



# THE DRAGYRI

Based on the various elements of nature, the Dragyri splinter themselves off into unique sub-factions called “Castes”, each caste emulating a way of life in tune with their chosen element. Of these castes two of the most powerful are the Ice Caste and the Air Caste, each bringing their own unique methods to the field of war: The Ice Caste, honor-bound to the use of melee combat, bring heavy hitters and rigid armor to the forefront, while the Air Caste rides the wind, annihilating their foes with a grace and flourish unseen in any other army. Unknown to the other Castes, however, the Fire Caste is readying itself for war, and soon not only their rival castes, but all of Samaria, will bear witness to their ferocity and might.

## SPECIAL RULES

### ONE WITH THE ELEMENTS

•A Dragyri force **must** align itself with an Elemental Caste. When it does so it gains access to the models listed under their Sub-Faction list, and all models with the “Psychogenic Invoker” or “Psychogenic Master” special abilities **must** select psychogenics from that caste’s Psychogenic List.

### HONOR BEFORE COMBAT

•Dragyri force **may** contain up to 3 models with the “Slave” special ability for each Dragyri Trueborn included in that force.

•A Dragyri Trueborn is any Dragyri model except the following:

- Any model with the “Slave” special ability
- Any model with an availability of “X per “Soul Warden” “
- Dah’vid, the Arctic Wind
- Cavewing Slyth
- Razor Slyth

### ELEMENTAL MASTERY

•When a model with the “Psychogenic Invoker” special ability is deployed, it must choose 2 psychogenic from those available to it. These are the psychogenics it may cast this game.

•When a model with the “Psychogenic Master” special ability is deployed, it must choose 3 psychogenics available to it. These are the psychogenics it may cast this game.

•Each psychogenic may only be selected this way once per force.

•Psychogenics generated via the “Ritual Caster(x)” special ability do not count against these limits.

## ELEMENTAL CASTES

### AIR CASTE

- Yovanka
- Spirit Lord of the Air Caste
- Greater Storm Elemental
- Squalls
- Zephyr
- Cyclone
- Death’s Device (Air Caste)
- Whisper
- Tempest
- Wail
- Guard Slave (Ice Caste)
- Disk Slave

### ICE CASTE

- Luck’kit’kaii
- Spirit Lord of the Ice Caste
- Ice Elemental
- Hail-Kin
- Blizzard
- Frostbite
- Death’s Device (Ice Caste)
- Soul Searcher
- Soul Splitter
- Guard Slave (Ice Caste)
- Dah’vid, the Arctic Wind

### FIRE CASTE

- Rath’zhi
- Spirit Lord of the Fire Caste
- Greater Fire Elemental
- Ember
- Brimstone
- Inferno
- Pyre
- Volcanic Helot
- Volcanic Phalanx
- Enforcer of Judgment
- Artificer of the Alteghran
- Cinder Slave
- Razor Slyth
- Cavewing Slyth

## ICE PATCH

AG#1	AS	RF	PW	RN	MAL
[1] Frozen Wasteland •BL(3) •KP(14)	6	1	-	12	18

### Description

**KNOCK PRONE:** When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is prone. Melee attacks suffer a -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

Ice Psychogenic

## OBSCURING FOG

NAME	TN	RF	RN	MAL
[1] Obscuring Fog	14	1	-	-

### Description

Center a BL(3) Freezing Cloud over this model. This Freezing Cloud moves with the casting model, always remaining centered over it. A Freezing Cloud is a terrain piece with the Does Not Block LoS and Heavy Cover keywords. In addition, all models with any part of their base over the terrain piece suffer -4 AS to melee attacks. Friendly models and models with the Enviro Filters special ability may ignore this cloud. This cloud is removed at the end of this model's next activation.

Ice Psychogenic

## FREEZING STRIKE

NAME	TN	RF	RN	MAL
[1] Freezing Strike	14	1	-	-

### Description

Until the end of its next activation this model's melee attacks gain +2 PW and the **CAUTERIZE** and **NUMB** weapon abilities.

**CAUTERIZE:** HP lost by this attack may never be healed.

**NUMB:** When this attack hits a Living model, place a Numb Counter on the model hit. A model with a Numb Counter suffers a -2 AS to all attacks. A model may only have 1 Numb Counter at any time.

Ice Psychogenic

## HAIL STORM

NAME	TN	RF	RN	MAL
[1] Hail Storm	14	1	12	18

### Description

Remove up to 6 friendly unengaged Hail Kin within 12 inches from play. Place a BL(3) Blast Marker anywhere completely within range, then place each removed Hail Kin anywhere with their base completely in the template. Any Hail Kin that cannot be placed are killed and removed from play. Once all Hail Kin are placed each enemy model under the template suffers 1 Hail Strike attack for each Hail-Kin they are in base contact with.

**Malfunction:** Caster suffers an automatic PW: 6x2 hit.

AG#1	AS	RF	PW	RN	MAL
[1] Hail Strike	6	-	6x2	0	-

Ice Psychogenic

## ICE STORM

AG#1	AS	RF	PW	RN	MAL
[1] Ice Storm •BL(2)	6	1	6	8	18

### Description

The BL(2) Blast Marker created by this attack is not immediately removed from play. Until the end of the next Lingering Effects Phase enemy models treat the BL(2) as a terrain piece with the Rough and Does Not Block LoS keywords.

Ice Psychogenic

## ICE WALL

NAME	TN	RF	RN	MAL
[1] Ice Wall	14	2	8	20

### Description

Place an Ice Wall template anywhere completely within range. Ice Walls are a 3 inch x 1 inch terrain piece with the Impassable and Blocks Line of Sight keywords. During the Lingering Effects Phase, roll a d20, removing the Ice Wall on a roll of 11 or greater.

Ice Psychogenic

## CHILL THE BLOOD

NAME	TN	RF	RN	MAL
[1] Chill The Blood	16	2	8	20

### Description

Remove any/all Counters from target model.

**Malfunction:** Target loses 1 HP.

Ice Psychogenic

## ARCTIC BLAST

AG#1	AS	RF	PW	RN	MAL
[1] Arctic Blast •Cauterize	*	1	4x2	*	18
[+] Spray	7			SP	
[+] Stream	5			ST	

### Description

**CAUTERIZE:** HP lost by this attack may never be healed.

Ice Psychogenic

## GLACIAL SPIKE

AG#1	AS	RF	PW	RN	MAL
[1] Glacial Spike •Cauterize •Pierce	6	1	8	12	-

### Description

**CAUTERIZE:** HP lost by this attack may never be healed.

**PIERCE:** When on a ranged attack, draw a line from the center of the attacking model's base through the center of the target's base, continuing up to the attack's maximum range. If the target is hit and fails its AR Save, make an attack against the next model in the line. Continue making attacks down the line until an attack misses or a model passes its AR Save. Reduce the PW of the attack by 2 per previous model hit. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming.

Ice Psychogenic

# LIGHTNING

AG#1	AS	RF	PW	RN	MAL
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[1] Lightning -BL(2) -Conduction	6	1	6	8	19
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## Description

**CAUTERIZE:** The model with the highest AR value hit by this attack suffers an additional power multiplier to the attack's PW. In the case of a tie for the highest AR, the attacking model decides who suffers the additional multiplier.

Air Psychogenic

# GUST

AG#1	AS	RF	PW	RN	MAL
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[1] Gust -KP(14)	*	1	-	*	20
[-] Spray	8			SP	
[-] Stream	6			ST	

## Description

**KNOCK PRONE:** When this attack hits a model, before AR Saves are rolled, roll a d20. If the number rolled is equal to or under (x) then the model hit is prone. Melee attacks suffer a -2 to the TN for every size smaller the attacking model is than the target and +2 to the TN for every size larger the attacking model is than the target.

Air Psychogenic

# TORNADO

AG#1	AS	RF	PW	RN	MAL
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[1] Tornado -BL(1) -KP(10)	6	1	4x2	8	18
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## Description

The BL(1) Blast Marker created by this attack is not immediately removed from play. During the Lingering Effects Phase roll a d20, removing the template on a roll of 11 or higher. Any model beginning their activation or moving over the template suffer a 4x2 hit and KP(10).

The caster may spend 1 AP to move the template 4 inches in any direction.

Air Psychogenic

# STORM FORGE

NAME	TN	RF	RN	MAL
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[1] Storm Forge	14	1	-	-
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## Description

Remove 1 of each "Thunder", "Lightning", and "Wind" model within 12 inches from play. Place 1 "Greater Storm Elemental" into play within 12 inches of the caster. The Greater Storm Elemental has HP equal to the combined totals of the removed models at the time they were removed. At the end of any Lingering Effects Phase of a round in which the Greater Storm Elemental suffered damage it must make a PS Check. If this check is failed place 1 of each "Thunder", "Lightning" and "Wind" model within 4 inches, then the Greater Storm Elemental is removed from play. The remaining models then suffer damage equal to the amount of lost HP on the Greater Storm Elemental, distributed by their owner.

Air Psychogenic

# MEND THE WINDS

NAME	TN	RF	RN	MAL
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[1] Mend The Winds	14	1	8	20
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## Description

When this psychogenic is cast select 1 of the following effects:

- Heal 1 damage from 1 "Thunder", "Lightning", "Wind" or "Greater Storm Elemental" within range
- Place 1 previously killed "Thunder", "Lightning" or "Wind" model into play anywhere within 8 inches of the caster. The returned model is healed to 1 HP.

**Malfunction:** Caster suffers an automatic PW: 4 hit.

Air Psychogenic

## SHIFTING CROSSWINDS

NAME	TN	RF	RN	MAL
[1] Crosswinds	16	1	-	20

### Description

All friendly models within 6 inches of the caster gain the Elusive special ability and have Light Cover until the end of the next Lingering Effects Phase.

**ELUSIVE:** Ranged attacks against this model suffer double the normal range penalties. This model automatically passes the PS Check to Evade.

**Malfunction:** Caster suffers an automatic PW: 4 hit.

Air Psychogenic

## SCREAMING GALE

NAME	TN	RF	RN	MAL
[1] Screaming Gale	14	1	-	20

### Description

All enemy models within 4 inches of the caster gain a Panic Counter.

**Malfunction:** Caster is prone.

Air Psychogenic

## SPINNING DERVISH

NAME	TN	RF	RN	MAL
[1] Spinning Dervish	14	1	-	20

### Description

Until the end of this activation all the caster's melee attacks gain +2 PW and a range of Arc.

**Malfunction:** Caster is prone.

Air Psychogenic

## RIDE THE WIND

NAME	TN	RF	RN	MAL
[1] Ride The Wind	14	1	0	20

### Description

Caster immediately gains the Vault special ability and +1 MV until the end of their activation.

**VAULT:** Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains an additional +1 AS and +1 PW to the charge attack.

**Malfunction:** Caster is prone.

Air Psychogenic

## RING OF ETERNAL FLAME

NAME	TN	RF	RN	MAL
[1] Flame Ring	14	1	12	20

### Description

The caster places a BL(3) Blast Marker anywhere completely within 12 inches. While in the template models cannot remove Fire Counters. At the start of each Lingering Effects Phase roll a d20, removing the Blast Marker on a roll of 11 or greater.

**Malfunction:** Caster gains a Fire Counter.

Fire Psychogenic

## FLAME GOUT

AG#1	AS	RF	PW	RN	MAL
[1] Flame Gout	7	1	4x2	SP	17

### Description

**CAUTERIZE:** HP lost by this attack may never be healed.

**FIRE:** When this attack hits a model, place a Fire Counter on that model. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW: 7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

Fire Psychogenic

## SOUL FIRE

AG#1	AS	RF	PW	RN	MAL
[1] Soul Fire	6	1	6	*	-

### Description

Place a BL(2) Blast Marker anywhere with the center hole completely over the caster's base, or completely over the base of a model with Soul Link within 8 inches. Resolve the above attack on all enemy models under the template.

**COMBUSTION:** If this attack hits a model with a Fire Counter this attack gains an additional power multiplier.

Fire Psychogenic

## SMOLDER WEAPON

AG#1	AS	RF	PW	RN	MAL
[1] Smolder Weapon	7	1	-	8	19

### Description

If this attack hits an enemy model, until the end of that model's next activation, reduce the MAL Value of any attacks that model possess by 2. If an attack does not have a MAL Value it is treated as MAL: 19. Smolder Weapon is not cumulative.

**Malfunction:** The caster suffers an automatic hit with PW: 6.

Fire Psychogenic

## BLAZING SHIELD

NAME	TN	RF	RN	MAL
[1] Blazing Shield	14	1	0	-

### Description

Until the beginning of this model's next activation, any enemy model hitting this model with a melee attack gains a Fire Counter.

Fire Psychogenic

## MELT ARMOR

AG#1	AS	RF	PW	RN	MAL
[1] Melt Armor	7	1	-	8	19

### Description

If this attack hits an enemy model, until the end of the next Linging Effects Phase, reduce the AR Stat of the targeted model by 2. Melt Armor is not cumulative.

**Malfunction:** The caster suffers an automatic hit with PW: 6.

Fire Psychogenic

## DANCING FLAME

NAME	TN	RF	RN	MAL
[1] Dancing Flame	14	2	8	19

### Description

Target 1 model within 8 inches with a Fire Counter. 1 enemy model within 4 inches of the target gains a Fire Counter.

**Malfunction:** Remove a Fire Counter from the target and place it on the caster.

Fire Psychogenic

## SET ABLAZE

AG#1	AS	RF	PW	RN	MAL
[1] Set Ablaze	7	1	6	8	18

- Combustion
- Emberspark
- Proximity Strike(1)

### Description

**COMBUSTION:** If this attack hits a model with a Fire Counter this attack gains an additional power multiplier.

**EMBERSPARK:** If an enemy model is killed by this attack, place 1 Ember model in base contact with the model before it is removed. The Ember may activate this round.

**PROXIMITY STRIKE(x):** When this attack targets a model place a BL(x) Blast Marker with the center anywhere completely over the target's base. Make attacks against all models, except the attacking model, under the blast marker. Only the attack roll against the initial target may malfunction, or gain the benefits of aiming.

Fire Psychogenic

## FIERY RESOLVE

NAME	TN	RF	RN	MAL
[1] Fiery Resolve	14	1	0	-

### Description

Until the end of the next Linging Effects Phase, this model gains the **Regeneration** special ability.

**REGENERATION:** When this model activates, or at the start of the Linging Effects Phase, it heals 1 HP. This model may only heal 1 HP per round from Regeneration. This model is not killed when reduced to 0 HP, instead, give it a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter. When this model loses a Dying Counter, it may immediately stand up for no AP cost.

Fire Psychogenic

## BURNING VENGEANCE

NAME	TN	RF	RN	MAL
[1] Burning Vengeance	14	1	0	-

### Description

All enemy models in base contact with this model immediately gain a Fire Counter.

Fire Psychogenic