



DRYCHA HAMADRETH

Drycha Hamadreth keens with hatred as she tears through her enemies like a raging storm. The Queen of the Outcasts fights a never-ending crusade to eradicate those she sees as a threat to her race, leaving a trail of corpses of both friend and foe in her wake.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Colony of Flitterfuries	☀	10	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slashing Talons	2"	☀	4+	3+	-2	2
Swarm of Squirmlings	2"	10	☀	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Slashing Talons	Swarm of Squirmlings	Colony of Flitterfuries
0-2	6	3+	18"
3-4	5	4+	15"
5-6	4	4+	12"
7-8	3	5+	9"
9+	2	5+	6"

KEYWORDS

ORDER, SYLVANETH, OUTCASTS, MONSTER, HERO, WIZARD, DRYCHA HAMADRETH

DESCRIPTION

Drycha Hamadreth is a named character that is a single model. She is armed with Slashing Talons, a Swarm of Squirmlings and a Colony of Flitterfuries.

ABILITIES

Deadly Infestation: *Malicious spites infest Drycha's form, drawn to the bitterness of her soul.*

If the unmodified hit roll for an attack made with a Colony of Flitterfuries or a Swarm of Squirmlings is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Mercurial Aspect: *The Flitterfuries that dwell in Drycha's body bask in the heat of her rage, while the Squirmlings she hosts suckle at her sorrow.*

At the start of the battle round, declare whether this model is Enraged or Embittered. The relevant ability below lasts until the end of that battle round:

Enraged: While this model is Enraged, its Colony of Flitterfuries has an Attacks characteristic of 20 instead of 10.

Embittered: While this model is Embittered, its Swarm of Squirmlings has an Attacks characteristic of 20 instead of 10.

Song of Spite: *Drycha shares a special kinship with the Outcasts, who seem to echo her fury.*

You can re-roll wound rolls of 1 for attacks made by friendly **SPITE-REVENANTS** units while they are wholly within 16" of this model.

MAGIC

Drycha Hamadreth is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Primal Terror spells.

Primal Terror: *Throwing back her head, Drycha gives voice to a soul-rending scream of anguish and pain.*

Primal Terror has a casting value of 6. If successfully cast, roll 2D6. Each enemy unit within 10" of the caster with a Bravery characteristic lower than this roll suffers D3 mortal wounds (roll separately for each unit).