

# FATHER GRIFFMAS

“On Griffmas Eve, the longest night in the ArcWorlde calendar, the fellow known as Father Griffmas is hard at work. A character of legend who dwells in the frozen heights of Norwhere, he travels across the land in his Gryphon-borne sleigh delivering gifts to all those he deems worthy of them. His way is lit by his trusty friend Coodolf the Griffing, fluttering alongside him with a lantern around his neck.

Sometimes the gift that one truly needs is a friend in dire times. It is known for Father Griffmas to appear in moments of great peril to help those whose cause he deems just, the gift to his foes being the swift chops of his ancient axe. Have you been good this year?”

FATHER GRIFFMAS – 120GP				
CLASS	AP	MOVEMENT	BRAVERY	HP
SWORD FOR HIRE	4	4	10	12

## ATTACKS:

- (2AP) Festive Slash: Power - 7  
Special Rules: Each Crit allows one more D6 to be rolled.
- (1AP) Sack Whack: Power - 5

## Traits & Equipment - Two-Handed Weapon

### Coodolf the Griffing

Coodolf is Griffmas’ trusty companion on his nights abroad, his lantern shining in the darkness to light the way and reveal any dangers.

Any Shots against enemy Characters within 6” of Father Griffmas are rolled at an Advantage.

### Griffmas Sack

At all times Father Griffmas carries his sack of gifts and bestows them upon those who have been good this year.

For an Easy Feat, Father Griffmas may reach into his sack and give a gift to a friendly Character in base contact. Draw a card from your ArcDeck to reveal what it is:

**2 - Turnip.** Though some may see this as a pretty rubbish gift, even the humble root vegetable can be useful in a pinch. If in base contact with an enemy Beast or Monster, the

holder of the Turnip can use it to distract them. The Turnip is consumed, but the Creature rolls all Attacks against the Turnipbearer at a Disadvantage for their Activation.

**3 - Flaming Pudding.** A traditional Griffmas treat, soaked in booze and set on fire. Just the thing to warm the cockles of your heart and put a spring in your step. This Character gains the Agile Trait.

**4- Boughs of Holly.** A wreath of spiky holly adorns this Character, pricking anyone who gets too close. Any enemy Characters in base contact take 1Hit each time they are Activated.

**5 - Magic Stockings.** Long, brightly coloured stockings usually used to place gifts in. When put on they have a surprising effect. This Character gains the Fly Trait.

**6 - Griffmas Carol.** Sheet music for a rousing song, any in earshot just can't help but sing along and forget their woes. This Character and any within 6" regain 3HP.

**7 - Festive Sword.** This sword glitters with gems in green and scarlet, its edge seems awfully keen. All Melee Attacks are rolled with Advantage.

**8 - Eggnog.** The festive drink made from Gryphon eggs is particularly potent. Once sipped, you can believe you can do anything. Re-roll one Failure on the next Feat attempt this Character makes.

**9- Griffmas Cracker.** Normally a small paper toy to pull at parties, this special one includes something a little more precious than a paper hat. One use only. If pulled, both this Character and one enemy Character in base contact gain D3 Arcanite Tokens each.

**10 - Singing Trumpet.** A long brass trumpet is presented to the Character, its ringing sound is a salve for a weary heart. May be blown for an Easy Feat. Any Broken Characters within 12" are no longer Broken.

**J - Nutcracker.** A tiny toy Imperial Trooper jumps to life and will protect you against all harm. Place an Imperial Trooper in base contact with this Character. Control them as if they are part of your Warband for the rest of this Round. At the end of the Round, they disappear in a glimmer of magic.

**Q- Glittering Armour.** A glimmering golden breastplate is pulled out of Griffmas' sack. This Character gets +1 Armour that can't be broken.

**K - A Griffmas Miracle.** The gift is the spirit of Griffmas itself, where any dream can come true. This Character may make one Legendary Feat for free, using 4 D6.

**A - Fabled Artefact.** A truly splendid gift indeed. Choose a Fabled Artefact of your own design, or from the Fabled Artefact List on the Warp Miniatures website.

**Joker - Rightful Gift.** Father Griffmas gives you the most desired item from your enemy. That'll teach them for being naughty. Choose one piece of Equipment owned by an enemy Character, it is removed from them.