

# Marshling

## Humanoid mass of vegetation

- Amalgam of vegetation and slime mould
- Comprised of detritus, rocks, soil and plants
- Inimical to structures of civilisation
- Slow striding creature

## Marshling

- 20 hits
- Get it Together
- Stay with Me

**A WEAKENED Marshling cannot join into a Marshwalker colony**

**May incorporate odd items of armour, weapons or clothing**

**Poisonous secretions** - WEAKNESS with roleplayed blow

**Enervating toxins** - single-use PARALYSIS

**Vulnerabilities** - A WEAKENED Marshling cannot join into a Marshwalker colony