Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Beasts of Blackmarsh

What lurks in the depths of Blackmarsh

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Beasts of Blackmarsh

## Fleshfly Swarm [Minion]

Almost as common as air in Blackmarsh, Fleshflies are a diminutive insect that feasts on the blood of living creatures. Typically not much more than annoyance, sometimes the insects gather into swarms that can drain a creature completely.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 1 | 2 | 1 | 1 | 1 |

* **Soak:** 1/0
* **Wounds:** 3
* **Defence:** 1/1
* **Skills:** Hand-to-Hand (Agi)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Feed **- Skill:** Hand-to-Hand (Agi) (GG) **Range:** Engaged, **Damage:** 3, **Crit:** 5, **Qualities:** Drain Wound 1

* **Talents:**

Small - Due to their collective size, Fleshfly Swarms gain +1 Defense

## Hackwing [Minion]

A large bird native to Blackmarsh, Hackwings possess long, saw-like beaks that are almost the length of the rest of their bodies. Their favored method of hunting is attacking an unsuspecting prey, and then leaving, only returning once its prey had experienced significant blood loss and was either dead or near death. They often circle overhead their prey before striking.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 1 | 2 | 3 | 1 | 2 | 1 |

* **Soak:** 1/0
* **Wounds:** 6
* **Skills:** Athletics (Str), Hand-to-Hand (Agi), Intimidate (Str), Vigilance (Wits)
* **Drops/Equipment:** Feathers, Beak
* **Attacks/Weapons:**

Beak Slash **- Skill:** Hand-to-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Bleed

* **Talents:**

Aerial Hunter - When in the air, Hackwings reduce the difficulty of all Search or Vigilance rolls by 1.

* **Special Abilities:**

Flier - Hackwings can fly with a speed of 2.

## Rootworm [Nemesis]

Rootworms are massive worms that ride along the roots of the trees under the swampy water of Black Marsh. They have thin skin as well as breathing holes that travelers can make use of to enter rootworms' stomachs and ride inside them. This method of travel is referred to as the Underground Express. They are colorless, and do not possess eyes or bones.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 5 | 1 | 1 | 2 | 1 |

* **Soak:** 5/4
* **Wounds:** 31
* **Skills:** Athletics 3(Str), Hand-to-Hand 1 (Str), Resilience 4(End), Survival 3(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Consume **- Skill:** Hand-to-Hand(Str) (YGGG) **Range:** Engaged, **Damage:** 5, **Crit:** 5, **Qualities:** See “Consume” special ability below

* **Talents:**

Large - Rootworms are Silhouette 3 creatures.

Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Consume - If a Rootworm successfully attacks (regardless of damage soak), the target must make an Acrobatics or Athletics against the Rootworm’s Athletics, or be consumed. While consumed, targets travel within the worm.

A hard Acrobatics or Athletics check is required to escape the Rootworm via their breathing holes, or else they must wait until the worm voluntarily deposits them.

## Swamp Leviathan [Nemesis]

Swamp Leviathans are massive and dangerous creatures, rumoured to possess nine-foot-long claws and a back covered by spines. They have sharp tusks, white eyes, and a keen vision which allowed them to better traverse the swamps of Black Marsh. They are territorial, though not notorious for outright attacking travellers.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 6 | 7 | 2 | 2 | 3 | 3 |

* **Soak:** 10/6
* **Wounds:** 51
* **Skills:** Athletics 1(Str), Hand-to-Hand 3(Str), Resilience 2(End), Survival 1(Wits), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Swipe **- Skill:** Hand-to-Hand (Str) (YYYGGG) **Range:** Short, **Damage:** 9, **Crit:** 4, **Qualities:** Knockdown, Blast 7, Disorient 2, Vicious 2

Stomp **- Skill:** Hand-to-Hand (Str) (YYYGGG) **Range:** Engaged, **Damage:** 14, **Crit:** 4, **Qualities:** Knockdown, Vicious 3

* **Talents:**

Adversary 3 - Upgrade 3 difficulty dice to all checks targeting this character.

Giant- Swamp Leviathans are Silhouette 4 creatures. The difficulty to hit

## 

## Swamp Spider [Rival]

Similar to the giant spiders of Tamriel, Swamp Spiders are man-sized arachnids, with considerably more spindly legs, and slighter frame. Roosting in camouflaged traps dug into the ground or high in trees, these ambush predators attempt to bring down the giant lizards and birds of Blackmarsh with their webbing and venom.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 2 | 4 | 2 | 2 | 1 |

* **Soak:** 5/3
* **Wounds:** 17
* **Defense:** 1/1
* **Skills:** Athletics 2(Str), Hand-to-Hand 2 (Agi), Intimidate 1(Str), Vigilance 2 (Wits), Sneak 3 (Agi)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand(Agi) (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Pierce 2, Poison Damage 3

* **Talents:**

Stalker - Gains 1 Boost dice to all Sneak checks.

Spindly - Swamp Spiders are of slight frame and hard to hit, increasing their defense by 1.

* **Special Abilities:**

Web Spray - Once per encounter, a Giant Spider may attempt to spray a target area with web. All characters Engaged with target must make a Hard Acrobatics check or become Immobilized. They may attempt an Athletics check each round thereafter to break free, or attempt to cut them, or an ally, free with an upgraded Average difficulty attack (On Despair, attack hits victim instead).

Paralytic Venom - Once per encounter, a Giant Spider may spend an action to attempt to paralyze one target in engaged range. Target must pass a Hard (3) Resilience check or succumb to paralysis.

## 

## Voriplasm [Rival]

Typically mistaken for a pool of green slime, Voriplasms are a primordial life form with low intelligence. Its gel-like form consisting of acids and enzymes that digest biological material upon touching them, they are rumoured to be capable of stripping creatures down to the bone "by the second syllable". Hard to kill, but slow moving, most adventurers simply avoid the creatures.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 5 | 1 | 1 | 1 | 1 |

* **Soak:** 6/4
* **Wounds:** 15
* **Skills:** None
* **Drops/Equipment:**
* **Attacks/Weapons:**

Touch **- Skill:** Hand-to-Hand (Str) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Drain Wound 1, Drain Strain 1

* **Talents:**

Gooey Surface - Voriplasms are immune to Pierce effects.

Adversary - Upgrade 1 difficulty dice to all checks targeting this character.

Slow Moving - A Voriplasm must double the amount of maneuvers required for all movement.

## 

## Wamasu [Nemesis]

Legend has it that the wamasu are enormous, frightening creatures with lightning for blood. Electricity pulses up and down the wamasu’s spine, presenting a clear warning to potential challengers. Its roar charges the air with a plasma-like effect, and its savage bite attack also has an electrical element. Wamasu eggs emit lightning before they hatch.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 4 | 3 | 2 | 3 | 2 |

* **Soak:** 6/6
* **Wounds:** 21
* **Skills:** Athletics 1(Str), Hand-to-Hand 3(Str), Resilience 2(End), Survival 1(Wits), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Str) (YYYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Lightning Damage +3

Tail Sweep **- Skill:** Hand-to-Hand (Str) (YYYG) **Range:** Short, **Damage:** 5, **Crit:** 5, **Qualities:** Lightning Damage +2, Knockdown

* **Talents:**

Adversary 2 - Upgrade 2 difficulty dice to all checks targeting this character.

* **Special Abilities:**

Lightning Blood - Attackers who engage a Wamasu in Engaged range, must pass a Hard Acrobatics check when attacking, or are shocked for 3 Lightning Damage.

## 

## Winged Serpent [Rival]

Winged serpents resemble flying vipers, that reach sizes of 4 to 6 feet in length, with scales that can range in any hue from dark brown to a faint orange color, with matching plumage. While not terribly aggressive to travellers, they will defend themselves if threatened, and have been known to steal and feed on livestock.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 2 | 2 | 4 | 2 | 3 | 2 |

* **Soak:** Number
* **Wounds:** Number
* **Skills:** Athletics 1(Str), Hand-to-Hand 2(Agi), Resilience 1(End), Survival 1(Wits), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand(Agi) (YYG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Pierce 2

* **Talents:**

None

* **Special Abilities:**

Paralytic Venom - Once per encounter, a Winged Serpent may spend an action to attempt to paralyze one target in engaged range. Target must pass a Hard (3) Resilience check or succumb to paralysis.

Flier - Winged Serpents can fly with a speed of 1. They can also hover at whim.

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