

HERO CLASS - GRIMZIM'S VARIANT



SPRIGGN

FATE SYMBOL



VITALITY



COURAGE



DICE POOL



STARTING GEAR

5x Young Sprout, 1x Young Acorn
1x Mature Acorn (draw random),
2x Young Bucklers (draw random),
2x Mature Bucklers (matching the Young
Bucklers you've drawn), 2x Young Armor
(draw random), 2x Mature Armor
(matching the Young Armor you've drawn)
2x Young Crown, 2x Mature Crown (draw
random), 1x Young Leaf Shroud, 1x Mature
Leaf Shroud (draw random)

ADVANCED HERO CARDS

Bee Swarm, Entangling
Roots, Nature's Reach,
Serpent's Kiss, Summon
Elder



he Spriggn awakes, pushing itself out from under the sheltering roots of the great tree, one with the forest but separate. The woods whisper to it of intrusion and danger, and an underlying sorrow. No time to acclimate to this new state of oneness, the Spriggn stands to meet the threat.

Sycline, once living in harmony with the forest, its protectors, its children, have been poisoned, their life-force perverted by the Darkness. One rages into view, its great eye, once keen and caring, now red and milky, a physical manifestation of its spiritual infection. Others are not far behind.

The Spriggn concentrates, tapping into the forest's mycelium to release spores, attempting to mollify the beast and its companions. For a moment, it seems to work. The Sycline slows, looks around in confusion, but does not fall. Instead it shakes its great eye, as if to clear it, then charges directly at the Spriggn, a target for its inconsolable rage.

The Spriggn would have preferred to not damage the Sycline, once forest friend, but there is now no choice. It is an infected branch that must be cut out, for the good of all. The Spriggn digs its feet deep into the loam of the forest floor and swiftly hardens its outer bark, becoming as tough as the eldest tree, but still sapling supple, in preparation for battle.

The ravening Sycline, blind to what it has become, raises its crude club and strikes at the Spriggn. The forest's Hero raises its blackwood buckler, protecting its head from the splintering blow, and returns the strike with a swiping grasp, knocking over the Sycline and gaining a momentary respite.

The forest whispers to the Spriggn, Others, coming closer now. At the Spriggn's call, the surrounding trees shoot up their roots, entangling three of the lesser Sycline in their grasp. The Spriggn has no time to watch their struggles as their leader has found his footing. The beast swings again with

all his might and just as the Spriggn thinks it will swing wide, the blow lands on its torso, reverberating along every fibrous limb. Saved riving only by the strength of its bark, the Spriggn is driven to its knees. It sees the lesser Sycline struggling, trying to free themselves from the forest's roots. The leader appears ready to charge. The Spriggn needs more help.

Casting aside its blackwood buckler, the Spriggn places its hands on the great tree at its back, silently communicating its request, its need. The ground shakes, stopping the Sycline's renewed charge as its great eye darts over the surrounding area. With a monstrous groan, the elder pine awakes. Infused with the will of the forest, the tree moves toward the Sycline. Gnarled branches, harder than iron, pop and crack as they catch the now fearful Sycline, holding him fast. Years of growth compressed to a moment, the elder sends a hardened shoot straight through the Sycline's lacteous pupil, ending his struggle. The Spriggn rises as the elder turns its attention to the lesser Sycline still endeavoring to slip their root-fast bonds. The foliage surrounding them weaves closer and closer together until the straining Sycline struggle no more.

Its task done, the elder pine settles back into the ground. The Spriggn sends its thanks, and the rustling of leaves answers as the elder returns to dormancy, to other eyes no different than any other tree in the forest.

The Spriggn looks down at the Sycline, already being subsumed by the loam. Like the other three, it will soon serve to nourish the forest, the taint it carried no longer able to bring harm. The Spriggn knows these will not be the last. The Darkness threatens them all. It takes a moment to rest in the life-force of the forest, feeling its awareness, its home-ness. With the sigh of breeze swept leaves, the Spriggn sets forth to find the Darkness, ready to prune the disease wherever it is found.

„All good things are wild and free.“ - Henry David Thoreau

PLAYING THE SPRIGGN

The Spriggn is a versatile Hero who need not rely on a lucky item drop to be formidable. With **Spells**, **Summons**, and **Grow** abilities, the Spriggn brings many weapons to bear against the Darkness. With nature as its ally even the darkest foe fears a battle-prepared Spriggn.

A Spriggn starts off weak initially with the lowest starting Vitality of any Hero. However, the Spriggn starts with a set of special **Sprout** item cards. In addition, it starts with several item cards that can be grown from these **Sprout** cards. The Spriggn may gain additional items by finding as normal. However, it can only equip items through special hero cards with the **Grow** keyword. Items may be grown multiple times (from a white item to green and so on) depending on the item.

Many creatures of the wild can be summoned by the Spriggn to attack its enemies. **Summon** cards are a great form of attack that does not generate Threat for the Spriggn.

Protecting its allies and summoning the creatures of the wild to antagonize and attack the forces of Darkness, the Spriggn is a rare but much appreciated addition to any group of Heroes.

ESSENCE AND DURABILITY

Grown items only last so long before they must be returned to the inventory. **Essence** and **Durability** determine how long these items may be equipped.

Essence must be used when the Spriggn plays a **Spell** card. If the last **Essence** is used from an equipped **Talisman**, it must be returned to the inventory.

Each time the Spriggn is dealt damage, it may choose to instead remove **Durability** from equipped items equal to the damage dealt. If the last **Durability** is removed from an item, it must be returned to the inventory.

Players track **Durability** and **Essence** loss with Vitality counters on their respective item cards.



The Darkness, like any other spreading rot, must be pruned ruthlessly, for the good of the forest.

TRICKY CARDS

ANTS SIEGE

Ants Siege grants the Spriggan the ability to attack a lair without any need for line of sight. This **Summon** comes at high cost as it pulls from the Spriggan's Vitality. For every point of Vitality sacrificed it grants an equal number of attacks against the lair. It is important to note that the sacrifice is from the Druid is from Vitality, not Durability.

TRUE NATURE

True Nature is an extremely powerful spell that requires **Essence** to cast. This **Spell** card allows the Spriggan to control Minions to attack the Darkness during the Hero Cycle. These Minions roll their normal attack dice and use the Defense of their target as the TN needed to hit. Any special abilities a Minion has are still retained when under the control of the Spriggan. Minions will not attack themselves.

TRUE SACRIFICE

True Sacrifice is an expensive Interrupt card that allows the Spriggan to have adjacent Minions receive damage meant for them. While this **Spell** costs 1 **Essence** to have a Minion take 1 damage meant for the Spriggan, more **Essence** can be spent for additional adjacent Minions to step in and take any excess damage. For each Minion controlled to take damage past the first, spend 1 additional **Essence**.

GROW CARDS

Grow cards allow the Spriggan to equip his specialized items. There are three different Grow cards: *Spring Blossom*, *Summer Bloom* and *Regrowth*. Grown items grant abilities ranging from **Durability** to absorb attacks to **Essence** which allows the casting of druidic spells.



GROWN ITEMS

The Spriggan starts with a set of special item cards called Sprouts. In addition, it starts with a semi-random determined subset of item cards. The Spriggan may gain additional items by finding or buying them as normal. However, it can only equip items through special hero cards with the Grow keyword. Items may be grown multiple times (from a white item to green and so on) depending on the item.



SPELL CARDS

Spell cards have a wide range of effects from commanding the Darkness to do the Spriggan's bidding, to healing its Allies. These cards all require **Essence** to be played in an Action Space. **Essence** can only be gained by having an equipped **Talisman** that the Spriggan has **Grown**. **Spell** cards contain some of the strongest tools in the Spriggan's arsenal.

SUMMON CARDS

The Spriggan uses **Summon** cards to wreak havoc on the Darkness in the form of creatures and insects called to its aid. These cards generate zero Threat for the Spriggan and are always damage cards. While the effect of most of these summons are handled instantly, the Advanced Hero card Summon Elder is an **Ongoing** card that becomes an Ally of the Spriggan. **Summon** cards require no **Essence** to cast and have unique ranges associated with their attacks.

CARD SYNERGY

YOUR MOTHER IS A CRAWLER + IMPENETRABLE + HARDEN

In many ways the Spriggan can become a stand in "tank" or "damage soaker" when the Soldier is otherwise occupied. A perfect example of this is the card combination *Your Mother is a Crawler* + *Impenetrable* + *Harden*.

A seasoned Spriggan can easily keep a decent Threat level and cause all enemies to attack it when it plays *Your Mother is a Crawler*.

Before receiving any attacks it also plays the *Impenetrable* Interrupt card. This grants a +1 TN bonus to the shield's natural +1 TN bonus (plus any remaining **Durability** on this item grants additional TN). Most if not all Minions at this point would be reduced to missing automatically.

