Bestiary of Tamriel

A Collection of Beasts, Monsters, Men and Mer

Tamrielic Creatures

Creatures found throughout all of Tamriel

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Tamrielic Creatures

## Bat, Giant [Minion]

Giant Bats are crepuscular, chiropteran creatures typically native to the province of High Rock. While not terribly intimidating on their own, they can gather in numbers that may overwhelm.

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

* **Soak:** 2/1
* **Wounds:** 5
* **Skills:** Hand-To-Hand (Str), Intimidate (Per), Resilience (End), Vigilance (Wits)
* **Drops/Equipment:** Hide, Guano
* **Attacks:**

Bite and Scratch **- Skill:** Hand-To-Hand(Str) (GG) **Range:** Engaged, **Damage:** 4, **Crit:** 4, **Qualities:** None

* **Special Abilities:**

Screech - Once per encounter can spend action to cause all targets within Medium range to take an Average Resilience check, or become Disoriented.

## Bears

Bears are large, hostile enemies that will attack if you are found infringing on their territory. They live either in the wilderness or in their cave lairs. Fortunately, bears will always roar or growl in an effort to intimidate potential threats before attacking, and thus are fairly easy to avoid if you wish so.

Bears inhabit many regions of Tamriel, from Skyrim, to Cyrodiil, to Valenwood.

## Bear, Black [Rival]

A smaller variant, Black bears are smaller in size, but faster. They also tend to be more aggressive.

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

* **Soak:** 6/3
* **Wounds:** 13
* **Skills:** Athletics 2 (Str), Hand-To-Hand 3 (Str), Intimidate 3 (Per), Resilience 1(End), Vigilance 3 (Wits)
* **Drops/Equipment:** Hide, Teeth, Claws
* **Attacks:**

Rake **- Skill:** Hand-To-Hand(Str) (YYYG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** Sunder, Knockdown

* **Talents:**

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

## Bear, Brown [Rival]

The most typical bear encountered. They are smart, but not terribly quick on their feet, but can take a hit.

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

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

Rake **- Skill:** Hand-To-Hand(Str) (YYYG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** Sunder, Knockdown

* **Talents:**

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

## Boar [Minion]

Boars are small, relatively slow animals with dangerous tusks.

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

* **Soak:** 4/2
* **Wounds:** 5
* **Skills:** Hand-To-Hand (Agi/Str),
* **Drops/Equipment:** Hide, Tusks
* **Attacks/Weapons:**

Gore **- Skill:** Hand-To-Hand(Str) (GG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pierce 2, Vicious 1

* **Talents:**

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

## Chaurus [Rival]

Chaurus are medium to large hostile earwig-like creatures found in swamps, marshlands, and deep underground caverns. They vigorously project a strong acidic poison, which can eat through most armor pretty quickly. They can cling to walls and are hard to kill. Chaurus are often found in the company of Falmer.

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

* **Soak:** 5/5
* **Wounds:** 17
* **Skills:** Hand-To-Hand 3 (Str/Agi),
* **Drops/Equipment:** Chitin, Chaurus Eggs, Venom
* **Attacks/Weapons:**

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

* **Talents:**

Enduring 3 - Adds 3 to soak.

* **Special Abilities:**

Poison Spray - As an action, Chaurus may cast a 4 Magicka Poison spell, using Agility as its casting Attribute.

## Chaurus Hunter [Nemesis]

When a Chaurus creates a chrysalis, it begins its transformation into what the Nords of Skyrim call a Chaurus Hunter. Rarely seen on the surface, Hunters resemble black and grey wasps, with large veined wings, a black-grey carapace, and blue-green compound eyes. Armed with venom,

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

* **Soak:** 6/7
* **Wounds:** 31
* **Skills:** Athletics 3 (Str), Intimidate 2 (Str), Resilience(End), Hand-to-Hand (Agi), Vigilance 2 (Wits)
* **Drops/Equipment:** Chitin, Chaurus Eggs, Venom
* **Attacks/Weapons:**

Venom Bite **- Skill:** Hand-to-Hand(Agi) (YYYG) **Range:** Engaged, **Damage:** 9, **Crit:** 3, **Qualities:** Pierce 2, Poison Damage 4

* **Talents:**

Enduring 3 - Adds 3 to soak.

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

* **Special Abilities:**

Poison Spray - As an action, Chaurus may cast a 4 Magicka Poison spell, using Agility as its casting Attribute.

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

## Crocodile [Rival]

A crocodile is a large amphibious reptile. It lives mostly in large tropical rivers, where it is an ambush predator. Some species also travel in coastal salt water. In very dry climates, crocodiles may aestivate and sleep out the dry season. They typically attack from ambush, using their powerful jaws to pin their prey, and drag them away.

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

* **Soak:** 4/3
* **Wounds:** 14
* **Skills:** Athletics 2(Str), Hand-to-Hand 3 (Str), Survival 2(Wits), Resilience 2(End), Vigilance 1(Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Str) (YYYG) **Range:** Engaged, **Damage:** 8, **Crit:** 3, **Qualities:** Pin, Pierce 1

* **Talents:**

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

* **Special Abilities:**

Ambush - If a Crocodile has not been detected, it gains two Boost to its first attack, as it attacks from underwater, or high brush.

## Deer [Minion]

One of the most common creatures in Tamriel, Deer were once, and continue to be, the lifeblood of men. Hunted for their antlers, their hide, and their meat, they are a highly prized commodity. In places like Cyrodiil, High Rock and Skyrim, the Deer are sometimes said to legally belong to the regional Governor, Jarl, or King.

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

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

* **Talents:**

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

## Dog, Wild [Minion]

The original domestic dog is a derivative of the gray wolf. The term "dog" is generally used for both domesticated and feral varieties. The dog was the first domesticated animal and has been the most widely kept working, hunting, and pet animal in Colovian and Nedic history. A wild dog is typically one that has become feral, or a rare pack of such.

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

* **Soak:** 4/3
* **Wounds:** 6
* **Defense:** 1/1
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Hide, Teeth
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pin, Knockdown

* **Talents:**

Quick - Increases Defense by 1.

* **Special Abilities:**

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

## Dog, Hunting [Minion]

Trained to pursue and track down prey, hunting dogs have been a staple of Colovian and Nedic lives for generations, dating back to the beginnings of the First Era. Quicker and hardier than their wild cousins, Hunting Dogs are fiercely loyal, and good at what they do.

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

* **Soak:** 3/3
* **Wounds:** 7
* **Defense:** 1/1
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Hide, Teeth, Dog Harness
* **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 - Dogs and Wolves gain an additional 2 damage dealt when a target is prone.

## Dreugh [Rival]

Dreughs are ancient half-human, half-octopus sea monsters commonly hunted for their skin ([to make armor](http://www.uesp.net/wiki/Morrowind:Dreugh_Armor)) and [Dreugh Wax](http://www.uesp.net/wiki/Morrowind:Dreugh_Wax) from their shells (for its magical properties). The wax found within their shells is highly valuable to alchemists and mystics. Often encountered in shallow water and in caves along the coastline.

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

* **Soak:** 4/3
* **Wounds:** 15
* **Skills:** Athletics 2(Str), Hand-To-Hand 2 (Agi), Resilience 2 (End), Survival 1(Wits), Intimidate 2 (Str), Vigilance 1 (Wits)
* **Drops/Equipment:** Dreugh Hide, Dreugh Wax
* **Attacks/Weapons:**

Claw Arms **- Skill:** Hand-To-Hand (Agi) (YYG) **Range:** Engaged, **Damage:** 7, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

Aquatic - Dreugh are at home in the water. They can breathe while fully submerged as normal. If out of water, they are incapable of breathing, and suffocation rules apply.

Enduring 2 - Adds 2 to soak.

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

* **Special Abilities:**

Drown - As an action, a Dreugh can attempt a competing Athletics check, to grip an individual with their pincers and prevent them from leaving Engaged, or surfacing.

## Dreugh, Land [Rival]

The dreugh have two distinct morphologies: The Water Dreugh and the Land Dreugh. Dreugh evolve into Land Dreugh at a period in their lifecycle called Karvinasim, where they grow legs and spend about a year on dry land. Dreugh are primarily found in the eastern areas of Tamriel, but can likely also be found anywhere coastal. Land Dreugh can be found as far inland as Cyrodiil.

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

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

Claw Arms **- Skill:** Hand-To-Hand (Str) (YYG) **Range:** Engaged, **Damage:** 8, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

Amphibious - Land Dreugh can operate and survive both on land and in water. They do not suffer setback for travelling through water.

Enduring 2 - Adds 2 to soak.

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

* **Special Abilities:**

Pin - As an action, a Dreugh can attempt a competing Athletics check, to grip an individual with their pincers and prevent them from leaving Engaged.

## Dreugh, Warlord [Nemesis]

While ancient evidence suggests that Dreugh once had a fairly sophisticated society, the methodical hunting of Dreugh for their skin and wax has driven them to barbarism, worshiping an entity known only as the Ruddy Man. Champions of the Ruddy Man, Warlords often lead packs of Dreugh.

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

* **Soak:** 5/5
* **Wounds:** 26
* **Skills:** Athletics 3(Str), Hand-To-Hand 3 (Str), Resilience 2 (End), Survival 2(Wits), Intimidate 3 (Str), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Claw Arms **- Skill:** Hand-To-Hand (Str) (YYYG) **Range:** Engaged, **Damage:** 10, **Crit:** 4, **Qualities:** Pierce 1

* **Talents:**

Aquatic - Dreugh are at home in the water. They can breathe while fully submerged as normal. If out of water, they are incapable of breathing, and suffocation rules apply.

Enduring 3 - Adds 3 to soak.

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

* **Special Abilities:**

Pin - As an action, a Dreugh can attempt a competing Athletics check, to grip an individual with their pincers and prevent them from leaving Engaged.

Dreugh King - As a maneuver, a Dreugh Warlord can grant a free maneuver to another allied Dreugh or group of allied Dreugh.

## Durzog [Minion]

A dog-like creature, though more reptile than dog, Durzogs are hostile reptilian creatures. They are four-legged, dark green, and striped, and have spines along their back. They have six red eyes and long teeth.

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

* **Soak:** 4/4
* **Wounds:** 9
* **Defense:** 1/1
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Hide, Teeth, Dog Harness
* **Attacks/Weapons:**

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

* **Talents:**

Quick - Increases Defense by 1.

Enduring 1 - Add 1 to soak value.

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

* **Special Abilities:**

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

## Horse [Rival]

Horses have been around as long as most Colovians can remember, herds of the animals populating the great grassy fields of Cyrodiil. In the early First Era, Nedes began to domesticate and ride Horses as mounts, carrying their families, goods, and even their soldiers into war. Solid, sturdy, and smart, a horse is a common companion for a capable adventurer.

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

Skittish - Horses don’t like combat. Horses suffer an increased difficulty to all fear checks during combat, unless trained for war.

* **Special Abilities:**

Planesrunner - Horses commonly serve as mounts for adventurers, travellers, et al. They allow a rider to move at a pace of about 50 kilometers per day. Roads can increase this speed.

## Large Cat, Lion [Rival]

Large cats can be found many places throughout Tamriel, in various forms. Whether they’re the small, yet spritely mountain lions in the hills of Cyrodiil, or the great Sabrecats of Skyrim.

Found in the dry grasslands of western Cyrodiil, and the sandy savannah of Elsweyr, Lions are just another variety of great cat. While lazing about in the sun, a Lion can just as easily spring into combat, and leave a potential threat bleeding out.

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

* **Soak:** 4/3
* **Wounds:** 13
* **Skills:** Athletics 2(Str), Intimidate 2 (Str), Resilience 1(End), Hand-to-Hand 3 (Agi), Sneak 3 (Agi), Survival 1(Wits), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Raking Claws **- Skill:** Hand-to-Hand(Agi) (YYYG) **Range:** Engaged, **Damage:** 7, **Crit:** 4, **Qualities:** Pierce 1, Bleed

Bite **- Skill:** Hand-to-Hand(Agi) (YYYG) **Range:** Engaged, **Damage:** 5, **Crit:** 3, **Qualities:** Pierce 1, Sunder

* **Talents:**

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

* **Special Abilities:**

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

## Large Cat, Mountain Lion [Minion]

A smaller cousin of the Lions of western Cyrodiil, mountain lions are far more common. Making their homes in the trees and caves of Tamriel’s many sloping hills, these bobcats are territorial, but otherwise little threat to the common traveller. However, wandering into the wrong area, may make a shortcut not worth a life.

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

* **Soak:** 4/2
* **Wounds:** 13
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Sneak (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Raking Claws **- Skill:** Hand-to-Hand(Agi) (GGG) **Range:** Engaged, **Damage:** 5, **Crit:** 4, **Qualities:** Pierce 2, Bleed

Bite **- Skill:** Hand-to-Hand(Agi) (YYG) **Range:** Engaged, **Damage:** 4, **Crit:** 3, **Qualities:** Pierce 2, Sunder

* **Talents:**

None

## Mud Crab [Minion]

Populating coasts, rivers, creeks, lakes and ponds across Tamriel, Mud Crabs are small, hard-shelled creatures. Highly territorial, Mud Crabs only become aggressive when travellers and adventurers come into close proximity of them.

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

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

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

* **Talents:**

None

* **Special Abilities:**

Fiercer Than You - A Mudcrab attack is typically unexpected and unthreatening. When trying to detect a Mudcrab threat, Vigilance difficulty is increased by 2.

## Rat [Minion]

The most common vermin in Tamriel. Found in literally every corner of every province in one way or another, they are even at home in the ashen wastes of Morrowind. Carriers of plague, they are considered filthy, disgusting, and are typically killed on sight.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **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)
* **Drops/Equipment:**
* **Attacks/Weapons:**

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

* **Talents:**

None

* **Special Abilities:**

Witbane - Rats carry disease. Whenever any attack hits, spend 3 advantage to infect the target with Witsbane, reducing their effective Wits by 1.

## Slaughterfish [Minion]

The rats of the sea. A vicious species of fish with different varieties finding homes in the waters of nearly all provinces. Varying from small piranhas, to fang-toothed eels, slaughterfish attack in numbers, and they attack quick, infamous for dragging children, traders, and swimmers to a quick demise.

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

* **Soak:** 3/1
* **Wounds:** 6
* **Skills:** Athletics (Str), Hand-to-Hand (Agi), Intimidate (Str), Resilience (End)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Shred **- Skill:** Hand-to-Hand (Agi) (GG) **Range:** Engaged, **Damage:** 6, **Crit:** 3, **Qualities:** Pierce 1

* **Talents:**

Aquatic - Slaughterfish are at home in the water. They can breathe while fully submerged as normal. If out of water, they are incapable of breathing, and suffocation rules apply.

## Snake, Giant [Rival]

While not terribly common in the more temperate regions, the large constrictors of Valenwood and Blackmarsh are common enough to warrant mention. Hiding in treetops, nestled between rocks, or hiding in the shallows of creeks, these giant reptiles lay in wait for prey to wander too close, before they strike with paralytic venom, and bone-crushing constriction.

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

* **Soak:** 4/3
* **Wounds:** 13
* **Skills:** Athletics 2(Str), Hand-to-Hand 2 (Agi), Intimidate 1(Str), Vigilance 2 (Wits), Sneak 3 (Agi)
* **Drops/Equipment:**
* **Attacks/Weapons:**

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

* **Talents:**

Stalker - Gains 1 Boost dice to all Sneak checks.

* **Special Abilities:**

Paralytic Venom - Once per encounter, a Giant Snake may spend an action to attempt to paralyze one target in engaged range. Target must pass a Hard (3) Resilience check or succumb to paralysis.

Constrict - Giant Snakes may attempt to grapple and constrict a target. By passing a competing Athletics check, the Snake 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.

## Spider, Giant [Rival]

The giant spider is a dangerous foe, not only for its damaging bite, but as it can also paralyze its victim so it can feed on them later, or restrict them in web.These large arachnids are known to live in the caves and forests of Tamriel.

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

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

Bite **- Skill:** Hand-to-Hand(Agi) (YYG) **Range:** Engaged, **Damage:** 6, **Crit:** 4, **Qualities:** Pierce 2, Poison Damage 3

* **Talents:**

Stalker - Gains 1 Boost dice to all Sneak checks.

* **Special Abilities:**

Web Spray - Once per encounter, a Giant Spider may attempt to spray a target area with web. All characters Engaged with target must make a Hard Acrobatics check or become Immobilized. They may attempt an Athletics check each round thereafter to break free, or attempt to cut them, or an ally, free with an upgraded Average difficulty attack (On Despair, attack hits victim instead).

Paralytic Venom - Once per encounter, a Giant Spider may spend an action to attempt to paralyze one target in engaged range. Target must pass a Hard (3) Resilience check or succumb to paralysis.

## Wasp, Giant [Rival]

With bodies about the size of an infant, giant wasps made their way into greater Tamriel from Elsweyr, where they hunt the giant tarantulas of the region. Making their nests in caves, trees, and sometimes even the undersides of ruins, these aggressive insects now feed on spiders and other large bugs throughout most of the southern provinces.

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

* **Soak:** 5/3
* **Wounds:** 16
* **Skills:** Athletics 1(Str), Hand-to-Hand 2 (Agi), Intimidate 1(Str), Vigilance 2 (Wits)
* **Drops/Equipment:**
* **Attacks/Weapons:**

Stinger **- Skill:** Hand-to-Hand (Agi) (YYG) **Range:** Engaged, **Damage:** 7, **Crit:** 3, **Qualities:** Poison, Disorient 3, Pierce 2

* **Talents:**

None

* **Special Abilities:**

Flier - Wasps can fly with a speed of 1. They can also hover at whim.

## Wolf, Timber [Minion]

The most common breed of all wolves. With grey fur, these animals typically attack in packs. Found in most Provinces that also have trees.

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

* **Soak:** 3/3
* **Wounds:** 7
* **Defense:** 1/1
* **Skills:** Athletics (Str), Intimidate (Str), Resilience (End), Hand-to-Hand (Agi), Survival (Wits), Vigilance (Wits)
* **Drops/Equipment:** Hide, Teeth
* **Attacks/Weapons:**

Bite **- Skill:** Hand-to-Hand (Agi) (GGG) **Range:** Engaged, **Damage:** 7, **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 - Dogs and Wolves gain an additional 2 damage dealt when a target is prone.