

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 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