. You can heal D3 wounds allocated to that unit. In addition, you can re-roll failed wound rolls for attacks made by that unit until your next hero phase.

## KEYWORDS

CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGOR, MONSTER, HERO, WIZARD, SHAGGOTH