



# Zonkgaz's Skittermob

*By Toby Resnick. Art credit Games Workshop*

## 1. The First Charge of Spizglub.

The true tale of the Skittermob started with the great charge of Spizglub headlong into four Stormdrake Guard. His distraction was perfect, and the dragons were soon outnumbered by Rakkizze Spiderspinna, Mr Green and Zonkgaz himself surrounding the beasts. This plan sounded perfect, but it did not work out, with spiders quickly fleeing in every possible direction, and not much else was left in the records.

## 2. Riddles in the Cave

After their last victory against the Fyreslayers and the great number of Grimwrath Bezerkers, Spizglub fell down a hole and went on his own adventure. During this time, he met an unnaturally old Grot, and after a mighty match of riddles in the dark (both Grots cheated), Spizglub found the ice cold Nitty Bitty Ring. He kept this a secret from the other Grots when he returned, but they knew there was something off about him....

## 3. The Leaving of Stiznab

Spizglub returned to a terrible time, and he seemed to have cursed the entire tribe. In their next few battles, the shamanic leadership of the tribe had trouble following Zonkgaz's command, and instead were frequently turning themselves to green mist. After some not so-friendly fire Stiznab refused to continue fighting along with the skittermob, and went on his own way.

After this time, they went out searching for someone else to assist in rallying the tribe after their faults.

## 4. The Cranberry Incident

The tribe went over to the Squig fields, but they disagreed with the leadership and it did not work out. In doing so they found Sunpride. Sunpride was a bit bigger than the standard goblin. Sunpride was a Mega-gargant who turned out to love cranberry farming, and all of the friends that seemed to join him as he collected his harvests.

## 5. The Repair of the Shrine

This led Sunpride to the tribe, where he helped out with rebuilding the shrine, after Stiznab broke it (again). Now Sunpride happily helps out and charges headlong into battle with all his small spider friends that can't always keep up with the larger spiders.



## 6. Gitrek's Subterfuge

After the recent success, Zonkgaz went on a large recruiting spree to make up for the losses in their somewhat successful campaigns. In this time, he could not get enough giant spiders for them to ride, so he started to enlist a large quantity of foot troops. This recruitment drive led to a little bit of scheming from a fellow loonboss, Gitrek Gorkinson. He campaigned with Zonkgaz many years ago, but resently returned after hearing that the army could actually get some success on their adventures. With the help of Stozzstikk he managed to sneak his way into the shamanic circle, but it is unsure if this is a coup in the making or a functional tribe....

## 7. Gitrek's Fall

It seemed to be okay, but in actual fact Gitrek was unable to take over the tribe. It was discovered by accident that he was ruining some of the egg sacs so that the spiders themselves were not able to produce all of the various breeds that were being farmed. One of the breeders, Grida ended up inside an egg sac and an unexpected result occurred when she fused with the spider inside. Alongside this, some of the wounded warriors that were being rallied back again and again were taken into the new shrine, and were given some mechanical legs to help them, and now are significantly scarier on the battlefield than as a member of Wood'ead's mob. The end of Gitrek came when Goblak made his way up the webs outside Gitrek's tent, and overheard his plans to sabotage some more of the egg sacs, but this never came to fruition when Goblak jumped inside and killed Gitrek, ending his treachery. His body was never recovered so the tribe are not sure if this was the true outcome, but Goblak was given his own spider and name Webcrawla for his deeds.

## 8. The Tale of the Twins

Now that the breeding programs were brought back into line with pre-Gitrek speeds, the breeding shamans started to experiment more with the breeds and sizes of spiders that they could create. The first of these was the spider for Goblak, but they found that breed to be harder to maintain, so they instead focused their times on the familiar larger spiders. This led to the birth of a pair of spiders that were seemingly identical outside of the fact that one was green and the other was purple. These two spiders were actually nothing alike, with the purple spider spending a lot of time inside caves making its webs and disappearing anytime that someone came nearby. The green spider was the complete opposite, where instead he loved the friends he could make, and could frequently be seen with a hoard of Grots on his back marching about.

## 9. Razpikkle's Regurgitation

The story of Razpikkle dates back to the time when Stiznab entered the skittermob. It was alleged that for Stiznab to gain his position of power upon the Foot of Mork that he beat up Razpikkle his competition, and fed him to his spider that he rode. As there was no evidence of this



ever-taking place (and even if there was, it could have been the spider's own choice), a watch pack was put onto the spider to ensure that this did not happen again.

A long time after this the events of Gitrek occurred and the spider ate a great number of Gitrek's followers, this didn't go down well and caused the spider to vomit. Amazingly, Razpikkle himself somehow survived inside for these long months, and ever since he has had a special bond with his mount, and has very carefully chosen his crew to ensure this does not happen again.

### 10. The School of the Shamans

As with all education, the school of shamans has a final exam that needs to be passed before a webspinner shaman is given that rank within the tribe. There is one test of two parts depending on which discipline you wish to go for. For both of these tests, the candidates need to drink a vial of spider venom, and then do one of the following:

- If you wish to be one of the few that spend their time enhancing other spiders, your test involves magically enhancing spiders to run at tremendous speed.
- Otherwise, you need to catch one of the Arachnaroks enhanced by these shamans, and then tame and ride those spiders to be able to then ride one of them into battle. Normally they die.

Rescently there was a very weird scenario, where a group of shaman prospects (Titanflinga, Raknab, U, Gobzub & Gonkpizzle) were completing this task, and all 5 of them went for the same spider, and got on top, casting spells at each other in an attempt to knock their rivals off the spider's back. After days of this, and with none of them able to win full control of the spider, they decided to continue this into battle, forming their own bickering cabal for as long as it goes.

### 11. The Crystal Conundrum

Now that there was nothing stopping them, the shamans in charge of the breeding got the levels to such high numbers that they forgot about a bunch of the spawnings and they left in the caves. In this time crystals started to grow inside the cave, and then from some of the spiders themselves. To combat this, some spiders were given mushroom companions whose music when played would slow down the growth of these crystals. It turned out that both of these variations were useful, when given a goblin to guide, as they were a lot tougher than other variants, even if their venom was not as deadly.

### 12. The hunt for Zonkgaz

After the last battle there was a great flash of lightning, and since then Zonkgaz had gone missing. Goblak as the second in command went and got a group of the fastest spiders he could, including Mr Purple, Mr Green and Incy Wincy, and then convinced Stiznab that it was time for him to come back and help lead the tribe in one of its most dire times.