

# Husk Brief

*“The carcasses and corpses of the once living”*

- **No guiding intelligence** - drawn to movement, sound and threats close to them
- **Slow decay of civilisation** - in time armour, weapons and clothing will crumble
- **Grave rot** - drying skin, whitening bones, sloughing flesh

*“Driven by a thirst for flesh”*

*“Possessed by a spirit of the Winter Realm”*

- **Shambling corpses** - husks may shamble about or collapse into states of inactivity
- **Attracted to life** - the Winter Spirit will direct the husk towards living forms
- **Spirit driven** - behaviour depends on the type of Winter Spirit possessing the corpse

**LOW MOANING, LIMITED TACTICS, UNENDING WAVE**