Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Creatures of the North

Beasts and wildlife of Skyrim and northern Tamriel

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Creatures of the North

## Bear, Grizzly [Nemesis]

Fearsome bears, found in colder regions, grizzly bears are large, ferocious, and highly protective of their territory and cubs.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 5 | 4 | 2 | 2 | 3 | 3 |

* **Soak:** 5/3
* **Wounds:** 23
* **Skills:** Athletics 3 (End), Hand-To-Hand 4 (Str), Intimidate 3 (Per), Resilience 1(End), Vigilance 2 (Wits)
* **Drops/Equipment:** Hide, Teeth, Claws
* **Attacks:**

Rake **- Skill:** Hand-To-Hand(Str) (YYYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Sunder, Knockdown, Pierce 2

* **Talents:**

Adversary - Upgrade 1 difficulty dice when attempting to target this character.

Feral Strength 2 - Adds 2 to Hand-To-Hand damage.

* **Special Abilities:**

Ferocious Growl - All targets within Medium range must pass Hard fear check

## Horker [Rival]

Horkers are sea animals, similar in appearance to a walrus, that typically live in packs of three or four. They are usually found on ice at the sides of rivers and seas in northern Tamriel.. They will become hostile if approached too closely or provoked. Horkers are very slow and easy to avoid and outmaneuver. In water, however, they are much faster and harder to outrun.

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

* **Soak:** 4/4
* **Wounds:** 16
* **Skills:** Athletics 3 (End), Hand-To-Hand 1 (Str), Intimidate 3 (Per), Resilience 1(End), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Gore **- Skill:** Hand-to-Hand (Str) (YGG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 2

* **Talents:**

Amphibious - Horker are at home in the water, and do not suffer setback when moving in it. However, they are slow and cumbersome on land, and suffer a setback to all physical actions.

## Mammoth [Nemesis]

The living ancestors to the Elephants of Elsweyr, Mammoths are giant mammals, covered in a thick layer of fur. Sporting the distinctive ears and trunk of their smaller cousins, their tusks are significantly larger, curling up in front of them. Often found in the company of Giants, which care for them.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 5 | 6 | 1 | 3 | 2 | 3 |

* **Soak:** 8/6
* **Wounds:** 21
* **Skills:** Athletics 5 (Str), Hand-to-Hand 1 (Str), Resilience 4(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Rake **- Skill:** Hand-to-Hand (Str) (YGGGG) **Range:** Short, **Damage:** 9, **Crit:** 4, **Qualities:** Knockdown, Disorient 3, Cleave 6

* **Talents:**

Enduring - Increase soak by 3.

Adversary 2 - Upgrade 2 difficulty dice when targeting this character.

* **Special Abilities:**

Grab - A Mammoth may attempt to grasp its opponent with an opposed Athletics check.

## Rat, Skeever [Minion]

The larger cousins of the common brown rat, Skeevers are most commonly found in the hardier northern regions of Tamriel. They possess a thick, matted fur, a thicker hide, and a strong tail. Much like their smaller cousins, Skeevers often carry disease.

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

* **Soak:** 2/0
* **Wounds:** 4
* **Skills:** Hand-to-Hand (Agi), Intimidate (Str), Resilience (End)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 7, **Crit:** 4, **Qualities:** None

* **Talents:**

None

* **Special Abilities:**

Bonerot - Like Rats, Skeevers carry disease. Whenever any attack hits, spend 3 advantage to infect the target with Bonerot, reducing their effective Strength by 1.

## Sabrecat [Rival]

The largest cat in all of Tamriel, a Sabrecat’s most distinctive feature are the massive fangs protruding from its maw, which are also its namesake. Sporting a thick tan hide, large burly features, and a fierce attitude, Sabrecats are not taken lightly.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 4 | 5 | 2 | 3 | 2 |

* **Soak:** 5/4
* **Wounds:** 18
* **Skills:** Athletics 2(Str), Intimidate 2 (Str), Resilience 1(End), Hand-to-Hand 4 (Agi), Sneak 3 (Agi), Survival 1(Wits), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Raking Claws **- Skill:** Hand-to-Hand(Agi) (YYYYG) **Range:** Engaged, **Damage:** 9, **Crit:** 4, **Qualities:** Pierce 2, Bleed

Bite **- Skill:** Hand-to-Hand(Agi) (YYYYG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 2, Sunder

* **Talents:**

Adversary 1 - Upgrade 1 difficulty dice when targeting this character.

* **Special Abilities:**

Fierce Pounce - If using an Aim maneuver, Sabrecats gain Knockdown to their next attack.

## Wolf, Ice [Rival]

Hardened by the cold conditions of Skyrim and other northern areas, Ice Wolves are large, hardy, strong, and vicious. They will fight to the last to bring down their prey, and are fiercely territorial.

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

* **Soak:** 4/4
* **Wounds:** 14
* **Defense:** 1/1
* **Skills:** Athletics 1(Str), Intimidate 1(Str), Resilience 1(End), Hand-to-Hand 2(Agi), Survival 1(Wits), Vigilance 2(Wits)
* **Drops/Equipment:** Hide, Teeth
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (YYG) **Range:** Engaged, **Damage:** 9, **Crit:** 3, **Qualities:** Pin, Knockdown

* **Talents:**

Quick - Increases Defense by 1.

Hunter - Decrease the difficulty of all Vigilance checks by 1.

Adversary 1 - Upgrade 1 difficulty dice when targeting this character.

* **Special Abilities:**

For the Throat - Dogs and Wolves gain an additional 2 damage dealt when a target is prone.