Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Monsters of Morrowind

Exotic beasts found only in the strange lands of Morrowind

[**Alit [Rival]**](#_2y0xnor19xfq) **1**

[**Beetle, Shalk [Minion]**](#_6braugjrmweo) **2**

[**Boar, Bristleback [Rival]**](#_l63sb3c1rxlt) **3**

[**Cliff Racer [Minion]**](#_fuj1m2fy9zwl) **3**

[**Guar [Minion]**](#_1abicvgku785) **4**

[**Kagouti [Rival]**](#_qaml14msl23g) **4**

[**Kwama, Forager [Minion]**](#_2l0n92p5lzb6) **5**

[**Kwama, Scrib [Minion]**](#_kx3dngewv87z) **5**

[**Kwama, Warrior [Rival]**](#_ssxqwoi6dt17) **6**

[**Kwama, Worker [Minion]**](#_ndw46ik9rbmw) **6**

[**Netch, Betty [Rival]**](#_z1hn7xrvubvo) **7**

[**Netch, Bull [Rival]**](#_847wius5w7t5) **7**

[**Netch, Calf [Minion]**](#_nif8u4d2034f) **8**

[**Nix-Hound [Minion]**](#_5p3batpqsd67) **8**

Monsters of Morrowind

## Alit [Rival]

Alits are ferocious animals, closely related to kagouti, that are native to Morrowind. Alits are perhaps best described as "mouths on legs" by Bolga gra-Bur in her Guide to Island Beasts. They are capable of jumping great heights, attacking with their feet and strong, sharp teeth.

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

* **Soak:** 4/1
* **Wounds:** 13
* **Skills:** Athletics 2 (End), Hand-To-Hand 2 (Str), Intimidate 2 (Per), Resilience 1(End), Vigilance 2 (Wits)
* **Drops/Equipment:** Hide, Teeth
* **Attacks:**

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

* **Talents:**

Feral Strength - Adds 1 to Hand-To-Hand damage.

* **Special Abilities:**

Poison Bite - Spend 2 Advantage to inflict 2 Strain Damage when successfully dealing damage.

## Beetle, Shalk [Minion]

Shalks are large, about the size of a kite shield, and slightly aggressive beetles with a shiny black carapace and large pincers. They favour dry grasslands of the Morrowind province, and sometimes flocks to ruins and tombs.

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

* **Soak:** 3/2
* **Wounds:** 5
* **Skills:** Hand-To-Hand (Agi), Resilience (End)
* **Drops/Equipment:** Chitin
* **Attacks/Weapons:**

Fire Bite **- Skill:** Hand-To-Hand(Agi) (GG) **Range:** Engaged, **Damage:** 4, **Crit:** 3, **Qualities:** Burn

* **Talents:**

Feral Strength 1 - Add 1 to Hand-To-Hand damage

Natural Armour 2 - Increase soak by 2.

## Boar, Bristleback [Rival]

Bristlebacks are large tusked boars that are found on Solstheim. They will become hostile if approached too closely or provoked. They are often used by Rieklings as mounts.

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

* **Soak:** 5/3
* **Wounds:** 16
* **Skills:** Hand-To-Hand 3 (Agi/Str),
* **Drops/Equipment:** Hide, Tusks
* **Attacks/Weapons:**

Gore **- Skill:** Hand-To-Hand(Str) (YYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Pierce 3, Vicious 2

* **Talents:**

Charge - If attacking after moving, Bristleback Boars gain +3 damage.

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

## Cliff Racer [Minion]

Often considered by the Dunmer as the “rats of the sky”, Cliff Racers are large flying creatures found throughout Morrowind. They are very aggressive and will attack anyone, or anything, that enters their territory. Cliff Racers have good vision range, and will often detect and follow their prey without being noticed, and rarely break off once they have begun an attack. This can result in swarms of them descending upon the unwary adventurer or traveller.

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

* **Soak:** 1/2
* **Wounds:** 5
* **Skills:** Hand-To-Hand (Agi), Vigilance (Wits)
* **Drops/Equipment:** Feathers, Hide
* **Attacks/Weapons:**

Beak and Talon **- Skill:** Hand-To-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Pierce 1

* **Special Abilities:**

Flyer - Cliff Racers can fly with a speed of 2.

Sight Hunter - Decreases difficulty of Vigilance checks by 1.

## Guar [Minion]

Resembling large bipedal lizards, with large rounded snouts and a wide mouth, Guars are the primary domesticated herd animals of Vvardenfell and are not usually aggressive, with the exception of the somewhat rare wild Guars.

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

* **Soak:** 2/0
* **Wounds:** 5
* **Skills:** Athletics(Str), Hand-to-Hand (Agi), Intimidate (Str), Resilience (End)
* **Drops/Equipment:** Venison, Hide, Antlers
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** None

* **Talents:**

Passive - Guar do not suffer any Setback due to fear effects.

## Kagouti [Rival]

The more powerful relatives of the Alits, Kagoutis are large and aggressive two-legged animals with large tusks.

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

* **Soak:** 6/3
* **Wounds:** 15
* **Skills:** Athletics 2 (End), Hand-To-Hand 2 (Str), Intimidate 2 (Per), Resilience 1(End), Vigilance 2 (Wits)
* **Drops/Equipment:** Hide, Teeth
* **Attacks:**

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

Gore **- Skill:** Hand-To-Hand(Str) (YYG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** Pierce 2, Vicious 3, Cumbersome 4

* **Talents:**

None

* **Special Abilities:**

Charge - If attacking after moving Kagouti gain +3 damage.

## Kwama, Forager [Minion]

Kwama are large insectoids native to Vvardenfell, which are usually kept for their eggs (or "mined"). They live in underground communal colonies, where each kwama has a specific role. The forager scouts land and caves, searching for new colonies and prey. Though aggressive, the Forager is not particularly dangerous.

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

* **Soak:** 1/0
* **Wounds:** 4
* **Skills:** Hand-to-Hand (Agi), Intimidate (Str), Resilience (End), Search(Wits), Vigilance(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** None

* **Talents:**

None

## Kwama, Scrib [Minion]

The larval form of the Kwama which is not very aggressive but possesses a paralytic venom that it will use in self defense. Due to the fact that they wander the wilds, much like travellers, their image is often depicted on banners, denoting that a tavern is nearby, or a similar place for travellers to rest.

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

* **Soak:** 3/2
* **Wounds:** 5
* **Skills:** Athletics(Str), Hand-To-Hand (Agi), Resilience (End), Vigilance(Wits)
* **Drops/Equipment:** Chitin, Scrib Jelly
* **Attacks/Weapons:**

Bite **- Skill:** Hand-To-Hand(Agi) (GG) **Range:** Engaged, **Damage:** 4, **Crit:** 3, **Qualities:** None

* **Talents:**

None

* **Special Abilities:**

Paralytic Venom - Once per encounter, a Scrib may spend an action to attempt to paralyze one target in engaged range. Target must pass an Average (2) Resilience check or succumb to paralysis.

## Kwama, Warrior [Rival]

Aggressive Kwama which protect the nest from invaders. These may be Kwama, but they can be extremely dangerous for an inexperienced adventurer, or one who underestimates them.

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

* **Soak:** 3/3
* **Wounds:** 15
* **Skills:** Athletics 2 (Str), Hand-to-Hand 3 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:** Chitin
* **Attacks/Weapons:**

Pincers **- Skill:** Hand-To-Hand (Str) (YYY) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pin

* **Talents:**

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

For the Hive - Kwama Warriors go into a defensive rage when they become more injured, increasing their damage dealt by 1 when suffering from any wound, and by 2 when suffering from any Critically Injury.

## Kwama, Worker [Minion]

The primary source of labor in Kwama colonies, digging tunnels and attending to the Queen and eggs. They are not aggressive unless provoked.

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

* **Soak:** 4/4
* **Wounds:** 10
* **Skills:** Athletics(Str), Hand-To-Hand (Str), Resilience (End), Vigilance(Wits)
* **Drops/Equipment:** Chitin, Scrib Jelly
* **Attacks/Weapons:**

Claw **- Skill:** Hand-To-Hand(Str) (GGG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Knockdown

* **Talents:**

None

## Netch, Betty [Rival]

Netch are large and peaceful creatures that resemble airborne jellyfish with the size and disposition of cattle, floating through the air supported by internal sacks of magical gasses. The Betty is the female of the Netches, and while the feral Betty Netch of often keep a harem of several Bull Netch. Farmers keep an opposite ratio, to encourage faster breeding.

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

* **Soak:** 3/3
* **Wounds:** 13
* **Skills:** Athletics 2(Str), Hand-to-Hand 1(Agi), Vigilance 2(Wits)
* **Drops/Equipment:** Netch Leather, Netch Jelly
* **Attacks/Weapons:**

Whip **- Skill:** Hand-to-Hand(Str) (YYG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Lightning Damage +2

* **Talents:**

Hover - Netch are not affected by harsh terrain, though they still cannot fly very high.

* **Special Abilities:**

Squeal - As an action Betties can call for help, attracting any Bulls or other Betties within Long range, and giving them a free maneuver.

## Netch, Bull [Rival]

A Bull Netch is an adult male Netch. Typically much larger than a Betty, they wield their powerful tentacles to fend off predators, which they do fairly effectively. In the wild, a Betty Netch will keep a harem of several Bulls, while farmers maintain the opposite ratio.

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

* **Soak:** 3/4
* **Wounds:** 15
* **Skills:** Athletics 2(Str), Hand-to-Hand 2(Str), Vigilance 1(Wits)
* **Drops/Equipment:** Netch Leather, Netch Jelly
* **Attacks/Weapons:**

Whip **- Skill:** Hand-to-Hand(Str) (YYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Lightning Damage +2

* **Talents:**

Hover - Netch are not affected by harsh terrain, though they still cannot fly very high.

* **Special Abilities:**

Bull Rush - If defending the herd from a threat, a Bull can double its movement speed, closing from Long to Short in one maneuver.

## Netch, Calf [Minion]

The young of a Netch herd, calves are not strong at defending themselves, and are likely to flee, rather than fight.

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

* **Soak:** 1/1
* **Wounds:** 4
* **Skills:** Athletics (Str), Resilience (End)
* **Drops/Equipment:** Netch Leather, Netch Jelly
* **Attacks/Weapons:**

Flail **- Skill:** Hand-to-Hand(Agi) (GG) **Range:** Engaged, **Damage:** 4, **Crit:** 5, **Qualities:** None

* **Talents:**

Hover - Netch are not affected by harsh terrain, though they still cannot fly very high.

* **Special Abilities:**

Squeal - As an action Calf can call for help, attracting any Bulls or Betties within Long range, and giving them a free maneuver.

## Nix-Hound [Minion]

A Nix-Hound is a medium sized arthropod predator which has been known to hunt in packs. The Nix-Hound is a gray, rangy quadruped with long, purple feeding spikes. Bandits and Reavers occasionally capture and attempt to train Nix Hounds, a few are seen in bandit caves and lairs and fight alongside their bandit masters.

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

* **Soak:** 5/4
* **Wounds:** 10
* **Defense:** 1/1
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Chitin
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pin, Knockdown

* **Talents:**

Quick - Increases Defense by 1.

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

* **Special Abilities:**

For the Throat - Like Dogs, Nix-Hounds gain an additional 2 damage dealt when a target is prone.