

Brackensong Player Brief

Your return from Anvil to Brackensong Steading was not an easy one. There were numerous groups of vallornspawn husks moving through Elerael. They all seemed to be heading in roughly the same direction as you. You were able to destroy the smaller groups and looped around to avoid the larger ones.

When you arrived home, you found the steading in turmoil. Hundreds of vallornspawn husks have been sighted in the area all moving out of the vallorn-infested regions of Terunael and Dark Ranging and into the quiet forest that gives the coven its name. Fortunately, none of the spawn had come near the steading.

This was lucky but unsurprising. Brackensong Steading, previously Whispering Drays Steading, was purposely built in a location where the geography naturally leads possible attackers past and away from the settlement. This clever location is the main reason that the steading has survived recent barbarian invasions.

A few days later, luck finally ran out. A large mass of vallornspawn was spotted the next day heading directly towards the steading. Many were diverted, but a group reached the walls and attacked. After a brutal fight, eight members of your steading were killed. There were no further attacks on the steading after this, but the vallornspawn continued their unending advance across Elerael.

Two days later they stopped. The spawn near to the borders of the Terunael and Dark Ranging turned back and re-entered the vallorn. The ones further from the border seemed to aimless stumble around. It took a month of careful planned strikes to destroy them all.

Inside the quiet forest, all was still. Many hundreds of husks must have entered, but nothing has been seen or heard since. It is like they have vanished and now all is silence.

Three days ago, the spawn were once again spotted moving out of the vallorn. Their numbers are fewer than before, but they are slowly increasing. Presently, they are a long way from Brackensong Steading, so your trip to Anvil will not be abandoning those left behind.