



SWAMP THING

ALEC HOLLAND

GRASPING VINES 12

At the start of the game, you may place up to 3 Jungle Plant Destructible Objects on empty spaces on the battlefield. Whenever a player would begin the movement of a figure adjacent to Swamp Thing, an Evergreen Tree, or a Jungle Piece, you may roll the 20-sided die. If you roll 12 or higher, that figure may not be moved.

AVATAR OF THE GREEN

All land spaces within 4 spaces of Swamp Thing are considered grass spaces in addition to their normal terrain type. Before taking a turn with Swamp Thing, roll a combat die. If you roll a shield, you may choose up to 2 Jungle Plant Destructible Objects that are either on the battlefield or destroyed. If you roll a blank, you may choose up to 3. Place any chosen Jungle Plants on empty grass spaces.

VEGETATIVE MUCK

When Swamp Thing defends against an attack, the most wounds he can take from this attack is two. At the end of the round, if Swamp Thing is adjacent to an Evergreen Tree or a Jungle Piece, or on a grass, swamp, or swamp water space, remove a Wound Marker from this card.



PLANTELEMENTAL

UNIQUE HERO

CREATURE

DETERMINED

MEDIUM

5



7
LIFE

MOVE 5

RANGE 1

ATTACK 7

DEFENSE 4

335

POINTS

