

The Unofficial Elder Scrolls RPG

Third Edition



Inhabitants of Tamriel

The Scroll of Beasts

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The Elder Scrolls®

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Adaptation

This book is an adaptation of the rules created by Seht and the UESRPG 2e team. The goal of this book is to update the rules of creatures to the design structure of UESRPG Third Edition, while also expanding and improving on what has been made as best we can. Without Seht and the 2e team, and by extension, the 1e team, this book wouldn't be possible.

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Threat Rating

Creatures in this compendium have a Threat Rating. A creature's threat scale is either Solo or Group. A Solo threat is able to go toe to toe with a single PC, but may be trivialized by group play. A Group threat is a challenge even for a group of 3-5 PCs.

The challenge of a threat is either Minor, which is only threatening to weak characters or in large groups; Major, which is threatening even to mid-tier characters; or Deadly which is a danger to even the most prepared or experienced heroes.

Bestial

The Bestial trait is found on most creatures in this chapter.

3 A Bestial creature's habitat is simply defined as where it would naturally live or reasonably adapt to. This is at the GM's discretion, as some creatures are of course more adaptable than others. For example, a wild dog might be able to count a city as its habitat, while its counterpart the wolf would likely not.

9

10 A superior foe, for the purpose of the Bestial trait, is not measured in Experience Points or the equipment they wear. A superior foe is one that proves itself adversarial to the creature in combat.

14

Common Disease

17 **Common Disease:** The character suffers a -10 on all tests. After one week, they suffer -20 on all tests.

19

20 Common Disease can be cured with a Cure Disease potion, or treated with Profession: Medicine at +0.

22

Natural Armor

25 Natural Armor does not have a weight class listed. If a creature's entry includes armor without a weight, it is because it is Natural, and part of the creature itself. **28** Unless otherwise specified, Natural Armor applies to all **30** Hit Locations.

31

The Treasure Table

33 Some creatures, particularly humanoid creatures, carry variable junk and treasures. Larger monsters may have it on their person or in their lair on a monster-by-monster **36** basis, while smaller monsters, such as goblins, might **37** have a collective stash for each tribal grouping. The **38** intent of the Treasure Table is to act as a resource for **39** GMs to help determine appropriate or random treasure **41** for encounters.

D8	Treasure
1	d10 drakes of salvagable junk.
2	d20 drakes of dirty coins.
3	2d12 drakes worth of tarnished gold.
4	4d10 drakes of cracked gems and goblets.
5	5d10 drakes worth of silverware.
6	10d10 drakes worth of stolen jewelry.
7	d10*50 drakes worth of ancient ingots.
8	A random magic item, with soul level 1000.

Survival Crafting

Characters proficient in Survival will often find they can not only put their skills to use to find shelter, forage, and track beasts, but also to create simple crafts using the byproducts of hunted creatures. Given its simple nature, all Survival Crafting requires a **Survival Kit**, found in the adventuring supplies chapter of the Third Edition Core Rules.

Characters can create simple fur and hide armours, as well as salvage stranger, more esoteric body parts to make use of while journeying through the wild. The three most common types of Survival Crafting are skinning, harvesting meat, and stitching simple armors.

Skinned pelts and hides take time, depending on the size of the slain creature. These hides are often worth at least a modest sum of drakes at the trading posts found in small towns and villages. Truly, only a portion of the paid worth is representative of the pelt's value, typically around half is valued as a bounty paid out by local law or the Imperial Foresters. Even without Imperial or noble subsidy, the assurance that a dangerous wild beast has been put down is surely worth the handful of extra coins paid out upon turning in proof of the deed.

However, turning in these pelts is not the only option. While a skilled tanner or leatherworker can craft magnificent boots or leather armour, a Survival craftsman does not have access to the advanced tools or tanning tubs required to treat the hides. Instead, they make due with the supplies they have on the road. Over the course of a Long Rest, which can be the same Rest as the one required to remove the hide, a Survival craftsman can use rudimentary cutting, stitching, and binding to create primitive hide and fur armours. More exotic creatures have more exotic hides, which often have strange or powerful new effects in comparison to mundane pelts.

The third primary use is the harvesting of meat. This can also be done over the course of the same Long Rest as above, especially if the Survival craftsman has willing and able assistants, even if they are untrained. Cooking the meat does not require any sort of test, but cooking it properly to remove the Diseased condition requires a +40 Profession: Cooking test with a negative modifier equal to the Disease's penalty.

Additionally, harvested meat typically will spoil within the day if not properly preserved, which requires either a great deal of salt and kegs of water, jars and pickling juice, or a salting rack and at least a Long Rest of preparation time. Properly preserving rations requires the necessary supplies, which weigh 0 ENC per day's worth of preservation supplies, and cost approximately 5 drakes each. A ration of preserved meat counts as a Travel Ration as described in the Core Rules.

Finally, there are some unique forms of crafting found in this guide, such as the Harpy Feather Cloak, which is a unique and glamorous item indeed. Details on these specific items can all be found in the appropriate monster entries.

Additionally, most creatures, at the GM's discretion, also have a salvagable **Pile of Bones** depending on their Size. Small and Medium creatures typically produce one Pile of Bones, but Large Creatures have up to three. The bones, as expected, can be carved and scrimshawed. A character can make two one handed melee weapons, one hand and a half or two handed melee weapon, or one piece of Full armour, or two pieces of Partial armour from a creature's bones on a +20 Survival test over a Long Rest. Making a Full armour Bone Chest piece requires two Piles of Bones. Weapons that have the Crushing tag have an additional +30, for a total of +50 on the Survival crafting test



Alchemy Ingredients

Many creatures also have harvestable body parts that are useful as Alchemical ingredients. Removing these ingredients properly also requires a Survival Kit, and is done using the Alchemy skill at the denoted difficulty. For more information on Alchemy, consult the Third Edition Core Rules.

Traits

This page contains a compendium of all the traits in this chapter, for when tweaking or creating custom Beasts.

Amphibious

Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.

Aquatic

Can breath water as if it were air, but cannot breath air, and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.

Bestial

Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.

(Humanoid's) Best Friend

Even though it cannot speak any languages, a creature can understand simple orders given by a [Humanoid] it trusts.

Bite

A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

Catfall

Reduces the distance a creature falls by a number of meters equal to its Agility bonus when calculating fall damage.

Climber (X)

The creature can climb walls and ceilings as if open ground, with a Speed of X.

Colossal Strikes

Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.

Crawler

The creature is not slowed by terrain.

Dark Sight

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

Diseased (+/-X)

Creatures with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +/- X or contract Common Disease.

Fish

Movement speed is 0m while on land, and is only able to spend its actions flopping around helplessly.

Flyer (X)

The creature can fly at a Speed of X.

Magic Resistant

Re-rolls failed tests to resist Magic.

Minion

This creature dies if it ever suffers a Wound of any sort.

Natural Toughness X

Reduces all incoming damage by X on all locations. Does not count as Armor.

Quadruped

When Dashing, triples Speed.

Regeneration (X)

Characters with this trait heal very quickly. They may make an Endurance test at the start of each round to heal X HP.

Resist (*, X)

The creature reduces all incoming (Damage Type) damage by X, and gains a +10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Savage

Rolls its damage dice twice and picks the highest.

Stubborn

Can re-roll failed Fear tests.

Swimmer

Doubles its movement speed in water.

Teamwork

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Thick Skull

Immune to Stun and Dazed.

Tough

A Tough creature's HP is (X), WT is (Y), and SB is (Z).

Trained

The creature ignores the Bestial trait

Unrelenting

Targets cannot Disengage while in Reach of the creature.

Vicious (X)

The creature counts their SB as being X.

Weakness to (*, X)

Does not receive DR against any (Damage Type), and takes a bonus X (Damage Type) on each attack, and suffer a -10 per X on any test to resist non-damaging effects of this type. This trait stacks.

Weak Point (Hit Location)

The creature has no AR on its [Hit Location].

-Bears



-Cave Rats



-Crocodiles

Bears

Bears are large ursine quadrupeds that are widespread and ubiquitous in temperate and arctic regions. They are typically large and capable of crushing an armoured man.

Bear, Beast, Major Group, 100 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	35	Combat	70
End	50	WT	13	Magic	-
Agi	30	MP	15	Evasion	30
Int	15	SP	5	Observe	50
Will	35	IR	+7	Stealth	40
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	11m	Social	-
Luck	-	Size	Large	Physical	70

Weapons and Armour

- Claws:** d12 Crushing or Splitting, Reach 1m.
- Bite:** d10 Crushing, Bite, Reach 1m.
- Natural Toughness 3:** Reduces all incoming damage by 3. Does not count as Armor.

Special Abilities

- Maul (2 SP):** The bear does melee attack at 1m that deals 2d8 Crushing. Additionally, all targets Medium or smaller within Reach must test Acrobatics or Athletics or else be knocked prone.

Traits

- Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Diseased (+0):** Bears with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- Quadruped:** When Dashing, triples Speed.

Variant: Cave Bear

- Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- Stubborn:** Can re-roll failed Fear tests.

Encountering Bears

Bears are often found in their dens or roaming in search of food. During winter, bears will be found almost exclusively in their dens with the exception of Snow Bears which will continue to roam and hunt during the cold season, but will be far less active. Bears are sometimes accompanied by their cubs, which they will defend with their lives.

Bears will become very territorial and aggressive unless the target is obviously superior or causes Fear. If the bear wins the fight, they will typically leave their opponent alone, bleeding and battered after they are convinced the threat is subdued, and don't tend to eat humans unless desperate.

Bears will relentlessly pursue their prey, and can run on all fours nearly as fast as a horse.

Bear Loot

- On a +30 Survival test, a character can remove the bear's pelt, worth 100 drakes, over the course of a Short Rest. Snow Bear pelts are worth 200 drakes. Both are ENC 2. Failing this test spoils the pelt, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a bear pelt into two pieces of Full Bear Fur armour, or one Full Bear Fur chest piece. Bear Fur armour is exactly the same as regular Fur but has +1 AR. Snow Bear Fur armour is the same as Bear Fur but gives 3 additional Frost Resistance on the equipped location. Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- On a +20 Simple Survival test over a Long Rest, a character can harvest DoS*3 days' rations of bear meat. The meat will spoil within a day if not properly preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and powder the bear's claws, which are a Rare Alteration ingredient. The character harvests DoS dosages.

Variant: Snow Bear

- Resist Frost 8**
- Savage:** Rolls its damage dice twice and picks the highest.
- Tough:** A Snow Bear's HP is 50, and its WT is 16.

Cave Rats and Skeevers

Cave rats are a plague upon the common folk of Tamriel. Found in virtually every province, individually they are weak but collectively they can drag a man to the ground.

Rat, Beast, Minor Solo, 10 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	10	HP	10	Combat	40
End	20	WT	3	Magic	-
Agi	40	MP	10	Evasion	40
Int	10	SP	2	Observe	40
Will	5	IR	+8	Stealth	50
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	9m	Social	-
Luck	-	Size	Tiny	Physical	20

Weapons and Armour

- **Claws and Teeth:** d4 Slashing, Reach 1m.

Special Abilities

- **Rat Leap (1 SP):** The rat leaps up to 3m, and makes a biting attack against the target. Dodging or Parrying the attack has a -20 penalty as the rat catches them off-guard.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (-30):** Cave Rats with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -30 or contract Common Disease.
- **Minion:** A Cave Rat dies if it ever suffers a Wound of any sort.
- **Quadruped:** When Dashing, triples Speed.

Variant: Skeever

A Skeever's **Claws and Teeth** attacks have the Bite tag.

- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Small:** Skeevens count as Small instead of Tiny.
- **Vicious (2):** Skeevens count their SB as being 2.

Encountering Cave Rats

Cave Rats are most commonly encountered in, unsurprisingly, in caves. They can also be found in dungeons, sewers, and various other subterranean pits and places. They are harbingers of disease and decay, and where civilization goes, Cave Rats follow.

Cave Rats are notoriously aggressive in spite of their diminutive size and feeble strength, which makes them a danger to societies small and large. Purging rat dens is a quintessential adventurer's quest, and rat-killer is a perfectly reasonable career in large cities like Mournhold or Whiterun.

Cave Rats are defensive in their dens, and aggressively raid settlements, typically during the night, for anything they can eat. When fought, rats tend to flee when they realize they are in danger, but they are just as likely to be suicidally courageous, throwing themselves at their opponent with reckless abandon without awareness the mortal danger they are in.

When fought in their den, after fleeing rats will typically regroup for a cunning ambush later on.

Cave Rat Loot

- On a +30 Survival test, a character can harvest one day's ration of rat meat. Rat meat must be cooked, and consuming it forces a +0 Endurance test, or the consuming character gains Common Disease.
- A character can harvest the rat's tail, which is one Common Destruction ingredient.

Crocodiles

Crocodiles are large, aquatic reptiles found in many of the southern regions of Tamriel.

Crocodile, Beast, Major Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	35	HP	32	Combat	45
End	32	WT	8	Magic	-
Agi	20	MP	15	Evade	20
Int	15	SP	3	Observe	30
Will	25	IR	+5	Stealth	60
Prc	20	AP	3	Knowledge	-
Prs	5	Speed	7m	Social	-
Luck	-	Size	Med	Physical	55

Weapons and Armour

- **Jaws:** d10 Crushing, Bite, Reach 1m.
- **Scales:** Partial AR 3.
- **Weak Point (Underbelly):** No AR on its underbelly.

Special Abilities

- **Thrash (1 SP):** If the crocodile successfully Bites a target, it can spend a Stamina as a free action to Thrash the target. This deals d10+3 damage that ignores armour. If underwater, the target is automatically dropped to 0 HP if they fail an Endurance test at +0.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (+0):** Crocodiles with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Savage:** Rolls its damage dice twice and picks the highest.
- **Swimmer:** Doubles its movement speed in water.

Encountering Crocodiles

Crocodiles can be found in the warmer southern climes of Tamriel, most commonly in the Black Marsh and in the wetlands bordering Leyawin. Crocodiles are large reptilian predators that can hold their breath so long, it's as if they can breath water.

While they don't normally hunt men or mer, if encountered, a crocodile may be hostile or territorial. Its jaws snap with such pressure that it easily breaks limbs, and can flash-drown targets by thrashing them about underwater.

Crocodiles often have bounties put on their heads when they enroach too close to civilization, because of the danger they pose to unsuspecting travellers who may find themselves rapidly pulled into a nearby body of water and killed.

Crocodile Loot

- On a +0 Survival test, a character can remove the crocodile's hide, worth 100 drakes, over the course of a Long Rest. If the character fails the test, they spoil the hide, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a crocodile hide into one piece of Full Crocodile Hide armour. Crocodile Hide armour is exactly the same as regular Hide but has +1 AR, and is waterproof. It takes two crocodile hides to make a Crocodile Hide chest piece. If the character fails the test, they spoil the hide, failing to craft the armor and halving the hide's worth.
- On a +20 Simple Survival test over a Short Rest, a character can butcher a crocodile for meat. A character prepares DoS*2 days' rations worth of crocodile meat. The meat will spoil within a day if not properly preserved.
- On a +20 Alchemy test, a character can harvest the crocodile's eyes, which are a Very Rare Mysticism ingredient. If the character scores more than 3 DoS, they harvest two eyes instead.

Dogs

Dogs, both wild and domesticated, can be found across Tamriel.

Dog, Beast, Minor Solo, 30 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	25	HP	13	Combat	40
End	25	WT	6	Magic	-
Agi	40	MP	15	Evade	40
Int	15	SP	4	Observe	70
Will	25	IR	+8	Stealth	40
Prc	30	AP	3	Knowledge	-
Prs	15	Speed	10m	Social	-
Luck	-	Size	Small	Physical	50

Weapons and Armour

- **Bite:** d6 Slashing, Bite, Reach 1m.

Special Abilities

- **Latch On (1 SP):** If the dog successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the dog by breaking out of the Grapple.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (+0):** Dogs with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Man's Best Friend:** Even though it cannot speak any languages, a dog can understand simple orders given by a character it trusts.
- **Quadruped:** When Dashing, triples Speed.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Encountering Dogs

Dogs can be found all across Tamriel. Domesticated dogs can be found in and around nearly all human settlements, and have followed mankind in their journeys ever since they came down from Atmora. They range from friendly to belligerent, and will, like most beasts, fiercely defend their young. They can be befriended and trained with ease.

Wild dogs can be encountered roaming the warmer climates, most commonly in packs that wander Hammerfell and Elsweyr, fulfilling much the same niche as wolves.

Dog Loot

- On a +0 Survival test, a character can remove the dog's pelt, worth 5 drakes, over the course of a Short Rest. Skinning a domestic dog is considered a cruel act in most of Tamriel, and in some places is also a crime.
- On a +30 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of dog meat. The meat will spoil within a day if not properly preserved. Additionally, harvesting a domesticated dog's meat is typically considered cruel and may be criminal.

Variant: War Dog

- **Stubborn:** Can re-roll failed Panic tests.
- **Trained:** War Dogs ignore the Bestial trait
- **Vicious (3):** War Dogs count their SB as being 3 instead of 2.
- **Unrelenting:** Targets cannot Disengage while in Reach of a War Dog.

Dreugh

Dreugh are an ancient species of aquatic, octopus-like beastfolk, commonly hunted for their hide and the wax from their shells.

Dreugh, Beast, Major Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	20	Combat	50
End	40	WT	11	Magic	55
Agi	40	MP	30	Evade	50
Int	30	SP	4	Observe	50
Will	35	IR	+11	Stealth	40
Prc	40	AP	3	Knowledge	40
Prs	5	Speed	6m	Social	15
Luck	-	Size	Med	Physical	60

Weapons and Armour

- **Dreugh Claws:** d8 Crushing, Reach 1m.
- **Dreugh Hide:** Full AR 6 / Magic AR 2.

Special Abilities

- **Refresh Spells (1 SP):** The dreugh can, as a free action, refresh all of its spell uses.
- **Tentacle Grab (1 SP):** As an action while underwater, the Dreugh can attack with its many octopoid tentacles, which lash out and grasp wildly. This is treated as a melee attack at 1m Reach. If it hits, the target is immediately Grappled, and the Dreugh can immediately perform a bonus Grapple Action for free.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Immunity (Paralysis, Poison).**
- **Spellcaster:** The Dreugh does not track its Magicka when casting. Instead, it can attempt to cast any of the following spells once each:
 - Shock Touch 1d4 (1 MP)
 - Shock Touch 1d6 (2 MP)
 - Shock Touch 1d8 (3 MP)
- **Swimmer:** Doubles its movement speed in water.
- **Weakness (Frost, 3).**

Encountering Dreugh

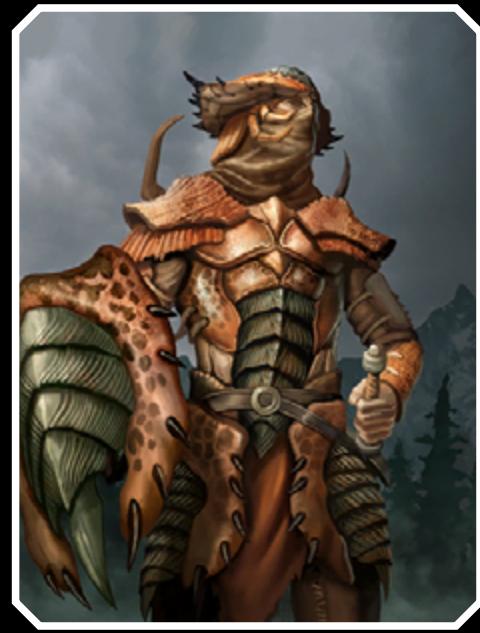
Dreugh are a mysterious and esoteric beast-peoples that live in underground lairs and sunken ruins. They appear half man, half octopus, with the claws of crabs. Dreugh can be found in any of the saltwater seas surrounding Tamriel, and frequent the waterways of the Iliac Bay.

Their origins are shrouded in legend, though some say the Dreugh are the remnants of a prehistoric civilization that spanned the seas, who lived in castles of glass and coral. The ancient Chimer waged frequent war against the Dreugh, to which some attribute the species' devolved intelligence and collapsed empire.

Others still suggest that Dreugh ruled the world in an even older time, when the world was all seas and Lyg, and Molag Bal served as their chief.

Dreugh Loot

- On a +0 Survival test, a character can remove the Dreugh's shell, worth 150 drakes, over the course of a Long Rest. Failing this test spoils the shell, halving its worth.
- On a +0 Survival test, a character can, over the course of a Long Rest, turn a Dreugh Shell into one Full Dreugh Hide Chest piece, or two Full Dreugh Hide limb pieces, or four Partial Dreugh Hide Limbs, or two Partial Dreugh Hide Chest pieces. Failing this test instead spoils the shell, halving its worth.
- On a +10 Alchemy test over a Short Rest, a character can harvest the wax from the Dreugh's shell, which is an Extremely Rare Restoration ingredient. The character can only ever manage to salvage a single dose.



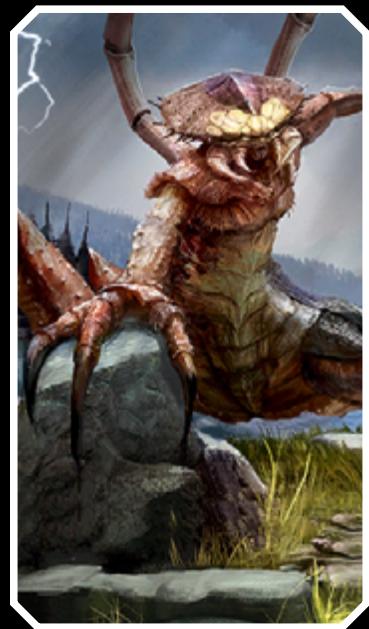
-Dreugh
Hide
Armor



-Dreugh



-Land Dreugh



Land Dreugh

For one year of their life, dreughs undergo karvinasim and emerge onto land as aggressive crustaceans to breed. During this period they are known as land dreughs (or "billies").

Dreugh, Beast, Minor Group, 8o White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	23	Combat	60
End	45	WT	12	Magic	50
Agi	35	MP	30	Evade	55
Int	30	SP	4	Observe	60
Will	35	IR	+11	Stealth	45
Prc	40	AP	3	Knowledge	30
Prs	5	Speed	11m	Social	5
Luck	-	Size	Large	Physical	70

Weapons and Armour

- **Dreugh Claws:** d8 Crushing, Reach 1m.
- **Dreugh Hide:** Full AR 6 / Magic AR 2.

Special Abilities

- **Refresh Spells (1 SP):** The dreugh can, as a free action, refresh all of its spell uses.
- **Scything Claws (1 SP):** As an action, the Land Dreugh can ravage their opponent with the claws that grow from their back. These claws do d12 Slashing damage and hit up to 2 targets within 2m.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Quadruped:** When Dashing, triples Speed.
- **Spellcaster:** The Land Dreugh does not track its Magicka when casting. Instead, it can attempt to cast any of the following spells once each:
 - Shock Touch 1d4 (1 MP)
 - Shock Touch 1d6 (2 MP)
 - Shock Touch 1d8 (3 MP)
- **Swimmer:** Doubles its movement speed in water.

Encountering Land Dreugh

Once in their lifetime, for a single year, Dreugh undergo metamorphosis called karvinasim and emerge onto land as violent crustaceans, with many legs and extra appendages, adapted for surface hunting. Land Dreugh, unlike their depth dwelling kin, are highly aggressive and very dangerous. With hard armour, and large, raking talons, Land Dreugh emerge onto land to hunt and mate for a brief time.

Land Dreugh can be found on many large beaches, and will gather into colonies that will hunt indiscriminately for miles around their beach-colony. Whole villages have been wiped out by Land Dreugh, who capture or kill the inhabitants to feed their freshly spawned younglings.

In combat, Land Dreugh will fight to win, using all of their cunning and brutality to their advantage, and if in the proper numbers, will not hesitate to engage in full scale battles.

During karvinasim, dreugh walk upon the land, favoring shoreline marshes and rivers close to the open water. Hatchlings are closely guarded, and broodmothers are extremely territorial, reacting to invaders with both speed and hostility. This leads credence to the notion that karvinasim heightens the dreugh's martial instincts.

Revolting Life Cycle of the Dreugh

Land Dreugh Loot

- On a +0 Survival test, a character can remove the Dreugh's shell, worth 150 drakes, over the course of a Long Rest.
- On a +0 Survival test, a character can, over the course of a Long Rest, turn a Dreugh Shell into one Full Dreugh Hide Chest piece, or two Full Dreugh Hide limb pieces, or four Partial Dreugh Hide Limbs, or two Partial Dreugh Hide Chest pieces. Failing this test instead spoils the shell, halving its worth.
- On a +10 Alchemy test over a Short Rest, a character can harvest the wax from the Dreugh's shell, which is an Extremely Rare Restoration ingredient. The character can only ever manage to salvage a single dose.

Durzogs

Sometimes called sludgepuppies, a durzog is a dog-like reptilian creature used in battle by goblins and orcs.

Durzog, Beast, Major Solo, 40 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	18	Combat	55
End	35	WT	9	Magic	-
Agi	40	MP	25	Evade	40
Int	25	SP	3	Observe	55
Will	20	IR	+9	Stealth	40
Prc	35	AP	3	Knowledge	-
Prs	5	Speed	12m	Social	-
Luck	-	Size	Small	Physical	50

Weapons and Armour

- Bite:** d10 Crushing (2), Bite, Reach 1m.
- Plated Hide:** Partial AR 5 / Poison AR 1.
- Weak Point (Underbelly):** No AR on its underbelly.

Special Abilities

- Latch On (1 SP):** If the Durzog successfully Bites a target, then it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the durzog by breaking out of the Grapple.

Traits

- Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- Diseased (+0):** Durzogs with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- Greenskin's Best Friend:** Even though it cannot speak any languages, a durzog can understand simple orders given by a goblin or orc that it trusts.
- Quadruped:** When Dashing, triples Speed.
- Savage:** Rolls its damage dice twice and picks the highest.
- Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Encountering Durzogs

Durzogs are hound-like reptiles found both in the wild and in service of goblins and orcs, especially in the Wrothgarian and Dragontail Mountains. Durzogs are large, bulky, and have powerful snapping jaws, resembling a crocodiles, but with large piercing tusks.

In the wilderness, durzogs live in small familial packs, usually numbering no greater than half a dozen. When tamed and bred by greenskins, their packs can be far, far larger, sometimes in the hundreds, if the tribe can keep them fed.

Durzogs will typically live in warrens they dig with their large, broad claws, or in existing cave systems, where their night eyes allow them to see. They typically hunt at night, and are not afraid to hunt men and mer alike.

Durzogs tend to size up an opponent, then in unison will swarm and violently bite and snap at their prey until they can drag it to the ground and pull it limb from limb to devour it while it is still alive. They eat all of their prey, and do not even leave behind the bones.

Durzog Loot

- On a +30 Survival test, a character can remove the durzog's hide, worth 30 drakes, over the course of a Short Rest.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a durzog hide into one piece of Full Durzog Hide armour. Durzog Hide armour is exactly the same as regular Hide but has 1 Poison AR.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of durzog meat, which can be cooked and eaten as a ration, or can be used as an Uncommon Illusion ingredient. Unlike other raw meats, durzog meat will not spoil.

Variant: War Durzog

- Stubborn:** Can re-roll failed Panic tests.
- Trained:** War Durzogs ignore the Bestial trait
- Unrelenting:** Targets cannot Disengage while in Reach of a War Durzog.

Game Animals

There are many beasts hunted for sport or for meat and hides across Tamriel, that don't typically present a major threat in combat. Game Animals are so widely varied, that these profiles should cover most varieties with some tweaking.

Small Game

Animals such as rabbits, foxes, squirrels, birds, small lizards, very large insects, raccoons, hedgehogs, and fish.

Game, Beast, Trivial Solo, 5 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	5	HP	10	Combat	20
End	20	WT	2	Magic	-
Agi	40	MP	10	Evade	40
Int	10	SP	2	Observe	55
Will	5	IR	+8	Stealth	40
Prc	35	AP	3	Knowledge	-
Prs	5	Speed	8m	Social	-
Luck	-	Size	Tiny	Physical	50

Weapons and Armour

- Biting, Pecking, or Clawing:** d4, Reach 1m.

Large Game

Animals such as deer, moose, elk, antelopes, large lizards, giant insects, bison, rams, and small whales.

Game, Beast, Minor Solo, 30 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	20	Combat	30
End	40	WT	8	Magic	-
Agi	40	MP	10	Evade	30
Int	10	SP	4	Observe	55
Will	10	IR	+8	Stealth	30
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	11m	Social	-
Luck	-	Size	Large	Physical	60

Weapons and Armour

- Biting, Ramming, Thrashing or Goring:** 1d10 Slashing or Crushing, Reach 1m.
- Natural Toughness (2):** Reduces all incoming damage by 2. Does not count as Armor.

Traits

- Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.

Encountering Game Animals

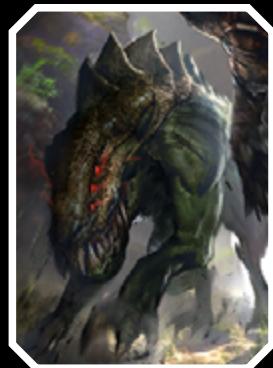
Game Animals of all sorts can be found across Tamriel, and are most commonly hunted for their meat or prizes. This entry is mostly to aid in characters hunting for rations in their downtime.

Game Animal Loot

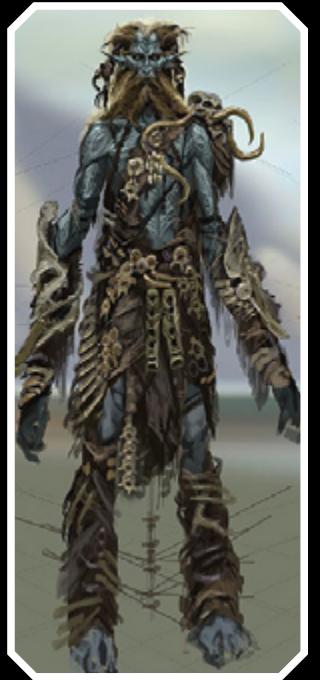
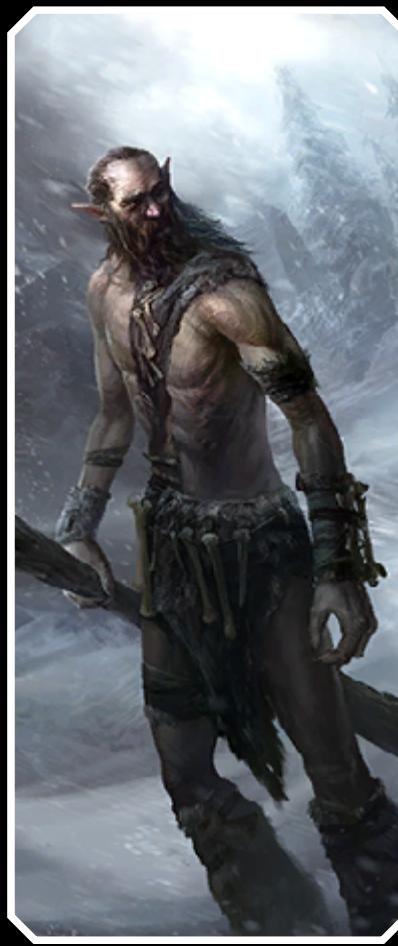
- On a +20 Survival test, a character can remove the game animal's hide. It takes a Short Rest to remove the pelt of a Small Game animal, worth 10 drakes. It takes a Long Rest to remove the pelt of a Large Game animal, worth 100 drakes. Failing the test spoils the hide, halving its worth.
- On a +20 Survival test, a character can create one piece of Partial Hide or Fur armour using a Small hide, or one piece of Full Hide or Fur armour using a Large Hide (or two Partial pieces) over a Long Rest.
- On a +40 Survival test, a character can remove a trophy from a Large Game animal over a Short Rest, worth 100 drakes.
- On a +30 Simple Survival test, a character can harvest meat from a Game Animal. He gains DoS/2 rations of meat from a Small Game animal which takes a Short Rest, and DoS*3 rations of meat from a Large Game animal which takes a Long Rest. The meat will spoil if not preserved.

Additionally, any Game Animal may have any of the following traits, depending on their species:

- Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- Flyer (Speed*3):** The creature can fly at 3*Speed.
- Quadruped:** When Dashing, triples Speed.
- Swimmer:** Doubles its movement speed in water.



-Durzogs



-Giants

Giants

Giants are enormous humanoids with a primitive culture, hailing from Atmora.

Giant, Beast, Deadly Group, 700 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	70	HP	120	Combat	80
End	60	WT	17	Magic	-
Agi	30	MP	20	Evade	10
Int	20	SP	6	Observe	40
Will	45	IR	+6	Stealth	5
Prc	30	AP	3	Knowledge	30
Prs	20	Speed	8	Social	20
Luck	-	Size	Huge	Physical	70

Weapons and Armour

- Giant Club:** 3d10 Crushing (4), UW, Shieldsplitter, Concussive, Reach 2-4m.
- Natural Toughness 2:** Reduces all incoming damage. Does not count as Armor.
- Mammoth Fur Armour:** Partial AR 3 / Frost AR 2, Light, on the Body and Legs. ENC as Fur.

Special Abilities

- Overhead Slam (3 SP):** The giant can, as part of a melee attack, make an overhead slam. This is a 4m line originating from the giant. This is resolved as an AoE. Any target that is hit is immediately thrown a number of metres vertically equal to the damage they receive. They then suffer the consequences of falling as usual.
- Sweeping Strike (1 SP):** The giant can, as part of a melee attack, make a sweeping strike, which hits up to 5 targets in the giant's Reach. This is resolved as an AoE.

Traits

- Colossal Strikes:** Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.
- Magic Resistant:** Re-rolls failed tests to resist Magic.
- Stubborn:** Re-rolls failed Panic tests.
- Thick Skull:** Immune to Stun and Dazed.

Melee Hit Table

Hit Location	Roll
Left Leg	1-3
Right Leg	4-6
Body	7-8
Left Arm	9
Right Arm	0
Head	-

Ranged Hit Table

Hit Location	Roll
Left Leg	1-2
Right Leg	3-4
Body	5-7
Left Arm	8
Right Arm	9
Head	0

Encountering Giants

Giants are a semi-intelligent nomadic race native to Skyrim and High Rock. Giants speak in a deep, gutteral language that no one since the days of Atmora remembers how to speak. They wear clothing made of furs and bones. A giant's tools and weapons are often made from oversized rock, logs, and scrimshawed mammoth bones.

Giants stand 11-12 feet tall, and female giants are rarely, if ever, seen. It is speculated that female giants are kept living in the mountains while the nomadic males range about during the summer months, only to return to the mountaintops in winter after having grazed their mammoth herds for the season, which they have domesticated and shepherd. Giants are highly territorial and protective of their mammoths, and will often attack those who stray too near their encampments. In combat, giants use their massive strength to crush their enemies.

Giants have demonstrated complex beliefs concerning death. When a giant is sick or dying, they make pilgrimage to one of their sacred burial grounds to die alone.

Giant Loot

- A character can salvage Mammoth Cheese from the giant's pouch. The character searching can salvage up to d4 rations of the rancid cheese. It requires a +0 Endurance test to keep down.
- A character can remove Giant Toes, which are Very Rare Restoration Ingredients. The character salvages up to two toes. The rest are simply too small!
- A character can ransack the Giant's pouch for treasure and roll three times on the Treasure Table.
- A character can wield the Giant's Club using the stats presented in its profile. Use by a regular PC requires at least 50 Strength, **must** be used in two hands, and requires a Stamina Point each time it swings. It has ENC 10.
- On a +10 Survival test, a character can turn giant bones into weapons or armour. Giant bones are exactly like regular Bone equipment, but lose the Primitive trait. Additionally, Giant Bone armour increases its AR and ENC by 1.

Giant Bats

Large bats, roughly the size of the average dog.

Giant Bat, Beast, Minor Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	20	HP	12	Combat	50
End	24	WT	6	Magic	-
Agi	50	MP	15	Evade	60
Int	15	SP	2	Observe	50
Will	25	IR	+10	Stealth	50
Prc	40	AP	3	Knowledge	-
Prs	5	Speed	6m	Social	-
Luck	-	Size	Small	Physical	30

Weapons and Armour

- **Bite:** d6 Slashing, Bite, Reach 1m.

Special Abilities

- **Drink Blood (1 SP):** If the Giant Bat deals damage to a target using its Vampiric Fangs, it can immediately spend a Stamina Point to heal for d10 HP. This may not exceed its HP maximum.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (-20):** Giant Bats with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Common Disease.
- **Echolocation:** A Giant Bat sees by hearing, not by sight. A Giant Bat cannot be conventionally Blinded, but is instead treated as also being Blind when affected by the Deafened condition.
- **Flyer (20m):** The bat flies at Speed 20m.
- **Minion:** A Giant Bat dies if it ever suffers a Wound of any sort.

Encountering Giant Bats

Giant bats can be found across Tamriel, in caves and in deep woods. Giant bats, much like their smaller cousins, hunt by night using high-pitched screeching to echolocate. Because of their larger size, the screeches of giant bats are very much audible by the ears of men and mer, and their cries put fear into the hearts of travellers, for giant bats are not solitary hunters.

Giant bats, when hunting, will swarm a single target ruthlessly with the intent of killing, so they may feed on the body in the precious time before dawn, where they can be seen and their night-time advantage leaves them. If giant bats are driven off, but have done sufficient flesh wounds to a potential target, they will return time and again over the course of the night in hit and run attacks, depriving their prey of rest.

When attacked in their lairs, bats will swarm viciously as above, but will frequently simply flee their nest and return when it is safe, unless there are vulnerable young to protect, in which case they will fight until the small creatures are able to escape.

Giant Bat Loot

- On a +30 Survival test, a character can remove the bat's hide, worth 20 drakes, over the course of a Short Rest. Failing this test spoils the hide, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a bat hide into one piece of Full Bat Hide armour. It requires two bat hides to make a Full Bat Hide chest piece. Bat Hide armour is exactly the same as regular Hide, but is a cool midnight black colour and provides a +10 bonus to the wearer's Stealth tests, if the character is wearing at least 4 pieces.. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +20 Simple Survival test character can harvest bat meat over a Short Rest. The character harvests DoS days' rations. The meat will spoil within a day if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can prepare the bat's fangs, which are a Rare Destruction ingredient. Scoring 2 or more DoS harvests 2 fangs instead.

Giant Snakes

Enormous, deadly snakes. Often found near water.

**Giant Snake, Beast, Major Solo,
8o White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	23	Combat	50
End	45	WT	12	Magic	-
Agi	50	MP	15	Evade	50
Int	15	SP	4	Observe	55
Will	30	IR	+9	Stealth	70
Prc	35	AP	3	Knowledge	-
Prs	5	Speed	15m	Social	-
Luck	-	Size	Med	Physical	60

Weapons and Armour

- **Bite:** d8 Slashing, Bite, Reach 1m.
- **Snake Hide:** Full AR 2 / Poison AR 1.
- **Weak Point (Underbelly):** The snake does not have AR on its underbelly.

Special Abilities

- **Constrict (1 SP):** If an enemy is Grappled, the Snake can spend 1 Stamina to immediately inflict 2 Stamina damage.
- **Envenom (1 SP):** After successfully dealing damage with a Bite attack, the Giant Snake can deal a bonus d6 Poison damage.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (+0):** Giant Snakes with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Serpentine:** All Arm and Leg hit locations are resolved against the snake's body instead.

Encountering Giant Snakes

Giant snakes can be found in both the wet and dry regions of Tamriel. Giant snakes tend to prey on large fauna, such as elk, deer, and sometimes the foolhardy small predatory, such as wolves.

Giant snakes come in a wide variety of types, some of which are deadly poisoners, and some are brutal constrictors. A poisonous giant spider will focus their efforts on envonoming their prey, while a constrictor will go in for a squeeze and will not stop until their prey is utterly crushed.

Despite their large size, giant snakes are surprisingly stealthy, as they move silently and low to the underbrush. This can make spotting them hazardous, and in swampy regions, they sometimes swim on the surface of water, or drop down from trees. Snakes make semi-permanent burrows they range out of to hunt prey. Due to the size of their prey, they do not feed often, as they digest their victims whole, a process that takes weeks, sometimes months.

Giant Snake Loot

- On a +30 Survival test, a character can remove the snake's hide, worth 100 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a snake hide into one piece of Full Snake Hide armour. Alternatively, creating a Full Snake Hide chest piece requires two snake hides. Snake Hide armour is exactly the same as regular Hide, but provides 1 Poison AR. Failing this test spoils the hide, halving its worth, and renders it useless.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of snake meat. Snake meat will spoil within a day if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and prepare the snake's eyes, which are Uncommon Illusion ingredients. If the character scores more than 1 DoS, he harvests 2 giant snake eyes instead.
- Additionally, a character can make one roll on the Treasure table to see if the snake has swallowed any other adventurers and what loot they had.

Giant Spiders

Enormous spiders that lurk in dark caves, and deep within ancient forests, spinning webs to catch unsuspecting prey.

**Giant Spider, Beast, Major Solo,
160 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	22	Combat	65
End	44	WT	11	Magic	-
Agi	55	MP	15	Evade	65
Int	15	SP	4	Observe	50
Will	30	IR	+9	Stealth	70
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	15m	Social	-
Luck	-	Size	Med	Physical	60

Weapons and Armour

- **Bite:** d6 Slashing, Bite, Reach 1m.
- **Stingers:** d6 Poison, Reach 1m.

Special Abilities

- **Poison Spray (1 SP):** The spider can spray poison at a target up to 10m away as a ranged attack action. It gains a +10 to hit. The poison spray does 2d6 Poison damage.
- **Web Blast (1 SP):** The spider can launch a web up to 10m as a ranged attack action. If it hits, the target is Entangled.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Climber:** The creature can climb walls and ceilings as if open ground.
- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (+0):** Giant Spiders with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Minion:** A Giant Spider dies if it ever suffers a Wound of any sort.

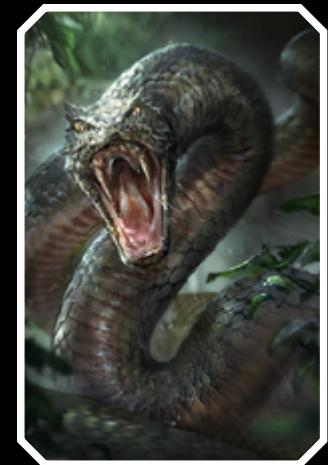
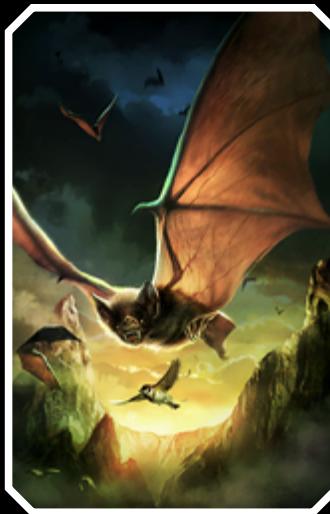
Encountering Giant Spiders

Giant spiders often live in small broods, down in the hidden and darkened depths of the underground, or in particularly dense forests. Often, there are dozens, or hundreds of smaller spiderlings under the command of a larger mother spider, and her handful of mates. Capable of crawling on ceilings and walls, giant spiders weave powerful webs to entangle victims, who are then liquified with deadly poison and feasted upon. They will lie in wait to ambush larger prey, but are unafraid of charging weaker, man sized prey head on. The spiders can also use their deadly venom as projectiles, spitting it in large globs to weaken their prey from a distance.

Though giant spiders are ambush hunters, desperation for food may drive them to take a more proactive approach to hunting, which may result in attacks away from their lair on the road, or in small villages. When attacked in their lair, spiders will use all of their abilities and defenses to their advantage to hinder their foes.

Giant Spider Loot

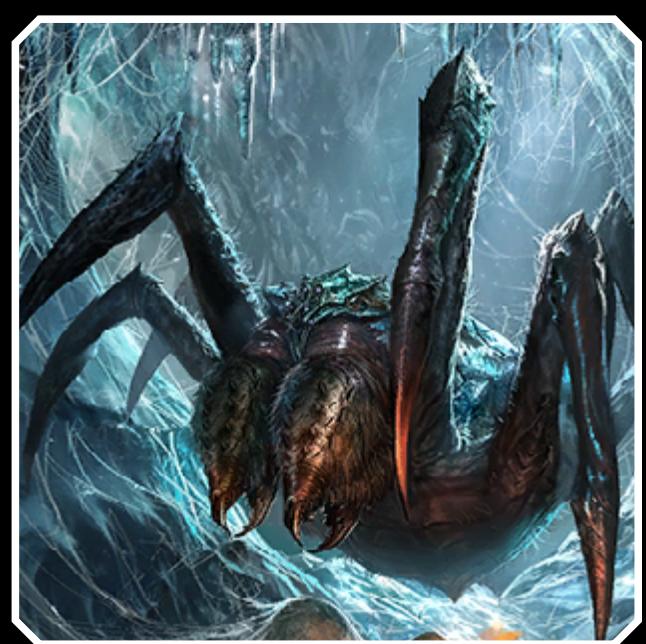
- On a +30 Survival test, a character can remove the spider's hide, worth 30 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a spider hide into one piece of Full Spider Hide armour. Alternatively, creating a Full Spider Hide chest piece requires two spider hides. Spider Hide armour is exactly the same as regular Hide, but provides a +10 bonus to the wearer's Athletics tests made to climb, if the character is wearing at least 4 pieces. Failing this test spoils the hide, which halves its worth and renders it useless.
- On a +10 Survival test, a character can harvest one dose of spider poison, which is a Plentiful quality poison. If the character fails this test, they instead immediately take d6 Poison damage as they spill or fumble the toxin sac.
- On a +0 Alchemy test over a Short Rest, a character can harvest the spider's eyes. They retrieve DoS eyes, up to 8 maximum. Each eye is one Rare Mysticism ingredient.



-Giant Bats
and Giant
Snake



-Giant
Spiders



Goblins

Goblins are violent, primitive humanoids found throughout Tamriel, often living in sewers, caves and ruins in small clan-based societies. Appearance-wise, goblins have green skin, yellow eyes with slitted pupils, pronounced canine teeth, elven ears, and sometimes horns and hunchbacks.

Goblin, Beast, Minor Solo, 100 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	35	HP	10	Combat	45
End	20	WT	6	Magic	15
Agi	35	MP	15	Evasion	45
Int	15	SP	2	Observe	45
Will	15	IR	+6	Stealth	45
Prc	35	AP	2	Knowledge	15
Prs	10	Speed	9m	Social	10
Luck	-	Size	Small	Physical	35

Weapons and Armour

One of the following:

- **Goblin Battle Axe:** d8 Splitting, UW, 2h, Reach 1m.
- **Goblin Blade:** d6 Slashing, Exploit Weakness, Reach 1m.
- **Goblin Bow:** d6 Slashing, Reload 1, Range 100m.
- **Goblin Cudgel:** d6 Crushing, UW, Reach 1m.
- **Goblin Spear:** d6, UW, Reach 2m.

And any of the following:

- **Goblin Armour:** Partial AR 2, Light, All
- **Goblin Shield:** BR 6 (3), Light.

Special Abilities

- **Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Goblin. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Goblin adds +1 damage to the attacking Goblin's damage roll.

Traits

- **Minion:** A Goblin dies if it ever suffers a Wound of any sort.

Variant: Durzog Trainer

- **Inspire (1 SP):** On its turn, a Durzog Trainer can spend a Stamina point to inspire one Durzog. That Durzog can then re-roll its next failed Combat test.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Encountering Goblins

Goblins are savage, primitive humanoids found throughout Tamriel. They live in clan based societies ruled by the strongest of them in a hierarchy of might-makes-right. Goblins have green skin, yellow-slitted eyes, large fangs and elven ears, and stand at the height of around a man's chin.

The most common goblins are cave goblins, which dwell in caves, sewers, ruins and other subterranean lairs. They typically build simple but deadly traps, and construct minor fortifications in their underground bases.

The other main type of goblins are the clan goblins, which dwell as nomads on the surface world, hunting and raiding as necessary. Clan goblins are far larger and stronger than their underground cousins, so naturally pose a much larger threat on the offensive than the relatively diminutive cave goblins, who typically have the advantage on the defensive instead.

Goblins are known to train the dog-like Durzogs for battle, and raise rats for their meat.

Goblin Loot

- A goblin has on its person what it is equipped with, in addition to about d4 drakes worth of junk weighing about 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Variant: Cave Goblin

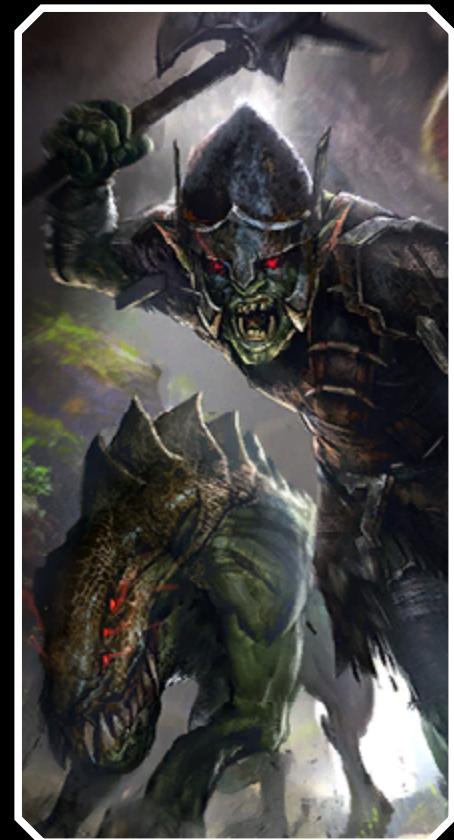
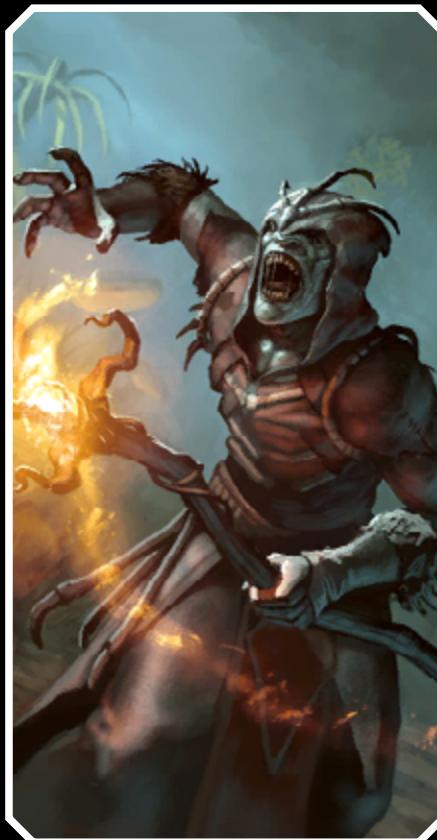
- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.

Variant: Clan Goblin

- **Tough:** A Clan Goblin's HP is 15, WT is 8, and SB is 4.



-Goblins



Goblin Berserkers

A Goblin Berserker is a slightly larger, angrier Goblin.

Goblin, Beast, Minor Group, 120 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	15	Combat	45
End	30	WT	9	Magic	15
Agi	35	MP	10	Evade	45
Int	10	SP	3	Observe	45
Will	20	IR	+5	Stealth	45
Prc	10	AP	2	Knowledge	15
Prs	5	Speed	10m	Social	10
Luck	-	Size	Med	Physical	35

Weapons and Armour

Two of the following:

- **Goblin Blade:** d6 Slashing, Exploit Weakness, Reach 1m.
- **Goblin Cleaver:** d6 Splitting, UW, Reach 1m.
- **Goblin Cudgel:** d6 Crushing, UW, Reach 1m.

Or one of the following:

- **Goblin Battle Axe:** d8 Splitting, UW, 2h, Reach 1m.
 - **Goblin Sledge:** d8 Crushing, UW, 2h, Reach 1m.
- And any of the following:
- **Goblin Heavy Armour:** Partial AR 4, Medium, on all Hit Locations.

Special Abilities

- **Blood Frenzy (1 AP):** The berserker can spend an AP to work himself into a blood rage. While frenzied, he cannot make Defensive Reactions but rolls all damage dice twice and picks the highest.
- **Whirlwind (1 SP):** The berserker can strike up to 3 targets in his Reach as part of a single melee attack. Roll the attack roll once, and all defenders react separately. The goblin can choose the order his opponents resolve their defences.

Variant: Cave Goblin Berserker

- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.

Variant: Clan Goblin Berserker

- **Tough:** A Clan Goblin Berserker's HP is 20, WT is 10, and SB is 5.

Encountering Goblin Berserkers

Goblin berserkers are the closest equivalent to the nobles of goblin society. Larger, stronger, and more violent-minded than the lesser goblins, goblin berserkers fight with the primal rage of their patron, Malacath, who they worship as Muluk.

Goblin berserkers rule as second in command to a clan's War-Chief, and maintain what passes as discipline in goblin culture. On the battlefield, goblin berserkers use their bulk and fury to their advantage, and press constantly on the attack, often forgoing defense in favour of ruthless and unending strikes. They often use either a broad two handed weapon they can swing with reckless abandon, or a pair of weapons to maximize their offensive output, forsaking shields in favour of heavier, more prestigious goblin armour worthy of their social status.

Although goblins are typically a minor threat at best against experienced warriors, many have been caught off-guard by a goblin berserker's insane lack of self preservation: their rank in goblin society depends on their might and fearlessness, and to lose face would be worse than death.

Goblin berserkers typically do not parry incoming blows, but are surprisingly deft and capable of dodging should they need to. If it is clear that the goblins are routing in a fight, goblin berserkers will refuse to retreat and will fight until either they or their opponents are dead.

Goblin Berserker Loot

- A goblin berserker has on its person what it is equipped with, in addition to about d8 drakes worth of trophies weighing about 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Goblin War-Chiefs

Goblins War-chiefs are the largest, most powerful members of the tribe, and serve as their leaders in battle.

Goblin, Leader, Beast, Major Group,

350 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	24	Combat	80
End	48	WT	13	Magic	15
Agi	40	MP	25	Evade	50
Int	25	SP	4	Observe	50
Will	40	IR	+9	Stealth	20
Prc	30	AP	3	Knowledge	35
Prs	15	Speed	13m	Social	15
Luck	-	Size	Med	Physical	70

Weapons and Armour

One of the following:

- **Goblin Chief-Axe and Shield:** d8 Splitting, UW, Reach 1m / BR 7 (4) Light.
- **Goblin Sledge:** d12 Crushing, UW, 2h, Reach 1m.
- **Paired Goblin Slashers:** 2*1d10 Slashing, 1h, Reach 1m.

And any of the following:

- **Goblin Chieftan Armour:** Full AR 4, Medium, All.

Special Abilities

- **Inspire (1 SP):** On its turn, a Goblin War-Chief can spend a Stamina and make a Simple Combat Test to rally its tribesman. Up to DoS Goblins are Inspired and can re-roll their next failed test.
- **War-Caller (1 SP and 1 AP):** On its turn, as part of an Action, the Goblin War-Chief can spend a Stamina Point to call his goblins to arms. All Goblins within 10m can immediately make a free Attack action, or use their Gang Up ability without spending a Stamina Point.

Traits

- **Savage:** Rolls damage twice and takes highest.

Variant: Cave Goblin War-Chief

- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.

Variant: Clan Goblin War-Chief

- **Resist Normal Weapons (3).**
- **Tough:** A Clan Goblin War-Chief's HP is 30, WT is 15, and SB is 6.

Encountering Goblin War-Chiefs

Goblin war-chiefs are the biggest, strongest, smartest goblins in a clan, and as such rule over their weaker kin through force of muscle, and through low cunning. A goblin war-chief is man sized or larger, and those of the nomad clans are even rumoured to be supernaturally protected. Some scholars speculate this to be some sort of blessing from Malacath made manifest, though it warrants further study.

Goblin war-chiefs, as the highest ranking members of a clan, have best pick of the weapons, armour, food, durzogs, and mates, and they greedily hoard all of these. In a goblin clan, the war-chief is king, and his word is law. As a result, goblins fear, respect, and envy their chiefs, which results in both total loyalty and murderous betrayal. A goblin war-chief must be careful to keep his berserkers and officers in line, lest they attempt to usurp him.

Goblin war-chiefs, unlike goblin berserkers, will retreat if it is warranted, or if they can fall back to a strategic position or ambush. At worst, a goblin war-chief commands enough respect to rally his clan to make a counter-attack at a later date, but to not retaliate at all would certainly result in being cast down; as a result, any attack on a goblin clan is viewed as a personal insult to the war-chief.

GMs running campaigns that feature goblins as primary antagonists shouldn't be afraid to deviate from the stats presented here to give a war-chief Talents from the Character creation chapter in the 3e Core Rules, or to give them magic weapons and armour to help differentiate war-chiefs of different clans, or successors to previously killed war-chiefs. Even one Combat or Weapon talent can help give a goblin war-chief a lot of mechanical personality.

Goblin War-Chief Loot

- A goblin war-chief has on its person what it is equipped with, in addition to about 2d10 drakes worth of trophies weighing 1 ENC.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.

Goblin Shamans

Goblins Shamans are intelligent, magic wielding goblins. They serve as religious leaders for the tribe.

**Goblin, Spellcaster, Beast, Major Solo,
300 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	15	Combat	30
End	30	WT	9	Magic	65
Agi	35	MP	35/70	Evasion	55
Int	35	SP	3	Observe	55
Will	35	IR	+9	Stealth	45
Prc	35	AP	3	Knowledge	55
Prs	15	Speed	9m	Social	15
Luck	-	Size	Small	Physical	30

Weapons and Armour

- **Goblin Totem Staff:** d6 Splitting, Focus, Magic, Focus, Impaling, Innate Spell (Varies), Reach 2m.
- **Goblin Shaman Garb:** Clothing
 - **Innate Spell:** The wielder of the Goblin Totem Staff is able to use it to cast an Innate Spell. An Innate Spell costs no Magicka to cast, and always counts as passing its casting test with 1 DoS. It stores one spell from below:
 - Fire Bolt (d4) (2 MP)
 - Frost Bolt (d4) (2 MP)
 - Shock Bolt (d4) (2 MP)
 - Poison Bolt (d4) (2 MP)
 - Heal Bolt (d4) (2 MP)
- **Special Abilities**
- **Refresh (1 SP):** The Goblin Shaman can perform a tribal dance. This refreshes both of his spell casts for his Spellcaster trait.

Traits

- **Spellcaster:** Can pick up to 2 of the following spells. The Shaman does not track Magicka, but instead can cast each spell one time.
 - Fire 2 (d6+2) Cone 4m (8 MP)
 - Fire 1 (d4+1) Ball 3m (8 MP)
 - Fire 3 (d8+3) Wall 3m (9 MP)
 - Frost 3 (d8+3) Bolt (4 MP)
 - Frost 2 (d6+2) Pulse 2m (8 MP)
 - Poison 1 (d4+1) Beam 10m (7 MP)
 - Shock 2 (d6+2) Chain 3 (10 MP)
 - Heal 3 (6+3 HP) Target (8 MP)
 - Fatigue 3 (-10 End) Target (8 MP)
 - Drain Magicka 2 (8MP) Bolt (5 MP)

Encountering Goblin Shamans

Goblin shamans serve as the high priests and religious leaders of the goblin clans, who worship Muluk, the goblins' version of Malacath. They practice primitive elemental hedge-magic and concoct simple brews and poisons for their clans.

The most interesting feature of the goblin shaman is their totem staff, a brutal, bladed staff enchanted with primal magics that allow the casting of a single damaging cantrip at will. Goblin totem staves are passed down generation to generation, and date back to time unknown. The totem staff of a clan has profound spiritual importance to the tribe, and they will relentlessly hunt for their totem staff if stolen, either by a rival clan or by adventurers. Goblin scouts will range for miles and burn villages to the ground in night raids, and sack other goblin dens in their search.

Goblin Shaman Loot

- A goblin has on its person what it is equipped with, in addition to about d12 drakes worth of fetishes and baubles weighing about 1 ENC. Goblin Totem Staves are able to always cast their innate spell. A goblin clan will stop at nothing to retrieve a stolen Totem Staff, and their generations breed quickly. Taking the totem staff will likely result in increased goblin raids in the coming weeks and months as they search for their ancestral totem.
- A character can make a +0 Alchemy test to harvest a goblin ear, which is an Uncommon Destruction ingredient. If the character succeeds with more than 1 DoS, they harvest two ears instead.
- Goblins are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Variant: Cave Goblin Shaman

- **Crawler:** The creature is not slowed by terrain.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.

Variant: Clan Goblin Shaman

- **Tough:** A Clan Goblin Shaman's HP is 20, WT is 10, and SB is 4.

Harpies

Fierce, carnivorous, feminine humanoids with the colourful wings of a bird.

Harpy, Beast, Major Solo, 150 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	18	Combat	65
End	35	WT	9	Magic	35
Agi	55	MP	20	Evade	75
Int	20	SP	3	Observe	50
Will	35	IR	+11	Stealth	55
Prc	40	AP	3	Knowledge	30
Prs	5	Speed	6m	Social	5
Luck	-	Size	Med	Physical	40

Weapons and Armour

- **Talons:** 1d4 Slashing, Exploit Weakness, Reach 1m.

Special Abilities

- **Earth's Harsh Embrace (1 SP):** Instead of dealing damage on a successful hit in melee with its Talons against a Medium or smaller target, the Harpy can spend a Stamina Point to grab them and soar upwards 6m. The Harpy can then immediately spend another Stamina Point and Action point to continue flying upwards. If multiple Harpies are carrying the same target, only one needs to spend a Stamina Point per 6m of height. This is treated as a Grapple for the purposes of breaking free, and the Harpy can choose to drop the target at any point, which will suffer falling damage as normal.

Traits

- **Flyer (13m):** The Harpy can fly at Speed 13m.
- **Resist Normal Weapons (2).**

Encountering Harpies

Harpies are found in places with rocky cliffs and crags suitable for their nests, where they live in small matriarchal groups that have in rare cases been known to communicate with mortals. They are a common nuisance around the Iliac Bay.

They are usually encountered when they leave their nests in order to kidnap, mate with and kill human males, or to keep strangers away from their nests.

When threatened, harpies use their flight to their advantage, making hit and run attacks and using their powerful legs to heave characters into the air, either to drop them to break their bones, or to separate the party so they can focus their savage attacks on one target at a time. They prefer to fight in the open, where they can take advantage of their flight to its best, and high places are preferred ambush sites.

Harpy feathers are treasured for their vibrance, ranging from deep blues and greens to bright electric pinks and yellows. Their feathers are said to be imbued with magical properties that are the envy of crafters and trophy seekers.

Harpy Loot

- On a +30 Survival test over a Short Rest, a character can strip the harpy's feather hides, which are worth 150 drakes. Failing this test spoils the feathers, halving their worth.
- On a +10 Survival test over a Long Rest, a character can use 5 harpy feather hides to create a Harpy Feather Cloak. A Harpy Feather cloak can be worn on the back, and weighs 1 ENC when carried. Any time the wearer succeeds on a Defense Test roll, regardless of whether or not they win the Opposed Combat Roll, the wearer gains the **Resist Normal Weapons 2** trait for the duration of the attack. Failing this test spoils the feathered hides, halving their worth and rendering them useless.
- On a +0 Alchemy test, a character can harvest harpy talons over a Short Rest. The character harvests DoS doses of harpy talons, which are an Uncommon Restoration ingredient.

Horkers

Horkers are sea animals, similar in appearance to a walrus, that inhabit the cold northern coasts of Tamriel.

Horker, Beast, Minor Solo, 25 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	30	HP	35	Combat	30
End	35	WT	8	Magic	-
Agi	15	MP	5	Evade	5
Int	5	SP	3	Observe	35
Will	25	IR	+3	Stealth	5
Prc	25	AP	2	Knowledge	-
Prs	5	Speed	3m	Social	-
Luck	-	Size	Med	Physical	50

Weapons and Armour

- **Horker Tusks:** d8 Slashing, Reach 1m.
- **Horker Hide:** Full AR 2 / Frost AR 3 on All.

Special Abilities

- **Gore (1 SP):** As part of a successfully damaging melee attack, the Horker can spend a Stamina Point to immediately deal a bonus SB (3) damage.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Swimmer:** Doubles its movement speed in water.

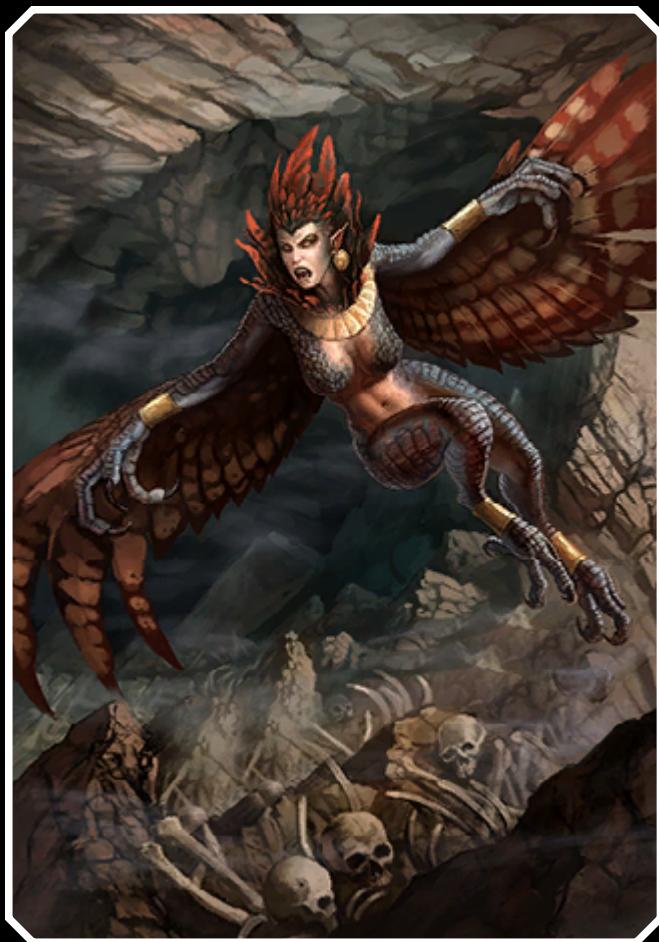
Encountering Horkers

Found along the northern coasts of Skyrim and on the isle of Solstheim, horkers are large, rotund sea mammals. They have a trio of long tusks, valuable as ornamentation, as drinking horns, or as simple weapons. Horkers are coated in a thick insulating blubber to keep them warm in the frigid climes they dwell in. Horkers typically prey on sea fish and clams, but it isn't unheard of for a horker to take on mudcrabs and slaughterfish when desperate.

Horkers can be found on beaches, ice shelves, or in the cold north seas, and are typically docile unless approached, in which case they become violently defensive, though they do not often give chase.

Horker Loot

- On a +30 Survival test, a character can remove the horker's hide, worth 20 drakes, over the course of a Short Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a horker hide into one piece of Full Horker Hide armour. Alternatively, creating a Full Horker Hide chest piece requires two horker hides. Horker Hide armour is exactly the same as regular Hide, but provides an additional +3 Frost Resistance (for a total of 5). Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a horker over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +30 Survival test, a character can remove the horker's three tusks, worth 50 drakes each. These can also be fashioned into daggers or spearheads, which are Bone weapons without the Primitive trait.
- On a +0 Alchemy test, a character can harvest the horker's blubber over a Short Rest, which is a Common Restoration ingredient. The character retrieves DoS doses.
- On a -20 Survival test, a character can fashion a water breathing apparatus from a horker's air bladder over a Short Rest. Using the breathing bladder allows a character to hold their breath twice as long underwater.



-Harpy



-Horker



-Lamia



-Imp

Horses

Horses are common throughout most parts of Tamriel, and serve a variety of useful purposes.

Horse, Beast, Minor Solo, 50 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	20	Combat	50
End	40	WT	12	Magic	-
Agi	40	MP	15	Evade	40
Int	15	SP	4	Observe	45
Will	30	IR	+7	Stealth	20
Prc	25	AP	3	Knowledge	-
Prs	10	Speed	13m	Social	-
Luck	-	Size	Large	Physical	80

Weapons and Armour

- **Trample:** d8 Crushing, Reach 1m.
- **Natural Toughness (2):** Reduces all incoming damage by 2. Does not count as Armor.

Special Abilities

- **Charge (1 SP):** The horse can lower its head and trample foes. It may move up to 3x its movement speed, and when it does, any characters it moves within 1m of must test Evade or take d6 Crushing damage and be knocked Prone.
- **Gallop (1 SP):** Instead of Dashing, when a Horse spends a Stamina to move faster it instead moves 5x its movement speed.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Quadruped:** When Dashing, triples Speed.

Variant: War Horse

- **Stubborn:** Can re-roll failed Panic tests.
- **Trained:** War Horses ignore the Bestial trait
- **Tough:** A War Horse's HP is 30, WT is 15, and SB is 6.

Encountering Horses

Horses are large, quadrupedal beasts that can be found both in the wild and raised and bred in captivity by the various cultures on Tamriel. Wild horses spook easily, and are very fast. Fighting wild horses is a rare occurrence due to their preference to flee, but an angry horse is no laughing matter.

In combat, a horse will trample its foes with its large, powerful hooves, or by charging and headbutting its foes before stomping on them when they are underfoot. A horse that is wrangled will buck and kick violently, and it's not unheard of for errant stablehands to be brutally killed by their charges.

For this reason, particularly angry or poorly tempered destriers are the preferred war horses of the peoples of Tamriel, though the horses themselves are as varied as man and mer alike. For example, the sleek horses of Hammerfell as thin and fast, their wide hooves ideal for travel on sand, and the hardy horses of Skyrim are large, shaggy coated, and muscular.

Horse Loot

- On a +30 Survival test, a character can remove the horse's hide, worth 40 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a horse hide into one piece of Full Horse Hide armour. Alternatively, creating a Full Horse Hide chest piece requires two horse hides. Horse Hide armour is exactly the same as regular Hide. Failing this test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a horse over a Long Rest. The character harvest DoS*3 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test, a character can remove and prepare the horse's hooves over a Short Rest. Horse hooves are a Common Alteration ingredient. The character can retrieve two doses, and if they score more than 1 DoS, they retrieve four.

Imps

Imps are small, winged humanoids who are slightly intelligent and can cast a variety of spells.

**Imp, Spellcaster, Beast, Minor Solo,
120 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	15	HP	8	Combat	15
End	15	WT	6	Magic	55
Agi	35	MP	-	Evade	45
Int	25	SP	1	Observe	30
Will	40	IR	+8	Stealth	30
Prc	30	AP	3	Knowledge	25
Prs	5	Speed	7m	Social	5
Luck	-	Size	Tiny	Physical	15

Weapons and Armour

- **Imp Claws:** d4, Reach 1m.

Special Abilities

- **Refresh (1 SP):** The Imp can spend a Stamina point to refresh all of his spell casts for his Spellcaster trait.

Traits

- **Flyer (15m):** The creature can fly at a Speed of 15m.
- **Minion:** An Imp dies if it ever suffers a Wound of any sort.
- **Spellcaster:** Can pick up to 4 of the following spells. The Imp does not track Magicka, but instead can cast each spell one time.
 - Fire 2 Bolt (3 MP)
 - Fire 1 Chain 3 (9 MP)
 - Fire 3 Pulse 1 (8 MP)
 - Frost 2 Bolt (3 MP)
 - Frost 1 Chain 3 (9 MP)
 - Frost 3 Pulse 1 (8 MP)
 - Shock 2 Bolt (3 MP)
 - Shock 1 Chain 3 (9 MP)
 - Shock 3 Pulse 1 (8 MP)
 - Poison 2 Bolt (5 MP)
 - Poison 1 Chain 3 (10 MP)
 - Poison 3 Pulse 1 (11 MP)

Encountering Imps

Imps can be found across Tamriel, but are most common in the Cyrodiilic highlands. Their preferred dwellings are caves, ruins, abandoned villages, or the trees themselves, the small creatures are not particularly picky.

Imps are of low to average intelligence, and can be found living in small communities, but to call them any sort of society would be a stretch. Imps band together to bring down larger prey, which they eat and plunder, but the moment their mutual goals are met, the imps will turn on one another, convinced the treasure and meat is theirs and theirs alone. For this reason, imps are most commonly found solitary, or in the presence of other dead imps.

Despite their violent nature, they have been known to have been tamed and befriended by men and mer. They have been recorded to occasionally carry precious items like enchanted rings and even small effigies of their own kind. Whether or not the imps in question understand the true nature of the magic items they carry, or how and why they would have such dolls is entirely unknown.

Imps attack nearly exclusively using primitive hedge-magicks, and they are happy to attack any travellers or creatures they find, often going up against monsters and heroes many times their size without fear. Imps never flee from combat, and are suicidally brave.

Where all these imps are coming from, considering they tend to violently kill one another, and often die to large monsters or adventurers in suicidal attacks, nobody knows. It is a complete and total mystery, and has been for centuries.

Imp Loot

- On a +0 Alchemy test over a Short Rest, a character can carefully retrieve the delicate imp gall, which is a Very Rare Destruction and Restoration ingredient.

Lamia

Lamia are a species of intelligent, amphibious, beastfolk. Scattered across Tamriel, these half-woman half-snake creatures are reviled as monsters. Despite being exclusively female, they lay eggs, which they are incredible protective of. They have a religion, venerating entities called the Egg Mother and the Great Egg.

Lamia, Beast, Major Group, 500 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	45	HP	20	Combat	55
End	40	WT	12	Magic	65
Agi	45	MP	80	Evasion	55
Int	40	SP	4	Observe	55
Will	45	IR	+11	Stealth	55
Prc	35	AP	3	Knowledge	55
Prs	35	Speed	12m	Social	55
Luck	-	Size	Med	Physical	45

Weapons and Armour

- **Clawed Hands:** d6 Slashing, Reach 1m.
- **Lamia Hide:** Partial AR 2, Magic AR 1 on Body.

Special Abilities

- **Terrifying Shriek (2 SP):** The lamia can spend two Stamina Points to shriek magically as an action. All non-lamia creatures and characters within 40m must immediately make a Panic test at -10.
- **Refresh (1 SP):** The Lamia can spend a Stamina Point to refresh her Spellcaster spell list.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on their Combat rolls by her Athletics when fighting in water.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Half-Serpent:** A Lamia treats their Leg hit locations as being Body.
- **Spellcaster:** Can pick up to 4 of the following spells. The Lamia does not track Magicka, but instead can cast each spell one time.
 - Fire 3 Pulse 5m (13 MP)
 - Fire 2 Beam 10m (7 MP)
 - Poison 4 Bolt (9 MP)
 - Poison 3 Wall 3m (12 MP)
 - Poison 3 Chain 3 (14 MP)
 - Poison 2 Storm 10m (12 MP)
 - Heal 3 Self (8 MP)
 - Ward 3 Self (8 MP)
 - Blind 3 Ball 3m (16 MP)
 - Calm 3 Target (11 MP)
 - Silence 3 Bolt (10 MP)

Encountering Lamia

Lamia are amphibious beast-peoples. The species is exclusively female, or at least appears outwardly so. They have a serpentine lower body, with a humanoid torso resembling a human female, though their appearance can range from fully human to fully snake-like.

Lamia can be found all over Tamriel, and though they can live on land, are seldom found far from water. Although they are hated as being a violent beast-race, Lamia are comparably intelligent to the humanoids of the Empire, and speak Tamrielic.

Lamia adorn themselves with jewelry in the pursuit of vanity, and covet treasure. When not in their lairs, tending to their cherished eggs, they hunt for aquatic game or raid ships and coastal caravans for the gold and jewels they carry.

In combat, Lamia use Destruction magics and their magically infused shrieks to frighten their foes, and though they prefer to use magic and have powerful claws, are more than capable of using weapons and armour. Lamia will defend their eggs with their lives, but if a battle is plainly lost, they will attempt to gather as many eggs as they can carry before retreating away to deep water.

Lamia Loot

- On a +0 Survival test, a character can remove the Lamia's hide, worth 300 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a snake hide into one piece of Full Lamia Hide armour. Alternatively, creating a Full Lamia Hide chest piece requires two snake hides. Lamia Hide armour is exactly the same as regular Hide, but is strikingly vibrant, and has Magic Resistance 1.
- On a +0 Alchemy test over a Short Rest, a character can harvest the Lamia's forked tongue, which is a Very Rare Illusion ingredient.
- A character can roll on the Treasure Table, to represent the Lamia's worn jewelry.

Lions

Mountain lions are agile, dangerous predators. They inhabit the wooded and rocky areas in the temperate climes of Tamriel, like Cyrodiil and High Rock.

Lion, Beast, Minor Solo, +0 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	40	HP	17	Combat	55
End	35	WT	9	Magic	-
Agi	45	MP	15	Evade	55
Int	15	SP	3	Observe	60
Will	25	IR	+9	Stealth	75
Prc	40	AP	3	Knowledge	-
Prs	5	Speed	12m	Social	-
Luck	-	Size	Med	Physical	60

Weapons and Armour

- **Bite:** d8 Splitting, Bite, Reach 1m.
- **Claws:** d10 Slashing, Reach 1m.

Special Abilities

- **Rake (1 SP):** The Lion can rake a target savagely, and roll a second attack against a target that was successfully damaged. This attack cannot win specials.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Catfall:** Reduces the distance the Lion falls by 4 meters when calculating fall damage.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (+0):** Lions with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Quadruped:** When Dashing, triples Speed.

Encountering Lions

Lions, and other big cats such as mountain lions, tigers, cougars, and the like, can be found either in prides or as solitary hunters, depending on the species. A lion's pride is composed of a group of females and one male. The females will work together to hunt, first using stealth, then using explosive power and incredible speed to close the gap. The lions are coordinated and dangerous, and will cut off routes of escape.

A lone lion will instead use stealth and cunning to separate a single target out from their herd or group, and violently run them to the ground, hoping their companions leave them behind.

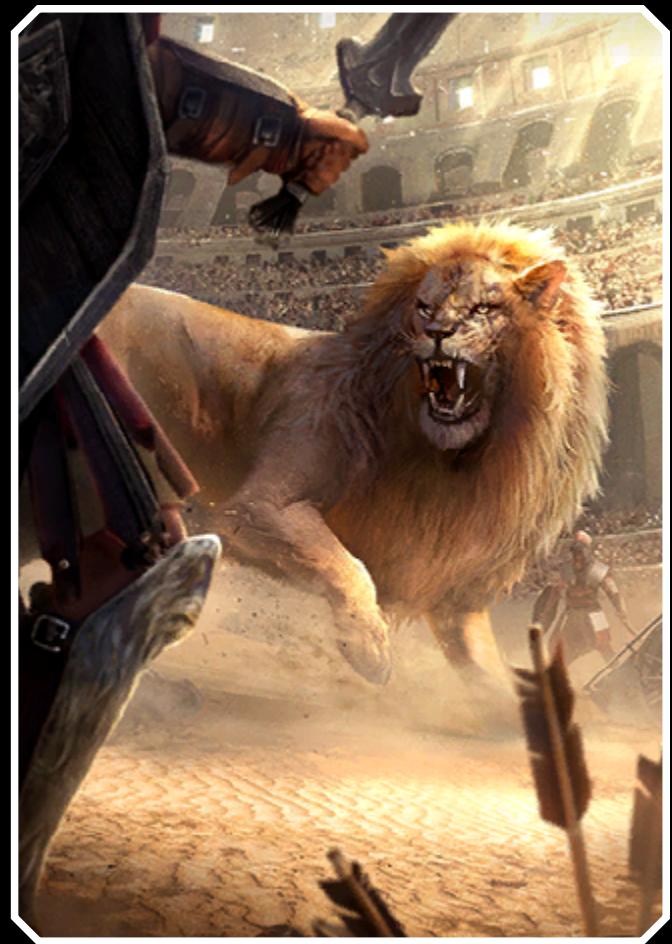
Lions tend to be slothful when not hunting, and typically maintain a handful of small dens over their ranging lands. They could be considered semi-migratory, depending on the season and the patterns of their prey. Lions will typically retreat from a poor fight, and are clever enough to not start a fight they can't win.

Lion Loot

- On a +30 Survival test, a character can remove the lion's hide, worth 40 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a lion hide into one piece of Full Lion Hide armour. Alternatively, creating a Full Lion Hide chest piece requires two lion hides. Lion Hide armour is exactly the same as regular Hide, but each piece gives the wearer a cumulative +5 bonus to resisting Fear. Failing the Survival test spoils the hide, halving its worth and rendering it useless.
- On a +30 Simple Survival test, a character can harvest meat from a lion over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can remove and prepare the lion's eyes, which are each one Rare Destruction ingredient.



-Minotaur
Hide Armor



-Lion



-Minotaurs



-Mudcrabs



-Ogres



Minotaurs

*"Around Imperial ruins you gather,
Eternal guardians with hooves and horn.
What memories lead you to path there,
Is it Belharza or the Empire that you mourn?"
— The Minotaur Song*

Minotaur, Beast, Deadly Solo, 450 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	23	Combat	70
End	55	WT	14	Magic	65
Agi	35	MP	15	Evade	35
Int	15	SP	5	Observe	65
Will	45	IR	+7	Stealth	15
Prc	35	AP	3	Knowledge	15
Prs	10	Speed	11m	Social	10
Luck	-	Size	Large	Physical	70

Weapons and Armour

- Horns:** d8 Splitting, UW, Magic, Reach 1m.
- Natural Toughness 2:** Reduces all incoming damage by 2. Does not count as Armor.

And any one of the following:

- Minotaur Greataxe:** d12 Splitting, Shieldsplitter, UW, 2h, Reach 2m.
- Minotaur Maul:** d12 Crushing, UW, Shieldsplitter, 2h, Reach 2m.
- Paired Minotaur Cleavers:** 2* 1d8 Splitting, 1h, UW, Reach 1m.

Any one of the following:

- Minotaur Leathers:** Full AR 3 / Fire AR 1, Medium, All.

Special Abilities

- Gore (1 SP):** The minotaur can gore a target when it makes an attack with its Horns by spending a Stamina to roll an additional d8 and add it to its damage. If the attack deals damage, it automatically deals a Wound, but cannot Sever limbs.

Traits

- Magic Resistant:** Re-rolls failed tests to resist Magic.
- Stubborn:** Re-rolls failed Panic tests.
- Thick Skull:** Immune to Stun and Dazed.
- Unrelenting:** Targets in Reach cannot Disengage.

Variant: Minotaur Shaman

- Spellcaster:** The Minotaur Shaman knows all of the adjacent spells. The Shaman does not track Magicka, but instead can cast each spell one time.

Encountering Minotaurs

Minotaurs are a beast race, composed of half-men half-bulls, found in Cyrodiil. Their great and profound role in the founding of the First Empire has long been forgotten, in no small part due to the meddling of the old Alessian Order, and as of the Third Era, are regarded as little more than savage creatures, comparable to ogres and goblins. Minotaurs are social, and often are found in war herds of twenty or more. They congregate around old ruins, of historical significance to the First Empire, though it is unknown if this is deliberate or because of some long forgotten instinct.

While they have little interaction with the Empire, there is no bounty on their heads as there is on goblins or ogres, as they are content to live in peace in the wilds around the ruins they inhabit. In combat, they are hyper-aggressive and absolutely punishing in their blows. If significantly threatened, minotaurs will retreat deeper into their labyrinthine ruins, and wait for the threat to pass, or to foolishly pursue them into their den.

Minotaur Loot

- On a +30 Survival test, a character can remove the minotaur's hide, worth 100 drakes, over the course of a Long Rest. Failing this test spoils the hide and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a minotaur hide into one piece of Full Minotaur Hide armour. Alternatively, creating a Full Minotaur Hide chest piece requires two minotaur hides. minotaur Hide armour is exactly the same as regular Hide.
- On a +30 Simple Survival test, a character can harvest meat from a Minotaur over a Long Rest. The character harvest DoS*2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test, a character can harvest the minotaur's horns over a Short Rest. Each horn is a Very Rare Restoration ingredient. If the character scores more than 1 DoS, they harvest two horns instead of one.

- Fire 3 (d8+3) Cone 4m (9 MP)
- Fire 4 (d10+4) Bolt (5 MP)
- Shock 4 (d10+4) Chain 3 (12 MP)
- Heal 5 (10+5) Target (7 MP)

Mudcrabs

Mudcrabs are small hostile creatures primarily found near water. They are capable of disguising themselves as small rocks to ambush their prey.

Mudcrab, Beast, Trivial Solo, 20 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	15	HP	12	Combat	35
End	24	WT	4	Magic	-
Agi	15	MP	10	Evade	15
Int	10	SP	2	Observe	25
Will	10	IR	+4	Stealth	70
Prc	25	AP	2	Knowledge	-
Prs	5	Speed	3m	Social	-
Luck	-	Size	Tiny	Physical	25

Weapons and Armour

- **Claws:** d4, Reach 1m.

Special Abilities

- **Grab On (1 SP):** If the Mudcrab successfully hits a target, the Mudcrab latches on with all its strength, and clawed Hit Location counts as Grappled.

Traits

- **Amphibious:** Can breath water and ignores the skill cap placed on his Combat rolls by his Athletics when fighting in water.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Diseased (-10):** Mudcrabs with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -10 or contract Common Disease.
- **Minion:** A Mudcrab dies if it ever suffers a Wound of any sort.
- **Swimmer:** Doubles its movement speed in water.

Variant: Cyrodiilic Mudcrab

- **Crab Leap (1 SP):** The crab leaps up to 3m, and makes a claw attack against the target. Dodging or Parrying the attack has a -20 penalty as the crab catches them off-guard. If the attack successfully hits the target, the crab additionally automatically Grabs On, as described in that ability.
- **Quadruped:** When Dashing, triples Speed.

Encountering Mudcrabs

Mudcrabs are a ubiquitous coastal and river pest found all across the breadth of the Empire and beyond. From Morrowind, to Skyrim, to the heartlands of Cyrodiil, all the way to the golden yellow coasts of Summerset, mudcrabs can be found. Mudcrabs often lurk in the shallow waters, or on the waterfronts of virtually any body of salt or fresh water, sifting the sand with their filter mouths for food.

Mudcrabs are often docile, or at least non-confrontational, but many otherwise unaware travellers or fishers find themselves literally tripping and stumbling on mudcrabs they thought were just rocks or driftwood, to which the mudcrabs do not take too kindly. Mudcrabs will cry out to rally other mudcrabs in the area to repell aggressors from their feeding grounds if they feel threatened, and will pursue targets an unreasonable distance while giving chase.

Mudcrab Loot

- On a +30 Survival test, a character can remove the mudcrab's shell, worth 15 drakes, over the course of a Short Rest. Failing this test spoils the chitin and halves its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a mudcrab shell into one piece of Full Mudcrab Chitin armour. Alternatively, creating a Full Mudcrab Chitin chest piece requires two mudcrab hides. Mudcrab Chitin armour is exactly the same as regular Chitin, but provides 1 Frost Resistance instead of 1 Fire Resistance.
- On a +30 Simple Survival test, a character can harvest meat from a mudcrab over a Short Rest. The character harvest DoS/2 days' rations of meat, which will spoil if not preserved. After eating mudcrab meat, a character must test Endurance +20 or contract Common Disease.
- On a +0 Alchemy test over a Short Rest, a character can attempt to harvest the Mudcrab's claw, which is a Common Restoration ingredient. If they score greater than one DoS, they harvest two claws instead.

Ogres

Huge humanoids with small heads and barrel-chests, their distinctive steely blue skin does not at first sight reveal they are in fact considered a species of goblinoid.

Ogre, Beast, Major Group, 300 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	55	HP	45	Combat	65
End	45	WT	12	Magic	-
Agi	30	MP	15	Evade	30
Int	15	SP	4	Observe	25
Will	35	IR	+7	Stealth	15
Prc	25	AP	3	Knowledge	15
Prs	5	Speed	11m	Social	5
Luck	-	Size	Large	Physical	75

Weapons and Armour

- **Fists:** d6 Crushing, Reach 1m.
- **Natural Toughness 2:** Reduces all incoming damage by 2. Does not count as Armor.

And any one of the following:

- **Ogre Greatclub:** d12 Crushing, UW, Shieldsplitter, 2h, Reach 2m.
- **Ogre Littleclub:** d8 Crushing, UW, Reach 1m.

Special Abilities

- **Sweeping Strike (1 SP):** The ogre can, as part of a melee weapon attack, make a sweeping strike, which hits up to 3 targets in the ogre's Reach. This is resolved as an AoE.

Traits

- **Thick Skull:** Immune to Stun and Dazed.
- **Too Dumb to Live:** Not affected by any Illusion magic.
- **Weakness (Poison, 3).**

Encountering Ogres

An adventurer is most likely to come across an ogre while exploring the backwoods and natural caverns of Cyrodiil, though they can be found across all of Tamriel, particularly in the Dragontail and Wrothgarian Mountains. If food is to be found, one can be sure that ogres are not far behind.

While many would think ogres are stupid or dim witted, ogres have proven in the past to possess reasonable intelligence, at least in the case of their leadership. For example, the Ironhand ogres proved a significant threat to the region of Stormhaven, and the ogres of Wrothgar helped found the first Orsinium alongside the orcs and goblins.

Ogre dwellings are home to small, primitive hunter-gatherer communities. Their culture is also primitive, and their dwellings are home to rotting carcasses, stripped bones, and the occasional shrine to Malacath, their patron. Ogres raiding settlements is far from unheard of, and often a legitimate concern for those in the frontier regions in Cyrodiil, though these raids most often end in stolen livestock rather than sacked villages. In combat, ogres use large clubs, rocks, and their crushing fists as weapons.

Ogres are notoriously heavy sleepers, and are astutely imperceptive. However, this very lack of perception girds them from illusion magic.

Ogre Loot

- An ogre has on its person what it is equipped with, in addition to about 2d10 drakes worth of trophies weighing 1 ENC.
- A character can make a +0 Alchemy test to harvest and grind up one dose of ogre teeth, which is a Very Rare Alteration ingredient. If the character scores more than 1 DoS on the test, they harvest 2 doses instead.
- Ogres are likely to have treasure stashed somewhere in their den. At the GM's discretion, the characters can make a number of rolls on the Treasure table the GM feels appropriate for the den.

Slaughterfish

Slaughterfish are small, hostile fish with razor sharp teeth.

**Slaughterfish, Beast, Trivial Solo,
15 White Soul**

Char	*	Attributes	*	Proficiencies	*
Str	15	HP	10	Combat	65
End	20	WT	4	Magic	-
Agi	45	MP	10	Evade	55
Int	10	SP	2	Observe	50
Will	5	IR	+8	Stealth	25
Prc	30	AP	2	Knowledge	-
Prs	5	Speed	9m	Social	-
Luck	-	Size	Tiny	Physical	35

Weapons and Armour

- **Bite:** d4, Bite, Reach 1m.

Special Abilities

- **Gang Up (1 SP):** Can gang up by spending a Stamina Point when an enemy in Reach is attacked by another allied Slaughterfish. Ganging up imposes a -10 on the target's Defence roll. Additionally, each ganging up Slaughterfish adds +1 damage to the attacking Slaughterfish's damage.

Traits

- **Aquatic:** Can breath water as if it were air, but cannot breath air.
- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Diseased (+0):** Slaughterfish with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- **Fish:** Movement speed is 0m while on land, and is only able to spend its actions flopping around helplessly.
- **Swimmer:** Doubles its movement speed in water.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

Encountering Slaughterfish

Slaughterfish are hostile, predatory fish that can dwell in both fresh and salt water. This adaptability, and aggressive and exploratory demeanour, has lead to their infestation of virtually all the waterways and seas of Tamriel, establishing themselves as an apex predator in spite of their small size.

Slaughterfish can be found in nearly every body of water capable of sustaining a suitable population of prey for them to feed on, and they are prolific reproducers, spawning in massive schools of hundreds of baby fish at a time. Most of the babies are eaten by their parents, who have no love for their offspring.

Slaughterfish do not retreat from a fight, and are extremely territorial. They live in small hunting schools, though it is not unheard of for them to swarm up into massive schools that go on feeding frenzies, draining entire lakes and rivers of life before starving off themselves, restarting the natural cycle and allowing water life to return to the area, before a new brood of slaughterfish inevitably find their way to the ecosystem.

Slaughterfish Loot

- On a +30 Simple Survival test, a character can harvest meat from a Slaughterfish over a Short Rest. The character harvest DoS/2 days' rations of meat, which will spoil if not preserved.
- On a +0 Alchemy test over a Short Rest, a character can harvest and prepare one dose of Slaughterfish scales, which are a Common Illusion ingredient.

Trolls

Trolls are large, ape-like humanoids endowed with three eyes. Their powerful arms and claws deal massive physical damage, and their flesh rapidly regenerates. Their greatest vulnerability is to fire, which not only damages them, but prevents their regeneration.

Troll, Beast, Major Group, 400 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	50	HP	100	Combat	80
End	50	WT	14	Magic	-
Agi	40	MP	10	Evade	50
Int	10	SP	5	Observe	40
Will	45	IR	+8	Stealth	20
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	13m	Social	-
Luck	-	Size	Large	Physical	70

Weapons and Armour

- Claws:** 2d8 Splitting, Concussive, Magic, Shieldbreaker, Reach 2m.
- Natural Toughness 4:** Reduces all incoming damage by 4. Does not count as Armor.

Special Abilities

- Hyper-Metabolize (1 SP):** When the troll makes its Regeneration roll on at the start of the next round, it gains an additional 2d10 HP. Cannot be used while Burning or if the Troll took Fire damage within 1 Round.
- Sweeping Strike (1 SP):** The troll can, as part of a melee attack, make a sweeping strike, which hits up to 3 targets in the troll's Reach. This is resolved as an AoE.

Traits

- Diseased (+0):** Trolls with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance +0 or contract Common Disease.
- Quadruped:** When Dashing, triples movement speed.
- Regenerate:** Trolls may make an Endurance test at the start of each round to heal 10+DoS HP.
- Thick Skull:** Immune to Stun and Dazed.
- Three Eyed:** Requires 3 Head Wounds to Blind. Additionally, attempts to Blind the troll are at a -20.
- Weakness (Fire, 5):** Does not receive DR against any Fire damage, and takes a bonus 5 Fire damage on each Fire attack, and suffer a -50 on any test to resist non-damaging effects of this type.

Encountering Trolls

Trolls are massive, ape-like apex predators with three eyes and regenerative properties. They can be found all across Tamriel, but are more common in the colder and temperate climates. They make permanent dens in caves or under large rocky outcroppings, typically deep in the wilderness, but it is not uncommon that a troll establishes its lair near civilization to make preying upon it easier.

Although unintelligent and animalistic, some trolls are capable of learning basic Tamrielic and literacy. They occasionally band into simple tribes to raid towns, but these tribes quickly fall apart.

It is common knowledge that trolls are vulnerable to fire and flames, which prevents their flesh from knitting itself back together, at least for a time.

Troll Loot

- On a -10 Survival test, a character can remove the troll's hide, worth 150 drakes, over the course of a Short Rest. Frost troll hides are worth 300 drakes. Both are ENC 2. Failing this test spoils the pelt, halving its worth.
- On a +10 Survival test, a character can, over the course of a Long Rest, turn a troll hide into two pieces of Full Troll Hide armour, or one Full Troll Hide chest piece. Troll Hide armour is exactly the same as regular Hide but has +2 AR, and Weakness (Fire, 1). Frost Troll Hide armour gives an additional 3 Frost Resistance on the equipped location. Failing this test spoils the pelt instead, rendering it useless and halving its worth.
- On a +0 Alchemy test, a character can scrape the troll's bones for one dose of troll fat, which is an Extremely Rare Restoration and Destruction ingredient.
- On a +20 Survival test, a character can fashion a Troll Skull Helm. A Troll Skull Helm is a Full Bone helmet with +2 Magic AR, that grants the wearer the Thick Skull trait while worn.
- Armour made of Troll Bone has +2 Magic AR, and Troll Bone weapons have the Magic trait.
-

Variant: Frost Troll (Threat: Deadly)

- Resist (Frost, 8).**
- Savage:** Rolls its damage dice twice and picks the highest.
- Tough:** Its HP is 150, and its WT is 16.



-Trolls

-Wolves

-Slaughterfish

Wolves

Wolves are aggressive canines found throughout Tamriel. They are pack hunters and can often be found in packs of two or three, using their highly developed sense of smell to track their prey. When threatened, they may howl and thus draw in other members of their pack.

When attacking, they will often attempt to circle around behind their prey to bite.

Wolf, Beast, Minor Solo, 35 White Soul

Char	*	Attributes	*	Proficiencies	*
Str	25	HP	15	Combat	60
End	30	WT	8	Magic	-
Agi	40	MP	15	Evade	50
Int	15	SP	3	Observe	70
Will	30	IR	+8	Stealth	60
Prc	30	AP	3	Knowledge	-
Prs	5	Speed	10m	Social	-
Luck	-	Size	Small	Physical	45

Weapons and Armour

- **Bite:** d6 Slashing, Bite, Reach 1m.

Special Abilities

- **Latch On (1 SP):** If the wolf successfully Bites a target, it latches on with all its strength, and the bitten Hit Location counts as Crippled until the character removes the wolf by breaking out of the Grapple.

Traits

- **Bestial:** Automatically passes Survival tests in its natural habitat. Must test Willpower to avoid fleeing combat if the GM feels it's appropriate.
- **Bite:** A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.
- **Dark Sight:** A creature with this trait can see and act normally in areas with dim or no light.
- **Diseased (-20):** Wolves with this trait are diseased, and if they deal a wound to another character with their natural weapons then that character must test Endurance -20 or contract Common Disease.
- **Quadruped:** When Dashing, triples Speed.
- **Teamwork:** Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.
- **Unrelenting:** Targets cannot Disengage while in Reach of a wolf.

Encountering Wolves

Wolves can be found across Tamriel, but are more common in the colder or temperate climes. They are pack hunters, travelling in family groups of around a dozen. They work together using concentrated efforts to bring down prey much larger than themselves.

Surprisingly cunning, wolves are lead by a pack alpha, who can coordinate complex hunting plans amongst his followers. Many an unfortunate adventurer has found themselves outflanked and outwitted by the devilish creatures.

Notorious for hunting livestock, wolves often have a price on their heads by local authorities, not to mention the hazard they pose to isolated villages and unsupervised children.

Wolves in combat will focus on the weakest members of a group, and drag them to the ground, while using their teeth to cripple and thrash prey into submission. Wolves are capable of coordinated attacks and devious plans, and in large numbers can be a formidable foe for even experienced adventurers.

Wolf Loot

- On a +30 Survival test, a character can remove the wolf's pelt, worth 25 drakes, over the course of a Short Rest. Ice Wolf pelts are worth 50 drakes. If the character fails this test, the pelt is spoiled, halving its worth.
- On a +20 Survival test, a character can, over the course of a Long Rest, turn a wolf pelt into one piece of Full Wolf Fur armour. Wolf Fur armour is exactly the same as regular Fur. Ice Wolf Fur armour grants an additional +2 Frost Resistance. Failing the crafting test spoils the pelt, halving its worth and rendering it useless.
- On a +20 Simple Survival test over a Short Rest, a character can harvest DoS days' rations of wolf meat, which will spoil within a day if not properly preserved.
- On a +0 Alchemy test, a character can harvest the wolf's heart over a Short Rest. A wolf's heart is an Uncommon Alteration ingredient.

Variant: Ice Wolf

- **Resist (Frost, 8).**
- **Savage:** Rolls its damage dice twice and picks the highest.

