

# Drake Brief

## *“Quote”*

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

## *“QUOTE”*

- **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

**FIERCE FIGHTER, VICIOUS KILLER**