Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Enchanted Wilds of the Elves

The mystical creatures at home in Valenwood and the Isles

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Enchanted Wilds of the Elves

## Bear, Dire [Nemesis]

Fed with the latent magical energies of Valenwood, Dire Bears tower over even the giant Grizzlies of Skyrim. With thick red-black fur, marked with twisting patterns, Dire Bears are a force of nature that guards the inner forests from would-be poachers, threats, and evil. Many a prize game hunter has gone into the thickets of Valenwood in hopes of returning with a Dire Bear’s hide. Few have ever returned to tell the tale of their failure.

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

* **Soak:** 5/3
* **Wounds:** 27
* **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

## Canah [Minion]

Marked by colourful plumage, Canah are bred by the Altmer of Summerset for their beauty, and often sit upon seals and statues as symbolism of the purity of the Altmer lineage, and the Aedra from which all Mer descend from. Intelligent, and capable, Canah rarely attack anything, though those found wild on the Isles will defend themselves.

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

* **Soak:** 2/4
* **Wounds:** 4
* **Defense:** 0/1
* **Skills:** Athletics(Str), Hand-to-Hand(Agi), Survival(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Beak and Talon **- Skill:** Hand-to-Hand(Agi) (GGG) **Range:** Engaged, **Damage:** 3, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

Flyer - Canah can fly with a speed 3.

Sight Hunter - Decreases the difficulty of any Perception or Vigilance checks by one.

## Centipede, Giant [Rival]

The Valenwood giant centipede is the largest centipede in Tamriel, regularly reaching up to 7 feet in length. In common with its smaller cousins, the body of this creature has 21 or 23 well-marked sections with each section having one pair of legs. Its legs are adapted for fast movement during hunting or retreating. Its head is covered by a flat shield and features a pair of antennae, and also features a pair of modified legs terminating in sharp claws, which are the centipede's primary weapons for killing prey and self-defense.

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

* **Soak:** 6/3
* **Wounds:** 15
* **Skills:** Hand-To-Hand 2 (Str/Agi), Resilience 3 (End), Acrobatics 1 (Agi), Athletics 1 (Str)
* **Drops/Equipment:** Chitin
* **Attacks/Weapons:**

Pincers **- Skill:** Hand-To-Hand(Str) (YYG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Pierce 1, Sunder

* **Talents:**

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

* **Special Abilities:**

Constrict - Giant Centipedes may attempt to grapple and constrict a target. By passing a competing Athletics check, the Centipede grabs a target in engaged range. Target suffers 3 Strain per round until free, and is immobilized. Maintaining the constriction is the same Athletics check.

## Hoarvor [Rival]

Described as horrible monsters, the hoarvor tick is the size of a large calf, with spiky legs, a beetle-like body, and a central spiral-bladed vortex of a mouth. The hoarvor uses its legs and body to pin down its prey, while their spiral-bladed mouth tears into the victim's chest. Before a hoarvor dies, it releases its prey, shivers once, then expels a burst of yellow bile.

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

* **Soak:** 4/3
* **Wounds:** 12
* **Skills:** Hand-To-Hand 2 (Agi), Resilience 3 (End), Acrobatics 1 (Agi), Athletics 1 (Str)
* **Drops/Equipment:** Chitin
* **Attacks/Weapons:**

Bladed Maw **- Skill:** Hand-To-Hand(Str) (YYG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 2, Vicious 2

* **Talents:**

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

* **Special Abilities:**

Burst- Upon death, or voluntarily at 1 below wound threshold, a Hoarvor’s engorged body bursts, spewing acidic yellow bile at all targets in Short range. The bile burns for 1 Poison Damage per round, for 3 rounds (ignoring non-magical Soak).

## Mantrap [Rival]

A large carnivorous plant found in the depths of Valenwood, the Mantrap is so named for its ability to trap and consume travellers who aren’t careful. Rarely found on roads, Mantraps lay in wait in the underbrush, before snapping out with fast grabbing motions, using its large, maw-like leaves to grasp and trap its prey. Once engaged, a Mantrap will not relent until its prey leaves its range, or is consumed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 3 | 3 | 4 | 0 | 0 | 0 |

* **Soak:** 4/0
* **Wounds:** 21
* **Skills:** Athletics 2 (Str), Hand-to-Hand 3(Agi), Vigilance 3(Agi)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Snatch **- Skill:** Hand-to-Hand(Agi) (YYYG) **Range:** Short, **Damage:** 6, **Crit:** 4, **Qualities:** Pin, Pierce 2

* **Talents:**

Plant Form - As an aggressive plant, Mantraps lack the mental capacity to be effected by any social skills, or Illusion magic. Its Vigilance score is linked instead to Agility.

Rooted- Being a plant, Mantraps cannot uproot to chase prey. Its melee actions however, can reach out to Short range.

## Stag, Great [Rival]

Resembling the common Deer found in other parts of Tamriel, Great Stag stand proudly on tall legs, with antlers that reach high into the canopy of Valenwood’s thick forests. Their fine white-grey hide is prized by tailors throughout Tamriel, and is rumoured to be slightly magical in nature. Travellers who are fortunate enough to lay eyes on a Great Stag speak of the awe inspired by the majestic sight.

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

* **Soak:** 3/3
* **Wounds:** 15
* **Skills:** Athletics 3 (Str), Hand-to-Hand 1 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:** Great Stag Hide
* **Attacks/Weapons:**

Kick **- Skill:** Hand-to-Hand (Str) (YGG) **Range:** Engaged, **Damage:** 6, **Crit:** 5, **Qualities:** Knockdown, Disorient 2

* **Talents:**

Swift - Takes no setback for rough terrain while in combat situations.

Jumpy - Stag gain a Boost to any Vigilance checks. Once startled, they gain 1 Ranged Defense (but not before).

* **Special Abilities:**

Majesty - The beauty of a Great Stag is said to lull adventurers into serenity. Characters must pass an Average (2) Discipline check to attack a Great Stag.

## Strangler [Nemesis]

Another carnivorous plant found in the forests of Valenwood. Disguising themselves are beautiful flowers, with an alluring scent, Stranglers do not reveal their true nature until their prey, be it a curious adventurer or passing deer, are fully upon them. They then launch themselves up from an underground sleeve, exposing gripping tendrils and razor sharp, thorny limbs, where they attempt to kill and drag their prey into the mouth disguised by their central ‘flower’.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 6 | 4 | 4 | 0 | 0 | 0 |

* **Soak:** 8/0
* **Wounds:** 35
* **Skills:** Athletics 3 (Str), Hand-to-Hand 4(Str), Vigilance 3(Agi)
* **Drops/Equipment:** Strangler Pollen
* **Attacks/Weapons:**

Snatch **- Skill:** Hand-to-Hand(Str) (YYYYGG) **Range:** Short, **Damage:** 9, **Crit:** 4, **Qualities:** Poison Damage +2, Pierce 2

* **Talents:**

Plant Form - As an aggressive plant, Stranglers lack the mental capacity to be affected by any social skills, or Illusion magic. Its Vigilance score is linked instead to Agility.

Rooted- Being a plant, Stranglers cannot uproot to chase prey. Its melee actions however, can reach out to Short range.

* **Special Abilities:**

Strangle - The aptly named Stranglers may attempt to grapple and constrict a target. By passing a competing Athletics check, the Strangler grabs a target in short range. Target suffers 3 Strain per round until free, and is immobilized. Maintaining the constriction is the same Athletics check.

Allure - The allure of a Strangler’s flower is strong. Should anyone catch the scent of a Strangler, they must pass a Hard Discipline check to resist the temptation to investigate. If attempting to see through the nature of the Strangler, they must pass an upgraded Hard (RRD) Vigilance check.

## Wolf, Dire [Rival]

Lumbering great wolves are said to protect the wilds of Valenwood, alongside the great Dire Bears. These Dire Wolves, as they’ve been called, wear thick black hides, and possess piercing blue eyes. Fiercely territorial, though highly intelligent, they only attack those who seek to do harm to their lands.

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

* **Soak:** 6/6
* **Wounds:** 16
* **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:** 10, **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.

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