Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Stalkers of the Sands

Beasts and creatures of Elsweyr and the Alik’r

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Stalkers of the Sands

## 

## Addax [Rival]

The addax, also known as the white antelope and the screwhorn antelope, is an antelope that resides in the dry grasslands and deserts of Elsweyr. Prized for their twisted antlers and their pristine white hide, Addax are a prize hunt for both the natives, and many visitors. They are strong, fast, and surprisingly clever.

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

* **Soak:** 5/3
* **Wounds:** 14
* **Skills:** Athletics 3 (Str), Hand-to-Hand 1 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Gore **- Skill:** Hand-to-Hand (Str) (YGG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 2

* **Talents:**

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

## Beetle, Giant [Rival]

Beetles are generally characterized by a particularly hard exoskeleton, hard forewings, and a segmented body structure. Giant beetles are generally much larger than their more average sized cousins, sometimes growing to the size of large dogs. While typically docile, a startled Giant Beetle may feel it has a better chance attacking, than fleeing.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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:**

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

Natural Armour 3 - Increase soak by 3.

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

* **Special Abilities:**

Carapace - Once per encounter, character can withdraw as an action, increasing its soak by 2 for one round.

## Camel [Rival]

Bearing one or two distinctive humps upon their backs, Camels are large even-toed mammals, with tall, spindly legs. Adapted to dry environments, Camels can survive for long periods in deserts or grasslands. Commonly used as transport or pack animals in those regions, they are typically domesticated.

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

* **Soak:** 3/3
* **Wounds:** 16
* **Skills:** Athletics 3 (Str), Hand-to-Hand 1 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **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.

Indifference - Unlike Horses, Camels are relatively unphased by their surroundings, and are reduce the difficulty of all difficulty checks.

* **Special Abilities:**

Dunerunner - Like horses, Camels commonly serve as mounts for adventurers and travellers in the sands of Alik’r and Elsweyr. While they allow a rider to move at a pace of about 40 kilometers per day, they can travel for much longer periods.

## Dog, Hyena [Minion]

Resembling the domesticated dog, Hyenas are identified by their relatively short torsos and necks, with tall forelegs and short hind legs. Typically, they are marked with striped fur patterns, a prominent dorsal mane, and stocky, heavy heads. Their barking is often mistaken for laughing, when heard on the dry Elsweyr grasslands.

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

* **Soak:** 4/4
* **Wounds:** 7
* **Defense:** 1/1
* **Skills:** Athletics 1(End), Intimidate 1(Str), Resilience 1(End), Hand-to-Hand 2(Agi), Survival 1(Wits), Vigilance 2(Wits)
* **Drops/Equipment:** Hide, Teeth, Dog Harness
* **Attacks/Weapons:**

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

* **Talents:**

Carrion Hunter - Decrease the difficulty of all Search or Vigilance checks by 1, when scent is an option.

* **Special Abilities:**

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

## Duneripper [Rival]

Dunerippers are dangerous reptiles from Hammerfell. They are dangerous natives of the Alik'r Desert, but not immune to being hunted. Their neck-spines and plate armor is highly desired and fetches a good price on the market, while its blood is used in tonics by the people of Bergama. The claws do not have much use beyond adorning a hunter's belt.

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

* **Soak:** 3/4
* **Wounds:** 17
* **Skills:** Athletics 2(Str), Hand-to-Hand 3 (Agi), Survival 2(Wits), Resilience 2(End), Vigilance 1(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (YYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pin

* **Talents:**

Natural Armour 1 - Increase soak by 1.

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

* **Special Abilities:**

Ambush - If a Duneripper has not been detected, it gains two Boost to its first attack, as it attacks from under the sands.

## Elephant [Rival]

One of the largest mammals in Tamriel, Elephants are characterized by thick grey skin, large sail-like ears, a long prehensile trunk, and bright white ivory tusks protruding from the mouth. Fiercely intelligent and empathetic, Elephants have been known to be used as mounts, and beasts of war, and form close bonds with their kin.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Strength** | **Endurance** | **Agility** | **Intellect** | **Wits** | **Personality** |
| 4 | 5 | 1 | 3 | 2 | 3 |

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

Rake **- Skill:** Hand-to-Hand (Str) (YGGG) **Range:** Engaged, **Damage:** 7, **Crit:** 4, **Qualities:** Knockdown, Pierce 1

* **Talents:**

Enduring - Increase soak by 1.

* **Special Abilities:**

Grab - An Elephant may attempt to grasp its opponent with an opposed Athletics check.

## Glyptodon [Rival]

The Glyptodon is a relatively uncommon creature, and is identified by its large, rounded shell that covers most of its body, despite it being a mammal. Resembling a giant armadillo, the glyptodon is suspected to be its living ancestor. An entirely unaggressive herbivore, Glyptodons will rather recede into their shell, than fight.

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

* **Soak:** 5/6
* **Wounds:** 19
* **Skills:** Athletics 1 (Str), Hand-to-Hand 1 (Str), Resilience 3(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (YG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** None

* **Talents:**

Natural Armour 3 - Increase soak by 3.

* **Special Abilities:**

Carapace - Once per encounter, character can withdraw as an action, increasing its soak by 2 for one round.

## Monkey [Minion]

Monkeys are clever, social animals who are famous for climbing trees easily. Almost every monkey has a tail, even if it is very short. Most common in the trees bordering the jungles of Elsweyr, their familiarity with men and mer has made them a common presence in many port cities.

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

* **Soak:** 1/3
* **Wounds:** 3
* **Defense:** 1/2
* **Skills:** Acrobatics (Agi), Hand-to-Hand (Agi), Deception (Pers), Charm (Pers), Marksman (Agi) Vigilance (Wits), Search (Wits), Security (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

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

Fling **- Skill:** Marksman (Agi) (GGG) **Range:** Short, **Damage:** 3, **Crit:** 5, **Qualities:** None

* **Talents:**

Quick - Increases Defense by 1.

* **Special Abilities:**

Sticky Fingers - When not in combat, a Monkey may roll a Security check versus a character’s Vigilance to steal an attractive-looking item under 1 Encumbrance. This includes coins.

## Nequinal Naga [Minion]

Diminutive relatives of the Naga of Blackmarsh, Nequinal Naga are a race of semi-sentient, primitive lizardmen that inhabit the eastern edges of Elsweyr. Sporting long heads, stooped posture, and plenty of teeth and claws, Naga are as much a plague to caravaneers and travellers as their Blackmarsh cousins.

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

* **Soak:** 3/2
* **Wounds:** 5
* **Skills:** Athletics (Str), Hand-to-Hand (Str), Two-Handed (Str), Resilience (End), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Primitive Weapons/Armour, Teeth
* **Attacks/Weapons:**

Flint Spear **- Skill:** Two-Handed (Str) (GG) **Range:** Short, **Damage:** 6, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

None

## Nequinal Naga Hunter [Rival] - NOT DONE

Typically leading a pack of Naga is a Hunter, one who has risen to an Alpha rank solely due to their ability to take down prey, regardless if that prey is a large creature, or an entire caravan of traders.

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

* **Soak:** 5/3
* **Wounds:** 16
* **Skills:** Athletics 2 (Str), Hand-to-Hand 1 (Str), Two-Handed 2 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Flint Spear **- Skill:** Two-Handed (Str) (YYG) **Range:** Short, **Damage:** 7, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

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

* **Special Abilities:**

Rally - As a maneuver, can grant one free immediate maneuver to a group of allied Nequinal Naga minions.

## Scorpion, Giant [Rival]

Found in the deserts of Elsweyr and the Alik’r, Giant Scorpions are virtually identical to their smaller cousins, though massively larger in scale, possessing child-sized pincers, and a stinger the size of a man’s head. They are fiercely territorial, and will often prey upon caravaneers.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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:**
* **Attacks/Weapons:**

Stinger **- Skill:** Hand-To-Hand (Str) (YYY) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Pierce 2, Poison Damage 3

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

* **Talents:**

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

Natural Armour 2 - Increase soak by 3.

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

## Wildebeest [Rival]

Also called a Gnu, the Wildebeest is a large bovine similar to the cows found in the rest of Tamriel. Sporting much larger horns, and typically of larger build, Wildebeest are still often domesticated by the people of Elsweyr.

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

* **Soak:** 5/3
* **Wounds:** 14
* **Skills:** Athletics 3 (Str), Hand-to-Hand 1 (Str), Resilience 1(End), Survival 1(Wits) Vigilance 1 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

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

* **Talents:**

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