

Vallornspawn 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