

DRYCHA HAMADRETH

Drycha Hamadreth is a blood-soaked destroyer who keens with psychotic hatred as she tears through her enemies like a raging storm. The self-titled 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 both friend and foe in her wake as she rampages across the Mortal Realms.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Colony of Flitterfuries	9"	☼	—	See below	—	—
Swarm of Squirmlings	10"	—	—	See below	—	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slashing Talons	2"	☼	4+	3+	-1	2
Thorned Slendervines	2"	2D6	4+	4+	-	1

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

DESCRIPTION

Drycha Hamadreth is a single model. A single-minded fighter, she lays about herself with Slashing Talons and flays her enemies alive with the Thorned Slendervines that trail from her armoured form. She does not fight alone, however, for she is the very embodiment of Hamadrithil's malice. Her form plays host to either a Colony of Flitterfuries or a Swarm of Squirmlings.

ABILITIES

Colony of Flitterfuries: Ravenous Flitterfuries rove out from Drycha in great clouds that darken the sky. When she attacks with her Colony of Flitterfuries, roll 10 dice for each unit within the range shown on the damage table. For each roll of a 6, that unit suffers a mortal wound.

Swarm of Squirmlings: At Drycha's command, a Swarm of Squirmlings bursts forth to assail nearby foes. When she attacks with her Swarm of Squirmlings, pick an enemy unit and roll a dice for each model in that unit that is within 10". For each result that equals or exceeds the number shown on the damage table, the unit suffers a mortal wound.

Mercurial Aspect: Drycha's unpredictable bouts of fury are as famous as her sudden bouts of melancholy. At the start of each battle round, after rolling to see who takes the first turn, roll a dice. On a result of 1, 2 or 3, Drycha is enraged, while on a 4, 5 or 6 she is embittered. Her mood lasts until the end of the battle round.

Enraged: While Drycha is enraged, double the number of attacks she makes with her Slashing Talons. Flitterfuries are sustained by her anger, so you can re-roll any dice that score a 1 if she attacks with her Colony of Flitterfuries.

Embittered: While Drycha is embittered, the sting of agony invigorates her. Subtract two from the number of wounds Drycha has lost when referring to the damage table. Squirmlings take delight in her spiteful melancholy, so you can re-roll any dice that score a 1 if she attacks with her Swarm of Squirmlings.

Song of Spite: Drycha shares a special kinship with the Outcasts, who seem to emulate her fury. You can re-roll wound rolls of 1 for Spite-Revenants whilst their unit is within 10" of Drycha Hamadreth.

MAGIC

Drycha Hamadreth is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each 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 deafening scream of anguish and pain. Primal Terror has a casting value of 6. If successfully cast, roll a dice for each enemy unit within 10" of the caster, adding 2 to the result. For each point by which the total exceeds the highest Bravery in that unit, the unit suffers a mortal wound.

KEYWORDS

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