

Marshwalker Colony



Monstrous mass of vegetation

- Amalgam of vegetation and slime mould
- Comprised of detritus, rocks, soil and plants
- Inimical to structures of civilisation
- Lumbering behemoth

Marshwalker

- 20 hits per Marshling
- Weakness

Marshwalkers are monstrous creatures

Composed from individual Marshlings

MASS WEAKNESS breaks it apart into component Marshlings

Anything in their path is destroyed or killed

Reforming mass - can restore all hits, and restore useless limbs of component Marshlings with 15 seconds of contact

Poisonous secretions - WEAKNESS with roleplayed blow

Vulnerabilities - WEAKNESS makes a Marshling drop out of the Marshwalker colony