

# History in your hand

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# On Navarr

## What is Navarr

Navarr refers to one of the nations of the Casinean Empire but also, a person, the founder who the nation is named after. This document focuses on the person, and the steps taken that led to the founding of the nation.

## Who was Navarr?

Navarr was once a noble, and later a slave of the Terunael Empire. Documentation suggests that she was one of the individuals who took part in the casting of the 'Great Ritual' that created the Vallorn and was a powerful wielder of Spring magic. Following the fall of Terunael, she took steps towards undoing the blight of the Vallorn that the Terunael Empire had unleashed. Alongside her were noted companions; Thorn, talented crafter and tactician. Star, a powerful Spring and Summer mage, daughter of a Terunael Magister. Dusk a renowned healer and apothecary. And Talon, a skilled warrior.

## What did Navarr do?

Following the fall of Terunael, Navarr worked with her companions, most notably Thorn and Star, to plan how to undo the Great Ritual and destroy the Vallorn. While they did not believe that they themselves would be able to destroy the Vallorn, they sought to take measures and prepare the way for the people who came after them to be more able to do so. To this end they travelled across the lands that were once the Terunael Empire, to reestablish the trods and set up Steadings able to tend and protect them from barbarians and the Vallorn itself until steps could be taken to be rid of the menace. Navarr persuaded many others who had fled Terunael to her cause and in doing so created the nation of Navarr.

## When was Navarr around?

References to Navarr in documentation and through scrying rituals suggest that Navarr was younger than her companions, and likely in her mid to late teens during the fall of Terunael. Accounts of her life and records indicated that she continued fighting the Vallorn in pursuit of her life's work until an age

of around forty to fifty at the latest recorded instance. With the Adventure into Broceliande between Autumn and Winter of YE384 it was possible for adventurers to press into the heart of Broceliande, there, they encountered two individuals bound within the Vallorn heart. The pair of them were being torn apart and rejuvenated with the same vitality as the Vallorn. Everybody who made it to the heart experienced a sensation that these people were both bound by and binding the Vallorn, before experiencing a warning that it was time to flee the heart after being perceived by one of these people. At the following Anvil summit, it was determined that these two ARE Navarr and Thorn, and their presence acts as a spike in the Vallorn, allowing the magic of the trods to drain the vitality of the Vallorn.

It is a commonly held belief that Navarr and Thorn sacrificed their life in a single act to fight the Vallorn, while this discovery has revealed that they indeed committed themselves to a great act of sacrifice, it is important to note that before this, they committed a lifetime to combatting the Vallorn over the span of many years. With our Hearth magic and aspiration of Pride lauding sacrifice, the founders of our nation serve as inspirations to how we might pursue sacrifice in the commitment of our lives and great deeds both, with a sacrifice they are still enacting to this day.

### Where was Navarr from?

It is unclear exactly where Navarr was first from, but there is an account of her claiming she wished she could return to her home north of Seren. At the fall of Terunael, Star led Navarr, Thorn and others to the safety of Sanctuary Falls, now Rhonwen's Falls in Greenfalls, Miaren. A lot of what we know comes from the artefact 'Thorn's Legacy'. This object carries a spontaneous, permanent, and unique Ambition hallowing which arose before the discovery of True Liao. Through utilisation of day magic it was discovered that Rhonwen's Falls is where Thorn first swore an oath to follow Navarr, representing the first Binding of Thorns, and the formation of the nation of Navarr. This makes Rhonwen's Falls the site where the nation of Navarr was founded.

## How was Navarr?

Mentions of Navarr speak of an individual whose words would be carried in the wind and whose presence was awe inspiring and driving. She is known to be an individual who was able to encourage many to follow her and aid her in the goal to work towards the destruction of the Vallorn, but it is clear that she had no desire to restore the Terunael Empire to how it once was. It is commented that Navarr was the first person to speak of the Great Dance, and bring it to the people who would become the Navarr.

## **On Terunael**

### What's a Terunael?

Terunael refers to the Terunael Empire, the people referred to as the Terunael, or the 'Terun' and the land that was controlled by them.

### When did it exist

We do not know the exact dates of when the Terunael Empire existed, or how long ago precisely it formed or fell. Evidence suggests that it may have existed for 100-300 years, as during this time, there was also the presence of the forebears of the Ushkans, Suaq, Kallavesi, the Urizeni and the Feni. It existed before the arrival of the Highborn in the bay, the Dawnish onto the continent, or the coming of the Steinr or the Vard in the North. They were a contemporary of the Umshallan Empire and had limited trade with those peoples, though magic played a far more pivotal role in Terunael society.

### Where was it?

The Terunael Empire expanded over land further than the borders of our own Empire. We do not know the exact border details, but we do know the location of their Eight Great cities: 'Liath' in Liathaven, 'Seren' in Miaren, 'Hacynian' in Hercynia, 'Tharunind' in Therunin and 'Terunel' in Broceliande within our borders. 'Beantal Dol' in the Sarangrave in the Mallum, 'Emrys' in Skuld in Otkadov and 'Cavan' in Visokuma in Axos.

### Who were they?

The Terunael were a human Empire with each of the great cities having power and influence whilst also having different traditions; there is evidence that the people of Hacynian practised blood magic and the other cities found this distasteful for example. Each of the cities is understood to have been overseen by a ruling council at present believed to consist of Two Artificers, Two Generals and Two 'Magisters'. Who are thought to be prevalent ritualists.

### What were they like?

From many historical research accounts, past life visions, and magical divination, we can surmise that the Terunael were very powerful practitioners of magic which played a pivotal role in their society, even having lodgings specifically for heralds as guests, and had a mind for the development of technology. There are many examples remaining today: The Aqueducts of Axos are based on Terunael design; They heated frozen mines with a network made from a blend of Mithril and Orichalcum; They managed to bathe Emrys in perpetual warmth even in the middle of Winter; and created what we know as Abraxus Stones. They were also, however, an Empire filled with hubris. Slavers who absorbed or destroyed populations. Aggressive conquerors who threatened to unleash their magics on those who opposed them, who regularly attacked their neighbours and broke treaties as it befitted them.

### Why did Terunael fall?

Hubris. The Terunael Empire was beset on all sides by attackers, and they were losing. In response to their wars, the magicians of Terunael worked on what is referred to often as 'The Great Ritual', with intent to bind the power of the spring realm to their armies and unleash them against their foes. The scale and outcome of this process was greater than they expected. They thought they could control it, they thought they could master it - they were wrong. The Vallorn was unleashed upon the world, and Terunael was doomed.

### What happened to the Terunael after their Empire fell?

There are several accounts of what became of the people of Terunael - the most well known is of course the nation of Navarr, the descendants of (or

people who pursue the Ambition of) the people who fled the cities and joined with some of the existing tribes still alive and present at the time, under the leadership of Navarr. They worked towards undoing the great horror that is the Vallorn. Some people who fled the cities were captured and either killed or enslaved by the various enemies around them. The Terun did not expect the fall of their empire to occur with the Great Ritual, and they were not aware that each city had suffered a similar catastrophe. Records show the people of Cavan attempting to flee to both Beantal Dol and into the citadels of Axos, some people were taken in by the Axou citadel of Solokah, but Solokah was later destroyed during the reign of Emperor Nicovar.

## **On Vallorn**

### **What is Vallorn?**

Vallorn is often used as a catch-all term for many different things, which is rather unhelpful when trying to discuss matters of the Vallorn. Typically people are either talking about a Vallorn, a Vallorn Heart or Vallornspawn. The important thing to remember is that the Vallorn itself is the result of a ritual cast by the mages of Terunael, it is not a creature or thing with its own will.

-What is a Vallorn? A Vallorn is an area, it is not a singular thing. Infused with spring magic resulting in a violent growth and the swell of life. It causes plants and creatures within it to change, to twist, and to mutate into monstrous versions of what they once were, infused with the magic of spring. Each Vallorn is a product of Spring magic and growth in a particular place. As such, each Vallorn is slightly different in ways that relate to its environment. The Vallorn of Hercynia is typically slow to be roused but expands aggressively when it is'. The Vallorn of Therunin sees a greater presence of monstrous insects than other forms of Vallornspawn. With these things in mind, the Vallorn Miasma, the haze of spores and plant matter that chokes those who enter it and causes the condition known as Green Lung is a result of this mutation to plant life, it is not a direct result of the ritual itself.

-What is a Vallorn Heart? A Vallorn heart is at the centre of every Vallorn. It is the focal point from which its taint spreads and corrupts an area. Originally being wells of replenishing spring magic that the Terunael created to infuse their armies with the power of the primal forest. Between the Autumn and Winter of YE384, adventurers pushing into the heart of Broceliande encountered great stones of white granite, inlaid with angular geometric designs of mithril marking a magically inert boundary area. Within them, a regio thrumming with the raw power of Spring. In the centre of the ring of stones was a massive, shifting and twisting plant entity. A vegetative mass which is constantly growing and dying and changing in impossible, chaotic life with every 'heartbeat'. The mass of life around the heart seemed to be infusing it, just as the heart was infusing the areas around it in turn with vitality.

Within the heart of Broceliande, two individuals, Navarr and Thorn were found, alive and bound within the heart, being torn apart and revitalised by the Vallorn both. Everybody who encountered the heart had the sensation they were both trapped by and trapping it. Their presence acts as a spike in the Vallorn, allowing the trods to leech the magic of spring from it. It is unknown at this time if there are other individuals similarly bound within the hearts of other Vallorn. But it seems unlikely that this is the case.

When the heart of Seren was destroyed, the Vallorn had been weakened, pushed back and removed from the neighbouring regions over the course of several years so that only the heart itself remained. It was determined through the use of divination that the Vallorn would attempt to expand, and with only the region of the heart remaining, it left itself vulnerable to attack by massed imperial forces.

-What is Vallornspawn? Vallornspawn is the collective term used for creatures that are created by and come from the Vallorn. Examples include Vallornspawn Husks, Briar husks (commonly called Dryads), Hulks (commonly called Ents), insect like abominations (Ettercaps), infected animals,

monstrous plants and other such beings. There are all manner of Vallornspawn in various forms. And no exhaustive list exists or is likely possible.

### Where are Vallorn?

To encourage more clear terminology I will discuss the location of Vallorn, Vallorn hearts, and vallorn spawn separately

-Where are the Vallorn Hearts? The Vallorn Hearts are located in the ruins of the great cities of Terunael. There were eight cities of Terunael and as such there have only ever been eight Vallorn hearts. Of those eight, seven still remain:

Beantal Dol in Bendol, Sarangrave.

Cavan in Visokuma, Axos.

Emrys in Skuld, Otkadov.

Hacynian in Deers Folly, Hercynia.

Liath in Liath's Heart, Liathaven.

Terunel in Terunael, Broceliande.

Tharunind in Greenheart, Therunin.

The destroyed heart was Seren, located in Serenael, Miaren.

-Where are the Vallorn? The area of Vallorn beyond the hearts are all in regions that expand from the Heart. At the time of this writing the Vallorn of Beantal Dol, Liathaven and Hercynia are all contained to only the region where the heart is located. It is believed the Vallorn of Emrys is contained to the heart. The Vallorn of Cavan has claimed the entire territory of Visokuma. The Vallorn in Therunin lurks over both Greenheart and Sweetglades. The Vallorn of Broceliande lurks over Black Boughs, Dark Ranging, Greenweald, Vale's Lament and Terunael. As the Vallorn is the result of a ritual, it will not expand beyond the borders of a territory without outside interference and tampering.

-Where are Vallornspawn? Vallornspawn are typically encountered in regions infested with Vallorn, however as they are the result of the Vallorn and are not directly part of the ritual, they are capable of leaving and wandering beyond



the territories in which they are created. This is uncommon to happen without external influence and provocation but has been known to happen on several occasions, mostly commonly when the miasma has likewise spread in some way. Attempts have been made to spread a Vallorn by growing Vallorn infected vegetation in other locations, but this simply reproduces the infested vegetation itself, it does not create a new Vallorn.

### Who caused it?

The Vallorn were created as part of a “Great ritual” enacted by the Terunael. Each city created a great wellspring of magic that tapped into and drew upon the strength of the Primal Forest of the Spring realm. These initial ritual castings were a success, but the Magicians of Terunael believed they had the magical might and power to develop the wellsprings further. To link them together across all the cities and infuse and empower their armies with the magical might of the Spring realm. At the point where the hearts were linked and the Terunael armies began to draw on their power, the vallorn awoke. The Spring realm violently breached the walls of the wells they had created, spilling out to infest living things in the area. Rituals do not go wrong, they do what they are made to do, but the magicians of Terunael did not properly understand the consequences of what amplifying and binding two such incredibly powerful Empire spanning rituals would cause, and ignored several warnings. In this act, the Terunael Empire doomed itself and brought about its own destruction. It is known that Sadogua was involved in the creation of the Vallorn by aiding the magicians of Terunael to cast the rituals. Providing them with ritual enhancing boons. But it is believed that others may have also had some part in the creation of the Vallorn

### How do we combat it?

-Vallorn and Vallorn Hearts. As the Vallorn are the result of Spring magic and a seemingly endless source of it, combatting it is extremely difficult. Cutting or burning back vegetation infested with Vallorn only works short term; eventually it will grow back violently in a surge of life which makes it incredibly difficult to attack and press into a Vallorn region. Sometimes, through natural events or provocation, a Vallorn will attempt to expand and

spread. If it is possible to weather this storm, then the energy and swell of life that is expended and spent causing this expansion cannot in turn restore and rejuvenate the area of Vallorn it attempted to expand from, leaving it temporarily weakened. The ritual Wither the seed is known to prolong this vulnerable period and make the Vallorn slow and sluggish to regain its strength.

-The Trods. The ritual 'Dance of Navarr and Thorn' infuses the trods with the ability to draw and drain power from the Vallorn. Those who walk the trods will draw the spring magic partially into themselves and then disperse it as they travel, the further the journey the greater the dispersion of the spring magics, this weakens the Vallorn and makes it slower to rouse until it is eventually provoked into a reactive, defensive surge of expansion. If all of the Vallorn Hearts are bound together using the trods, it would cause the hearts to once more be bound together, to 'awaken' and for every Vallorn to simultaneously attempt to lash out and expand to protect itself. If it is possible to weather this storm, it would then be possible to press into each Vallorn and destroy each and every one of them in the period of time where the energy is being focused to expansion rather than replenishment. This will be an undertaking of an incredible scale.

-Vallornspawn. There are a great number of pamphlets, documents and notations of how to combat the Vallorn. For the sake of compiling information in a useful way, I will summarise at the least this:

Venom is the greatest tool to combat the most common forms of Vallornspawn such as Husks and Briar Husks. Their bodies are inhabited by plant matter and vegetation. Venom is capable of destroying this infestation leaving the body as nothing more than a corpse. In **some** instances, larger Vallornspawn have been known to take notable damage from venomous blows though it does not instantly destroy them. Without venom, care must be made to destroy the body of any husks or briar husks that are felled in combat; the healing magic lingering in the miasma or utilisable by more powerful spawn will reanimate

and rejuvenate a body unless it is destroyed or dismembered in an appropriate execution.

A region under the influence of Vallorn Miasma is a great threat - any who perish within its presence will become infested with plant matter and reanimate as a husk, or in the case of Briars, a more potent Briar husk (often referred to as Dryad). However, Vallornspawn husks are not 'Undead' by any standard definition. It is possible for citizens of the empire who are fighting against the Vallorn to reach out to the Eternal Kaela and accept her 'Gift', which will see their body turn to ash and become unusable by the Vallorn. It is possible to do this even while dying, and I would encourage any who are fighting the Vallorn to accept this gift if your rescue or recovery is impossible. Great care should be taken to either retrieve the body of a fallen comrade who refuses to take the gift, or render it useless to the Vallorn through the use of the ritual "Turns the circle" or appropriately taking a similar amount of time (around two minutes) to ensure the body cannot be revitalised Through decapitation or dismemberment. There is no risk of those who have been dead for more than a few days being reanimated by the Vallorn should the miasma spread to a grave site. The Vallorn can preserve and revitalise the faint sparks of life, it cannot give life to the dead.

The miasma and many Vallornspawn creatures cause a venomous effect on those that face it, and it is important to get checked with a Physick for Green Lung or its variants after leaving the miasma, an infusion of tea made from Bladeroot can be used to purge its effects. Note: bladeroot tea will NOT remove the venomous influence from your body, please ensure you have this seen to before committing to further combat.

### Vallorn and the spirit

Through several uses of the insight ceremony over the years, by many citizens of the Empire and at least one Sumaah priest, contradictory results have been observed. The majority of ceremonies have resulted in 'Other'. However, on occasion through the ceremony of Insight and communication or boons provided from various Eternals it has been found that some Vallornspawn

Husks have been perceived with spirits of humans, the souls of orcs. The precise meaning of these contradictory results is still a matter of investigation.

During the expedition into Broceliande, priests utilising the ceremony of insight investigated the area around the heart itself and perceived it to seemingly produce an aura of 'other'. Every tree, root, flower, patch of moss and thorn, all alive, but not in the same way as an animal, or tree. The ceremony of insight does not typically perceive any aura if you attempt to use it upon a typical animal or tree. And this fact only raises further questions.

## **Common misconceptions of Vallorn**

### 1) Spring magic isn't Vallorn, Vallorn is spring magic.

Any evidence whatsoever of vegetation being somewhat magical in nature; moving, possessing responsiveness to its surroundings or just being slightly weird, will see people approaching me and in a panic inquiring if Vallorn is attacking their home or present in their lands. What's important to remember is that the Vallorn is an area. A geographical feature to the land it resides in, much in the same way as a mountain or a swamp.

The things that it creates or that are created within it, the Vallornspawn, are a different matter and can logically be removed from that area, but without the miasma spreading beyond a Vallorn and allowing the spawn to expand with it, or without provocation and shepherding of Vallornspawn (as what happened with the Heirs of Terunael). There is little reason to first assume any strange vegetative entities are Vallorn, rather than some other aspect of Spring magic.

In Imperial Lore, Thunderous Tread of the Trees animates plant life to commit a rampage in the surrounding areas. This is not Vallorn, simply the resonance of ruin that is inherent to Spring magic being unleashed through ritual casting. Spring is the realm of Vitality and Growth, many aspects of Spring magic manifest in the form of vegetation. It should also be noted that spring magic will not always inherently have a reaction, response or effect upon the Vallorn.

Hallow of the Green world floods the Empire with spring magic, historically and twice since Britta's Death, the ritual has been cast, with no notable influence upon the Vallorn within the Empire, beyond a minor increase in Vallornspawn activity. Rivers of Life and Rivers Run Red however have had repeated noted consequences of provoking the Vallorn when cast on a territory with one present.

Vallorn is an infection, it taints, corrupts and spreads through existing entities and areas.

2) Coming across a strange type of Vallornspawn doesn't mean it's everywhere now.

There are all manner of Vallornspawn, of different sizes, shapes, capabilities and threat. In the adventure into Broceliande alone, there were all manner of Vallornspawn previously un-encountered, this does not mean that these variations of Vallornspawn are now likely to be found across all the Vallorn within and beyond the Empire. Spring is also the realm of Chaos, and this aspect is seen in the Vallorn with these variations.

Just because you have encountered a Vallornspawn once that has an acid so corrosive it melts through shield and blade, does not mean every similar type of Vallornspawn you encounter will also have such capacity. You might never encounter such a creature again, or you might only encounter similar creatures in the same area. The influence of Yaw'ngrah has in the past been directly related to strange types of Vallornspawn being documented, as this Eternal tampers with the Vallorn. It is important to also remember here that while Yaw'ngrah might tamper and provoke Vallorn, the Vallorn themselves are not created by, part of or a direct influence of this Eternal.

All manner of strange types of Vallornspawn have been recorded in the time that passes between summits and at gatherings outside of Anvil, but when heroes of the Empire have passed through the sentinel gate to combat Vallorn, none of these creatures have been encountered since. Until a Vallornspawn variation has been encountered several times, it is worth considering unique

and rare entities as localised instances rather than viewed as a new breed of enemy expected to be encountered repeatedly.

3) The Vallorn is not sentient and attempting to spread as part of a plan.

A Vallorn is an area. Specifically, they are an area centred upon what were the cities of Terunael. This is where the Vallorn Heart is located. A Vallorn typically is in one of two states. It is either in a more ‘dormant’ state where it replenishes, rejuvenates and accumulates its strength, or it is in a more ‘active’ state. In the active state, the Vallorn’s miasma will attempt to spread into nearby regions and Vallornspawn will press and surge into the area and in the process expand the overall size of the Vallorn.

This is not some form of sentience in the Vallorn acting to pursue a plan or an idea. It cannot be bargained, reasoned or allied with, It is simply an ecosystem attempting to spread itself. The Vallorn is also the result of ritual magic, and as such appears to be bound by the law of boundaries. The Vallorn of Cavan has expanded to claim the entirety of Visokuma, following this, the Axou have surrounded the territory with a series of forts to defend against any emergent or wandering Vallornspawn. But there is no evidence of the Vallorn itself attempting to expand beyond the borders of the territory in which it resides.

Within our own empire, the Vallorn has *always* attempted to expand to regions within the borders of its territory first rather than make any efforts to expand itself into neighbouring territories. Vallornspawn have attacked surrounding areas most certainly, but the Vallorn itself has never attempted to spread beyond the territory it is tied to.

4) There are not a series of hidden, secret, fledgling or lost Vallorn/Vallorn Hearts.

The Vallorn were created by the Empire of Terunael roughly a thousand years ago as part of a ‘Great Ritual’ cast by covens within each of their *eight* cities. We have destroyed the Vallorn of Miaren, there are seven Vallorn that remain. They are:

Hercynia. Therunin. Liathaven. Broceliande. The Sarangrave (The Mallum).  
Visokuma (Axos). Skuld (Otkodov)

The ‘Great Ritual’ was specifically cast at these eight points, every piece of evidence from Historical Research, consultation with Eternals, Past Life Visions, Skein of Years on Historic items and any other means of gathering information, has always referred to the eight cities of terunael, and these locations being the places the Vallorn were created.

There is no reason whatsoever to believe that there are any other Vallorn or Vallorn hearts that we are unaware of, nor that a new Vallorn might be created somewhere without an attempted repetition of the ‘Great Ritual’ that Terunael cast. Any such concepts of strange new Vallorn or heart like entities should be assumed to be Vallornspawn rather than a Vallorn Heart itself.

5) The miasma, death, reanimation of husks and the trapping of spirit.

The first thing to understand is that it is the presence of the miasma which causes those felled to reanimate as a Vallornspawn. If a body is removed from the miasma, it will not reanimate. In terms of Anvil, removing the dead or terminal through the sentinel gate will be sufficient to prevent their body reanimating as a husk.

The ritual Turns the Circle is proposed to have been created as a faster method by which to render a body incapable of infestation by the Vallorn. This ritual takes two minutes to perform. With this in mind, simply plunging a knife into your fallen comrades chest is unlikely to be sufficient damage to prevent a body from being *initially reanimated*. decapitation, dismemberment or burning of the body will ensure that it cannot be turned into a husk, but these are all time consuming and so removal of the body from miasma is the ideal. Execution of a **husk** will destroy it. Execution of an **imperial citizen** is merely murder today and a husk *tomorrow*.

On matters of Vallorn and the trapping of a spirit, it is still uncertain at this time the exact details of this process. Vallorn husks **have** appeared to contain

human or orc spirits and souls under the Insight ceremony, however the volume and frequency of this occurrence has been incredibly low in my research. Part of the reason I find the term "Greatest Spiritual Threat" so distasteful, and have been arguing against its use for some years now, is because presently, if a room of 50 people died while in the miasma. I could not in any reasonable degree suggest how many, if any, of those people would be perceived as "human" to the ceremony of insight. It is uncertain if it is 1 in 10, 1 in 100,000 or any number between and beyond. I have directly conducted at least 30 insights myself, I have yet to see the presence of a spirit or soul. There is presently no reason to believe any such people trapped in this manner would not have their spirit released to the Labyrinth if such a husk was then slain

The Hallowing of Chastisement teaches that we shouldn't use hindsight to criticise others' Wisdom. People acted on the information they had at the time, in line with the anointing of the Worth of Wisdom. It is, however, my personal belief we should not use the term "Greatest Spiritual Threat" until we understand this matter further. This is an area I am still attempting to investigate thoroughly, and I am optimistic I may be close to at least somewhat explaining the occurrence and frequency or lack thereof of this phenomenon with recent discoveries in the Sarangrave.

6) "I drank Bladeroot tea, why are my lungs still on fire"

The miasma created by the Vallorn has an effect on people that is similar to that of a venomous nature, seeing people succumb to their wounds far swifter than their typical resiliency would allow. 'Green lung' is a condition where spores of Vallorn matter enter your body to some degree and attempt to spread, grow and overwhelm you. Bladeroot tea, easily brewed by most physicks will remove the most basic form of green lung, other variations such as where spores have gotten into a wound, behind the eyes or within the ear may require more treatment.

**BLADEROOT TEA DOES NOT REMOVE THE VENOMOUS EFFECT ON  
YOUR BODY INHERENT IN THE MIASMA**



If you have been fighting within the miasma or against the Vallorn, you need to get treated for both the Green Lung variants *and* the venomous influences separately. Physicks should not allow those treated for Green Lung to wander off without making this fact clear.

#### 7) A collection of notes on Vallornspawn

Several people may not realise the sense of hesitation and concern that can overcome people on encountering Vallornspawn for the first time. The faces of other humans or orcs warped and twisted by the Vallorn, infected with the foul taint of the miasma. The slow wails and groans of the husks as they approach. This is not a pleasant enemy to fight and it takes much Courage to face this foe.

One thing often overlooked by combatants is that although Vallorn Husks are relatively slow and often move at a hesitant pace until they engage in combat, they are not actually slow combatants, you will be swiftly overwhelmed by numbers if you attempt to rely on their sluggish engagement pace. Ettercaps, Hulks, Briar husks and other such spawn are more capable of moving at speed and might distract Imperial forces to the point where the more common husks are upon them before they realise.

On briar husks, a briar who falls within the Vallorn miasma will reanimate into a more powerful husk, these husks are more commonly referred to as “Dryads” by Imperials who attend Anvil. This *only happens* within the miasma of the Vallorn. If a briar companion falls whilst combatting the Vallorn, if possible to do so, their body should be recovered and removed, once again, simply stabbing a downed companion is not a way to prevent them becoming a husk or ‘save them’. If you execute a briar who is in the miasma, all you are achieving is *murder of an Imperial citizen* AND ensuring the body is left behind for the Vallorn to reanimate. Don’t. Leave bodies. Behind.

Haste when executing downed husks can often lead to mistakes. It is important to take the full time to ensure the execution and destruction of the husk. If you do not take the time, you may move on from a downed husk only to find it

reanimating behind you and your companions, as you have insufficiently destroyed the body.

Venom is a potent tool against Vallornspawn and will typically destroy most human sized husks with a single strike or spell, however it should not be expected to immediately destroy *every* form of Vallornspawn encountered. Hulks will not be felled by a single venomous strike but some may take a greater degree of damage from such a wound.

8) Just because it's in a Vallorn, doesn't mean it's Vallornspawn.

There are a number of entities that might be encountered within a Vallorn that are not a part of it. Eternals of the Spring as well as other realms might on occasion have their heralds present within a Vallorn. Arhallogen has offered us aid against the Vallorn several times as have the Eternals Tharim, Surut and Kaela. Llofir had expressed interest in aiding the Empire against the Vallorn, and although not combatively supportive, Ossegrahn has made it clear it does not approve of the existence of the Vallorn.

The Chaos fruit recovered from Broceliande is another example of this, while it was recovered within a Vallorn, evidence suggests it is simply a product of the spring magic saturated areas, rather than of the Vallorn itself. If something doesn't seem *quite right for Vallorn* or actively talks with you, it is likely a herald of some form and appropriate caution should be utilised. Preferably you will have a Vate or equivalent role for other nations with you who can identify such.

Similarly, if you are accompanied by archers and you hear rustling in the vegetation, please do not loose volleys freely into the shrubland. There are often Navarri in Vallorn areas *for some reason*, and we are not uniquely impervious to arrows.

I welcome and would be grateful to receive any further questions, information or details about any of the points present in this writing, whether in support or argument at:

**Autumngale Steading, Greenfalls, Miaren**

Or

**The Library of Hacynian, Summersend, Hercynia.**



*-The virtuous apply what they have learned. Wisdom knows all knowledge is incomplete.-*