

Vallorn brief

“A sick, infectious wave of life”

- **No guiding intelligence** - drawn to movement, sound and threats close to them
- **Slow decay of civilisation** - over time, armour, weapons and clothing are consumed
- **Inescapable growth of life** - creepers, leaves, and fungus take over

“A malignant hostile magical ecosystem”

“Monstrous plants that animate the dead”

- **Shambling corpses** - left undisturbed Vallorn will mill about in sunny glades
- **Encroaching doom** - once awoken Vallorn will move towards any living threat
- **Rampant vitality** - once close to a threat they explode into a vicious assault

LOW MOANING, NO TACTICS, UNENDING WAVE

Vallornspawn, Risen

Risen spawn

- Recently deceased corpse
- Animated by spores and Spring magic
- Slow and ponderous advance
- Carrying the weapons they had in death

Vallornspawn are affected by all Heroic and Magic calls

Spawn

- 2 hits, or as dead character
- Any armour
- Any melee weapons
- No bows or thrown weapons

Vallornspawn can begin to arise within moments of a creature dying within a miasma, the spores in the air or vitality of Spring driving the now dead body onwards as they did when alive.

Unnatural Vitality - 15 seconds of roleplay to restore all hits and CLEAVED/IMPALED limbs

Birthing of the Miasma - Unaffected by Vallorn Miasma

Vulnerabilities - Instantly destroyed by a successful VENOM call

Vallornspawn, Ancient



Ancient spawn

- Long deceased corpse
- Animated by spores and Spring magic
- Slow approach, rapid attack
- Rotting weapons and armour

Vallornspawn are affected by all Heroic and Magic calls

Spawn

- 6 hits
- Heavy Armour on rare occasions
- Any melee weapons
- No shields, bows or thrown weapons

Vallornspawn are subsumed by foliage as they age, the clothing, armour, and weapons of their former lives sloughing off to be replaced by rapacious tendrils, leaves and vicious thorns.

Unnatural Vitality - 15 seconds of roleplay to restore all hits and CLEAVED/IMPALED limbs

Birthing of the Miasma - Unaffected by Vallorn Miasma

Vulnerabilities - Instantly destroyed by a successful VENOM call

Vallornspawn Briar

Briar spawn

- Dead briar risen as a spawn
- Fast movements and rapid attacks
- Sharp thorns and claw-like branches
- Covered in thick bark

Briar spawn

- 10-16 hits
- No armour

Vallornspawn Briar are affected by all Heroic and Magic calls

Briar that die within a miasma quickly turn into a fast-moving and deadly creature of thick bark, sharpened branches and grasping foliage, they also display a limited ability to regenerate other spawn

Unnatural Vitality - 15 seconds of roleplay to restore all hits and CLEAVED/IMPALED limbs

Birthing of the Miasma - Unaffected by Vallorn Miasma

Vulnerabilities - Instantly destroyed by a successful VENOM call

Locus of growth - Can swiftly cast Heal and Restore Limb without expending mana

Branch claws - Can occasionally call CLEAVE with a roleplayed blow

Vallorn Aberration

Monstrous spawn

- Animated spawn of an ogre or beast
- Slow ponderous movements
- Massive crushing blows
- Resilient to harm

**Vallorn Aberrations are
Monstrous Creatures**

**They are unaffected by
Heroic and Magic calls,
except VENOM**

Aberrant spawn

- 30-60 hits
- STRIKEDOWN on each hit
- Trunk-like limbs instead of weapons

Ogres or other large creatures that die within a miasma can turn into great hulking creatures that might be mistaken for walking trees and are equally as hard to stop and bring down

Birthed of the Miasma - Unaffected by Vallorn Miasma

Vulnerabilities - Takes 5 hits from a successful VENOM call, destroyed by MASS VENOM