



Drycha's new glade

Allegiance: Sylvaneth

- *Mortal Realm: Ghur*
- *Glade: Winterleaf*

LEADERS

Spirit of Durthu (300)

- *General*
- *Command Trait : My Heart Is Ice*
- *Artefact : Greenwood Gladius*

Drycha Hamadreth (320)

- *Deepwood Spell : Regrowth*

Treelord Ancient (260)

- *Deepwood Spell : The Dwellers Below*

Branchwraith (80)

- *Artefact : Spiritsong Stave*
- *Deepwood Spell : Throne of Vines*

Branchwych (80)

- *Artefact : Acorn of the Ages*
- *Deepwood Spell : Verdurous Harmony*

Arch-Revenant (100)

- *Artefact : Frozen Kernel*

UNITS

10 x Dryads (100)

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5 x Spite-Revenants (60)

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10 x Tree-Revenants (160)

6 x Kurnoth Hunters (400)

- *Scythes*

3 x Kurnoth Hunters (200)

- *Greatswords*

3 x Kurnoth Hunters (200)

- *Greatbows*

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- *Greatbows*

BATTALIONS

Forest Folk (140)

Free Spirits (140)

Outcasts (100)

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Spiteswarm Hive (50)

Ravenak's Gnashing Jaws (30)

TOTAL: 3240/3000 EXTRA COMMAND POINTS: 3 WOUNDS: 179

LEADERS: 6/8 BATTLELINES: 7 (4+) BEHEMOTHS: 3/5 ARTILLERY: 0/5

ARTEFACTS: 4/4 ALLIES: 0/500