

Spring Realm Brief



“Spring is vital, energetic, primal and terrifying”

- **Resonances** - Healing and Vitality, Fertility, Venom, Savagery, Chaos, Ruin
- **Realm Soldiers** - You are a soldier, not a messenger, not a diplomat, not a servant
- **Sent to fight** - Your Eternal has sent you to fight, to battle, to conquer, to die

“Spring is overflowing with life in infinite variety”

- **Yaw'nagrah** - The Green Mother; Fertility, Diversity
- **Arhallogen** - Spider King; Survival, Adaptation, Poison, Arachnids
- **Llofir** - The Quiet One; Fungus, Rot, Decay, Collapse
- **Irra Harah** - Prince with a Thousand Foes; Youth, Struggle, the Weak
- **Siakha** - Empress of Sharks; Storms, destruction, predation, the sea

Siakha's Carcharodons



Vicious predators, silent killers

- Heralds of Siakha
- Sent as foot soldiers
- Hungry, brutal, deadly
- Hunt alongside Grendel forces

1 Greater Charadon for every 4 Lesser Charadons

Can EXECUTE downed players – Needs referee

“The scent of blood; The sight of prey; The taste of flesh”

Lesser Carcharodons	Greater Carcharodons	Greater Carcharodons <u>might</u> have a boon:
<ul style="list-style-type: none">● 4 hits● Light armour if any● Paired swords● 4 hero points● Cleaving Strike	<ul style="list-style-type: none">● 5 hits● Light armour if any● Paired swords● 5 hero points● Cleaving Strike	<p>Skin of Bark, Blood of Amber:</p> <ul style="list-style-type: none">● +3 hits <p>Irrepressible Monkey Spirit:</p> <ul style="list-style-type: none">● 2 Unstoppable or 2 Relentless