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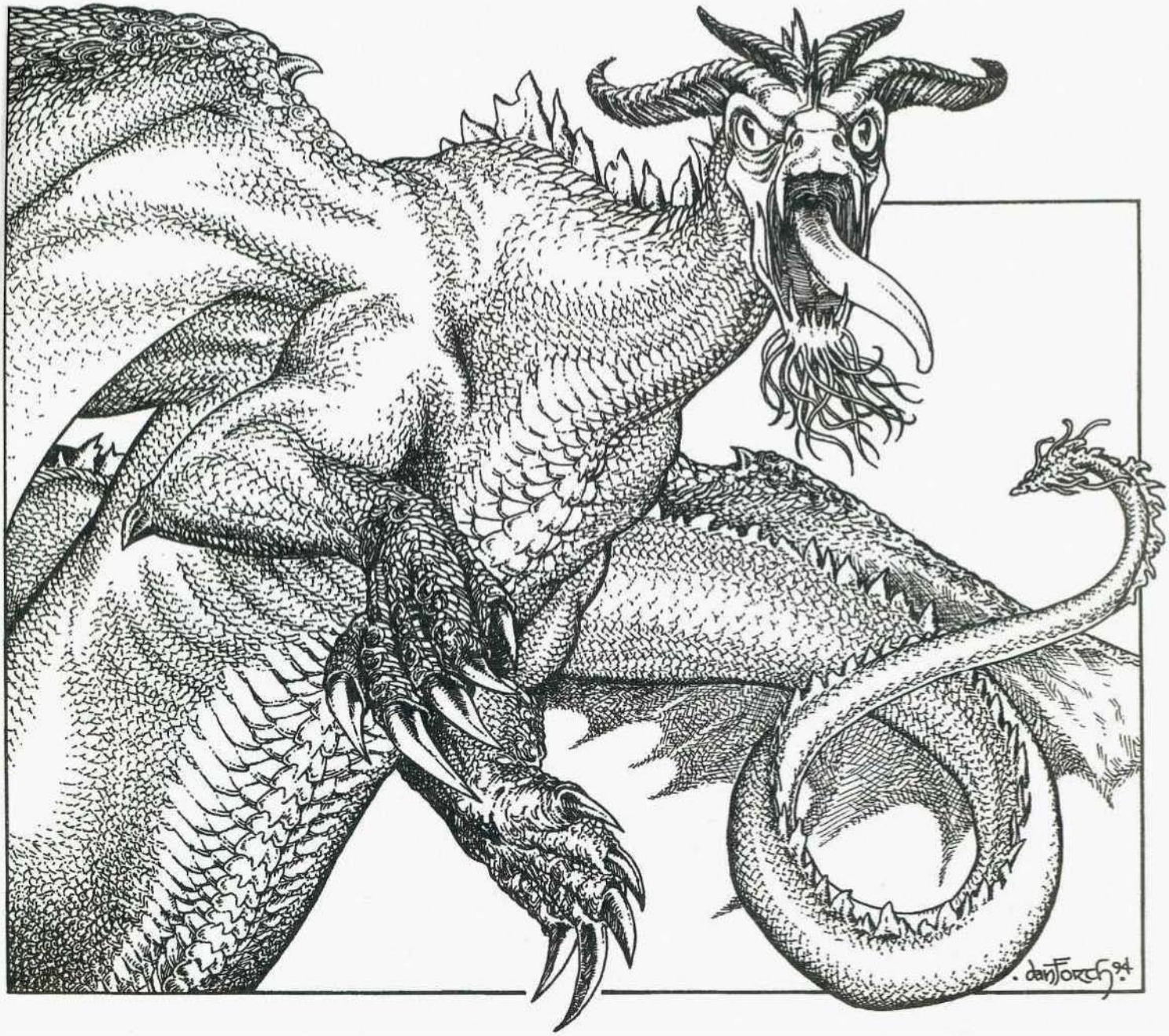
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Creatures of Middle-earth™



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™

Creatures of Middle-earth™



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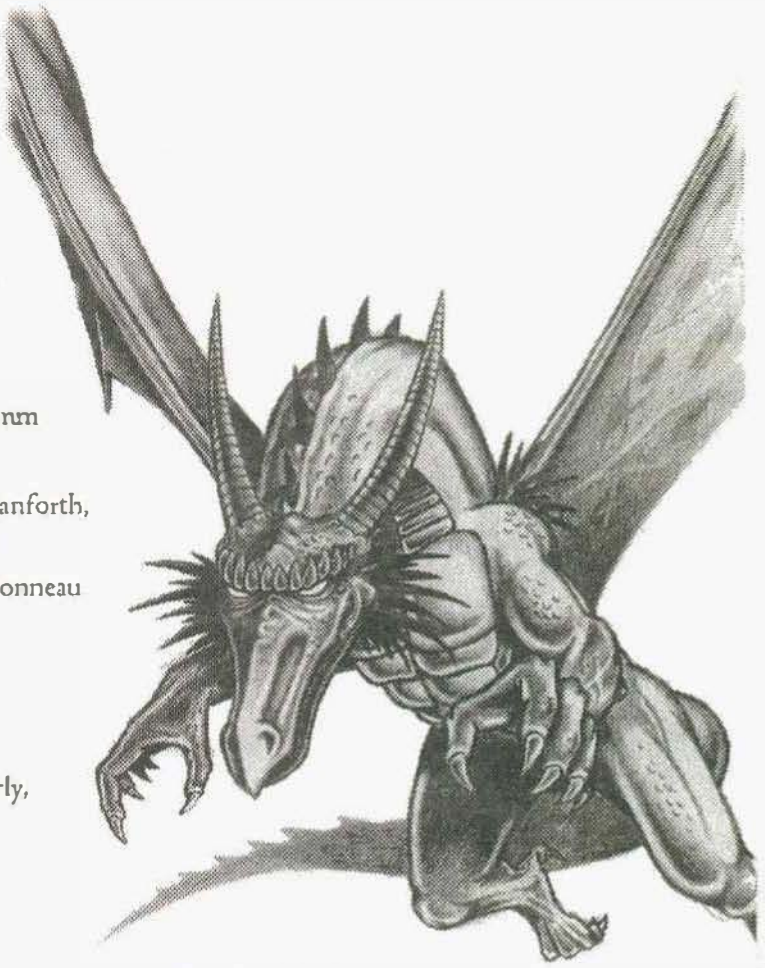
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The *Dover Pictorial Archive* has supplied this sourcebook with a number of fine illustrations.

ICE's *"Creatures of Middle-earth"* is a revised compilation of material previously published as part of a work entitled *"Creatures of Middle-earth, a Bestiary of Animals and Monsters."* While ICE has added new material and reorganized the data, most of the prose here was already in print when we began our revision.

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1.0 INTRODUCTION

How would you fare in a duel against Smaug the Golden or hunting a Kraken in the rough waters of the Sundering Sea? Could you outrace a Fell Beast or vanquish an undead Barrow-wight? Have you ever tried to tame a Wild Kine or elude a hungry pack of Wargs?

Creatures of Middle-earth permits you to meet Endor's most prominent or powerful creatures, the famous or infamous beasts and monsters who affect the history of the Middle Land. You can call forth all of the major creatures found in J.R.R. Tolkien's *The Hobbit* and *The Lord of the Rings*. Like the sourcebooks in the multi-volume *Peoples of Middle-earth* series, this work is a comprehensive supplement intended to provide role players with a single source of information for indexing and generating creatures for their Middle-earth adventures and campaigns.

2.0 USING CREATURES OF MIDDLE-EARTH

This volume of *Creatures of Middle-earth* is divided into four parts:

(1) GUIDELINES—a section devoted to abbreviations, a citation key, and notes on converting statistics and adapting this work to any major fantasy role playing game;

(2) CREATURE GLOSSARY—sections describing the general character and principal individual animals and monsters found in Middle-earth; and

(3) CREATURE GENERATION AND ENCOUNTERS—a section providing a sampling of stats and bonuses for typical creatures, together with guidelines for generating and handling high level creatures in any fantasy role playing game. In addition, this section covers encounters.

(4) TABLES—tables summarizing the statistical nature of all the creatures covered in Part Two.

GUIDELINES

The Guidelines provide the means to use *Creatures of Middle-earth* in your fantasy role playing game. This section includes abbreviations, definitions of game terminology, and conversion notes. Since this work is described in terms of ICE's *Middle-earth Role Playing*, *Lord of the Rings Adventure Game*, and *Rolemaster* systems, we include provisions for translating game stats and bonuses for use with other games.

CREATURE GLOSSARY

Each section in the Creature Glossary begins with a survey of the creature group's general history and features an analysis of the group's subgroupings (e.g., Great Drakes versus Wereworms). An alphabetical compilation of individual creatures follows each general survey.

Each creature is described in terms of its appearance, motivations, characteristics, and background. In addition, we provide charts containing a listing of each individual's game statistics—its Profession, Stats, Skills, and items—with statistics for the *Middle-earth Role Playing*, *Lord of the Rings Adventure Game*, and *Rolemaster* game systems.

None of the creatures in *Creatures of Middle-earth* is given the exhaustive treatment found in the creature studies in ICE's Middle-earth Realm modules. Instead, the emphasis is on providing significantly pertinent information. A creature's home and principal possessions, for instance, are listed but they are not described in any great detail. These works are game supplements, general aids; they are not substitutes for products that focus on particular places or individuals.

The material in *Creatures of Middle-earth* is drawn from authorized sources and, wherever reasonable, these entries provide citations to pertinent sections in *The Hobbit* and *The Lord of the Rings*. Where ICE has extrapolated information, the entry cites ICE's *Middle-earth Role Playing* rules and supplements. More information about the works and the use of these citations is located in the Guidelines section described above.





Creature Generation and Encounters

A section on generating creatures is located near the end of *Creatures of Middle-earth*. This section provides (1) a means to quickly generate creatures, (2) tips for dealing with high level (11th level or higher) creatures; (3) guidelines for creatures' uses of power (e.g., spells and magic items); and (4) complete guidelines and tables for handling encounters.

Tables

At the end of *Creatures of Middle-earth* is a description of the animals and monsters in terms of *Middle-earth Role Playing*, *Lord of the Rings Adventure Game*, and *Rolemaster* gaming statistics. This section is divided into three parts; (1) 'ordinary' animals, (2) extraordinary beasts and monsters, (3) prominent individual animals, creatures, and beings of power.

3.0 GUIDELINES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, and conversion notes.

Section 3.1 covers abbreviations. Definitions of frequently employed game terms are set out in Section 3.2, while Section 3.3 enables readers to translate statistics into numbers usable in most other fantasy role playing games. Section 3.4 summarizes the catagories used to specify the climates and environments preferred by each creature.

3.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

Game Systems

FH ..... *Fantasy Hero*
MERP ..... *Middle-earth Role Playing*
RM ..... *Rolemaster*

Sources

Hob ..... *The Hobbit (Ballantine ed.)*
LotR ..... *The Lord of the Rings (Ballantine ed.)*
LotRI ..... *The Fellowship of the Ring (Ballantine ed.)*
LotRII ..... *The Two Towers (Ballantine ed.)*
LotRIII ..... *The Return of the King (Ballantine ed.)*

Character Stats

Ag ..... Agility
Co ..... Constitution
St ..... Strength
PR ..... Presence
It(In) .. Intuition
Sd ..... Self Discipline
Me .... Memory
Ig ..... Intelligence
Re ..... Reasoning
Em .... Empathy
Qu ..... Quickness

Game Terms

AT ..... Armor Type
bp ..... bronze piece(S)
cp ..... copper piece(s)
Crit .... Critical strike
D ..... Die or Dice
D100 . Percentile Dice Result
DB ..... Defensive Bonus
FRP ... Fantasy Role Playing
GM .... Gamemaster
gp ..... gold pieces(s)
ip ..... iron piece(s)
jp ..... jade piece(s)
tp ..... tin piece(s)
Lvl ..... Level
MA ..... Martial Arts
Mod .... Modifier or Modification
mp ..... mithril piece(s)
NPC .... Non-player Character
OB ..... Offensive bonus
PC ..... Player Character
PP ..... Power Points
R or Rad ..... Radius
Rnd or Rd ..... Round
RR ..... Resistance Roll
Stat ..... Statistic or Characteristic

Middle-earth Terms

A ..... Adûnaic
Ap ..... Apysaic
BS ..... Black Speech
D ..... Dunael (Dunlending)
Du ..... Daenael (Old Dunael)
E ..... Edain
El ..... Eldarin
Es ..... Easterling
1.A .... First Age
F.A .... Fourth Age
Hi ..... Hillman
H ..... Hobbitish (Westron var.)
Har .... Haradrim
Hob ... Hobbit
Kd ..... Kuduk(ancient Hobbitish)
Kh ..... Khuzdul(Dwarvish)
LotR ..... *The Lord of the Rings*
Or ..... Orkish
P ..... Pcl
Q ..... Quenya
R ..... Rohirric
Rh ..... Rhovanion
S ..... Sindarin
S.A. ..... Second Age
Si ..... Silvan Elvish
T.A. ..... Third Age
Teng ..... Tengwar
V ..... Variag
W ..... Westron
Wo ..... Wose (Druedain)

3.2 DEFINITIONS

The majority of unique terms are described later in the text. Those defined below, however, are frequently used or very important terms.

Animal: Any creature born of the Great Music, the Song of Creation or Ainulindalë. These creatures were conceived by Eru and entered Arda according to His scheme.

Aman: (Blessed Realm) The continent west of Middle-earth, across the Belegaer (Great Sea). It contains Valinor (the home of most Valar and Maiar and many Elves), mainland Eldamar, and the Halls of Awaiting (the place of the dead).

Arda: (The Place) The entire world created by Eru, through his servants the Valar, including Endor (Middle-earth) and Aman but not Menel (Heaven). In the First Age and most of the Second Age it is circular and flat, but in the Third Age, it is remade as a sphere.

Belegaer: (S. "Great Sea") The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or Sundering Sea.

Beleriand: (Great Country) The northwesternmost part of the continent, it is the area of Middle-earth west of the Blue Mountains. Most of this land sinks into the ocean and is destroyed in the cataclysmic battle that ends the First Age. The surviving portions of Beleriand are called Lindon. Also called the Great Land or Country of Balar.

Drake: A term typically synonymous with Dragon but of a slightly more generalized nature.



Morgoth's Monsters

Eä: (Q. "Existence.") Eä is all that is, the whole of Eru's Creation and includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Timeless Halls (Nothingness).

Encircling Sea: (Q. "Ekkaia.") The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. (The Belegaer lies to the west.) Also called the Outer Sea. In the First Age and late Second Age it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world.

Endor: (S. "Middle Land"; aka "Middle-earth."). Endor is the Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.

Fell: Adjective describing creatures who are evil, fierce, savage, cruel, ruthless, dreadful, and/or terrible.

Haragaer: (S. "South Sea.") The ocean south of Middle-earth. Part of the Ekkaia, or "Encircling Sea," the Haragaer separates Endor from the lands of the Utter South.

Huorn: Enchanted trees or Tree-creatures, or extremely sedentary Ents.

Kelvar: (Q. "Animals" or "Things that Move"; sing. "Kelva.") Living things that move or, as noted by Yavanna, that "can flee" (Sil. p. 45). Kelvar are under the care of the Valie Yavanna. They do not include monsters or the Children of Ilúvatar (Eru): Elves, Men, Dwarves, etc.

Lycanthropy: A curse which manifests itself as a disease and tranforms its victims into were-creatures (lycantropes). Originating with Morgoth, this powerful enchantment creates one type of Undead.



Maiar: (Q. sing. "Maia") The lesser Ainur who entered Eä as servants of the Valar. They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them "Lesser Gods."

Menel: (Q. "Heaven.") Literally the Region of Stars, it includes all of the heavens and lies above Arda.

Monster: Any creature or race of creatures whose nature has been twisted or perverted away from its original conception by Eru. They do not conform to Eru's original scheme, as manifested in the Great Music (Ainulindalë). Most monsters are the work of Morgoth (Melkor), the Fallen Vala; others are the work of Sauron or lesser purveyors of Evil.

Mórenore: (Q. "Dark Land"; aka "Móryarmene" or "Hyarmenore."). Mórenore is the Quenya Elvish label for the small continent south of Middle-earth, the remote land separated from Endor by the Haragaer.

Númenor: (Westernesse) The great island continent located in the middle of the Great Sea until its destruction (Downfall) in Second Age 3319. From the early Second Age until its Downfall, Númenor was occupied by the High Men (Edain) who called themselves Númenóreans. These Men were the ancestors of the Dúnedain race. Númenor literally means West Land and was the westernmost home of mortal Men.

Olvar: (Q. "Growing Things With Roots in the Earth"; sing. "Olva.") Living things that do not move or, as noted by Yavanna, that "cannot flee" (Sil. p. 45). Oromë (Araw) is the Vala closest to the Olvar. Trees are the greatest of the Olvar.

Romenëar: (Q. "East Sea"; S. "Rhúnugaer.") The ocean east of Middle-earth. Part of the Ekkaia, or "Encircling Sea," the Romenëar once (before S.A. 3319) separated Endor from the Walls of Night in the Utter East.

Undying Lands: Sometimes considered synonymous with Aman, it includes Aman and Tol Eressëa. Its inhabitants—Elves, Maiar, and Valar—are immortal; thus the origin of the label. The land itself does not necessarily confer immortality.

Undead: Beings whose bodies have died but whose spirits have not yet departed from Arda, or creatures of Shadows who remain tied to the mortal world as a result of some heinous enchantment.

Valar: (Q. sing. "Vala"; S. "Belain"; S. sing. "Balan.") The greater of the Ainur who entered Eä as guardians and executors of Eru's vision. Their were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are mightiest. Morgoth's name was never again spoken by the Exalted and he was counted as the greatest of the Great Enemies. The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods.

Valinor: (Q. "Land of the Valar.") The region in eastern Aman which is the home of the Valar, most of the Maiar, and the Vanyar Elves. It lies west of Eldamar and its capital is Valimar.

Void: That which is outside Existence (Eä).

Warg: Huge, enchanted Wolves first spawned by Morgoth. An evil race, they are unnaturally powerful but cursed. Their bodies disappear soon after they are slain and their spirits pass into the Void.

Were: An undead spirit tied to an animal form but capable of shape-changing into its original form. They can only be harmed by magic (e.g., holy, magic, or slaying) or silver (including mithril) weapons. A were-creature can never be permanently slain unless a blessed object is driven through its heart.

Wight: Undead spirit that inhabits and animates the fallen bodies of others, taking their prey's form and using their victim's physical power (while retaining their own magical attributes).

Worm: A term roughly corresponding to Drake or Dragon, but often used more generally to describe any powerful, serpentine creature.

3.3 CONVERTING STATISTICS

When using this supplement with your FRP campaign, be careful to note creatures' statistics before beginning play. Should any adjustments need to be made, you may wish to consider the following guidelines. The material provided is in terms of percentages and is intended to give the reader a relatively clear picture of the strengths and weaknesses of the individuals and creatures discussed. All the data relates to most FRP systems, and conversion should be simple; remember, however, that there are dozens of role playing rules and the change-over from the statistics given here may be troublesome.

3.3.1 CONVERTING HITS AND BONUSES

Bonuses: When converting percentile values to a 1-20 system, a simple rule is: for every +5 on a D100 scale, one gets a +1 on a D20.

Hits: The concussion hit numbers found in this module represent tolerance for general pain and system shock: the effect of bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of a character exceeding his or her available hits. Should you use a game system that employs no specific critical strike results (such as TSR Inc.'s *Dungeons and Dragons*®) simply double the number of hits your characters take or halve the hit values found in this module.

3.3.2 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	—
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	-
2	-20	-4	4	2
1	-25	-4	3	2

3.3.3 A NOTE ON LEVELS

When using certain "level-systems," a GM may find that the levels provided make characters too powerful for his world system. If this is the case, multiply the levels given by .75 or .6, depending upon your situation. This would reduce a 20th level character to a 15th level or 12th level character, respectively. Remember to reduce appropriate bonuses accordingly.

3.4 DESCRIPTIVE TERMS

A set of descriptive terms follows the name of each creature listed in the glossaries in Sections 5.0 and 6.0 of this work. These three types of terms provide information about three aspects of the creature's nature: first, the climate(s) it favors; second, the habitat(s) (i.e., environment) it favors; and third, the chance someone might run across the creature in its favored ecosystem(s).

3.4.1 FAVORED CLIMATE

The first element in the descriptive terms denotes the type of climate or climates the creature favors. The following list summarizes the catagories from which selections are made.

Hot/Humid (rainy, muggy)
Hot/Average
Arid (hot and dry)
Warm/Humid
Mild (average humidity and temperatures)
Semi-arid (warm and dry)
Cool/Average (marine: wet to temperate and cool)
Temperate (dry to temperate and cool)
Cold/Dry (semi-arid or arid but cold)
Frigid (arid and severely cold)

3.4.2 FAVORED HABITAT

The second element in the descriptive terms denotes the type of ecosystem(s) the creature favors. There are three environmental subcategories (see below).

TERRAIN & WATER FEATURES

Alpine/high altitude/mountainous
Breaks/wadis
Freshwater coasts & banks (rivers/lakes)
Glacier/snowfield
Marsh/swamp
Ocean
Saltwater shores/shallows
Underground (caverns, etc.)
Volcanic
Waste/barren
Desert (perhaps scattered cactus & scrubs, no grass)

VEGETATION

Coniferous forest/taiga
Deciduous/coniferous/mixed forest
Heath/scrub
Jungle/rain forest
Plains/grassland (often scattered trees and scrubs)
Tundra (Lichen/Mosses, Lichen/Grasses)

SPECIAL FEATURES

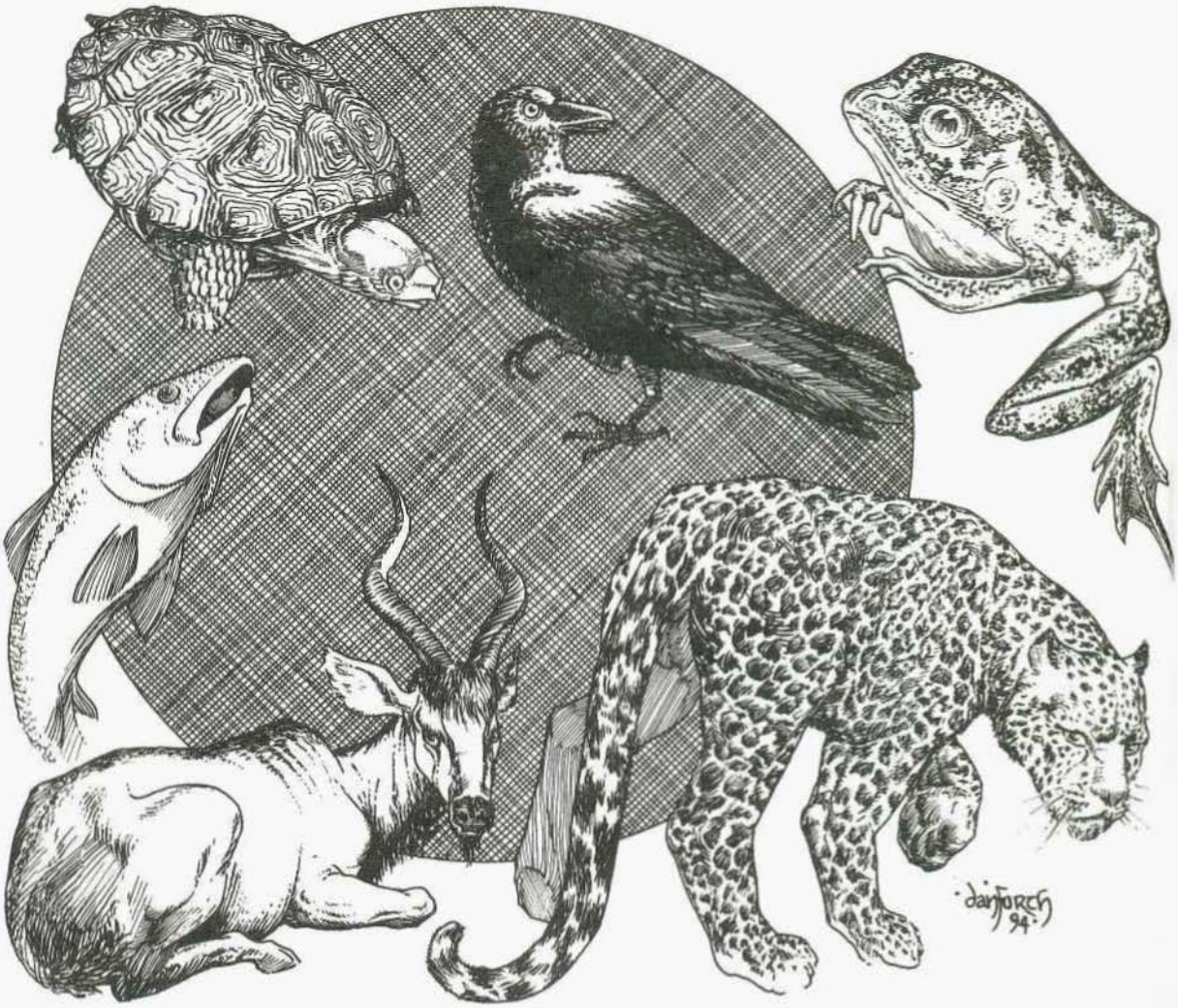
Enchanted/magical places
Rural Inhabited areas
Cross-over points between dimensions
Lairs/caves/overhangs
Near and in towns/cities/castles
Burial areas
Ruins
Crossroads/roads/paths/trails
Battlefields/shipwrecks

3.4.3 FREQUENCY OF ENCOUNTERS

The third element in the descriptive terms indicates how frequently someone might encounter such a creature in its favored habitat. The GM can use these in conjunction with the encounter tables in Part Three to generate random encounters.

Example: *Encounter rolls for a creature that is "Easy" to find in its favored environment will be modified by +20.*

Chance/Frequency	(Modifier)
Routine	(+30)
Easy	(+20)
Light	(+10)
Medium	(+0)
Hard	(-10)
Very Hard	(-20)
Extremely Hard	(-30)
Sheer Folly	(-50)
Absurd	(-70)



4.0 ORIGINS

Arda's Creatures

Eru, Ilúvatar, the One, is the beginning and the end. He alone can give or take life. Only he created that which is and will be. From his thought came the Flame Imperishable, the wonderous marvel that fuels the spirit of every being. All creatures' souls are tied to this undying fire of life.

Eru's thought gave birth to the Ainur, the highest of the Valar or "Powers," the greatest spirits in Eä (Existence). He gathered his off spring and instilled them with music, calling upon them to sing together. Over countless ages they sang, until their unique and purposeful melodies became refined and their voices melded in a glorious harmony that was the Great Music (Ainulindalë) that gave birth to Eä. This Song set the patterns of Creation, the Essence of all that is.

Together, the Ainur forged the Heavens (Menel) and the Earth (Arda); however, one of their number sought his own scheme and disturbed their innocent unity. Hoping to achieve his own scheme, Melkor (Q. "He Who Arises in Might") sang according to his own desire. Melkor strove to manipulate the Flame Imperishable and create for himself. In this horrid quest, he failed and became the Fallen Ainu; with this awful vision, he gave birth to Evil, for Melkor was Evil incarnate. He would, in time, become known as Morgoth: the "Black Enemy."

Eru ended the Great Music and admonished the sundered Valar. He then forced Morgoth, the powerful, renegade Ainu, to submit. The Black Enemy abided by his Lord's word and showed remorse as he submitted to the will of the One, but a deep and painful hatred rooted itself in Melkor's soul.

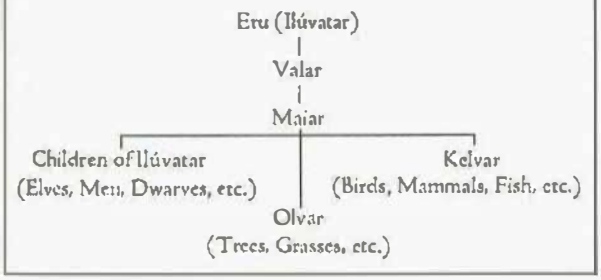
Eru forgave his proud offspring and took the Ainur out of their wondrous home in the Timeless Halls and led them outside the Void to Eä, conferring upon them the mission to mold the World according to the glory that stirred within them. Thus, the Valar set about crafting the beautiful but unworked jewel of creation. They sculpted Arda and arranged the Heavens. After a time, though, Melkor rebelled again, and a struggle raged through Eä that destroyed the placid Balance of Things.

4.1 ARDA'S CREATURES

Eru's conception involves myriad tiers of creation. This is undoubtedly the case with living things, for there is a distinct order in place in Eä. The Valar command the highest tier, just above their more numerous Maia servants. In turn, the Maia oversee the Olvar, Kelvar, and the Children of Ilúvatar: the Elves, Men, Dwarves, etc.

This work, of course, deals with the Kelvar, living things that move, the creatures. They count all living things other than the Olvar and the Children of Ilúvatar. Within this category, though, there are creatures that must looked upon in a special light, for they are perversions of life and fall outside Eru's original scheme. These are the creatures we call monsters.

THE CHAIN OF LIFE



4.2 MORGOTH'S MONSTERS

All monsters are the offspring of Evil and are directly or indirectly tied to the thoughts and incantations of the Black Enemy. They are not creations of Morgoth or his servants; rather, they are creatures who individual or racial spirits have been manipulated in order to alter their original character. Since only Eru can create or destroy life, all spirits, even monsters, owe their origin to him. However, unlike animals, monsters are artificial in nature. They enjoy extended lifespans, extraordinary powers, and incredible personae. At the same time, they cheat Fate and suffer from the partial or utter lack of Eru's favor and blessing. Their spirits burn with a twisted fire that flickers with a character that is no longer one with the Flame Imperishable. Their very being is a manipulation of the Essence, and is therefore outside the Balance of Things.

5.0 ANIMAL GLOSSARY

As noted above, animals are of the order Elves call "Kelvar," which means living things that move. They are natural creatures, imbued with their own will and limited only by their inherent attributes and the gift of death. Like the Olvar and the Children of Ilúvatar, they fit within Eru's original scheme and live in accord with the Balance of Things.

5.1 BATS AND BIRDS

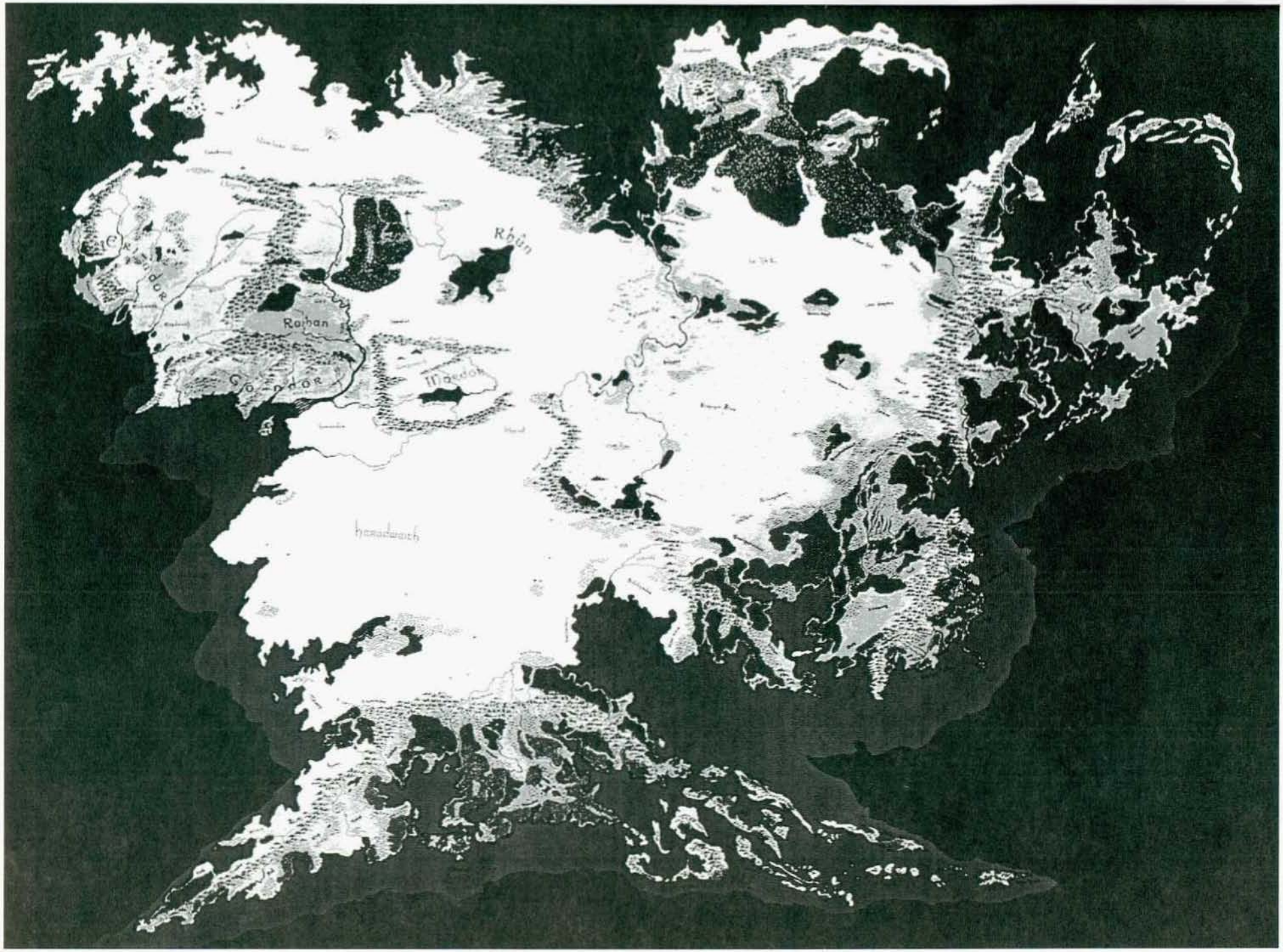
Because they call the sky their domain, birds and bats are closest to the Heavens and enjoy some favor from Manwë and Varda (the King and Queen of the Valar). Indeed, the Great Eagles are considered the most noble of all the Kelvar. They serve the Valar as messengers, scouts, and warriors.

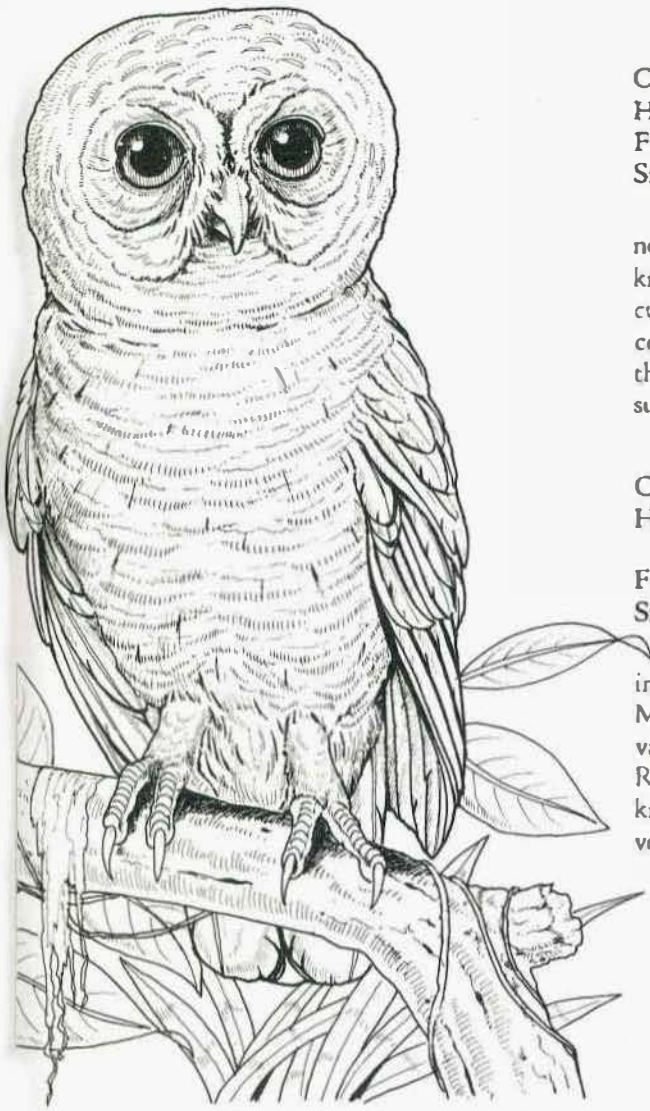
There are over 10,000 species of Endorian avians. Ranging in size from tiny Dwarf Hummingbirds that weigh no more than a gram to Great Eagles who are capable of carrying a large rider and all his equipment, they fill a distinct niche in virtually every ecosystem. Their bright colors, remarkable songs, and stunning aerial skills generate pleasure, wonder, awe, and envy among Eru's Children.

Warm-blooded vertebrates with extremely active metabolisms and four limbs, birds are the only animals with feathers. Their forward limbs are modified to form wings, enabling most birds to fly. Their tail feathers provide added flight surfaces and are attached to the "false rail" in their rump.

Bats are also warm-blooded avians who are capable of sustained flight (as opposed to gliding). Unlike birds, though, they are mammals whose wings are membranes that are supported on the four elongated fingers of each forelimb and are attached to their ankles and/or tail.

Note: *As a whole, the bats and birds of Middle-earth are larger, smarter, and more magical than more commonplace avians.*


Rhûn
Rohan
Gondor
Mirkwood
Anduin



Barrow Owl

Barrow Owls

Climate: Mild, Cool/Average, Temperate.
Habitat: Volcanic, Heath/scrub, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Very Hard.
Size: 6 inch wing-span.

The Barrow Owl is a small, rare Owl which has taken to living in the open barrows and abandoned gopher tunnels of Eriador (especially in northern Cardolan). Nocturnal and exceedingly specialized, they are virtually blind when confronted with bright light (e.g., in day- or torchlight). This is important, for they startle easily and swarm like Bees when confronted with a potential foe. They carry numerous diseases, including rabies and lycanthresis, to which they are immune. (Normally 2nd-3rd level, the latter disease is a severe psychiatric infliction that affects victims in 1-10 days and leaves them with the false belief that they are wild animals.)

Bitterns

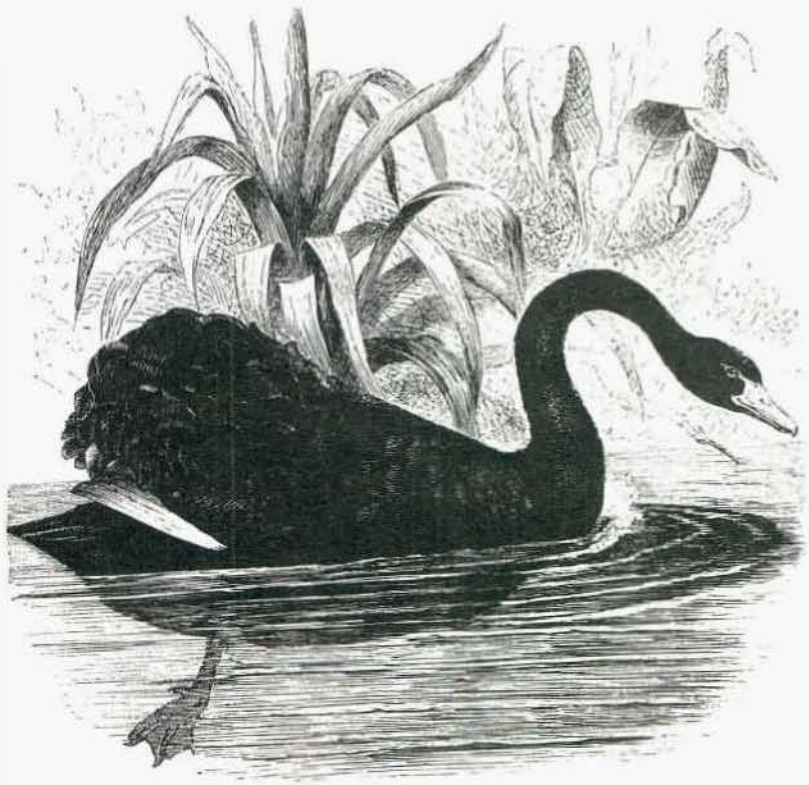
Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Marsh/swamp.
Frequency of Encounter: Easy.
Size: 4 ft. wingspan.

A wading and fishing bird found in the deltas of northwestern Endor, the Bittern, or Northern Heron, is known for its strange resonant, mournful cry. It is slow, cunning, deliberate hunter that feeds on snakes, crustaceans, and fish. Bitterns migrate, spending their winters in the wetlands along the temperate seacoasts and their summers in the lakes and deltas of the North.

Black Swans

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Waste/barren, Heath/scrub.
Frequency of Encounter: Very Hard.
Size: 7 ft. wingspan.

Black Swans are found from Mordor and northward into Wilderland, as far as the southern reaches of Mirkwood. They are also quite common in the river valleys of Nûrad and Rhovanion, especially along the River Anduin. They are large for Swans and have been known to mob and overturn boats, usually because the vessels had come too close to the Swans' huge nests.



Black Swan

Cavern Wings

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Hard.
Size: 1-2 ft. wingspan.

Cavern Wings are large, intelligent Bats found predominantly in Moria, although they have been reported in other caverns in the Misty Mountains. They seem to have a very sophisticated "biting order," culminating in a leader, a phenomenon not observed in any other Bat species. This leader directs the other bats in their group hunts, indicating which potential victims to ignore, which to attack. The Cavern Wings' weapon is their razor sharp claws, with which they rip their victims into bite-sized shreds. Their voices are low-pitched for bats, allowing most of their victims to have some warning of their approach—although this rarely helps, as the Cavern Wings are very quick and extremely maneuverable. These bats have dark gray to black fur, often speckled in younger Cavern Wings. The best defense is the ability to pick out the leader, for if that bat is slain, the rest will retreat until the flock sorts itself out and chooses a new leader.

Chamber Birds

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Underground, Volcanic, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Extremely Hard.
Size: 3 ft. wingspan.

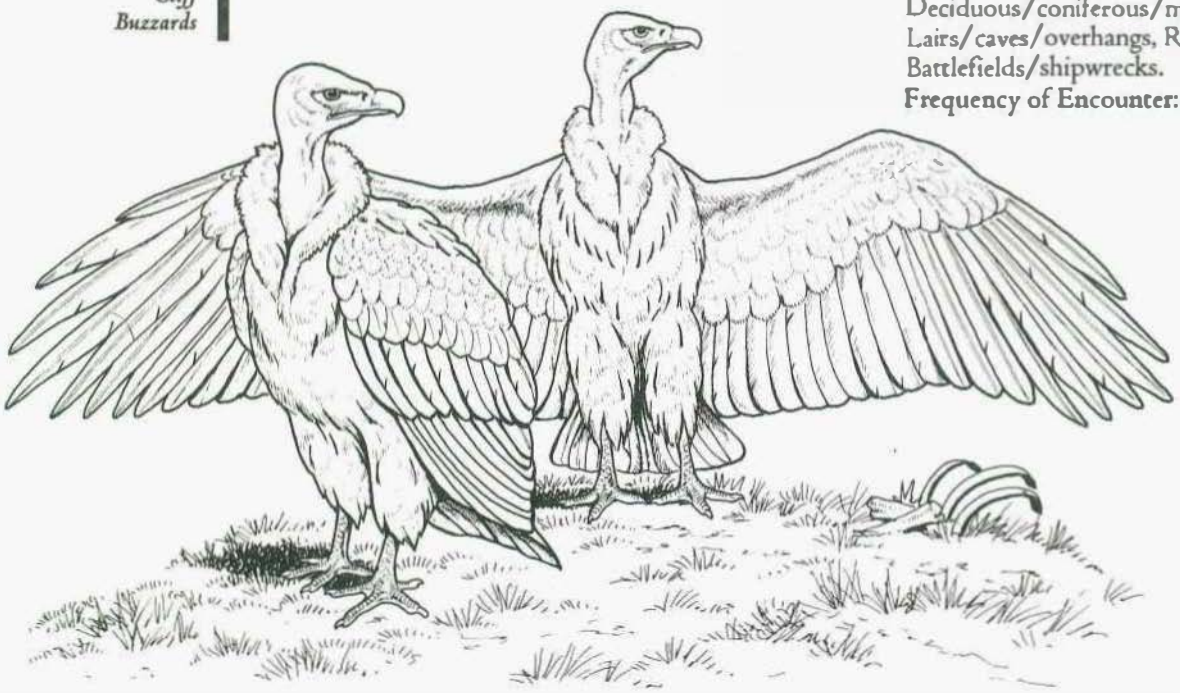
White, mute, and almost blind, the odd, fungus-eating Chamber Bird is one of the many strange inhabitants of Moria. They seek out the fungus by their remarkable sense of smell (odd indeed for a bird) and note enemies by their inaudibly high cries, in the manner of bats. Their large, gaping beaks have serrated edges and their bluish talons are both sharp and strong. Totally herbivorous (primarily fungivorous), they rarely attack animals unless surprised or starving (some instinct for meat seems to remain from some predacious ancestor).

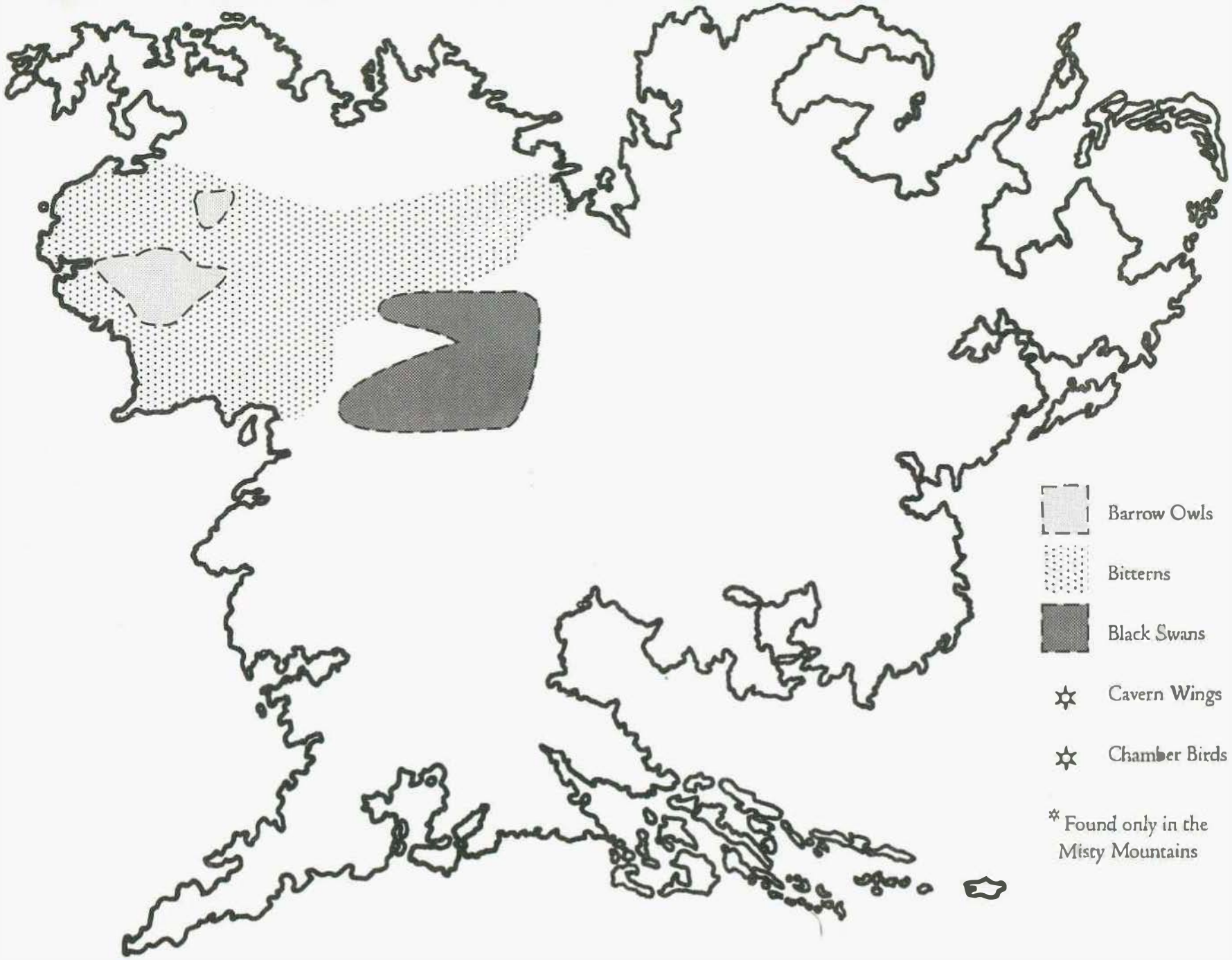
Cliff Buzzards

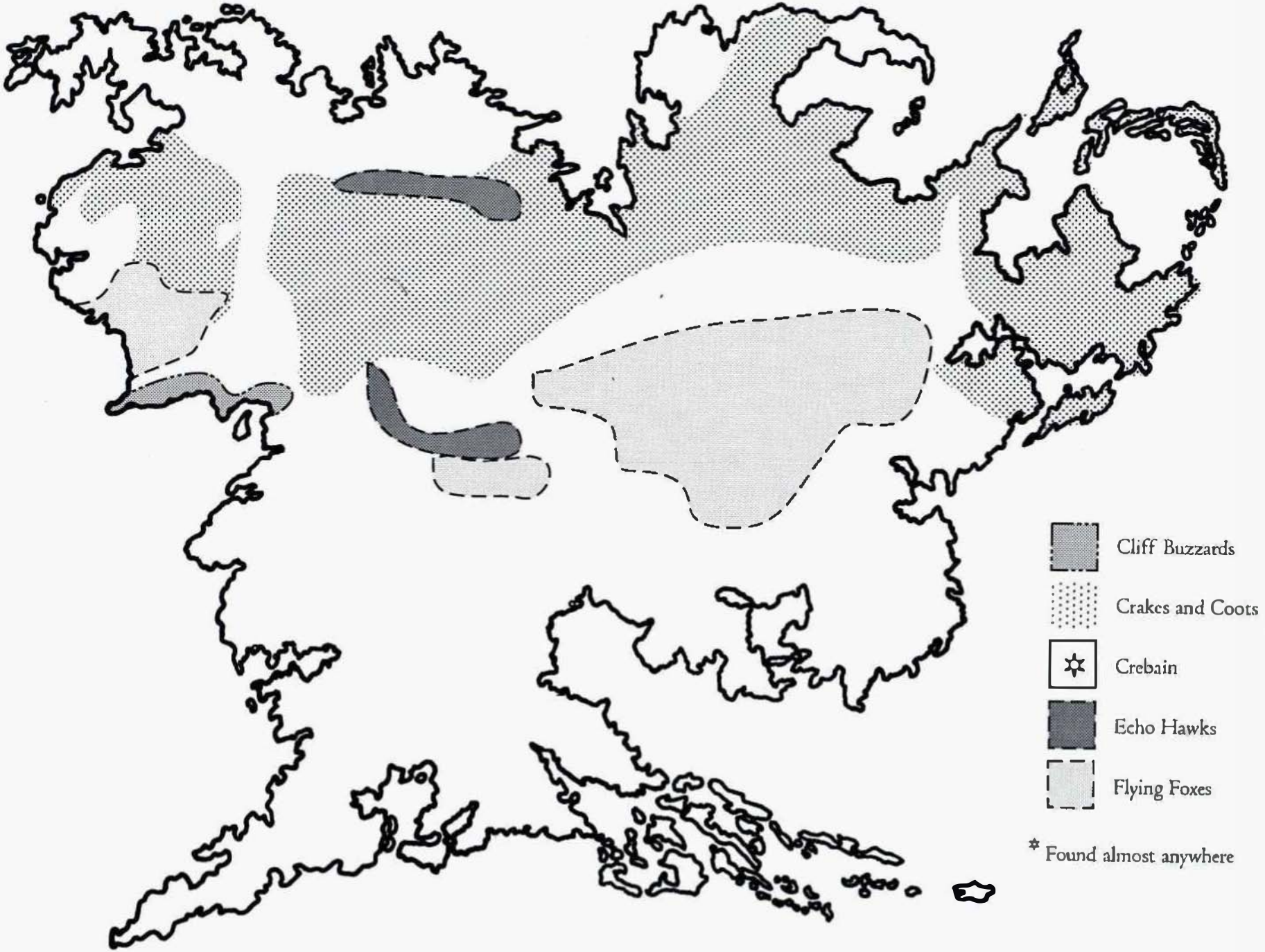
Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Lairs/caves/overhangs, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Medium.
Size: 6 ft. wingspan.

The Cliff Buzzard is a large, black-feathered bird of the mountains. It builds its nest on inaccessible cliffs. Often several pairs will nest in the same area, behavior more typical of the Corvidae (crow like birds) than of the Raptors (Hawks and so on). Cliff Buzzards exhibit a great deal of intelligence (for birds) and will cooperate in hunting. They will band together to mob some large creature and drive it over a cliff so that they may all feast together on the shattered body. Any wounded creature, no matter what its size, may be subject to the unwanted attentions of the Cliff Buzzards. They are most common on the southern slopes of the White Mountains.

Cliff Buzzards




Barrow Owls
Bitterns
Black Swans
Cavern Wings
Chamber Birds
* Found only in the Misty Mountains


Cliff Buzzards
Crakes and Coots
Crebain
Echo Hawks
Flying Foxes
* Found almost anywhere

Crakes and Coots

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Marsh/swamp.
Frequency of Encounter: Easy.
Size: 2 ft. wingspan.

A black-and-purple ducklike species, the Crake is known as a noisy and obnoxious waterbird. It has wide, splayed feet, allowing it to dash across pondweed and mudflats. Crakes are also excellent swimmers and remarkably swift flyers. They are among the most flexible and adaptable species in all of Middle-earth, ranging as far north as Forodwaith, Mur, and Urb. The Crake's closest relative, the Coot, builds island nests up to three or four feet across from reeds and weeds.

Crebain

See Monsters, Section 6.5.

Echo Hawks

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Underground, Volcanic, Lairs/caves/overhangs, Ruins, Crossroads/roads/paths/trails.
Frequency of Encounter: Very Hard.
Size: 2-3 ft. wingspan.

The Echo Hawk is a large subterranean bird and a menace that few would expect to meet underground in a cave. It is a raptor that has totally adapted to life in a lightless environment, utilizing both infravision and echolocation for its hunting. The echo Hawk's nostrils are unusually large, giving it, like the chamber bird (above), a keenness of scent quite rare in a bird. Its beak and talons are large, hard, and sharp, so much so that the Echo Hawk can pierce through most types of armor. As is usual with the raptors, the female Hawk is larger than the male. Otherwise, the sexes are similar, with dull white feathers, colorless skin, and beaks and talons like translucent horn.

Flying Foxes

Climate: Mild, Semi-arid, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Saltwater shores/shallows, Volcanic, Waste/barren, Desert, Heath/scrub, Plains/grassland, Burial areas.
Frequency of Encounter: Medium.
Size: 2-3 ft. wingspan.

A variety of large bat, the Flying Fox makes its home amid brambles or in the tops of dense, partially-submerged trees of the coastal wetlands. They are most common in the marshes and scrublands of the East, although a few smaller varieties make their homes in Rhûn and one group lives in southern Eriador.

Unlike most bats, the Flying Fox thrives in daylight, having good eyesight and a refined sense of smell. Using its long snout, it hunts rodents in the scrub and bites wild berries which might elude its more flatfaced cousins.

The Flying Fox is considered synonymous with evil magic in many areas of eastern Middle-earth.

Great Eagles

Climate: Hot/Humid, Frigid.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Glacier/snowfield, Saltwater shores/shallows, Jungle/rain forest, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Burial areas.
Frequency of Encounter: Extremely Hard.
Size: 30 ft. wingspan.

The Great Eagles are the most noble of all birds, having been created by the Valar Manwë, Lord of the Air, and Yavanna, Queen of the Earth. Appointed as overseers of all the Kelvar, they have played many glorious roles in the history of Middle-earth. Their exploits are legion. They have rescued numerous champions who were in their hour of greatest need. Both the Noldo Elf Maedhros, who was imprisoned in Thangorodrim, and Gandalf the Grey, who was confined at Orthanc by Saruman, owe their salvation to these graceful creatures. (Indeed, they also aided Gandalf after his combat with the Balrog of Moria.)

Great Eagles are as intelligent as any of the Free Peoples but are not numbered among them, presumably because they lack the power to build things and fashion crafts. These huge birds are not to be trifled with, though: they are fierce foes when aroused to anger and have little patience with faint-heartedness in the face of danger. They are stalwart foes of Evil and especially hate any other creature of the air who has allied with the Valar's enemies.



Thoron (Eagle)



Great Eagles confer among themselves in their own tongue, Eryr-aryth, but they can usually also speak Sindarin and some prevalent Mannish tongue(s) (e.g., Westron). Some particularly scholarly Eagles have mastered dozens of languages.

Thorondor, Lord of the Eagles of Crissaegrim. Thorondor was the chief of the Eagles of Beleriand in the First Age. He was a staunch friend and ally of the Edain and the Noldor. Among his noble deeds was the leading of the guard force of Eagles on Gondolin, the city of the Noldor in that Age, the rescue of Maedhros, the wounding of Morgoth himself, the recovery of the body of the Noldo Fingolfin during the Battle of the Sudden Flame (Dagor Bragollach), the rescue of Beren and Lúthien as they fled from Angband, and the leading of the Eagle forces during the Great Battle at the end of the First Age. Thorondur was allowed to go West at the end of the Age. No Great Eagle since has left such a legacy or been so powerful. His 180' wingspan made Thorondor the largest bird ever to fly over Endor, and his size enabled him to melee Dragons.

Gwaihir Windlord, Lord of the Eagles of the Misty Mountains. Gwaihir became a friend of Gandalf the Istar after the latter healed him of a poisoned wound. Gwaihir repaid his friend's kindness many times over as the years went by, rescuing Gandalf, Thorin Oakenshield and their companions from Wargs and Goblins (Orcs) on their way to the Lonely Mountain. The Windlord subsequently led his Eagles to the Battle of the Five Armies. He also rescued Gandalf from his imprisonment atop Isengard and later from the Peak of Zirak Zigil (Silvertine) after his battle with the Balrog. Finally, Gwaihir saved Frodo the Ringbearer and his companion Samwise from Orodruin (Mount Doom) after the destruction of the One Ring. Gwaihir's Eagles also served Gandalf and his fellow Istar Radagast as spies at their Lord's instructions.

Landroval, Brother of Gwaihir. Nearly as mighty as his brother, Landroval aided in the rescue of Frodo and Samwise from Mordor in the cataclysm accompanying the destruction of the Ruling Ring.

Great Falcons of Ardor

Climate: Hot/Humid.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Jungle/rain forest, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 4.5 ft. body, 25 ft. wingspan.

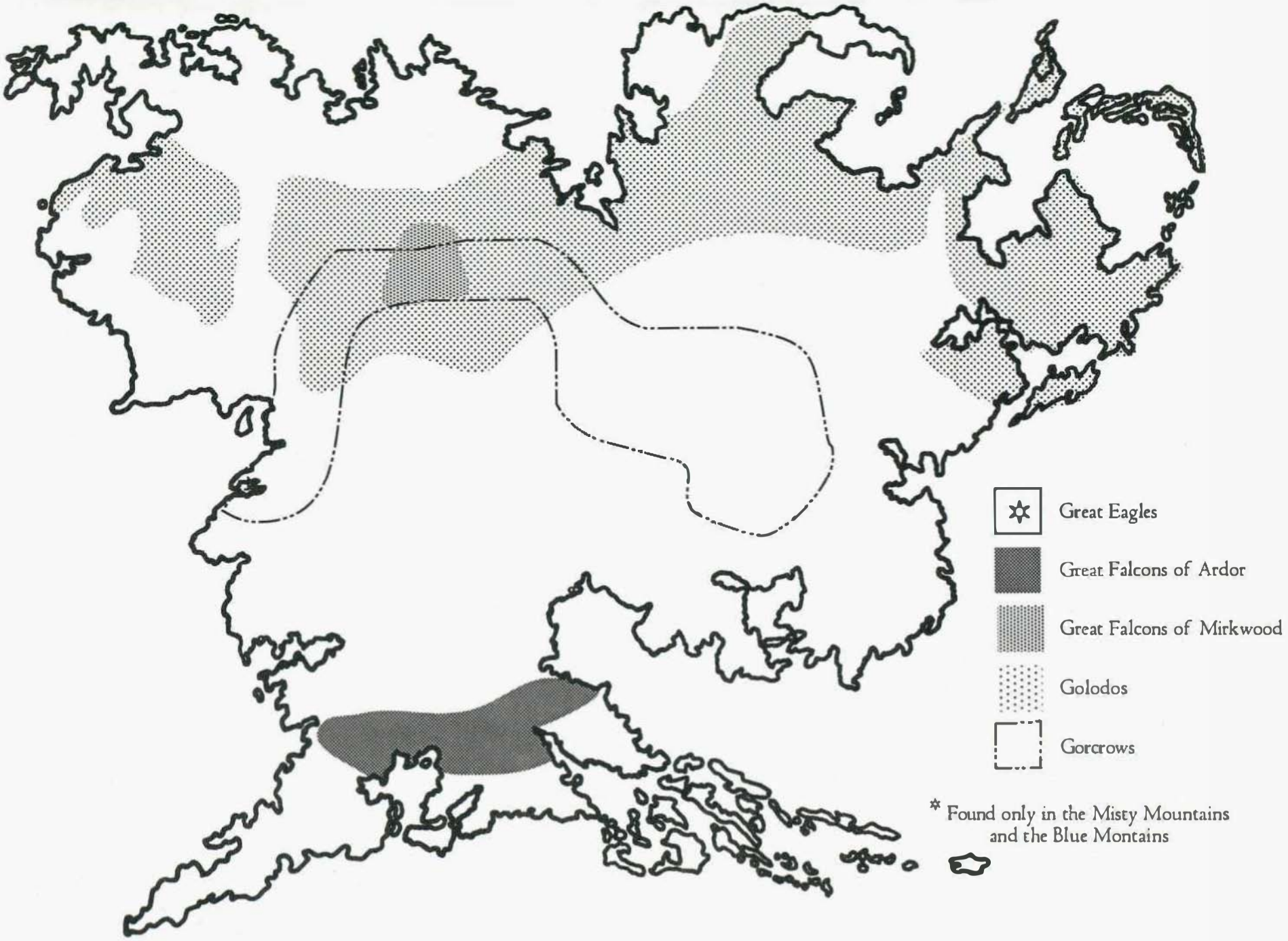
These fierce creatures were the preferred mounts of the Lords of the Air of the Court of Ardor in southern Middle-earth. They were perhaps developed from the Great Falcons of Mirkwood (see below). This fact would have been known to Sauron, who could have shared his knowledge with the evil Elda Court. The fiercest of these Falcons were tied to specific of the Windlords by magical means. Their loyalty to their masters was unswerving, and no one else could ride them unless they could somehow overcome the will of the Falcons by magical means.

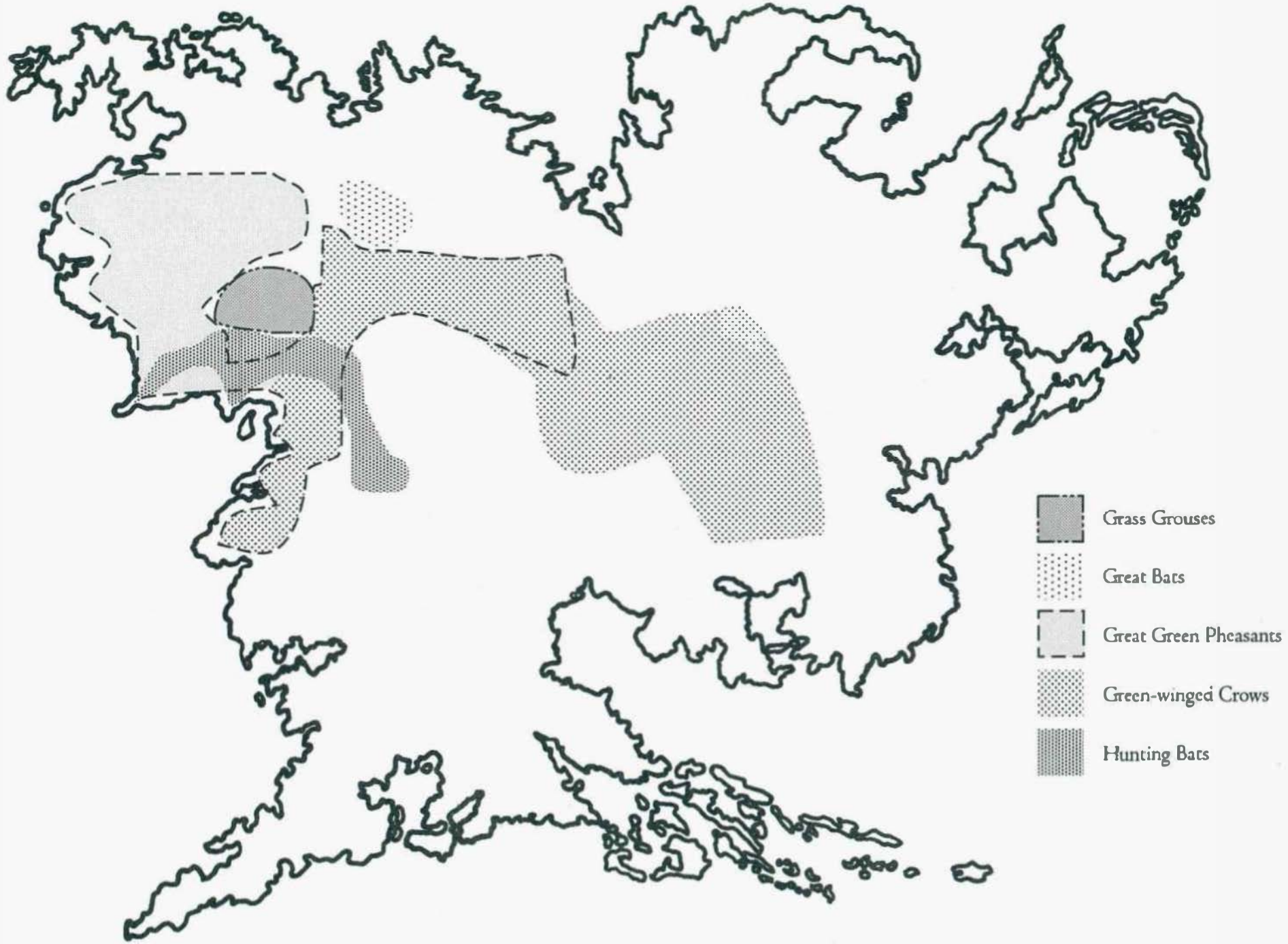
Sûlroch, Elros, and Gilsûl, Finest Falcons of Ardor. These mighty birds were the steeds of Sûlherok, Messenger of the Court of Ardor, and Valkrist, the Court's Lord of Arms (who had the latter two at his disposal).

Great Falcons of Mirkwood

Climate: Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Sheer Folly.
Size: 3.5 ft. body, 20 ft. wingspan.

Rarely seen despite their huge size, Great Falcons reside in remoter and higher reaches of the Forest of Mirkwood. (Actually most reside in the Emyn-nu-Fuin, the "Mountains of Mirkwood.") They are almost unrameable, probably due to the difficulty of hooding and confining such a huge bird, even as an eyas (fledgling). Great Falcons are surprisingly maneuverable for such large birds, as is necessary for any winged beast that would live in the dense forest. Their light build makes them unable to carry more than around 70 lbs, so they make poor mounts.


Great Eagles
Great Falcons of Ardor
Great Falcons of Mirkwood
Golodos
Gorcrows
* Found only in the Misty Mountains and the Blue Montains


Grass Grouses
Great Bats
Great Green Pheasants
Green-winged Crows
Hunting Bats

Golodos

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Marsh/swamp.
Frequency of Encounter: Medium.
Size: 3.5 ft. wingspan.

A Golodo is a bright green, moderately large, flightless bird, rather like a large goose on stilts. Excellent swimmers, they subsist primarily on fish, crustaceans, and shellfish. Golodos gather in large flocks during the breeding season in early summer, traveling in small groups during the rest of the year. Golodos will immediately flee the scent of any predator with surprising, if ungainly speed—except during the nesting season, when they will bravely defend their eggs. Given to snapping up carrion, Golodos enjoy the taste of meat; however, they will eat anything, since they are poor hunters.

Gorcrows

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Lairs/caves/overhangs, Ruins, Battlefields/shipwrecks.
Frequency of Encountet: Medium.
Size: 4 ft. wingspan.

Smaller cousins of the evil Crebain, Gorcrows are not so much evil as indifferent to suffering. Not nearly as bright as their larger cousins, Gorcrows live to eat (although, if asked, they would probably insist that they merely eat to live). They are attracted to shiny things, and Gorcrows have picked up unbelievable numbers of shiny trinkets and small coins. Their untidy, communal nesting sites are often littered with minor yet still significant amounts of wealth. However, since Gorcrows will cooperate in protecting their nest sites, would-be plunderers are well-advised to be very cautious and to wear helmets with small eyeslits: Gorcrows are notoriously fond of eyeballs!

Grass Grouses

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Light.
Size: 8-12 inches.

A plump, gallinaceous (chickenlike) bird of the grasslands of Calenardhon (Rohan), the tasty Grass Grouse is the preferred prey of many hunters, be they winged or two- or four-legged. Many a man, Red Fox, or Hawk will pass easier prey by for a crack at a greasy Grass Grouse. Their black-speckled brown plumage provides good camouflage in the tall grasses, so the birds prosper and spread in spite of their inherent appeal to the palate. The male's booming mating cry is most reminiscent of a drunk blowing over the neck of a bottle.

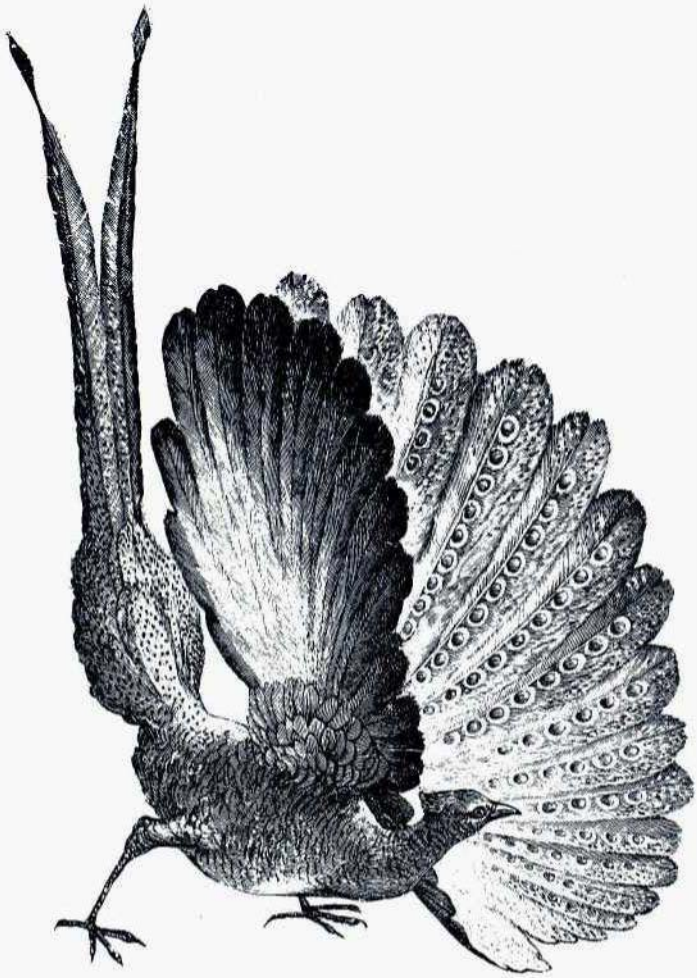


Grass Grouse

Great Bats

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Underground, Volcanic, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 5 ft. wingspan.

Seldom-seen, the grey and purple Great Bat is found in remoter parts of Mirkwood. Little is known of its habits. It eats night-flying birds (e.g., Owls), large spiders, and various rodents, although larger individuals have been known to fell a small bear. The Great Bat sucks blood (always a tempting notion to those who dislike bats, even the small insectivorous kind) from its victims, and feeds on the softer flesh of its prey.



Great Green Pheasant

Great Green Pheasants

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Medium.
Size: 18-24 inches (3-4 ft. with tail).

The Great Green Pheasant is a handsome bird. Females and their immature offspring sport lustrous bornze-green plumage. Emerald green feathers and long, trailing tail plumes adorn the male. The cocks are famous for their ferocious duels over potential mates: they rush at each other fiercely, broadsiding their rivals in clouds of emerald green down, until one or the other retreats, exhausted and bedraggled. Great Green Pheasants, like the Grass Grouse, are considered tasty, but this larger bird must be hung before eating, as it is tougher (in every way) than the passive Grass Grouse.

Green-winged Crows

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Heath/scrub, Lairs/caves/overhangs.
Frequency of Encounter: Light.
Size: 10-12 inches.

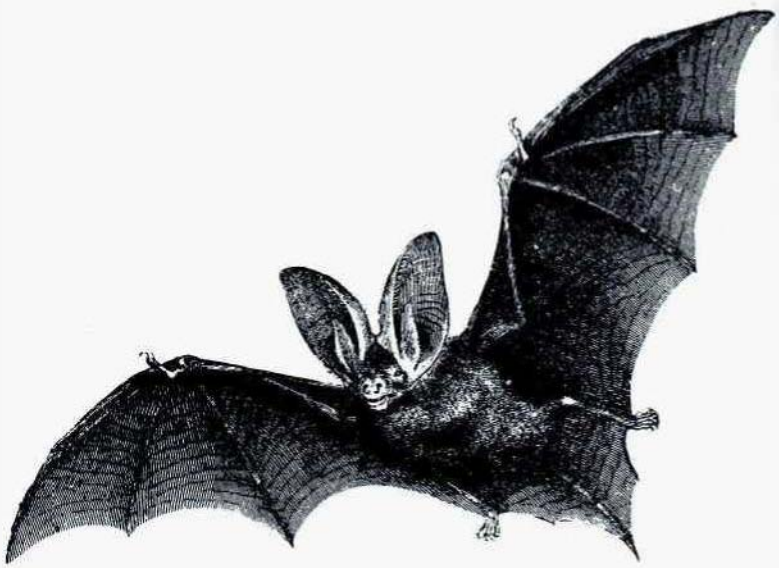
A lively, intelligent bird of the marshes and shores, the Green-winged Crow can be tamed even as an adult. They make effective messengers, able to find their way home from any direction within a 75-100 mile radius. However, like most of the Corvidae, they are attracted and distracted by shiny objects. With their shiny black plumage marked distinctively on the "shoulder" of the wing with a patch of iridescent green, these crows make attractive pets.

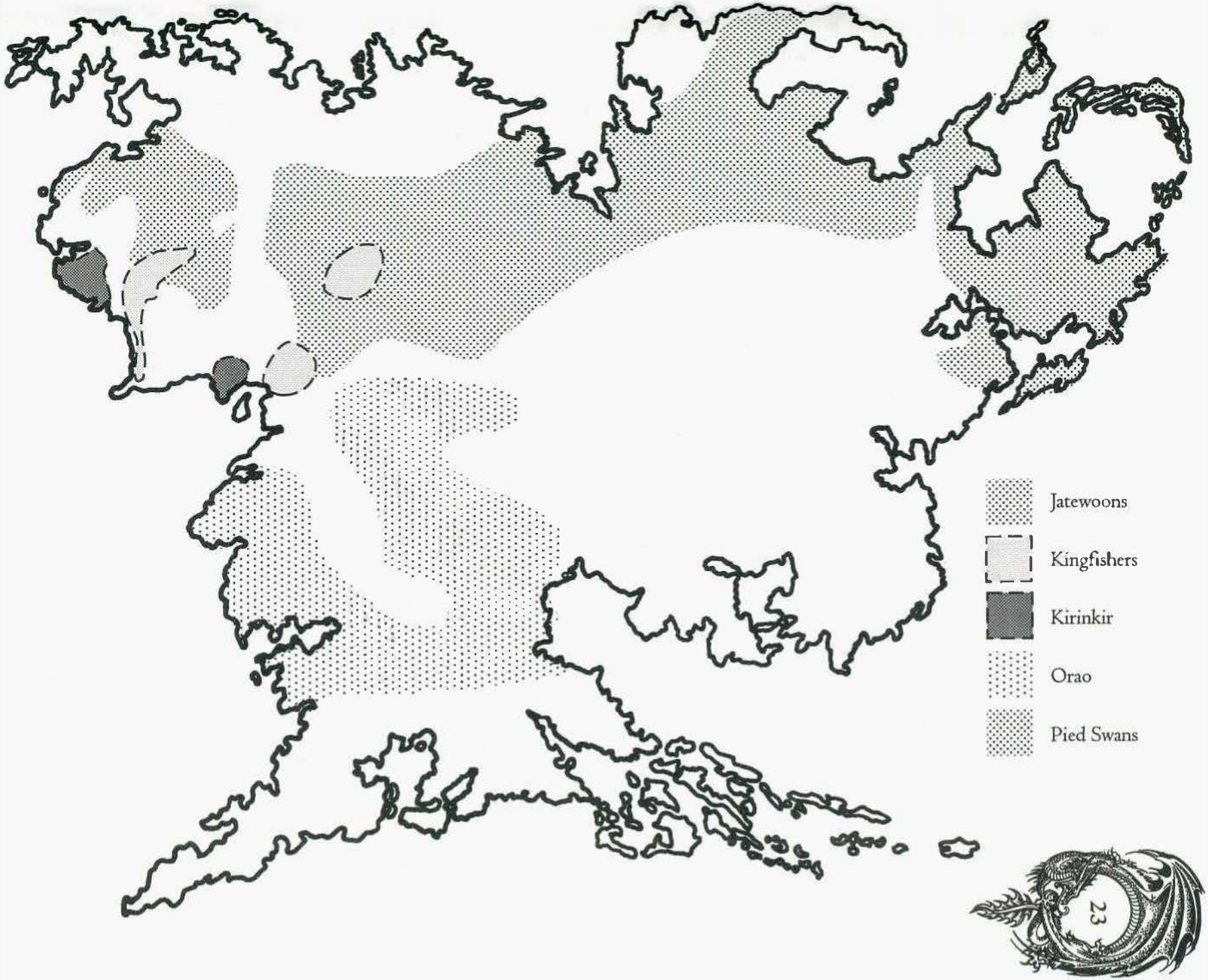
Hunting Bats

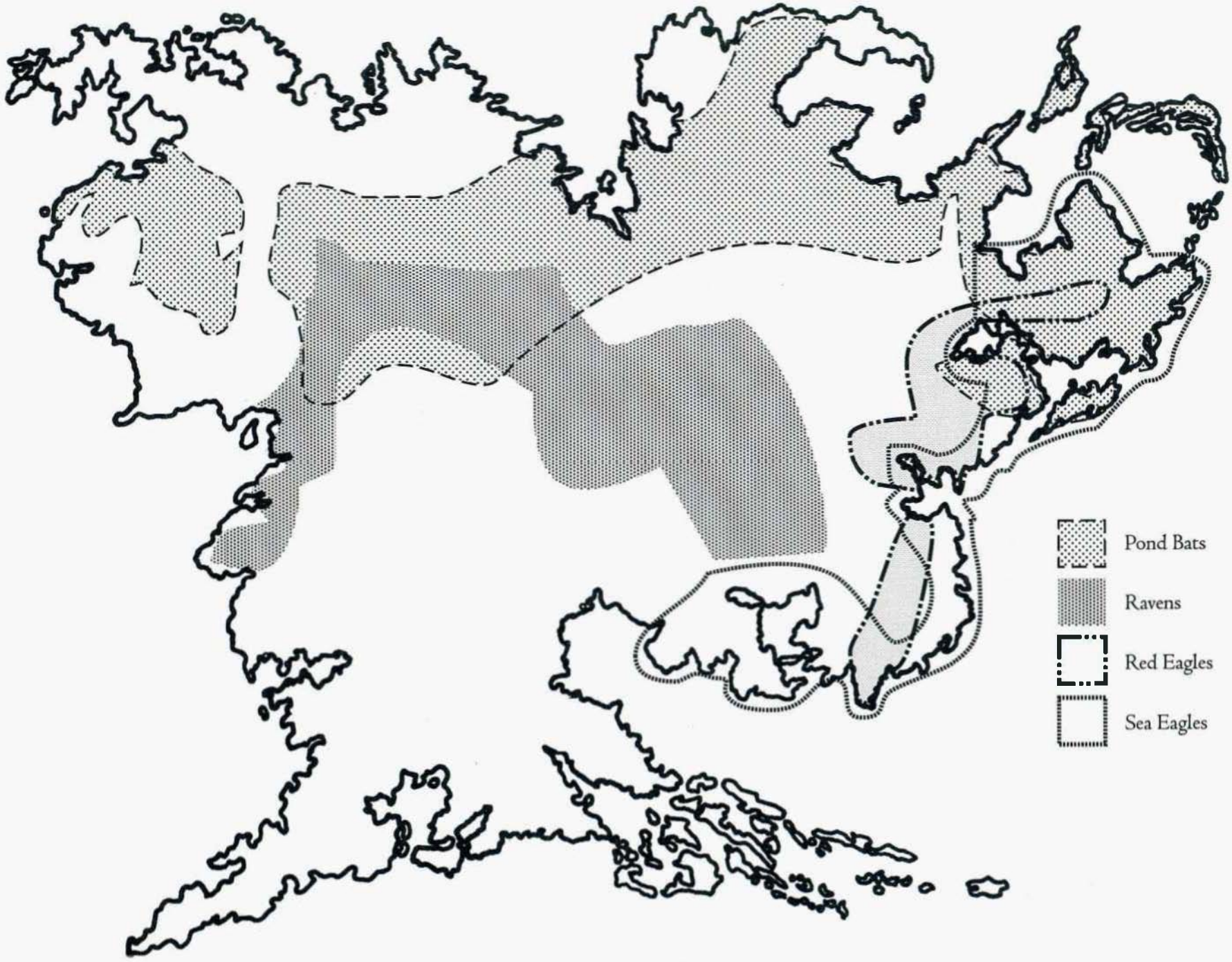
Climate: Warm/Humid, Mild.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Underground, Coniferous forest/taiga, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Hard.
Size: 3-6 ft. wingspan.

A large, carnivorous bat of the White Mountains, Hunting Bats are attracted to the smell of blood. They will pounce upon a bleeding victim, tearing flesh from bone with their small, razor-sharp teeth. In addition, they are notorious carriers of disease. Hunting Bats usually dwell near the entrance of a cave (on the inside, of course), but they can also be found in the crevices of cliffs and in abandoned buildings.

Hunting Bat




Jatewoons
Kingfishers
Kirinkir
Orao
Pied Swans


Pond Bats
Ravens
Red Eagles
Sea Eagles

Jatewoones

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Marsh/swamp.
Frequency of Encounter: Light.
Size: 12-14 ft. wingspan.

The Jatewoone is also known as the cleaverbeak or marsh bird. Standing 9' tall and endowed with Swan-like necks and long, powerful legs, these white waterfowl sport a scarlet band across the eyes. From a distance they might look like a large crane, although they are not of that family. Their beak is a light grey with the exception of the sharp, brilliant indigo dorsal ridge from which they get their name. Extending from this ridge over their head and thrusting out behind is a crest of feathers of the the same color. Birds of prey in every sense, their legs end in talons that can grip even small creatures tightly, and their beaks are made for tearing.

Jatewoones live on snakes, fish, and small mammals. Their reputation for hostility comes from their protection of their nests which are usually hidden in swampy areas. They will also attack when they are surprised by noisy people. These birds are incredibly strong and, with their superior height, can do terrible damage to the normal human, often splitting the skull. They can also use their large talons with great effectiveness. Jatewoones mate for life and produce one or two eggs every year or every other year. Usually only one of the fledglings will survive. These young Jatewoones grow at a remarkable pace, reaching three-quarters of their full height in only one year and are fully mature by two.

Jatewoones can fly, but if the need to escape danger arises, it is more common to see them running at high speeds, using stillwater areas for cover.

Kingfishers

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Marsh/swamp.
Frequency of Encounter: Light.
Size: 9 inch wingspan.

The smallest of Endor's fisherfowl, the Kingfisher is also the most attractive. It has a large, silvery bill and silver, blue, orange and white feathers. The Kingfisher's riverbank home belies its beauty, though, for it is little more than a dirty hole full of old fish bones and rotting mess. Besides fish, the Kingfisher preys on insects, centipedes, and small lizards and amphibians.

Kirinkir

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks,
Deciduous/coniferous/mixed forest,
Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Absurd.
Size: 2-3 inches.

The Kirinki is a tiny scarlet bird with an extremely high chirp that was one of the most beloved songbirds of Númenor. After the Downfall in S.A. 3319, knowledge of these wondrous singers became confined to verse, illustrations in books, and works of art depicting the little creatures. Some of the Faithful who escaped from Númenor, however, brought their pet Kirinkir with them. Whether any survived or thrived is another matter, although there have been rumors that Radagast the Brown has a pair at his home at Rhosgobel (near the southwestern eaves of Mirkwood).

Orao

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Saltwater shores/shallows,
Underground, Volcanic, Waste/barren, Desert,
Coniferous forest/taiga, Heath/scrub,
Plains/grassland, Enchanted/magical places,
Lairs/caves/overhangs, Burial areas.
Frequency of Encounter: Hard.
Size: 9 ft. wingspan.

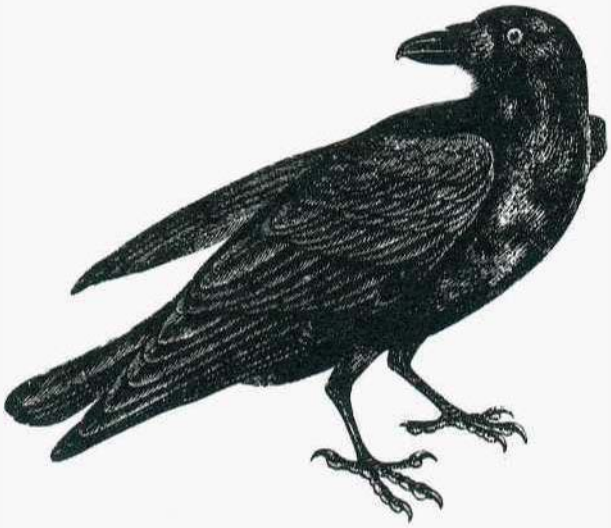
The Desert Orao is the principal native Eagle of Far Harad. It is quite similar to the Eagles of the North, except that the environment has forced him to play the role of scavenger as well as hunter. These soaring hunters swoop to attack smaller birds or prey on the ground. Unlike the northern birds, the desert Eagle will as readily eat carrion as fresh meat. This is an adaptation made necessary by the environment. They are aggressive enough to strike travellers along Harad's southern caravan roads.

Aside from Men, the Orao are the dominant hunters on the vast plains of southwestern Harad. Their eyries are set in the caverns of the northern Yellow Mountains, and in wind-hollowed caves the highest of the hills east of the hilly Raj region to the north. In size, they are no match for the Great Eagles, but they are large enough to carry off a shepherd's goat or lamb.

Pied Swans

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Heath/scrub, Plains/grassland, Battlefields/shipwrecks.
Frequency of Encounter: Hard.
Size: 6 ft. wingspan.

Handsome aquatic birds, Pied Swans may be the most intelligent of herbivorous avians. They seem able to remember those who have harmed or helped them (at least for periods of several weeks), and there have been reports of pied Swans leading fog-lost travellers to high ground in marshes. Various rural and primitive peoples, such as the Marshmen of the Nindalf, revere these birds as being sacred to the Vala Yavanna. They are creamy white in color, liberally splotched and speckled with black and gray. Unfortunately, their flesh is tasty and their feathers soft, so that those with more greed than reverence hunt them. Pied Swans are most commonly found in the Nindalf and along the shores of the Anduin in the relatively unspoiled areas of Ithilien.



Raven

Pond Bats

Climate: Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Burial areas, Ruins.
Frequency of Encounter: Very Hard.
Size: 2.5 ft. wingspan.

A small black creature, the Pond Bat rarely attacks Men or Elves unless panicked and confused, or trapped. It is, however, a noted carrier of fleas and other parasites, which it leaves in isolated dwellings and camps. Thus, they are a common cause of Cyclic Fever.

Ravens

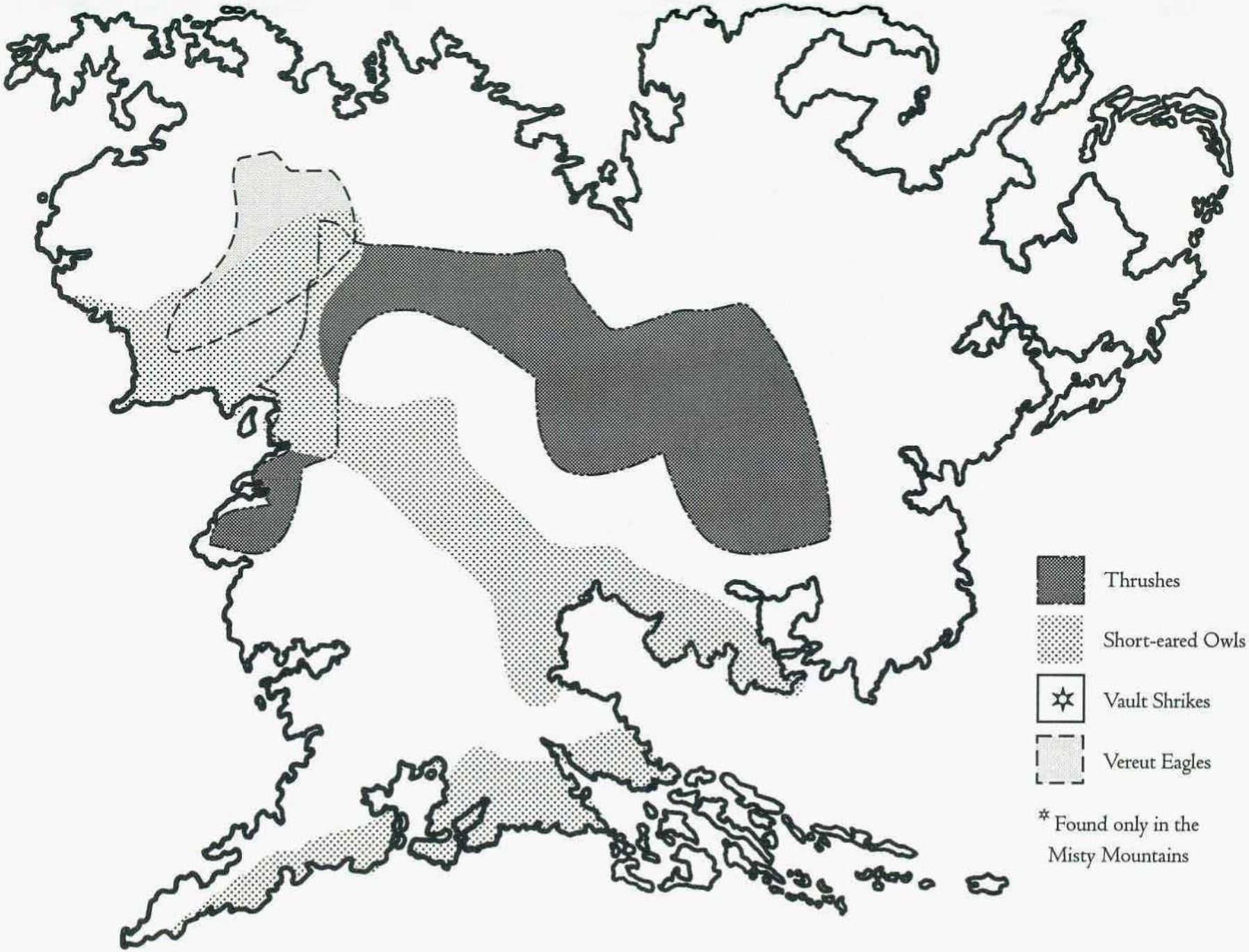
Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Waste/barren, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Enchanted/magical places, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Medium.
Size: 4-5 ft. wingspan.

Ravens are among the more intelligent birds to be found in Middle-earth. Not as noble nor as wise as the Great Eagles (see below), Ravens are nevertheless on the side of good—unlike all too many of their lesser Corvidae cousins. They are reputedly the messengers of the Vala Námo (Mandos) and are associated with Fate and Prescience. The Ravens of Erebor befriended and counselled the Dwarves of the Line of Durin during the Third Age.

These noble birds live a long time: Roäc of Erebor lived past 150 years of age. Brilliant and somewhat enchanted, most Ravens can speak the tongues of the Free Peoples (or at least of Men and Elves; the tongue of the Dwarves is too secret and that of the Ents too lengthy for ravens to learn).

Conjurers have long sought out the foreknowledge of Ravens.

Roäc son of Carc of Erebor. Roäc was a very old bird when he brought Thorin Oakenshield and his company news of what had been happening while the Dwarves (and one Hobbit named Bilbo Baggins) were scouting about the cave of Smaug the Dragon. Of course, at this point he had lost much of his strength and keen eyesight, although he was still counted the wisest of Ravens.


Thrushes
Short-eared Owls
Vault Shrikes
Vereut Eagles
* Found only in the Misty Mountains

Red Eagles

Climate: Mild, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Very Hard.
Size: 4.5 ft. body, 25 ft. wingspan.

The Red Eagle dominates the skies of the East. Smaller relatives of the Great Eagles, who are rare in eastern Endor, these magnificent predators are relatively numerous and pose a threat to travellers in the Red Mountains and Mountains of the Wind. Fortunately, though, they usually prefer to hunt goats, sheep, or wild horses. Red Eagles are known for the deep red hue that accents the tips of their gold-colored plumage. They have scarlet beaks.

Sea Eagles

Climate: Hot/Humid, Mild, Cool/Average, Temperate.
Habitat: Ocean, Saltwater shores/shallows, Deciduous/coniferous/mixed forest, Jungle/rain forest, Enchanted/magical places, Battlefields/shipwrecks.
Frequency of Encounter: Extremely Hard.
Size: 3.5 ft. body, 15 ft. wingspan.

Smaller, swifter kinsmen of the fierce Red Eagles, Sea Eagles live along the coasts of the Romenëar (Q. "East Sea") and the eastern Haragaer (S. "South Sea"). There, they hunt sea mammals, large fish that swim near the surface, and even sea turtles. The bane of Water Drakes, Sea Eagles are often worshipped as saviors by the seafaring tribes of the remote eastern isles. Sea Eagles have yellowish-gold underplumage and blue-green feathers on the tops of their backs and wings. They have golden beaks.

Vault Shrike

Thrushes

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Light.
Size: 12-18 inches.

Thrushes are large songbirds. Nearly as intelligent and gifted as ravens, they are among Radagast the Brown's principal messengers and scouts. They are also long-time friends of wise Men in many regions, but especially in Erebor and the Dale. Dwarves admire them, but cannot communicate with them because the Thrushes speak too quickly and in too high pitched voices (one would imagine that Ents would have similar problems). The Thrush language can, however, be learned by Men and Elves who care enough to make a study of such things. Thrushes are very keen eyed and have a strong streak of curiosity in them, so they make excellent scouts.



The Old Thrush of Erebor. This wise old bird helped Thorin and Company find the secret entrance to Smaug's cave. He also brought the Dwarves a Raven, so that his other observations could be translated to the Thorin. Then, the Old Thrush warned Bard the Bowman of Smaug's weak spot.

Short-eared Owls

Climate: Warm/Humid, Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Breaks/wadis, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Burial areas, Ruins.
Frequency of Encounter: Extremely hard.
Size: 3 ft. wingspan.

A rare day-hunting Owl, the Short-eared Owl is quite small. Like many other Endorian birds, however, it is an intelligent and perceptive creature. They were taught by the Elves to speak and have their own language. One who is close to Nature can derive helpful information from them.

Vault Shrikes

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins.
Frequency of Encounter: Very Hard.
Size: 6-12 inches.

The Vault Shrike is a tiny, bright red Bat with a long nose and tongue with which it pokes into holes and crevices for insects to eat. It also secretes from its tongue a highly toxic nerve poison that enables it to deal with larger prey. These the Vault Shrike paralyzes or kills by means of the poison. It then rips its victims to shreds with its tiny sharp teeth.

The Vault Shrike's diet is further enhanced by its ability to catch small frogs in an ironically froglike manner: by snatching them in midleap with that long tongue. Vault Shrikes get their name from their unnerving, shrieking cry. They are only found in Moria and the caverns of the Misty Mountains.

Vereut Eagles

Climate: Mild, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Hard.
Size: 20 inch body, 6 ft. wingspan.

The Vereut Eagle inhabits the hills of eastern Eriador. It is black over most of its body and wings, but its hue reaches a dark purple near the face and wing tips. The Eagle's beak and eyes stand in stark contrast, for they both are a bright yellow color. When hunting, they fly silently, low to the ground, enabling them to skirt the tops of hills and ridges to surprise their favorite prey: Gophers and Rock Hydrax. This method of hunting is startling to those who are unacquainted with the beasts, and many an Eriadoran has suddenly found himself in a brief, bewildering combat at the crest of a hill. Several Dunlanders wear scars on their faces attesting that these chance meetings can be dangerous.

5.2 WATER BEASTS

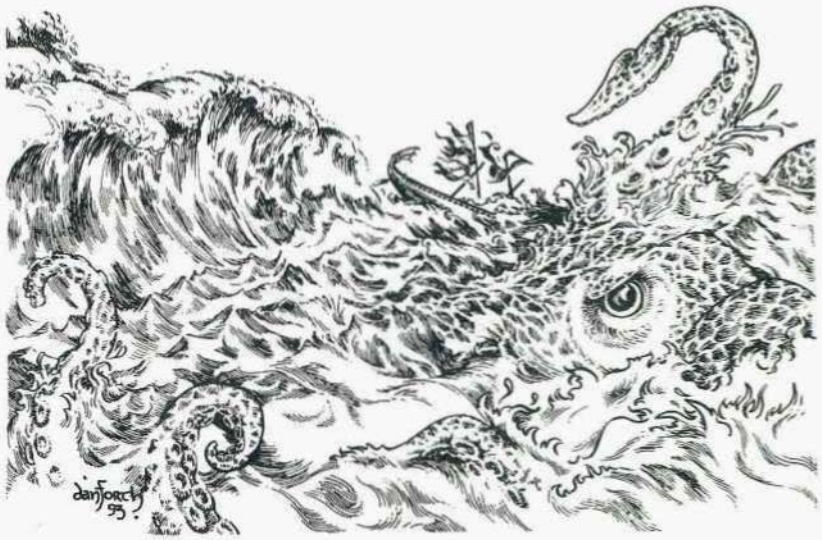
Overseen by the Vala Ulmo, water beasts live in the pools, lakes, rivers, and oceans that cover most of Arda. Those that reside in the open seas owe allegiance to the Maia Ossë, the Singer; those that inhabit the inland seas and freshwaters (even deep below the earth) pay homage to the Maie Uinen, Ossë's calm, quite spouse. Men know little about either group of these varied and colorful creatures.

As a whole, the ocean-dwelling beasts have suffered the greatest harm at the hands of Morgoth. The Black Enemy's brief seduction of Ossë resulted in the introduction of many awful monsters into the seas. Because of Uinen's intervention, Ossë repented and Morgoth's domination proved short-lived, but these foul creatures continue to plague seafarers and prey upon Ulmo's flock. More importantly, Ossë and his animal minions remain a fiery and capricious lot and, unlike Uinen and the creatures of the freshwaters, pose an unpredictable threat to those who dare ply the waves.

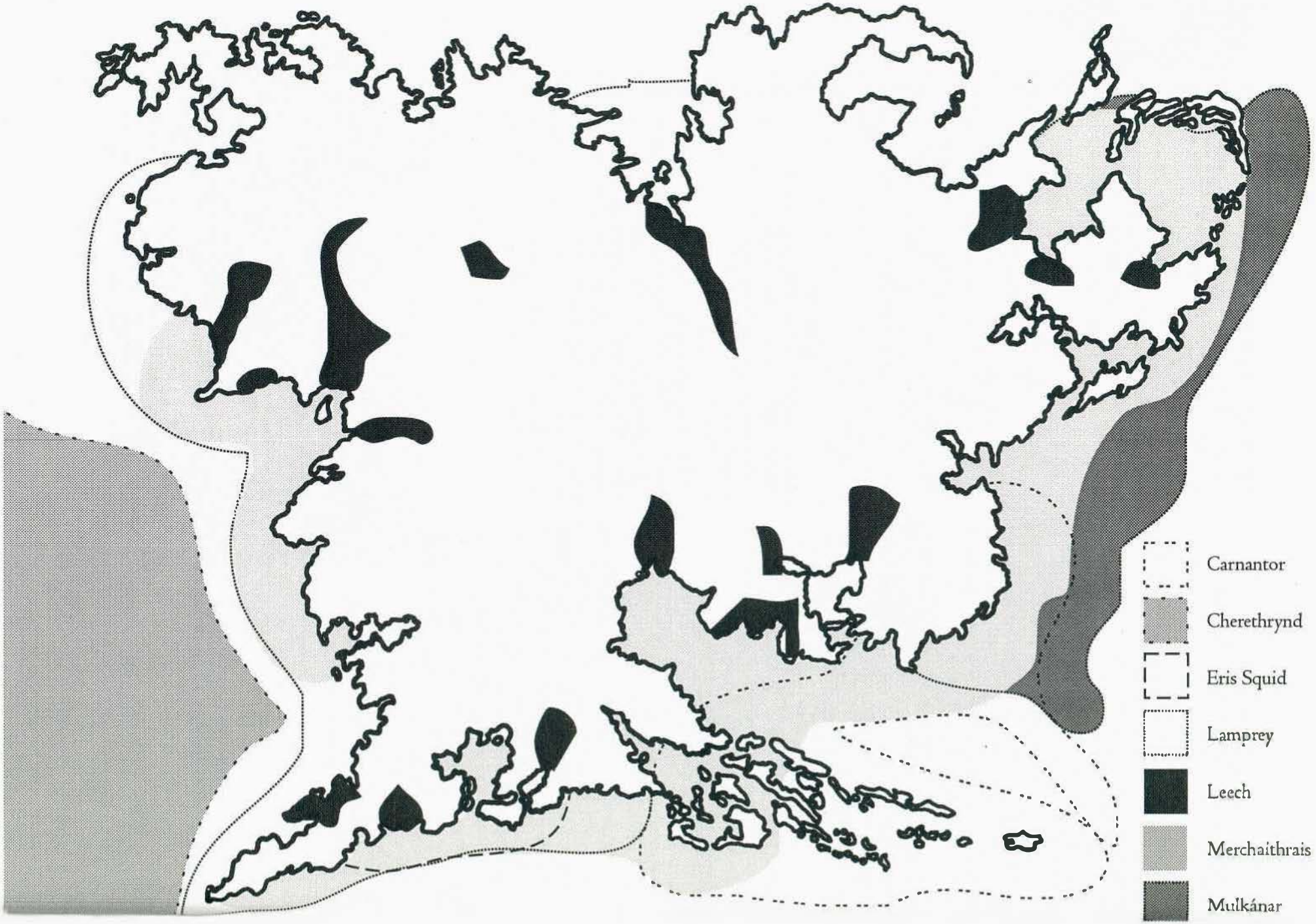
Carnantor

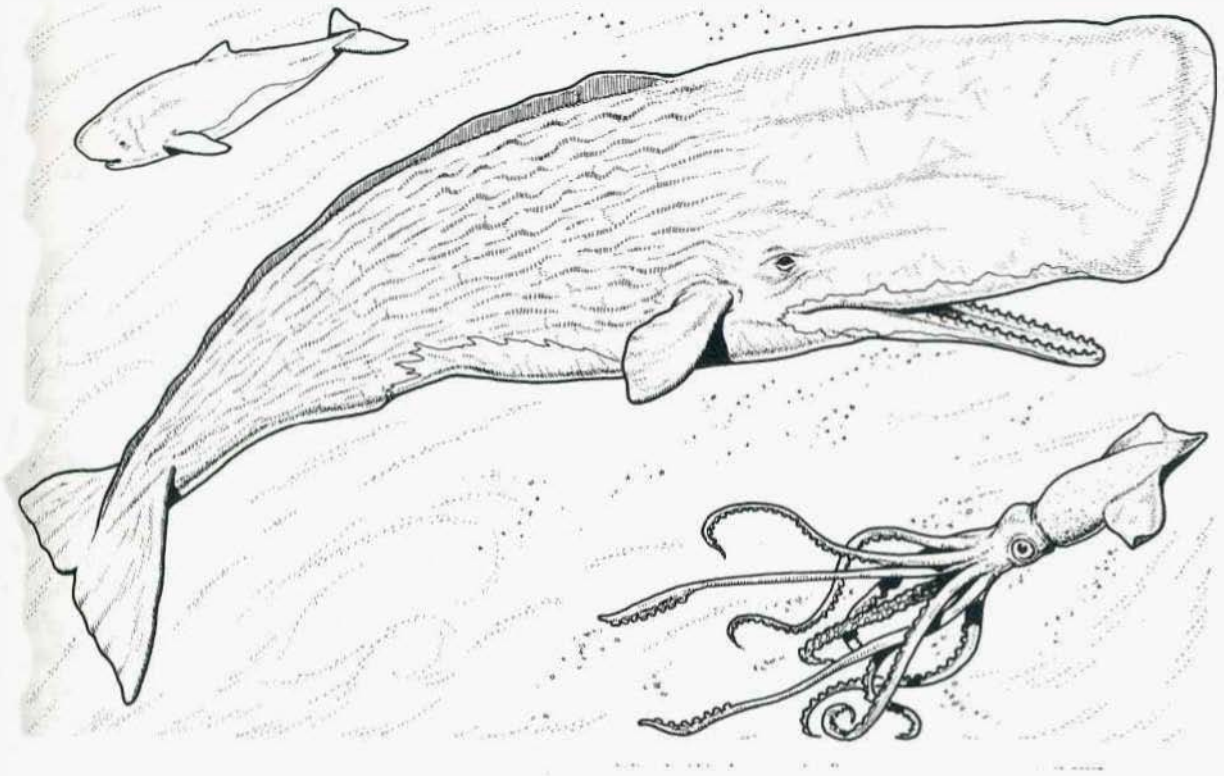
Climate: Hot/Humid, Hot/Average, Warm/Humid.
Habitat: Ocean, Saltwater shores/shallows, Lairs/caves/overhangs, Battlefields/shipwrecks.
Frequency of Encounter: Sheer Folly.
Size: Males 12 ft., Females 45 ft.

Huge ocean-dwelling Eels, the Carnantor (Q. "Red Maws;" sing. "Carnanto") are among the most dangerous of water beasts. They reside in the reefs in the eastern portions of the South Sea (S. "Haragaer") and the southern reaches of the East Sea (Q. "Romenëar"), favoring the ample shelter, rich food sources, and warm waters off Endor's southeastern coast. These seemingly ever-hungry denizens of the undersea shelf subsist on sharks and other large fish, battling Kraken, Whales, and Fell Turtles for



Kraken


Carnantor
Cherethrynd
Eris Squid
Lamprey
Leech
Merchaithrais
Mulkánar



Cherethrynd and Eris Squid

control of the waters. Carantor are particularly dominant and dangerous in the spring, when the Eels return to their spawning grounds off the coasts of Waw and, Cevra, Arth, and Vulm Shryac. Then, the bright red and silver beasts crowd the reefs, feeding and mating in an awe-inspiring frenzy.

The male Caranto is up to 12 feet long, while the female reaches lengths of 45 feet.

Cherethrynd

Climate: Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Ocean.
Frequency of Encounter: Extremely Hard.
Size: 50 ft.

Powerful Sperm Whales, Cherethrynd (S. "Hallmaw"; sing. "Charothrond") reside in the deep waters of the Belegaer, off the western coasts of Middle-earth. Unlike most Whales, they sport teeth—nine inch long teeth—and they hunt fish and Squid rather than consuming krill through a baleen strainer. The Charothrond's favorite food and most dangerous rival is the Giant Squid.

Although wily and capable of upsetting a good-sized vessel, Cherethrynd are vulnerable to the ruthless Umbarean whalers who sail the oceans near the Bay of Belfalas. These Men hunt lone Whales for their oil, bone, and ambergris. (The latter is an indigestible chalky substance that forms around Squid beaks and, in spite of its hideous smell, makes wonderful perfumes.)

Eris Squids

Climate: Hot/Humid, Hot/Average.
Habitat: Ocean, Saltwater shores/shallows, Lairs/caves/overhangs.
Frequency of Encounter: Very Hard.
Size: 1 ft.

This small tentacled sea creature is found along the Mûmakani coast, in the warm South Sea. It is hunted by alchemists and others who prepare magical substances for its ink. The exact use of this solution in magical preparations is not known to those outside this isolated southern region of Middle-earth. Mûmakani and Kiran peoples, however, prize the substance for its ability to produce camouflage paste and invisible ink.

Lamprey

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Light.
Size: 2 ft.

A cylindrical, grey, jawless fish, the Lamprey is a parasite that attaches itself to other creatures, like a leech with a circular maw. It then remains in place, slowly burrowing into the flesh and swallowing blood until sated. (A wound from a Lamprey will bleed at a rate of two hits/round for each round it was in place.)

Leech

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Light.
Size: 6-9 inches.

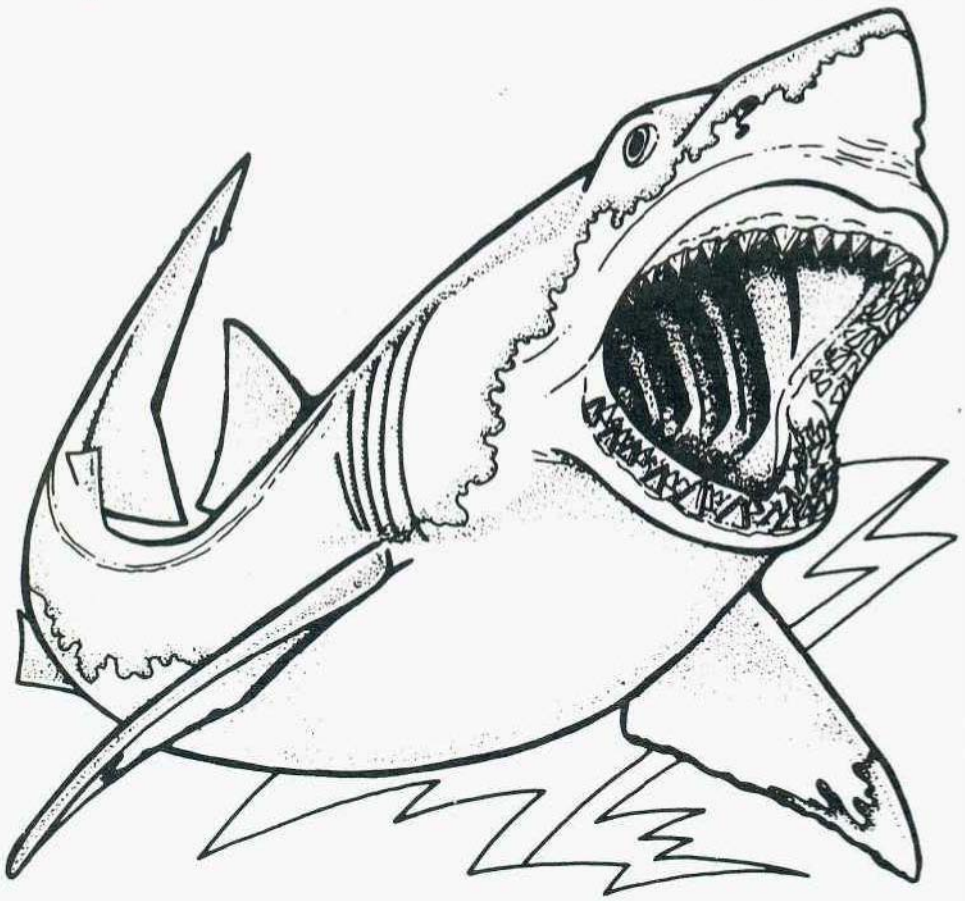
While lauded for its medicinal qualities in some cultures, the Leech is only considered a nuisance in the delta. These nasty, slug-like creatures fasten to anything warm-blooded and use their serrated tongue to rasp through to a blood vessel. Then they remain fixed to their prey, gorging themselves until they are so full they slip off.

Merchaithrais

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Saltwater shores/shallows, Lairs/caves/overhangs, Battlefields/shipwrecks.
Frequency of Encounter: Hard.
Size: 12 ft.

The Shadowhorn, or "Morchaithras" (pl. "Merchaithras" or "Morchaithrais"), is a large, flat, black Ray equipped with a long, whiplike tail. Its tail is studded with short but exceptionally sharp barbs that deliver knifelike cuts and inject victims with a powerful (3rd lvl) muscle venom. The Ray's expanded pectoral fins form triangular wings that extend along its head and trunk, giving the fish a diamond shape. The tips of these wings are equipped with (3rd lvl) electricity-producing organs that can stun (RR failure 01-75 for 1-10 rds) or immobilize (RR failure 76+ for 1-20 rds) a swimmer.

Merchaithrais prefer to swim along the bottom of the coastal shelf, burrowing themselves in the sand near shoals in order to await their prey. When waiting, their gill openings and slitlike mouths are well protected, for they are located on the Rays' under-sides. While swimming, they flap their pectoral fins and move gracefully and quickly through the water, as if flying.

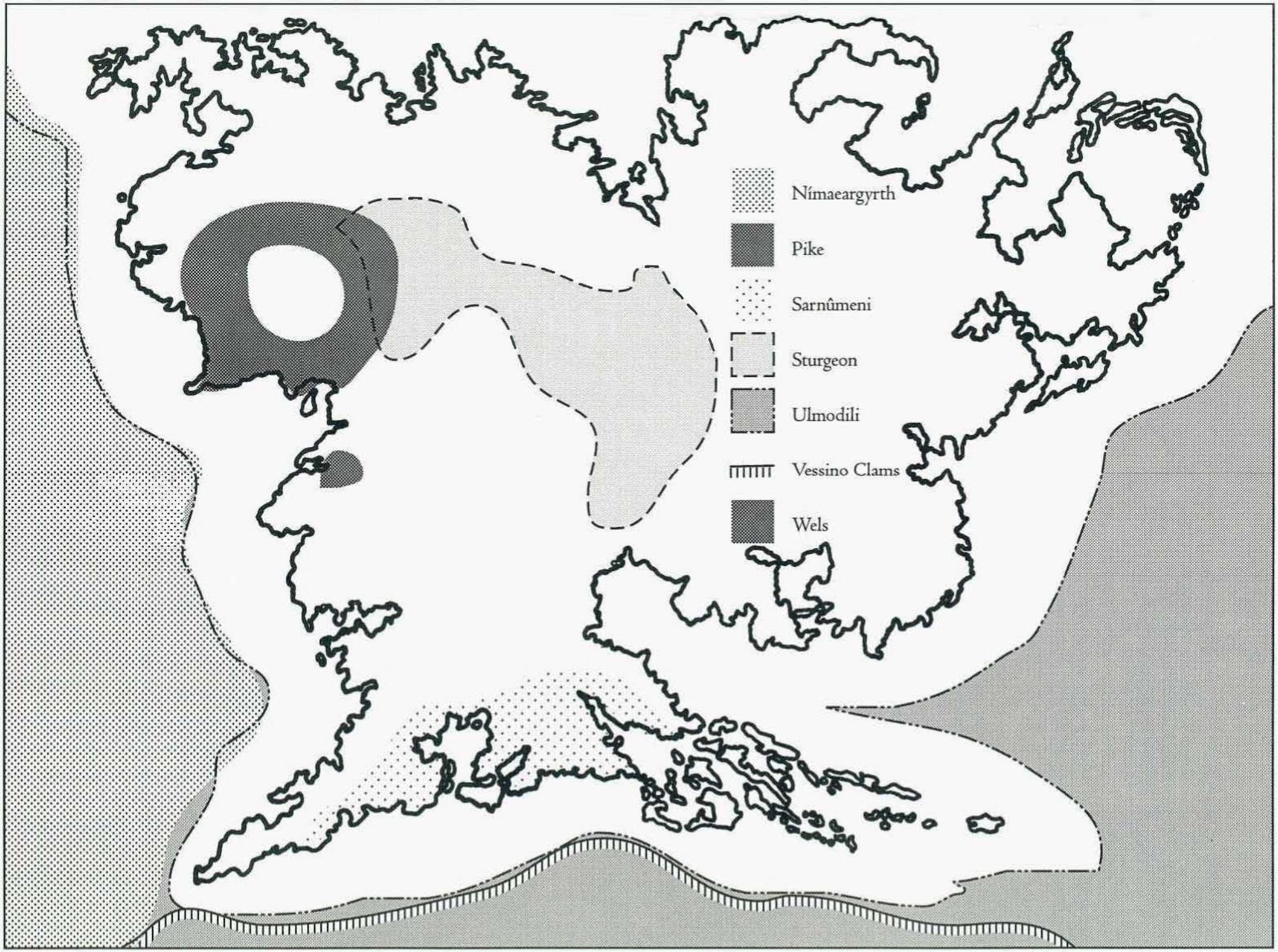


Mulkánar

Climate: Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Extremely Hard.
Size: 9 ft.

Largest member of the mussel family, the Mulkána is a giant, hard-shelled bivalve with a black shell that protects its soft, white body. This molusk is related to the Giant Clam, although it is larger, quicker, and has a long, vaguely oval, shell. It secretes a foul, acidic, ink (3rd lvl) which stuns larger prey (1-20 rds), kills smaller victims, and slowly eats away skin.

Found off the eastern shores of Endor, Mulkánar are hunted for their huge (and reputedly enchanted) pearls. At least one of these precious jewels, the priceless Wômaw Moon, exceeds six inches in diameter. Legend proclaims that the larger of these pearls serve as Seeing-stones, although none is as powerful as a Númenórean Palantír.


Nímaeargyrth
Pike
Sarnûmeni
Sturgeon
Ulmodili
Vessino Clams
Wels

Nimaeargyrth

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Ocean, Saltwater shores/shallows, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 15-21 ft.

Elves call the deadliest of the Endor's Sharks Nimaeargurth: "White Seadeath" (pl. "Nimaeargyrth"). Typically large (15+ feet) and always hungry, these unsleeping killers hunt virtually anything that has flesh that they can tear apart and eat. Even wounded Whales have felt the wrath of these white (underparts) and grey (overparts) denizens of the sea.

The Nimaeargurth's long, pointed snout is equipped with nine rows of flat, triangular teeth. Those of the outermost row are six to eight inches long. When broken off, the teeth are replaced by those of the next row, enabling the Shark to replenish its saw-like weaponry.

Like all Sharks, the Nimaeargurth is a cartilage-skeletoned fish. It bears live young, usually in litters of 7-9 Sharklings.

Pike

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Medium.
Size: 4-7 ft.

The Pike is vicious, and is renowned as the shark of the freshwaters. It has a powerful jaw and wicked teeth, and once it has a hold it will not let go unless it is seriously wounded or it succeeds in biting off a healthy piece of its victim. Pike feed on crustaceans and shellfish when young, graduating to larger prey as they age. Adults eat fish and small mammals. Fortunately, Pike rarely attack a swimmer. This is particularly reassuring to the Rivennen of Calenardhon (Rohan), since Pike grow up to 7' in length in the Onodló (Entwash).

Note: *Once bitten, a victim will not be attacked again, but they must roll an additional attack to knock the fish loose, with no subtractions for DB, armor etc.*

Sarnúmeni

Climate: Hot/Humid, Hot/Average, Warm/Humid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Lairs/caves/overhangs, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: Males 6 ft., Females 18 ft.

Distantly related to the Carnantor, the Sarnúmeni (Q. "West-stones"; sing. "Sarnúmen") are large, hard-skinned, freshwater Eels. Their name is derived from their grey, horny, scales, which lend a Sarnúmen tremendous protection and enable them to burrow in riverbeds, camouflaging themselves as rocks. Since the mid-Second Age, when they came from their original home in Númenor and were carelessly introduced into the rivers and lakes of southern Endor, they have become the dominant hunter in the watershed of the Yellow Mountains (S. Ered Laranor"; Q. "Orolanari").

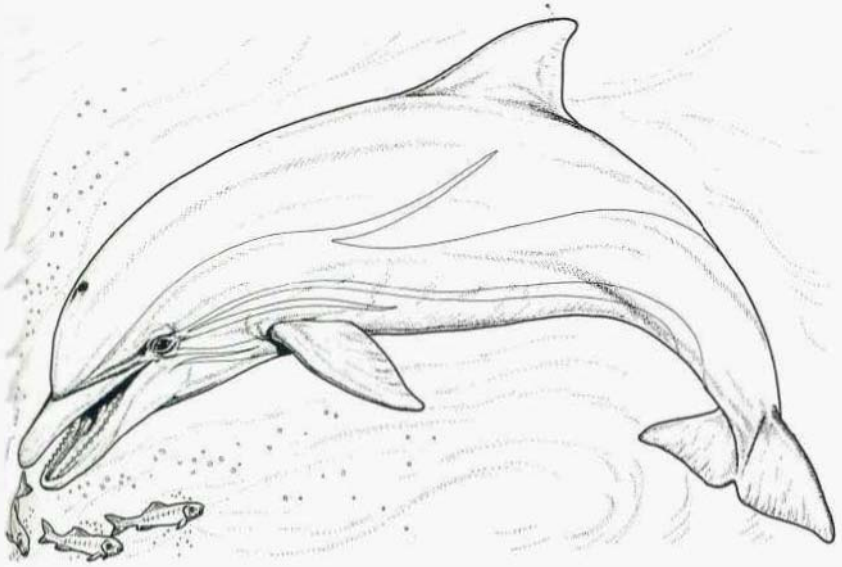
Aside from great strength and huge teeth, Sarnúmeni are noted for having deadly barbs along their spine. These barbs are connected with poison glands, and anyone stepping on or handling one of these formidable Eels is indanger of being injected with a bluish nerve poison named for the Sarnúmen. Herbalists have been known to refine this liquid, creating a lethal (30th) poison that is feared all over southern Middle-earth. Fortunately, the liquid has an exceedingly limited life of its own and is extremely hard (-30) to handle without exposing oneself to its effects.

Sturgeon

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Saltwater shores/shallows.
Frequency of Encounter: Hard.
Size: 4-7 ft.

The granddaddy of all freshwater fish, the Sturgeon grows up to 18' long in still waters. It is has a scaly skin, which is protected by five rows of bony scutes along its sides. Normally very docile, one of these formidable creatures will only attack if its lair is disturbed. Then, it thrashes about angrily, perhaps ramming or upsetting any nearby river craft.

Grey and silver, the Sturgeon resides in shallow seas and rivers, feeding on the worms, mollusks, crustaceans, and small fish that live on or near the bottom. They are prized for their meat and their exceedingly tasty eggs.



Ulmodil

Ulmodili

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Ocean, Saltwater shores/shallows, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 15-21 ft.

No water creature is as intelligent or blessed as the Ulmodil (Q. "Friend of Ulmo"; pl. "Ulmodili"), the beautiful blue and white Dolphin (Porpoise). Seaborne mammals, they are servants of Ulmo (as opposed to Ossë) and fast allies of the Teleri. Their complex society and wide-ranging schools enable them to act with startling unity when summoned by their master or friends, or when aroused by their enemies.

The gregarious Ulmodili live in hierarchical groups of 10-200 individuals, which in turn join to form schools of 100-2000 creatures. Playful and agile, they roll and leap along the surface of the open sea, moving at speeds of up to 40 miles an hour. When they submerge, they can dive as deep as 1000 feet and stay down for as long as five minutes before they need to resurface (they breathe through lungs, not gills).

An Ulmodil has smooth blue (top) and white (bottom) skin and a long beaked snout. This snout is a formidable, mace-like weapon that contains an array of short, sharp teeth. Its bulging forehead encases a pad of fat that houses a sonar-like organ that enables the creature to detect objects with stunning accuracy.

Vessino Clams

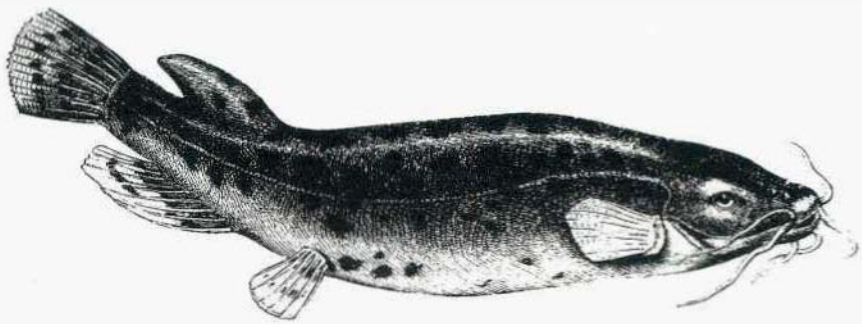
Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Sheer Folly.
Size: 3-6 inches.

The Vessino Clam is a rare mollusk which is found only in the deep waters of the Haragaer and the southern Belegaer. A source of a valuable ingredient for a healing balm that soothes and heals burns, it is prized by Lay Healers and Medicinists. Its beautiful, silvery shell is also noted as an exquisite ornament.

Wels

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Very Hard.
Size: 5-10 ft.

A species of giant catfish, the Wels is an ugly brute. They are usually up to 4-5' long, but sometimes reach 10'. A larger Wels weighs nearly 700 lbs. It has a rounded body with a flattened head and a wide, horizontal mouth, around which are two long sensory barbels and four short ones. Wels are known to swallow prey whole and will sometimes bash boats to see what falls out.



Wel

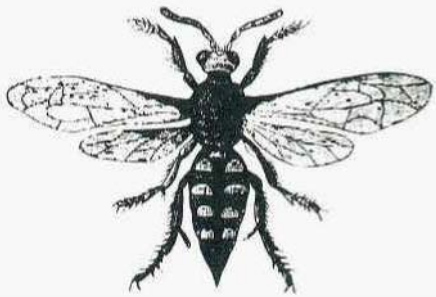
5.3 POTILI (INSECTS & SPIDERS)

The most numerous of Endor's creatures, the Potili (Q. "Many-footed") comprise all the arthropods (many-segmented creatures)---insects, arachnids, crustaceans, etc.—everything from Ants to Great Spiders. These beasts are invertebrates with exoskeletons and multi-segmented bodies. They occupy every ecological niche.

Because of their variety, the Potili command the attention of Oromë (and to a lesser degree), Ulmo, and Manwë. They are considered one of the lowest orders of the Kelvar, however, and it is the Maiar who oversee their progress and wellbeing.

Cliff Hornets

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Underground, Volcanic, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Cross-over points between dimensions, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 1 inch.



Ground Bee

Relatives of the common Mud Dauber Wasp, Cliff Hornets are social insects who build their nest in cracks, crevices, and fissures in the sides of cliffs. Although they will not build nests deep underground, their homes can sometimes be found as much as several hundred feet from a cave entrance if a good nesting site can be found there. These insects are not normally dangerous unless one is an intruder who has blundered into the midst of a nest. Then the outraged Hornets will attack en masse with their sharp, barbless stingers, injecting the victim with a venom that will, at minimum, cause pain and swelling. In addition, many people are allergic to Cliff Hornet venom and may die from its effects.

> **Note:** *Treat Hornet venom as a first level poison. A normal, nonallergic reaction is -25 to all actions for 11-30 hours. There is a 35% chance (01-35) of allergic reaction, a percentage that may be modified by the victim's Constitution. In the case of an allergic reaction, an incapacitating fever and respiratory distress will afflict the victim for 1-4 days, and five or more stings may cause death in 1 to 10 hours.*

Gelyngyl

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Jungle/rain forest, Crossroads/roads/paths/trails.
Frequency of Encounter: Very Hard.
Size: 3-4 ft.

Gelyngyl (S. "Green Spiders"; sing. "Galungol") are the largest of the so-called "Animal Spiders"—that is, Spiders that are not monsters. Deep green on top and light green on their undersides, they are difficult to discern in a thick forest. Their coloring, coupled with their arboreal nature, makes them very hard (-20) to discern when they are in their natural habitat.

Hiding in dense foilage, the rapacious Galungol hangs above animal trails and other areas where its prey might be active, waiting to drop upon unwary victims. Then it injects a powerful (6th lvl) reduction poison into any soft tissue it can find, immobilizing its potential kill before carrying it off to the Spider's web home. Gelyngyl webs are located in clusters set high in the trees.

Unlike most of its relatives, Green Spiders are exceptionally social and are prone to attack and feed in groups of ten or more. Acting in unison, they are capable of surrounding and herding their victims into traps. Each Galungol has a pad on each of its four rear legs, and the Spider can rub its legs together to create the sounds with which it communicates.

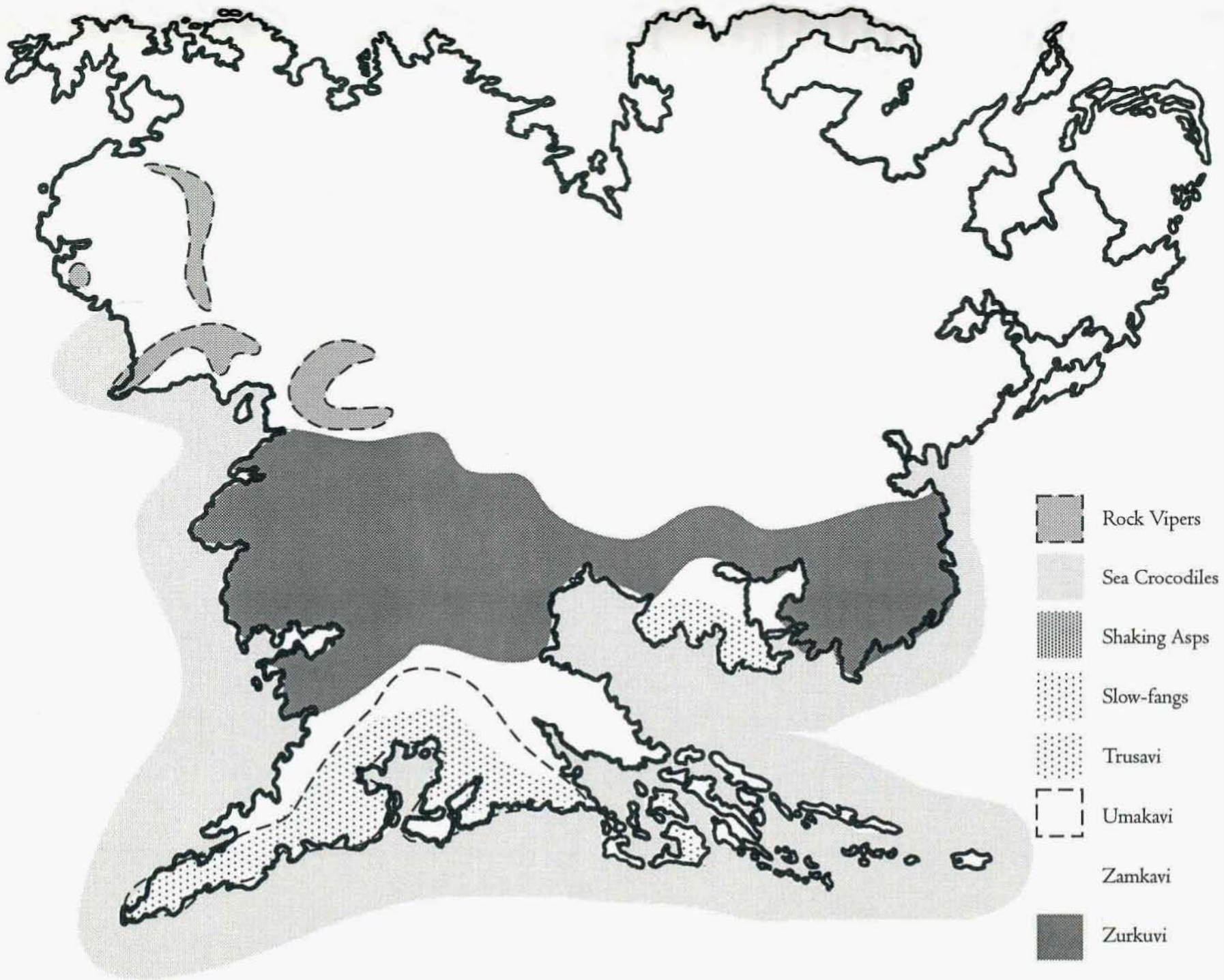
Ground Bees

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Volcanic, Heath/scrub, Plains/grassland, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Medium.
Size: 0.5 inches to 1 inch.

Striped with bright yellow and black like their distant cousins the yellowjackets, but fuzzy like any true bee, Ground Bees make their nests in abandoned burrows previously belonging to such creatures as Rabbits, Ground Squirrels, and Culca nix. They are social insects who present a hazard because of their numbers and astounding coordination. Worse, their carefully hidden nests are hard (-20) to spot; when any unfortunate being steps in or near the nest, the Ground Bees, warned by the vibrations, swarm out and mob the unlucky intruder. Multiple stings can cause temporary weakness and even paralysis. Like other Bees, Ground Bees produce honey, but their underground location makes the prospect of stunning the Bees with smoke and harvesting the honey rather unattractive, so any Ground Bees that have made their nests far from Bear-infested regions (such as forests or hills) can hoard their treasure unmolested.

Hummerhorns

See Monsters, Section 6.8.


Rock Vipers
Sea Crocodiles
Shaking Asps
Slow-fangs
Trusavi
Umakavi
Zamkavi
Zurkuvi

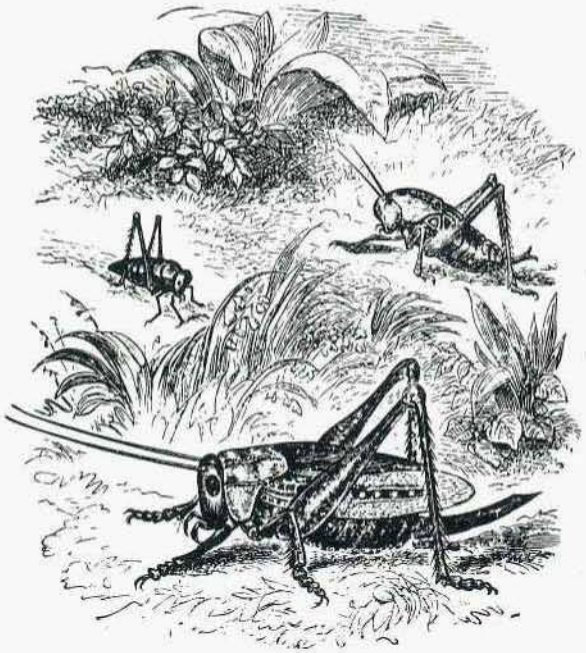
Mabelmaikli

Climate: Hot/Humid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Marsh/swamp, Ocean, Saltwater shores/shallows, Lairs/caves/overhangs, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 6-7 ft.

Sharp-claws (Q. "Mabelmaikli") are huge creatures with eight appendages. They resemble a cross between a Crab and a Squid and inhabit the inland seas of Rhûnen, Nûrnen, Dushera and the sheltered coastal shelves between the Bay of Helcar (in the Rotnenëar) and the Bay of Ormal (in the Haragaer). Because they are enamoured of rich, somewhat briny water, though, Mabelmaikli can thrive in any marsh, delta, lake, or ocean where there is a little salt. They are most common in Mordor and in the waters off Arg-Simorîg.

Mabelmaikli feed on Starfish, Shellfish, and submarine Worms, but they will attack any animal that comes within reach of their four nimble, steely claws. Each of these pincers is 1-2 feet in diameter and can crush a Man with ease. Together, they present a frightening array. Actually, they are simply the creature's four forward, grasping appendages, and are used to immobilize prey. The Mabelmaikla tears its victims apart with nine inch mandibles and four pairs of mouth parts.

Neekerbreekers



Like their Crab relatives, Sharp-claws propel themselves backwards when they swim, but they move much faster, often at speeds of up to fifteen miles an hour. Generally, though, they prefer to burrow and remain inactive until their prey happens by. Their ability to lay an ambush is legend, especially among the slave-fishermen of Nûrn. After all, Mabelmaikli are huge, bright purple denizens that one would expect to see with relative ease. By using refined instincts and the cover of their burrows and murky waters, however, these beasts hide very well.

Sharp-claws make excellent feeding machines. They 'hear' with sensors in their four legs and smell and feel with their three foot long antennae. Pain does not affect them. (They cannot be stunned.) Once a Mabelmaikla senses a prospective kill, it darts forward and embraces its victim with one or more pincers. Then it smells the prey with its feet, analyzing the pinioned creature's worth as food.

Neekerbreekers

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Marsh/swamp, Heath/scrub, Enchanted/magical places.
Frequency of Encounter: Light.
Size: 1-2 inches.

Noisy, cricketlike insects that are found in marshy areas in the northerly regions of Endor (e.g., Arthedain), Neekerbreekers are little more than a major nuisance. Their name is derived from their noisy, incessant night cry. Those experienced with and accustomed to travel in these regions soon learn to tolerate the sound of Neekerbreekers, but travellers carrying dried grains, flour, or waybread are well advised to keep these supplies tightly wrapped in areas where the hideous "neek-breek, neek-breek!" can be heard, since Neekerbreekers have been known to infest and devour such food.

Neekerbreekers are found in particularly foul swamps. Gigantic relatives of the mosquito, these carnivores prefer solid meat. So, while it does not suck blood, a Neekerbreeker will appropriate small chunks of a man's flesh. Any wound inflicted by a Neekerbreeker has a chance of being infected with Yellow Rheum, a 0 level illness.

Morgai Flies

Climate: Arid, Semi-arid, Cool/Average, Temperate.
Habitat: Marsh/swamp, Underground, Volcanic, Waste/barren, Heath/scrub, Plains/grassland, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Light.
Size: 1 inch.

Vicious, biting, parasitic insects, Morgai Flies are one of the nasty nuisances of life in Mordor. They can found all over the Black Land, particularly in Gorgoroth, where they are known as Orcflies. Their sole food is blood, but enjoy feeding off nearly any beast they can find.

Relatives of common Horseflies, Morgai Flies are large and dun, gray, or black in color, with red eyes and a red blotch, like Sauron's Lidless Eye, on their backs. Many chroniclers believe them to be monsters of the Dark Lord's design. This may be true of some of the larger subgroups, but those of the basic variety are simply huge, primeval vermin.

Morgai Flies carry virtually all bloodborne diseases, and they played a major part in spreading the Great Plague of T.A. 1636-1637.

Ûlcercain

Climate: Hot/Humid, Hot/Average, Warm/Humid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Jungle/rain forest, Rural Inhabited areas, Near and in towns/cities/castles, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 6-9 inches.

Ûlceracin (sing. "Ylcarcan") are large, red, centipede-like creatures that move in hordes across the dense forests of southeastern Endor. Nocturnal creatures, they feed on rotting vegetation, insects, carrion, and (occasionally) live prey. They are extremely quick and are capable of scaling trees and swimming across placid water. Like ants, they operate in rigidly-defined social groups, if necessary swarming to defend their lairs. Ûlcercain generally reside in rotting logs.

Most of the so-called "Evil Fangs" are harmless to the Children of Ilúvatar; however, the "warriors" that comprise about twenty percent of any colony will attack virtually anything and anyone. Immobilized or sleeping folk need be careful around these creatures. Armed with powerful 2-3 inch mandibles and a mild (lvl 0) nerve venom, a group of Warrior Ûlcercain can slay and clean a Man in a matter of minutes.

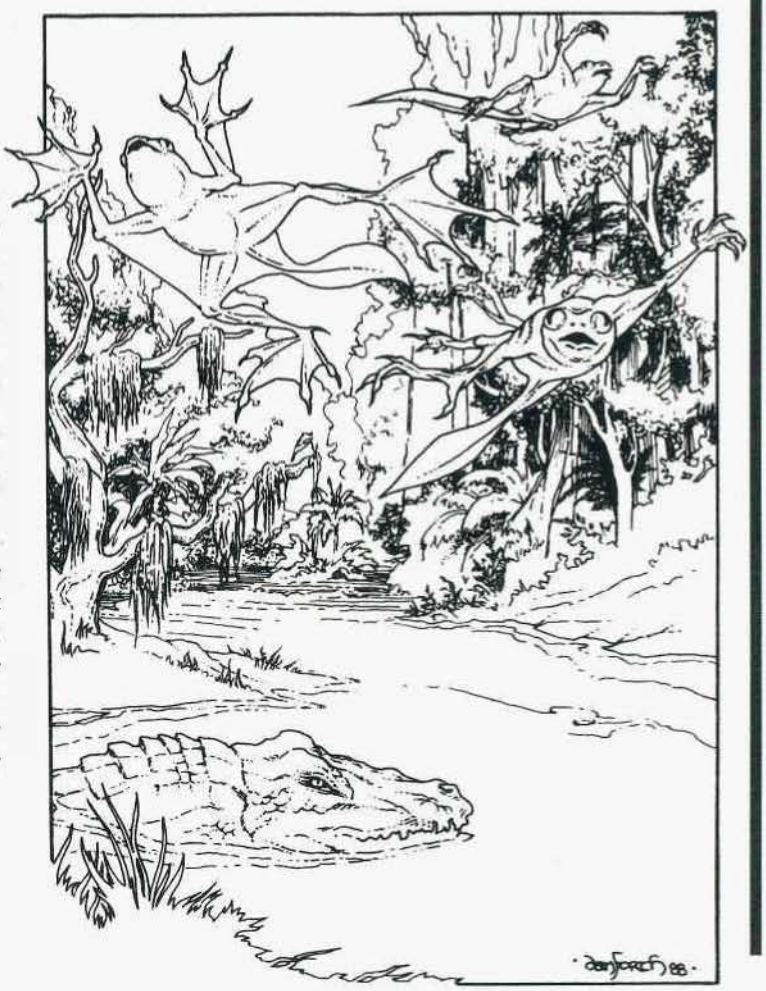
5.4 RÁVATSAR (AMPHIBIANS & REPTILES)

Rávatsar (Q. "Wildclaws"; sing. "Rávatsa") constitute all the amphibians and reptiles. These creatures include the Angwi (Q. "Snakes"; sing. "Ango"), the Assangar (Q. "Crocodiles"; sing. "Assanga"; lit. "Ironmouths"), the Leukalankor (Q. "Lizards"; sing. "Leukalanko"; lit. "Loosethroats"), the Oiratelmrar (Q. "Turtles"; sing. "Oiratelmra"; lit. "Eternal Shells"), and the Kabori (Q. "Frogs"; sing. "Kabor"), etc. Closest to the Oromë's Maia servant Leukë, they are cold-blooded beasts that lay eggs and are often confused with monsters (Q. "Ulgundor").

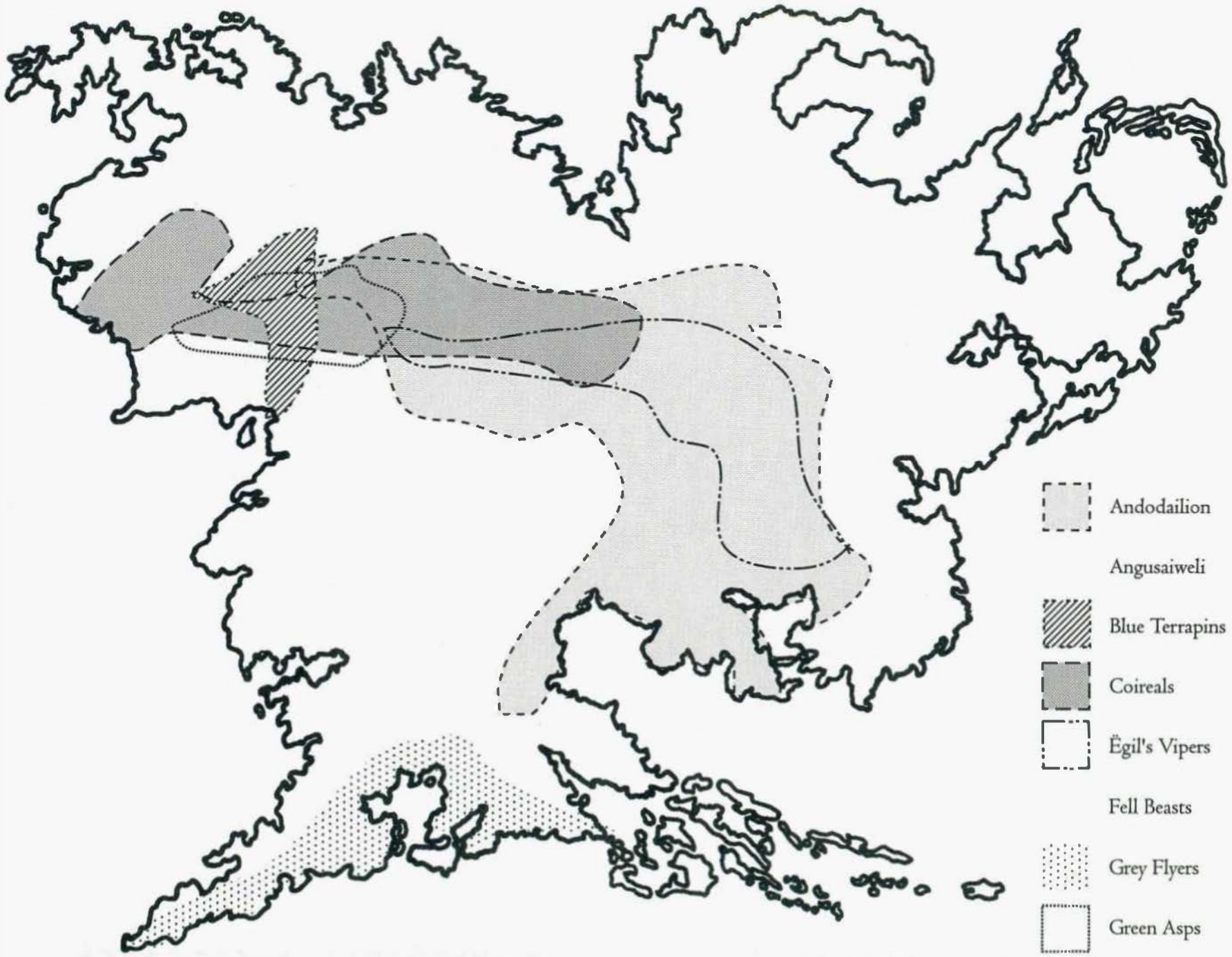
Andodailion

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Underground, Volcanic, Heath/scrub, Plains/grassland, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Very Hard.
Size: 2.5-3 ft.

The Andodaio, or "Gate-shadow" (pl. "Andodailion"), is a black, nocturnal lizard with a prehensile tongue and tail. It is without doubt the greatest climber among all the Rávatsar. Rugged landscapes and subterranean settings accommodate this crearure quite well, for the Andodaio is insulated with an unusual array of the three layers of



Poisonous Flying Frogs


Andodailion
Angusaiweli
Blue Terrapins
Coireals
Ëgil's Vipers
Fell Beasts
Grey Flyers
Green Asps

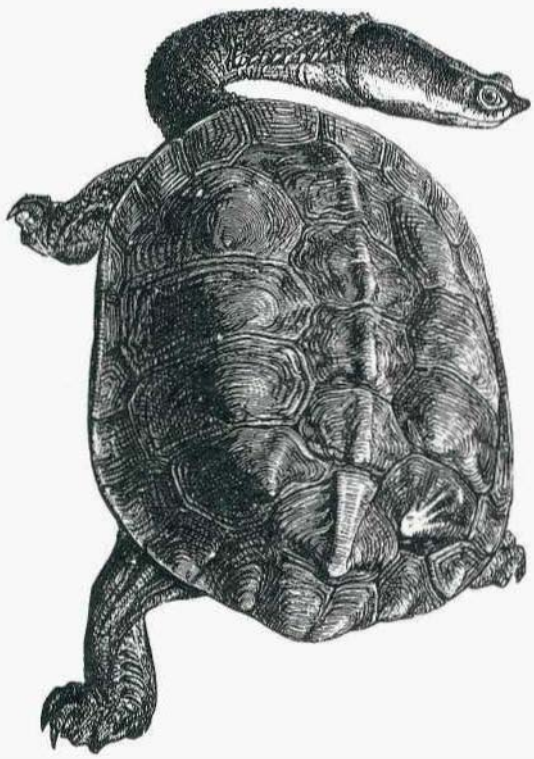
hollow scales that enable it to survive in environments which are far too cool for its brethren. Hanging from rocks, it swings across the caves and precipices, leaping onto prey and tearing its victims appart with its steely claws.

Larger creatures would have little to fear from the Andodailion, except for the fact that they live in large communities and often hunt in groups of 10-100 individuals. Unusually social, a horde of Andodailion can easily fell a Man by attacking in concert.

Angusaiwéli

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.

Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Ocean, Saltwater shores/shallows, Underground, Volcanic, Waste/barren, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Tundra, Enchanted/magical places, Rural Inhabited areas, Cross-over points between dimensions, Lairs/caves/overhangs, Near and in towns/cities/castles, Burial areas, Ruins, Crossroads/roads/paths/trails, Battlefields/shipwrecks.



Frequency of Encounter: Extremely Hard.
Size: 9-18 inches.

Found virtually anywhere in Middle-earth, save in the coldest climes, the Angusaiwë (Q. "Iron Unbirds"; pl. "Angusaiwéli") is the most resilient, advanced, and common of the larger Rávatsar. This is due to the fact that they are, unlike any other reptile or amphibian, warm-blooded. The Angusaiwéli constitute a unique branch of the Rávatsar and are closely related to flightless birds; thus their name.

There are nine species of Angusaiwéli. All are deep grey or black in color and have bright red eyes. The only notable distinction in the family is between those that run on four legs (three species), those that run on two legs (five species), and those that hop (one species). The former group consists of the species that live near the water, especially along rocky seashores. All other Angusaiwéli have exaggerated hind legs and walk upright, using their tails for balance. Astoundingly agile, they can travel over rugged terrain at speeds exceeding 35 miles an hour. The Leaping Unbird found in Khand and Chey is the slowest of these creatures; however, they are astoundingly efficient and need less water and sustenance than other Angusaiwéli.

Poisonous carnivores, Unbirds hunt lizards, frogs, birds, large insects, and small mammals. They have very sharp teeth and curving, retractable, viper-like fangs. When facing most foes, though, they bite their prey while keeping these foreteeth hidden in pockets in their upper jaw. Angusaiwéli prefer to swallow their victims whole. Against larger foes, they can bear their hollow, needle-like fangs and puncture the unfortunate beasts' hides, injecting a potent (3rd lvl) venom that immobilizes (1-100 rds with RR failure 01-65) or kills (in 1-10 rds with RR failure of 66+).

Aside from its great speed, an Angusaiwë relies on its cunning and horny body armor in combat. It has a ridge of pointed scales that protects its spine, and the scales on its back and sides are as tough as iron.

NOTE: *The Angusaiwéli are found on a number of ICE's covers, for they are active at all hours and savor action.*

Blue Terrapin

Blue Terrapins

Climate: Mild, Cool/Average, Temperate.

Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places.

Frequency of Encounter: Medium.
Size: 3-3.5 ft.

Blue Terrapins (Q. "Luinikrúmori"; sing. "Luinikrúmor") are only found in thickets or very dense, overgrown swamp areas. Their native home is Fangorn Forest. Small, their shells average 18" across, but they have a 12" neck. Thus, a Blue Terrapin can strike like a snake, delivering a 2nd level muscle poison (with a Critical Strike) that can paralyze a small mammal (up to 40 lbs). If it bites, it will paralyze the area or limb it penetrates, partially paralyzing one adjacent area. The poison wears off in 3 hours.



Coireals

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Hard.
Size: 2-3 ft.

This inoffensive snake inhabits forests and heavy copses; it can be readily identified by the bright yellow bands on its glossy black body. It is generally docile and will avoid people. Most bites occur when witless folk try to pick up this "pretty snake." Instead, the Coireal is happy to hunt large insects. It should be left alone, for its venom is highly potent, one of the most lethal (10th lvl) natural poisons in Middle-earth. Symptoms appear in one to four hours, resulting in all but certain death from paralysis.

Ëgil's Vipers

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs.
Frequency of Encounter: Very Hard.
Size: 20 ft.

A huge, poisonous, predatory serpent, Ëgil's Viper is one of the strangest hazards of the plain of Talath Harroch, south of Mirkwood. It is said that these remarkable snakes were driven out of other areas of Rhovanion into the Talath Harroch, but this seems unlikely at best. In any case, the serpents are there, preying upon eggs, rodents, young animals, and (in the case of the largest Vipers) Men and Kine. Of a yellowish-brown color that blends well with the soil of the area, and with the grasses of the plain in dry seasons and in the autumn, Ëgil's Viper hunts in the late afternoon or early evening. It may spit its venom into a victim's eyes from a distance up to thirty feet, or it may bite and inject the venom in the normal manner of most snakes. The Viper's fangs reach up to three inches in length and can penetrate leather and, in some cases, even chain armor.

Fell Beasts

See Monsters, Section 6.5.

Grey Flyers

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Jungle/rain forest, Enchanted/magical places.
Frequency of Encounter: Extremely Hard.
Size: 1-2 inches.

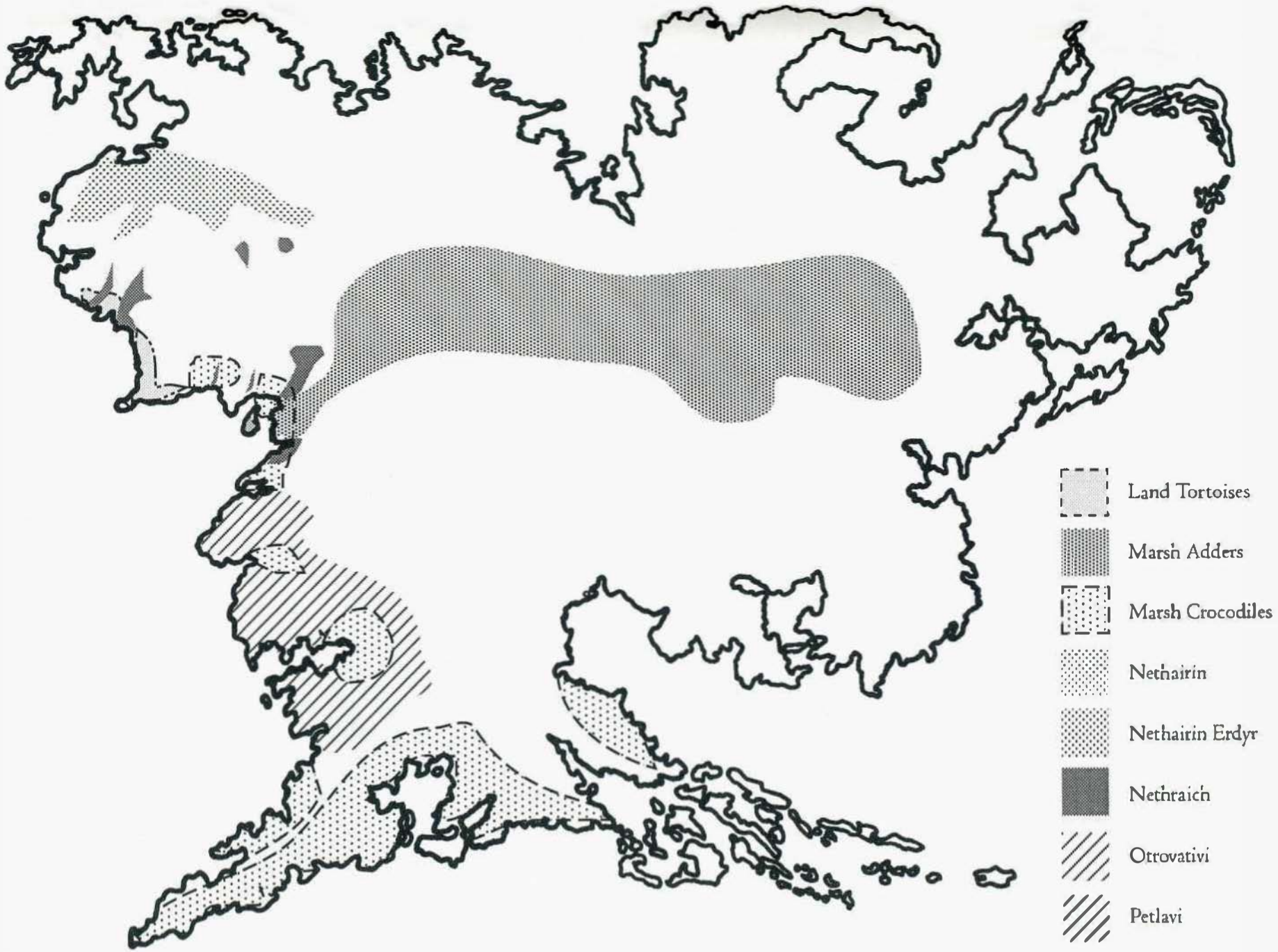
A slimy, silvery, gliding frog, the Grey Flyer is a small but deadly amphibian. They carry a nasty venom in their bluish claws. Grey Flyers are rare, living only in the depths of thick rain forests, but they live in huge colonies and woe to anyone who stumbles upon their nests!

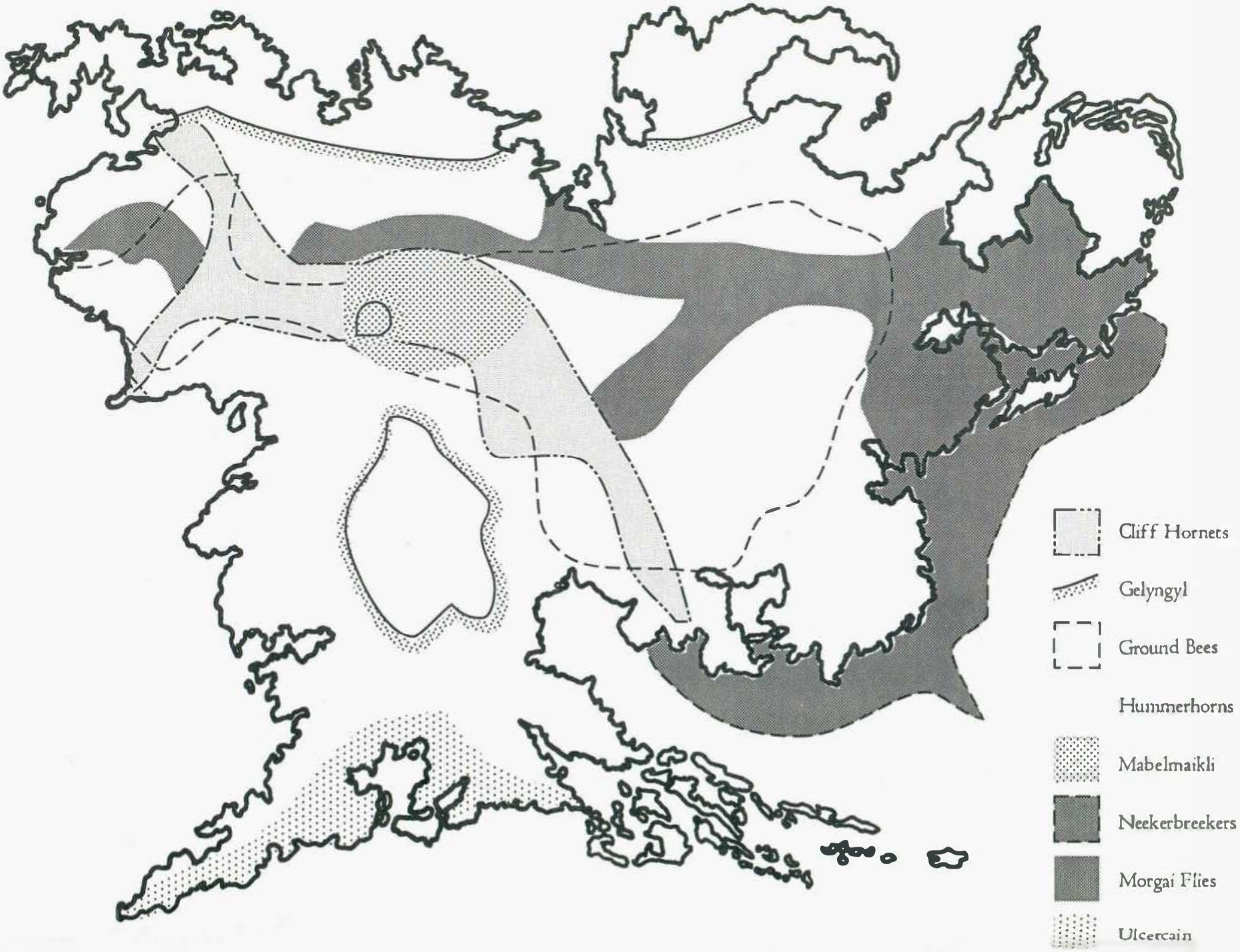
Green Asps

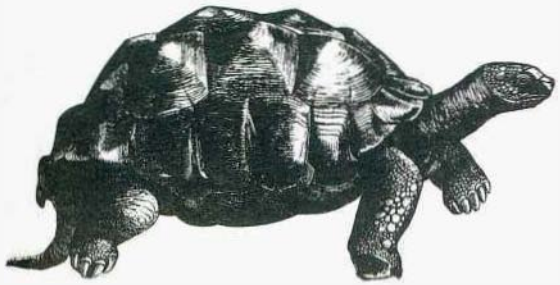
Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Heath/scrub, Plains/grassland.
Frequency of Encounter: Hard.
Size: 2-3 ft.

The Green Asp is the only venomous serpent indigenous to Calenardhon (Rohan) and the northern White Mountains. It is a sociable creature (for a snake), making its home with as many as fifty of its fellows in empty Rabbit or Ground Squirrel burrows. On sunny days, the Asp community will come out to sun themselves en masse on the slopes near their subterranean home.

Green Asps have dull green skin and are usually fat and torpid, with puffy poison glands below their eyes. They are considered unattractive even by those fond of serpents. Their fetid odor, reminiscent of rottingstrawberries, does nothing to relieve this unpleasant impression. The (5th lvl) bite of this snake is rarely fatal, but the area surrounding the wound generally becomes necrotic, turning awful shades of violet and yellow-green before sloughing off, usually exposing the bone. These dreadful afflictions may take months to heal. In some cases (15% chance, modified by Co stat bonus), the snake's injection may even cause the entire limb to turn gangrenous and fall off. Regardless of the primary effects, however, the victim will in any case be incapacitated for 3-6 days with a high fever and hallucinations.


Land Tortoises
Marsh Adders
Marsh Crocodiles
Nethairin
Nethairin Erdyr
Nethraich
Ottrovativi
Petlavi


Cliff Hornets
Gelyngyl
Ground Bees
Hummerhorns
Mabelmaikli
Neekerbreekers
Morgai Flies
Ulcercain



Land Tortoises

Climate: Mild, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Saltwater shores/shallows, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 5-6 ft.

Land Tortoises were once common in southern Eriador and western Gondor, particularly in the Gwathló basin. Unfortunately, they are extremely tasty and nutritious, so they are favored by Eriadoran hunters and are nearly extinct. Their beautiful green and grey shells are now exceptionally rare. Prized for their value as armor (the shell makes excellent reinforcement) and (when ground) as a source of medicine to combat blood diseases and ailments, a Land Tortoise shell can bring up to two hundred gold pieces on the open market.

Very slow and inoffensive, the Land Tortoise's primary defense is its size. The average specimen is five feet long and three high, weighing about three hundred pounds. A few older Tortoises, those with ages over three hundred years, have reached six feet in length and weigh over a quarter ton.

In the case of an attack, Land Tortoises will retreat until cornered. If confronted by an overwhelming number of foes, they will then ground themselves and pull into their shells. If it appears that they contest the attack, though, they may lash out with their necks, biting the attackers with their hard, sharp beaks.

Land Tortoises feed on nearly every type of vegetation and often roam into the highlands in search of richer grass or shrubs. They mate at any time, since the males are twice as large as the females. Female Tortoises then dig holes along river banks or on the seashore, laying their (11-20) eggs and covering them with moist soil that hardens in the sun and incubates the young. These caches are abandoned, so the hatchlings are forced to dig their way out and survive on their own.

Marsh Adders

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Marsh/swamp.
Frequency of Encounter: Hard.
Size: 2-4 ft.

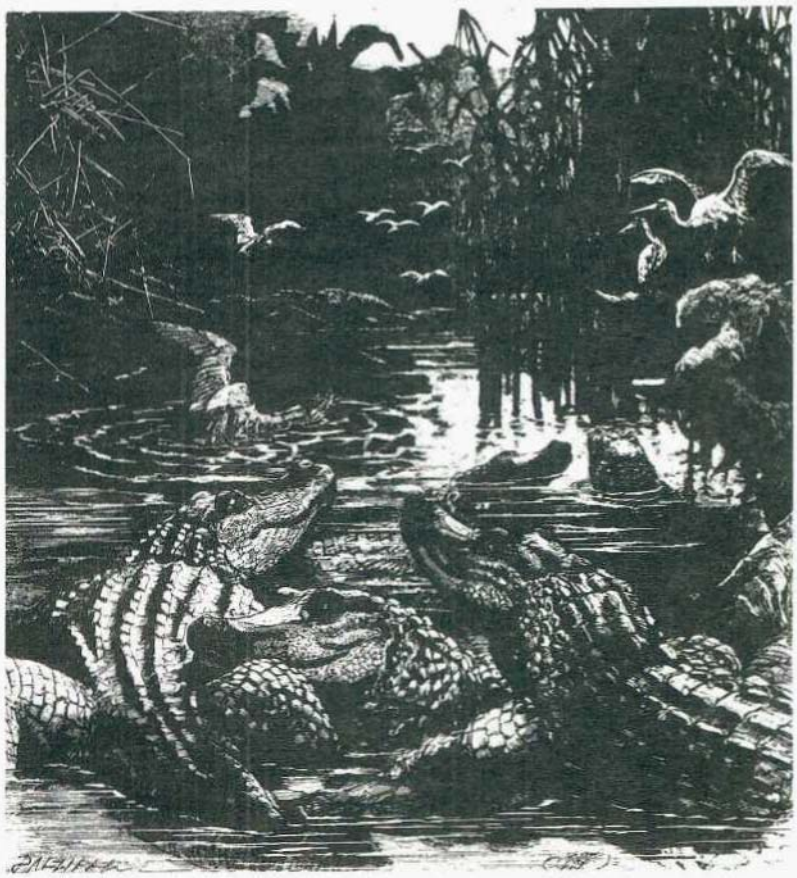
The Marsh Adder is a large, aquatic serpent common throughout all marshy areas of central Endor. Especially prevalent in the Dead Marshes and Nindalf (the Wetwang), this creature is an excellent swimmer whose mottled gray and brown scales allow it to go all but unnoticed in the foul waters of the marshes.

Marsh Adders are easily startled and bite with little provocation. Usually seeking out small creatures such as ducklings and frogs for prey, the Adder will also attack larger beings if it feels threatened. Its large, curved fangs allow it to deliver its poison deeply, so that it quickly takes effect. The (10th lvl) venom can be lethal and many victims (RR failure of 51+) die in five rounds due to respiratory paralysis. A less imposing dose (RR failure of 01-50) will give the victim a case of flaccid paralysis: their joints will become limp, and they will lose voluntary muscle control for 1-100 hours.

Marsh Crocodiles

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Hard.
Size: 15-18 ft.

Swift but usually inactive, the Marsh, or "Fish-eating," Crocodiles are common in the wetter, warmer parts of Endor. They are inoffensive when let alone, but can be quite deadly when surprised (or hungry). Black, with green stripes and light blue undersides, they are colorful carnivores.



Marsh Crocodiles

Its diet consists of large mammals and birds who enter or come to the edge of the water in search of food or drink. After grabbing its prey in its long, powerful snout, the Marsh Crocodile drowns the victim and then tears the flacid body apart with twisting bites. This involves spinning its entire body, but the beast is exceptionally agile when its in the water.

The Marsh Crocodile spends its nights in the water and basks on the shore during the days the sun is out. It feeds on an average of once every two days. While swimming, it uses the rocks it swallows for ballast. Its nostrils and throat are equipped with flaps and valves that enable it to stay under water for extended periods without fear of intaking part of the marsh or river.

Nethairin

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places.
Frequency of Encounter: Medium.
Size: 5-7 ft.

The Plains Snake (Si. "Nathair"; pl. "Nethairin") is roughly six feet long. It has a thick triangular head and a cream-colored body overlaid with a dark diamond pattern. Hiding in shallow burrows and hunting amidst the tall grass of the steppes or plains, the serpent is a quiet creature that relies on stealth and patience in order to defeat its foes. Rodents, birds, and small lizards make up its diet.

Although ostensibly cunning, the Nathair angers easily and will vigorously defend itself rather than flee, even in a fruitless confrontation. Its venom is rather toxic (level 6). Symptoms include swelling, weak pulse, shock, and wide discolorations.

Nathair Ardor

Nethairin Erdyr

Climate: Mild, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Underground, Waste/barren, Heath/scrub, Tundra, Lairs/caves/overhangs.
Frequency of Encounter: Medium.
Size: 2-3 ft.

The Nethairin Erdyr (sing "Nathair Ardor") live in burrows beneath rocks or within caverns and favor highland locales or the cool wastelands of the North.

While very similar in coloration to the Nathair of the Plains, the Nathair Ardor attains a length of only 2-3 feet. It angers easily and will defend itself viciously. Its poison is similar to that of the common Nathair, however it is weaker (5th lvl) and takes longer (6 vs 2 minutes) to affect the victim.

Nethraich

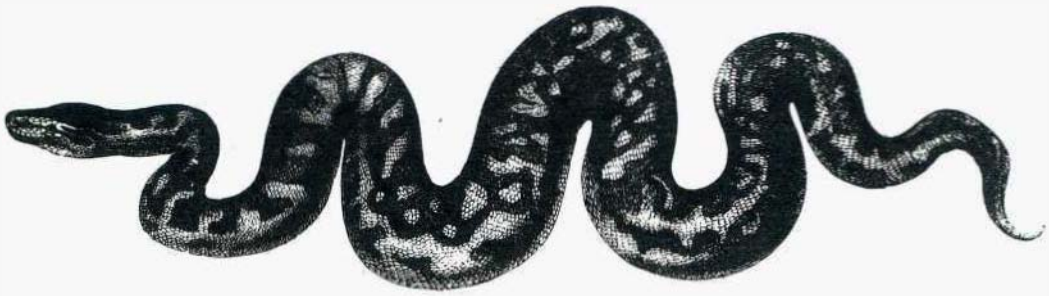
Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Marsh/swamp.
Frequency of Encounter: Hard.
Size: 3-5 ft.

The Nathrach (pl "Nethraich") is an aquatic snake that resides in relatively placid or stagnant pools, marshes, and lakes. Brown bands surround its rust-colored body, which typically measures three to five feet in length.

Contrary to popular belief, this serpent does not normally strike in water; most victims are on dry land or a marsh island when they stray into a snake run. These snakes only attack when their "runs" are encountered, and then it bites with astounding quickness. A Nathrach's critical strike is accompanied by a muscle poison that causes bleeding, bruises, and swelling (double all these effects on this and subsequent criticals). The venom is not very toxic (level 2) but does cause bleeding, bruises, and swelling. It is designed to stun small rodents before the snake envelops and crushes them.

The Arnathrach (pl "Emaithrach"), or Royal Nathrach, is a much larger cousin that inhabits the brackish waters near the coasts.





Otrovativi

Climate: Hot/Humid, Arid, Warm/Humid, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Underground, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Plains/grassland, Rural Inhabited areas, Ruins, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 18-24 inches.

The Otravati (Ap. "Poison"; pl. "Otrovativi) is small snake found in western Harad. Rarely exceeding two feet in length, it has a murky grey coloring and is easy to overlook. It is, however, not an animal to take lightly. The Otravati's narrow head opens to reveal a surprisingly large mouth full of tiny needle-like teeth. Each tooth is an injector that delivers a dose of the snake's poison on any successful bite (whenever a critical is scored on the attack table). Locals consider amputation to be the only effective remedy when confronted by the snake's potent(25th lvl) venom. A nerve poison, it attacks through the bloodstream and the nervous systemsimultaneously. The venom is lethal within one hour. Only immediate removal of the bitten member will serve as a cure. It is no wonder that the snake bears a name which translates as "poison."

Petlavi

Climate: Hot/Humid, Arid, Warm/Humid, Semi-arid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Jungle/rain forest, Rural Inhabited areas, Ruins, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 26-32 ft.

The Petla (pl. "Petlavi"), or "Forest-strangler," of southwestern Endor is commonly found in the scattered woodlands of Far Harad (particularly in the Forest of Tears). It haunts the oases between Umbar and Drel, lurking in the branches and pools that the Haradrim prize so dearly. One of Middle-earth's most fearsome reptiles, the Petla is an able hunter who has perfected the arts of camouflage and ambush. It is mottled brown in color and blends perfectly with woodland hues. Dropping from above or entangling its prey in water, the snake attacks by using its powerful jaws to gain a grip and then coils its length around its hapless victim.

Petlavi reaches lengths exceeding thirty feet and at least one specimen measured forty-five feet in length. Their thickest portions are over a foot wide, and they have been known to swallow a whole goat (using their distended jaws).

Petlavi like to bite; however their principal weapon is their coiling, constricting body. Whenever they take hold of prey (typically after a "B" critical strike result), the victim has little hope of survival. From that point on, the enormously powerful body will move to coil itself around the target's body. This process takes one to ten rounds. It is an extremely hard (-30) maneuver (add ST bonus) to break out of a Petla's grasp and, once the beast perfects its grip, the victim will perish due to suffocation in three to thirty minutes.

The tables are turned when the Petla confronts a group, as its methods of attack leave it relatively defenseless if other foes are involved. For this reason, the snake will not often stand and fight when confronted by more than one enemy.

Rock Vipers

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Very Hard.
Size: 12-18 inches.

An inconspicuous little creature, the Rock Viper would not be worth mentioning, save that those climbing cliffs and mountains in Endor would be well-advised to watch where they place their hands or their bare feet (Hobbits, especially), for this snakeling is fond of sunbathing on rocky ledges. Their grey skin is speckled with brown and black spots, enabling the serpent to blend in with rock surfaces. (The creature is also called the Leopard Viper.)

Although it is small, the Rock Viper's bite is quite deadly (20th lvl). There has never been a proven case of anyone surviving such a bite without some sort of medical treatment, either magical or herbal. The victim of such a bite first suffers swelling, massive bruising, and discoloration around the wound. Then, within 60 seconds after being bitten, his heart will begin to palpitate, his breathing will become irregular, his endocrine system will fail, and he will die of total system shock within 6-10 minutes.

Sea Crocodiles

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Extremely Hard.
Size: 18-27 ft.

Uncommon but well-feared, the huge Sea Crocodiles resemble Fell Beasts without wings. They are gracile, dark blue, and have black stripes running down the backs of their horny backs. Many chroniclers believe they are related to Water Drakes, for Sea Crocodiles have enlongated conical grasping teeth in the forward part of their snouts that extend well outside their mouths. All other members of the Crocodile family have shorter fangs that fit into notches or pits in their upper jaw.

Like sea monsters, Sea Crocodiles are prone to attack smaller ships, seeking to puncture hulls with their mighty jaws, then waiting for the ship to founder. Nesting in secluded bays or in coastal caves, they also present a danger on land as well.

Shaking Asps

Climate: Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Lairs/caves/overhangs.
Frequency of Encounter: Hard.
Size: 15-24 inches.

This small, gray snake has a distinctive ruff of loose scales that give off a faint, odd rattling sound when the serpent is startled or about to strike. Its potent venom (level 8) causes massive internal hemorrhage, causing tremendous (24-60 hits) shock and often (with 26+ RR failure) death. The Shaking Asp is a native of Rhudaur, the region in eastern Eriador between the Mitheithel (Hoarwell) and Bruinen (Loudwater) Rivers.

Shaking Asp

Slow-fangs

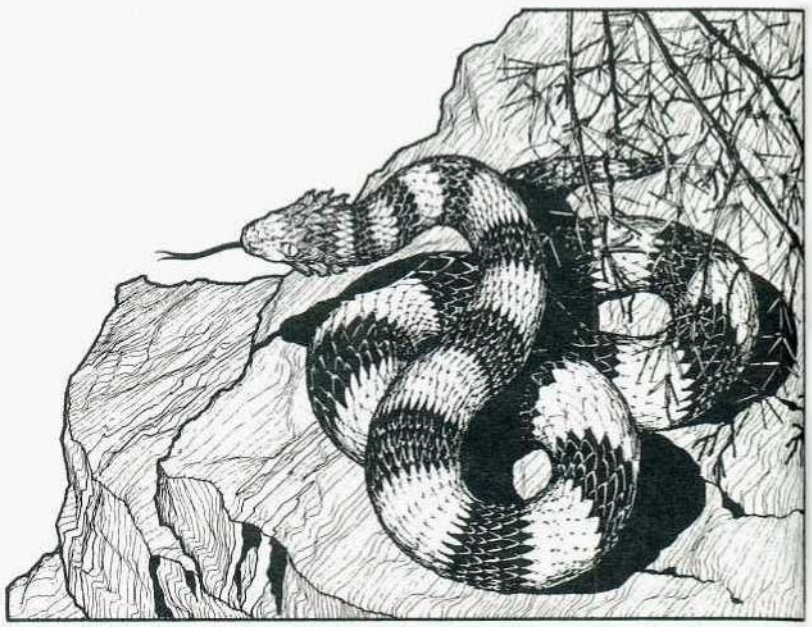
Climate: Hot/Humid, Warm/Humid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Jungle/rain forest, Lairs/caves/overhangs.
Frequency of Encounter: Medium.
Size: 8-10 ft.

The Slow-fang is one of the most dangerous and dominant creatures in the rain forests of southern Endor. Large (9' long) and exceptionally strong, it leaves in trees and hunts large mammals and smaller reptiles. Its body coloration varies with the surface they happen to cross, although it is usually brownish and has mottled green stripes. They have friction pads on their feet, specialized scales that enable them to stick to vertical surfaces for indefinite periods. The Slow-fangs are naturally agile tree-climbers. This feature, however, impairs their movement on the jungle floor, and they are awkward runners; thus their name. Still, they can be quite deadly. Endowed with a strong, 6' long prehensile tongue that acts like a whip or bola, they can strike a foe quickly. Then they bite the immobilized victim with a pair of 7" fangs, injecting a mild (2nd lvl) muscle poison. This venom disables the prey long enough for the Slow-fang to slowly discard any inedible trappings (e.g., clothing) before swallowing the meal in one long gulp.

Trusavi

Climate: Hot/Humid, Warm/Humid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Jungle/rain forest, Lairs/caves/overhangs.
Frequency of Encounter: Medium.
Size: 2-3 inches.

An arboreal creature, the Trusa (P. "Leaf Frog"; pl. "Trusavi") is adapted for gliding from tree to tree. It has a broad head, a long slim body, and elongated limbs with webbed feet. Flaps of skin fringe the forelimbs and heels, permitting the creature to extend its body and create a bizarre but effective set of "wings." This bright red and blue frog grows no larger than about 3 inches in length, but they are among the deadliest animals in the humid woodlands of southeastern Middle-earth. If touched, the spines on the back of the Trusa will inject a strong (lvl 4) poison which acts in 1-10 rds. A victim who fails his RR by 21 or more dies, while one who fails by 11-20 becomes blind and falls into a coma. A RR failure of 01-10 leaves the victim blind in 1-2 eyes.



Umakavi

Climate: Hot/Humid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Jungle/rain forest, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 3-4 inches.

A small tree frog from the rainforests of the Mûmakan in the south of Middle-earth, the Umak (pl. "Umakavi") is notable for the potent contact poison exuded by its colorful skin. Bright lime green and streaked with yellow andorange, the Umak Tree Frog is noticeable, but it is so rare that it is still nearly impossible to spot. The bright coloring warns away animal and bird predators who would be poisoned upon grabbing the frog in their beaks or mouths, but merely makes things easier for clever human or Elf hunters who wish to extract the poison and who come armed with nets on long handles. The poison istenth level in contact with skin: unlucky individuals are killed instantly (upon failing a RR), while the more fortunate are plunged into a coma until awakened by some form of anitdote.

Zamkavi

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Breaks/wadis, Volcanic, Desert, Plains/grassland.
Frequency of Encounter: Hard.
Size: 6-7 ft.

The Zamka (pl. "Zamkavi") is common to the dry hills of western Harad. Its name translates as "snare," and is derived from this snake's method of attack. The Zamka whips its tail out like a lash and coils about a limb or appendage. The snake's long (7') body is lined with small barbs along each side. The barbs are coated with a poisonous secretion which enters through the skin of its victim. This (7th lvl) muscle poison essentially paralyzes the prey (duration = 20 minutes per ten points of RR failure). When its venom takes effect—in forty-five seconds—the serpent will move to constrict its prey. Once the victim is dead, the Zamka remains with the corpse until time and weather has softened it. Then the snake begins its feast. Other animals of the region are aware of the nature of the Zamka and will steer well clear of any kill it guards, for the snake will not hesitate to add another body to its larder, should any be foolish enough to approach.

Note: *For hit determination, the Entangle Table should be used with any critical indicating a poisoning. The Zamka will aim at areas of bare skin, but will not actually attempt to constrict a victim that is moving, and it will continue its attacks until movement ceases, even if a hit has already been made. Successive RR failures will give cumulative effects.*



Umakavi

Zurkuvi

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average.
Habitat: Breaks/wadis, Freshwater coasts & banks (rivers/lakes), Desert, Plains/grassland.
Frequency of Encounter: Light.
Size: 8-12 inches.

The Zurku (Ap. "Trail lizard"; pl. "Zurkuvi") is found throughout Harad, particularly in the south. It is related to the Gorbet of northwestern Endor. (Gorbets are especially well known in Dunland.) A dull yellow color with black and red stripes on its head and neck, the Zurku is a colorful creature. (Gorbets only differ in that they have black and blue speckles.) It has a bright orange, arrow-shaped patch on its back.

The Zurku typically grows to a length of 12" and can be found in the summer months. The lizard has no natural enemies because it tastes terrible and secretes a mild nerve toxin from its skin. The poison is absorbed through the skin and paralyzes victims for a period of 10-20 minutes. This venom numbs the limbs of larger attackers for only awhile, but for most animals it is an effective deterrent.

What is notable about this relatively harmless lizard is its reputation as a pathfinder. It is believed by most Haradrim that if they are lost and follow a Zurku, it will lead them to a trail or road. (This legend is shared by the Dunlendings and appears to have originated among the ancient Southrons during the early Second Age.) There may be some truth to this belief, since the Zurku apparently understands that, where there are trails there are beasts (and beast-droppings), and where there are beasts there are flies.



5.5 LASSANAKÛNI (LEAF-EATERS)

Endor's herbivores feed directly on Olvar and constitute a link between the two orders of creation. Most are known as Lassanakûni, or "Leaf-eaters" (sing. "Lassanakûn"). These creatures are distinguished from other herbivorous beasts because they never eat anything other than vegetation and, most importantly, because they are outwardly passive. Oromë and Yavanna share an interest in them, although the Huntsman's Maia servant Yantolindo (Q. "Yoke-bearer") is closest to their thoughts.

The largest subgrouping of Lassanakûni is undoubtedly the Salqanakûni, the beasts that eat grass. Notable for their elongated skulls, they have huge cheek teeth. These, like the rest of their teeth, are adapted for grass-chopping and grinding. Their incisors are chisel-shaped, while their large premolars and molars have convoluted surfaces.

Almost all Salqakûni are herd animals, or Ûnúvear (Q. "Abundant Creatures"). Of these, the majority are Potûni (sing. "Potûn"), the "Hoofed Creatures." Horses, asses, camels, and other beasts commonly used for riding do not fall into this category, however (see 5.6), since they hold a special place in nature.

Astabanhéli

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Plains/grassland.
Frequency of Encounter: Medium.
Size: 4.5-6.5 ft.

The Astabanhe or Giant Pronghorn is an antelope-like creature found mainly in the Pinnath Ceren (S. "Red Fells") and the Girithlin highlands of Eriador. They stand about 4' tall, and are dull yellow in color. While renowned for their loud white rump, their short black horns give the Astabanhéli their name.

Pronghorns travel in small herds (10-100) and are inquisitive, but they are quick to flee. Movements of their white tail fur signal other Astanbanhéli when there is danger or when they have taken to flight. They can travel at speeds of up to forty miles per hour and can swim quite well.

Aurych

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Plains/grassland, Rural Inhabited areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Sheer Folly.
Size: 7.5-9.5 ft.

The Auroch (pl. "Aurych") is a domesticated breed of the wild cattle or Kine that roam Rhovanion (Wilderland). They vary in color, but most have medium length, dark brown fur on their bodies, and shorter, whiter fur on their legs and foreheads. Males have larger, curving, conical horns.

Like all Kine, Aurych migrate with the seasons and tend to wander wide areas whenever breeding.

Caru

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Breaks/wadis, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Tundra.
Frequency of Encounter: Extremely Hard.
Size: 5-7.5 ft.

The Caru (Du. "Elk") is a large brown Deer commonly found in northern Eriador, but ranging throughout the cooler parts of northwestern Middle-earth. It is the only Deer species, save the Losrandir, in which both the males and females sport antlers.

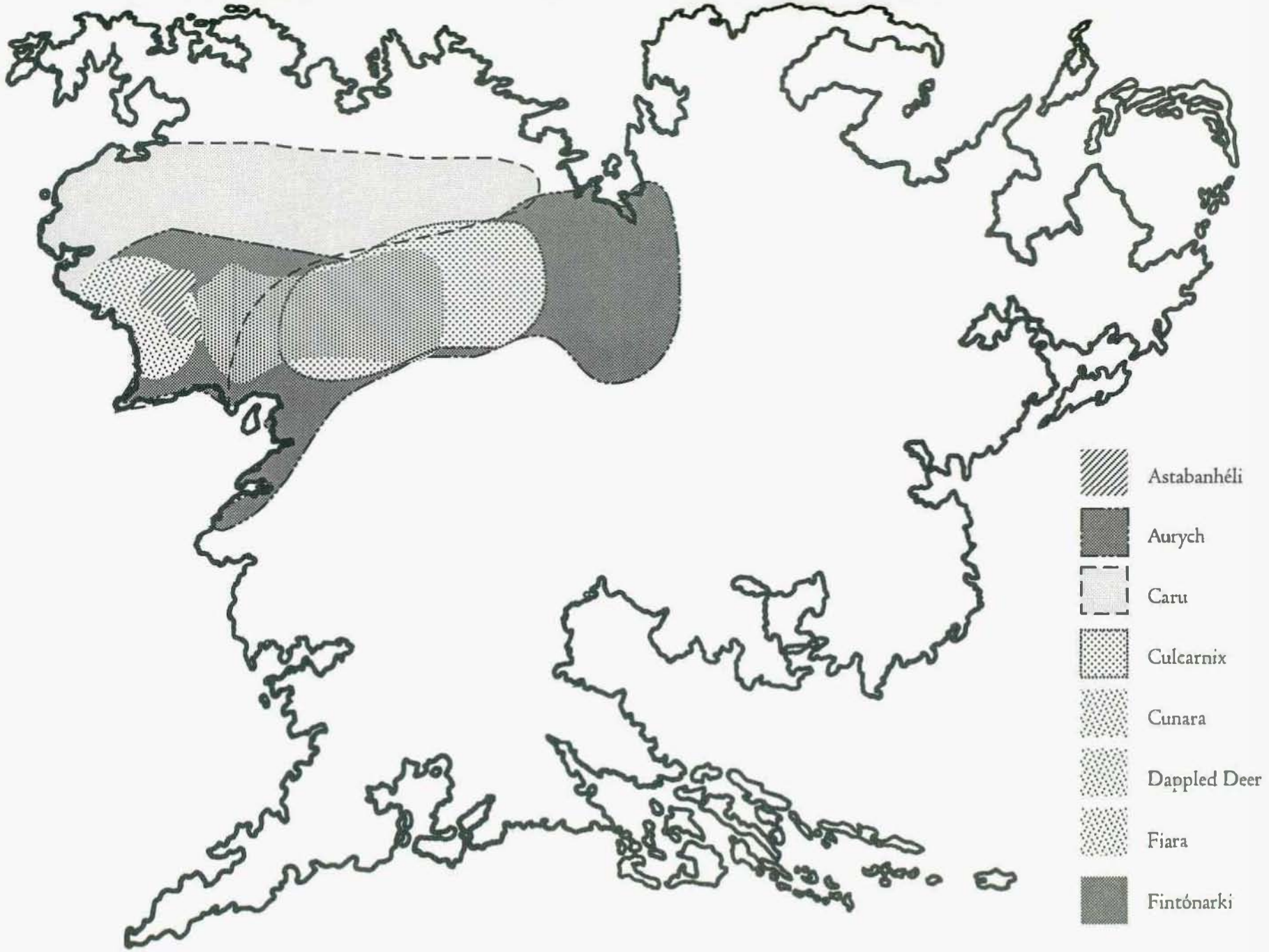
Caru travel in huge herds of one to twenty thousand and range over vast areas of open country or broken woodlands. Feeding on grass and other tundra plants in the summer, some roam well into the Far North.

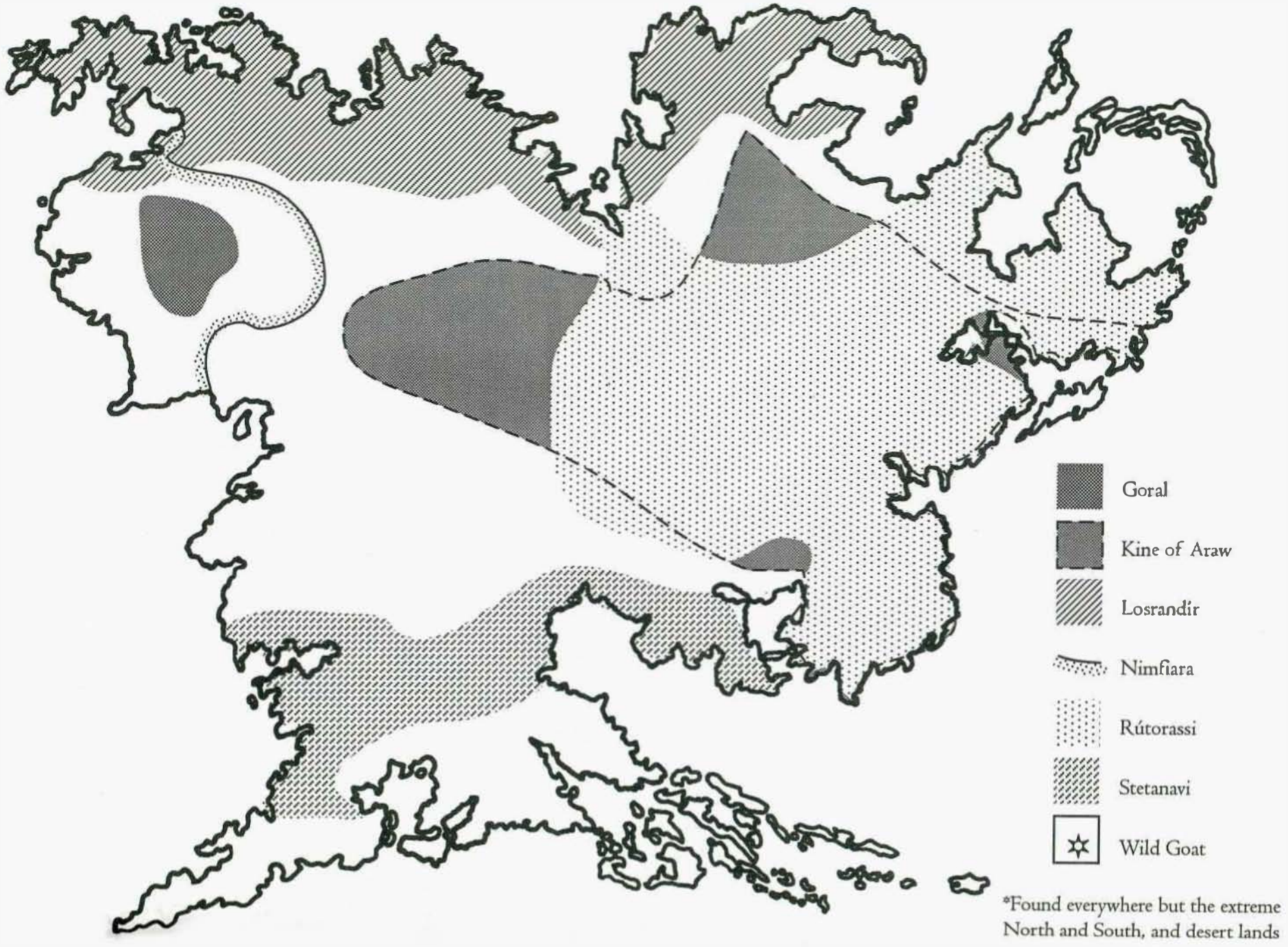
Culcarnix

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Plains/grassland.
Frequency of Encounter: Hard.
Size: 2-3 ft.

This large, ground-dwelling rodent is found on the Talath Harroch, the plain south of Mirkwood. They are reported to be totally harmless, an opinion which owes much to the lack of farmsteads in the Talath Harroch. Culcarnix can devastate a farm field. Nevertheless, they are totally unaggressive toward other living beings.

Tailless and blunt-nosed, Culcarnix live in burrows beneath the earth, and can occasionally be seen standing on the mounds of earth by the entrances to their burrows, sniffing the air for any scent of approaching enemies. They have thick, red-brown fur that has at various times been much in demand by furriers. The Wainriders, for instance, raised them in great numbers for their hides. Thus, they have become scarce in areas where there is widespread settlement.


Astabanhéli
Aurych
Caru
Culcarnix
Cunara
Dappled Deer
Fiara
Fintónarki


Goral
Kine of Araw
Losrandir
Nimfiara
Rútorassi
Stetanavi
Wild Goat
*Found everywhere but the extreme North and South, and desert lands

Cunara

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Plains/grassland.
Frequency of Encounter: Sheer Folly.
Size: 2-3 ft.

The most common rodent in Cardolan, the Cunaura (Du. "Gophers") of Eriador resemble big stout Rats and live mainly on grass roots. On the plains they are a major nuisance because they live in large colonies of interlocking burrows. Their holes rise up about a foot from ground level but their tunnels run very close to the surface and cannot be easily detected by Sheep, Horses, or Men (leading to many broken legs).

Dappled Deer

Climate: Mild, Cool/Average, Temperate.
Habitat: Deciduous/coniferous/mixed forest, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 4.5-6.5 ft.

Akin to the Roe Deer (Fiara) of Eriador, the Dappled Deer is small, hardy, and pugnacious creature. Only the stags fight, but they are exceptionally skiddish and aggressive, especially in Spring. They usually employ their tough horns, which can effectively penetrate mail.

Nocturnal creatures, Dappled Deer browse for food at night. They feed on shrubs and broad-leafed trees. During breeding season, males mark their territory by scratching the bark off trees.

Note: *The Dúnadan Rangers have frequently used this trait to their advantage by disguising their own trail markings as Deer scratches. Only the Rangers understand the subtle differences.*

Fiara

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Deciduous/coniferous/mixed forest, Plains/grassland.
Frequency of Encounter: Very Hard.
Size: 3.5-4.5 ft.

Thriving on the scant grasses of south-central Eriador, the Fiara is the most common wild herbivore in Cardolan and Minhiriath. They keep to small groups of four or five does and a buck and range all over the region. Extremely timid, though, they shy away from settled areas and seem much rarer than their real numbers would dictate.

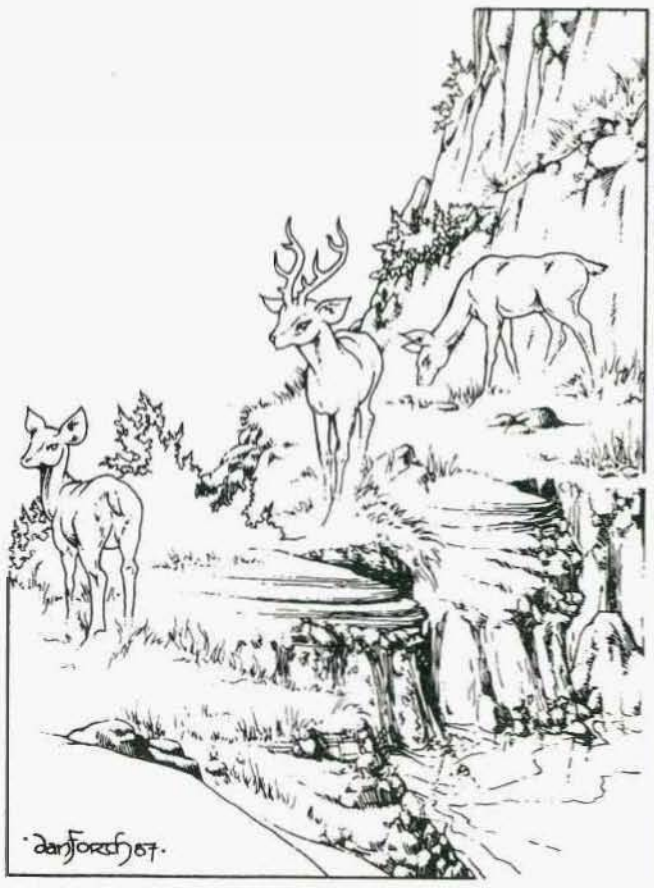
It is fortunate that these small beasts are prolific, for no creature in northwestern Endor is hunted as often as the Fiara. Eriadoran hunters have long relied on the Fiara as a food staple, and cooks from Bree to Tharbad create dozens of dishes using this tasty Deer meat.

Fintónarki

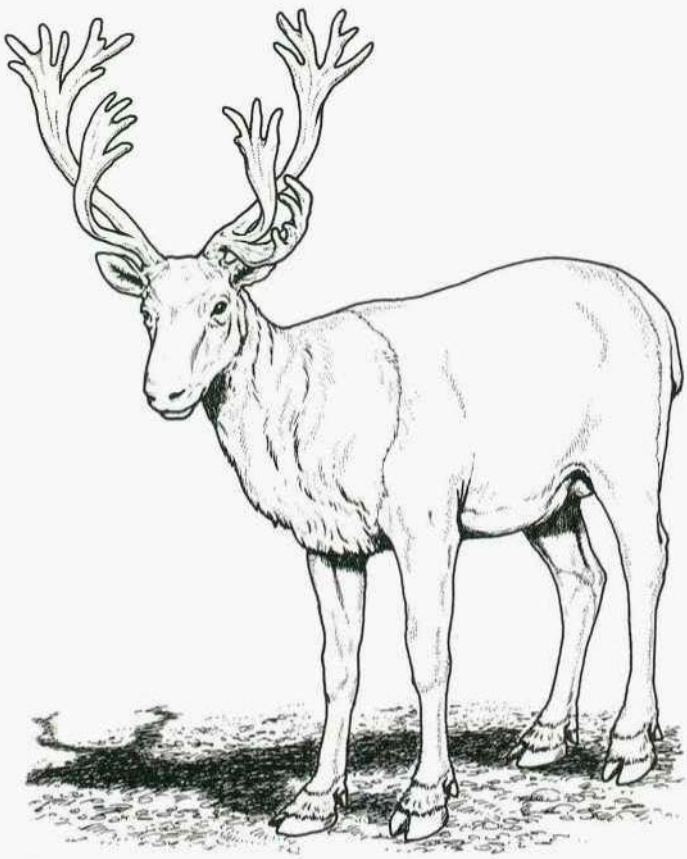
Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Plains/grassland.
Frequency of Encounter: Hard.
Size: 3-4 ft.

The Fintónarki, or Wild Goats, are odd beasts found on the plains south of Mirkwood. They have several characteristics that set them apart from the other Goats of Middle-earth. For one thing, they are sometimes found in mixed herds with the Wild Horses of the area, an arrangement found nowhere else. Second, they are almost untamable, although it is reported that Elves may have some success at this task (although Elves are generally uninterested in animal husbandry). Third, they are immune to all naturally occuring ingestible poisons and hence can live on almost anything that contains nourishment. Finally, these strange creatures have an unquenchable desire to be scratched on the head, between their long, dangerous horns.

It is rumored by various denizens of the Talath Harroch region (particularly those with small, naïve children) that if one should do one of these hoofed hedonists the favor of scratching it in the properspot, it will become ever loyal to the person who scratches it. This tale has caused numerous injuries to youngsters seeking an unusual pet.



Fiara



Losrandír

Goral

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Heath/scrub, Plains/grassland.
Frequency of Encounter: Hard.
Size: 4.5-6.5 ft.

Goral are a wild, golden bighorn Sheep found exclusively in the Downs of Eriador. They have long, curving, whitish horns. Solitary and intractable, they are unique among Sheep. Goral only gather during mating season, when small groups of males join and then seek out the females. Ranked by the size of their horns, the males instinctively know their place, so there is little fighting during these brief unions. After mating, the females travel as a herd with the young for a couple of months and then scatter.

Goral have been very profitably interbred with domestic Sheep, producing excellent varieties of wool-bearing species (Q. "Toa" = "Wool").

Kine of Araw

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Heath/scrub, Plains/grassland.
Frequency of Encounter: Medium.
Size: 10-12 ft.

The Kine of Araw are the largest of Middle-earth's bovids, that is creatures with split, even-toed, hoofs. It is believed that these large, white cattle are the gift of the Vala Oromë (Araw). This is quite possibly true. The beasts are found on the shores of the Sea of Rhûn and on the Plain of Talath Harroch, east and south of Mirkwood.

As far as anyone can tell, the Easterling tribes are the only people to have domesticated these creatures and used them as draft beasts, since the Rhovanion Northmen revered the Kine and used them only for breeding other cattle. Easterlings, on the other hand, employed Kine to pull the Great Wains of their chiefs. During the brief existence of the Wainrider Kingdom in Wilderland (T.A. 1854-99), dozens of these magnificent beasts were pressed into service, and many perished in the raiding and wars that accompanied the Wain-easterlings' occupation.

Many people of central Middle-earth value the long gray horns of these cattle, both to use as trumpets and drinking horns and to cut into sections for superb compound bows. A few superstitious folk use the ground horn as an ingredient for healing potions, but no proof has ever been found that this substance is of any real value in healing.

Losrandír

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Breaks/wadis, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Tundra.
Frequency of Encounter: Extremely Hard.
Size: 5-7.5 ft.

The Losrandir is a hardy, gregarious Deer with a long, low profile and large antlers. They come in many colors—everything from white to jet black—but most are grey or silver. Unlike those of other Deer, the low forward tine of its antlers is branched. Both males and females bear antlers, although those of the female are usually smaller.

Female Losrandír (aka "Lesraindír") move in large herds while males travel in small groups or, in some cases, alone. Wolves and Bears prey on weaker individuals, but the Losrandir's greatest natural enemy is undoubtedly Man. The Lossoth of northwestern Middle-earth and the Urd of the northeast hunt the graceful creature for its fur, meat, and utility as a beast of burden.

Nimfiara

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Breaks/wadis, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Enchanted/magical places.
Frequency of Encounter: Light.
Size: 7-9 ft.

Largerand rarer than Elk, the Nimfiara (S./Du. "White Hart") is the strongest and most imposing breed of Deer found in northwestern Middle-earth. Reputedly mystical creatures, they range in the ancient woodlands of Rhovanion, Gondor, Calenardhon, and Eriador. They are found deep within the Old Forest and the Dark Wood, and a few have been spotted in Fangorn.

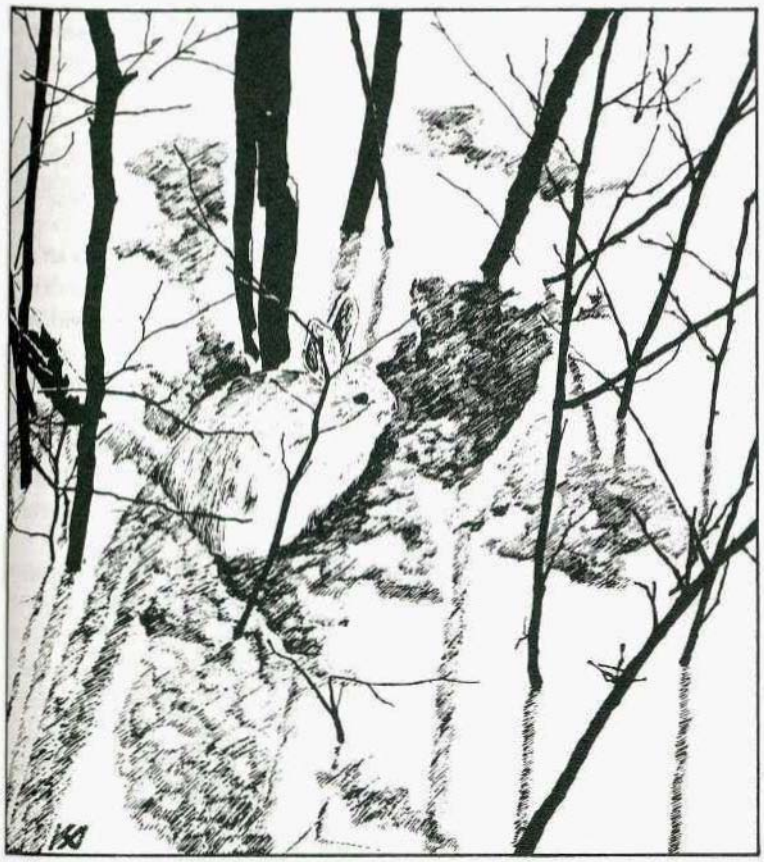
The Nimfiara's lustrous silver pelt is prized for fine garments, so it is hunted and trapped by woodsmen. Worse, its horns are said to produce a potion which retards aging. Thus, the beast's value threatens its survival and, aside from the inaccessibility of their habitat, the Nimfiara has few defenses against extinction. They are, however, very wily, and they will put up a good fight when cornered.

Rútorassi

Climate: Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Plains/grassland.
Frequency of Encounter: Hard.
Size: 6-7 ft.

The largest and most powerful of Endor's Sheep, the Rútorasse (Q. "Eastern Woolhorns"; pl. "Rútorassi") is a stout, black and silver beast that stands about 4-5 feet at the shoulder. It is aptly named, for its silvery head fur grows up the sides of its curved horns. Thesetwo forward-facing weapons can be lethal, however, and the Woolhorn is quick to employ them for defense. Thus, this beast is difficult to domesticate.

Native to the lands of Dalpygis, Chey, and the Kargagis Ahar in central Middle-earth, Woolhorns roam at night in small, segregated herds. Males run apart from the females except during the mating season, which lasts from late summer until early fall. When united, the mixed herd is relatively stationary for about a month. The first half of this period is devoted to courting rituals, which include brutal duels between males seeking dominance (and their choice of mates).



Snowhare

Snowhare

Climate: Cold/Dry.
Habitat: Alpine/high altitude/mountainous
Frequency of Encounter: Hard.
Size: 2-3 ft.

The snow hare is one of the largest members of the rabbit family. It inhabits the upper elevations of the Misty Mountains where there is snow cover year round. The animal's silvery white pelt, prized for its warmth, provides excellent camouflage for the furry moutain denizen.

A larger more fearsome variety of the snow hare has been rumored to exist lurking close to the opening of high mountain caves. These creatures seem to exhibit a cruel intelligence and are rumored to frenzy upon provocation. This description was given by a traveller after returning half-crazed from the mountains, "It had huge ... well I mean gigantic ... just big teeth."

Stetanavi

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Plains/grassland, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Extremely Hard.
Size: 6-7 ft.

In Apysaic, Stetan means "mischievous." It applies perfectly to this otter-like creature. The beast's body is as large as a big dog, and it is as friendly and playful as the most lively of puppies. It has very short legs, though, so no one would mistake it for a hound.

The Stetan's name was earned from Haradrim who journeyed into the wood, worked a long day gathering herbs, then saw their sacks and parcels playfully torn apart just before they returned home. Only their overpowering air of pure innocence keeps Stetanavi from being killed on sight by most men who glean their living from the wood. As it is, they are usually viewed as a sign of long-term good luck even if they are a short-term nuisance.

There have been attempts to tame the friendly beasts, but Stetanavi that are taken into captivity invariably die shortly thereafter, an occurrence that is usually blamed on loneliness for their own kind. It is possible, however, to overcome this problem through the use of a *Familiar* spell, though having such a puckish creature as a familiar would certainly have its drawbacks.

Wild Goats

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate'.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Desert, Plains/grassland, Tundra.
Frequency of Encounter: Very Hard.
Size: 3-4 ft.

Essentially descendants of various escaped domestic varieties, the Wild Goats have dirty, shaggy coats and short, black horns. They range all over Middle-earth. Their small, sharp hooves make them agile climbers, and they can swim remarkably well; however, they restrict the beasts' movements in the boglands, where wide feet provide stability in the muck.

5.6 RIDING AND DRAFT ANIMALS

Considered gifts of the Vala Oromë, riding and draft animals are collectively known as Oromildar (Q. "Friends of Oromë) or Annaroromo (Q. "Oromë's Gifts"). They include a wide variety of domesticated creatures, most of whom were originally native to the wide lands of central Middle-earth.

Andamundar

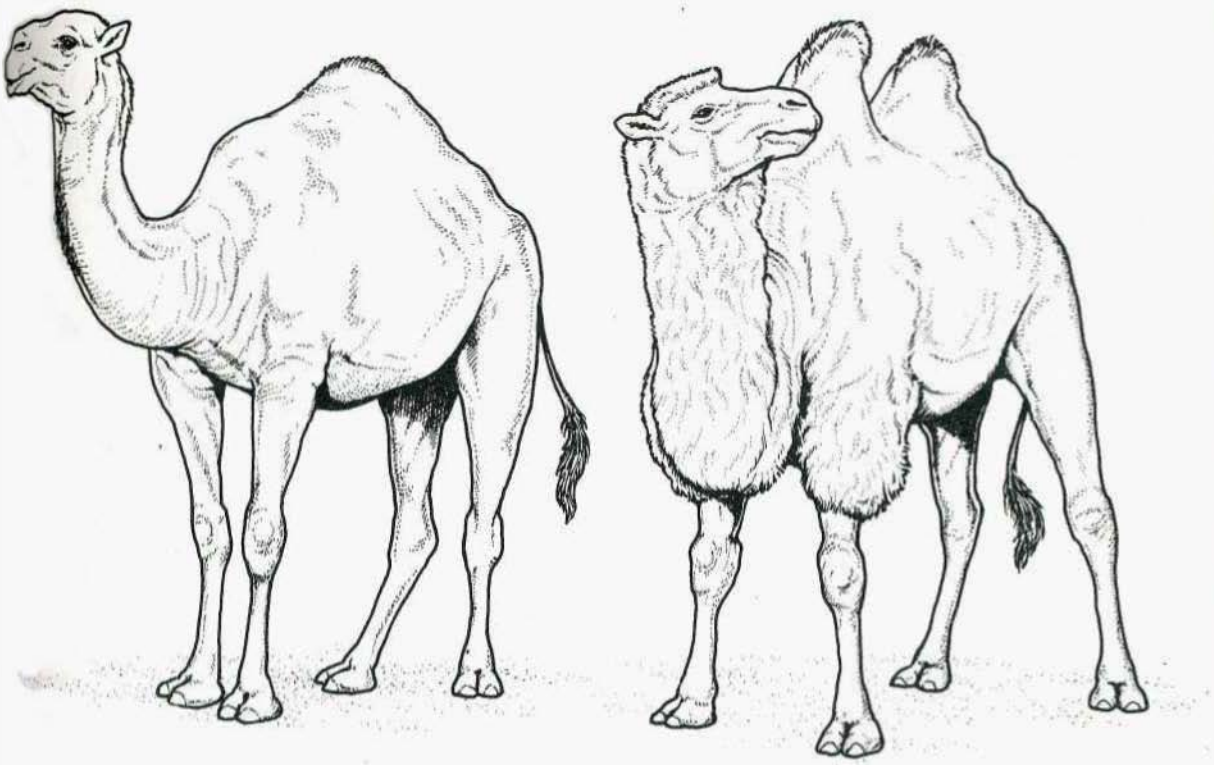
Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Semi-arid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Plains/grassland, Rural Inhabited areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Easy.
Size: 18-22 ft. long, 10-13 ft. at shoulder.

The Andamunda (Q. "Elephant"; pl. "Andamundar"; lit. "Long-snouted") is the smaller and more numerous cousin of the famous Mûmak (see below). Like all of its cousins, it has thick, pillarlike legs and flat, padded feet. Its loose skin and large ears (which flap) provide the Andamunda with excellent heat regulation, enabling it to adapt to a variety of ecosystems. The creature's most notable feature, however, is undoubtedely its trunk: an enlongated nose and upper lip that serves as both a sensory organ and as a prehensile grasping tool. An Andamunda uses its trunk to smell, gather food, drink, and as a weapon in combat.

Andamundar also have a pair of long tusks that they use in melees, but these giant teeth primarily serve as digging tools. Since Andamundar subsist on roots, shoots, twigs, fruit, leaves, and other edible vegetation, the tusks act as picks. A typical Andamunda eats about 400 pounds of food each day, cutting with the tusks, grasping with its trunk, and placing the food in its mouth. Aside from one or two rest periods at night and a midday break, the great beast is always active, roaming about with a swinging gait in a constant search for security and food. This continual plodding, though, belies the Andamunda's strength as a swift, agile runner. If aroused, it can run down and gore or bash a relatively quick foe.

Unlike the Mûmak, the Andamunda has a slightly humped back and one (as opposed to two or three) fingerlike extension at the base of its trunk. It also has a gland at the side of its head that enables it to secrete, and divest itself of, scented waste. (This process usually occurs during the beast's midday repose.) Like Mûmakil, female Andamundar travel in herds led by an elder matriarch. Each female bears but one offspring at a time (after 21 months gestation) and raises her calf for 24 to 30 months.

Common to the Shay lands, Jojojopo, and the regions around the Bay of Ormal in southern Middle-earth, Andamundar are domesticated by a variety of cultures. They are used less frequently than the Mûmakil as riding animals, but they are much easier to tame.



Devevi

Devevi

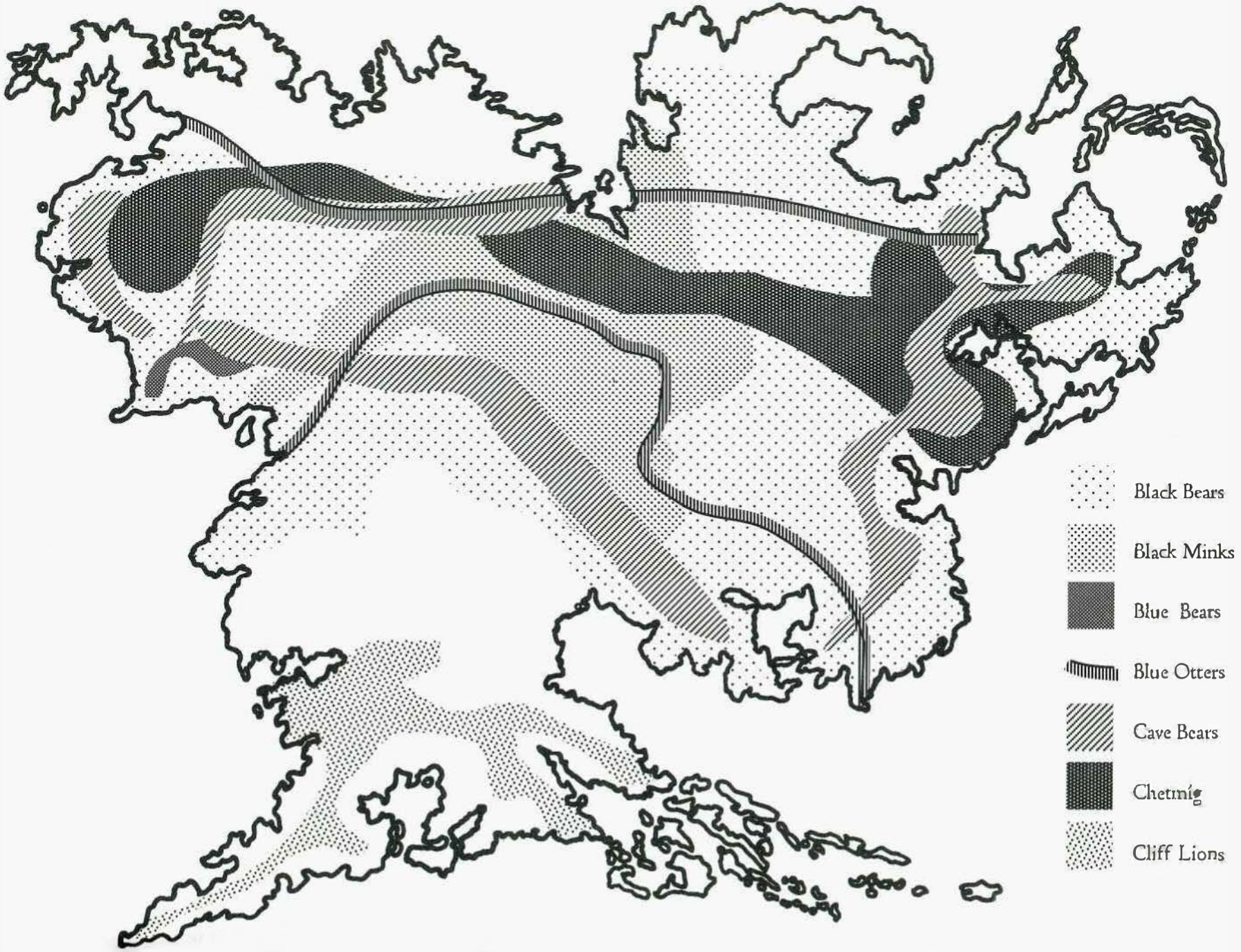
Climate: Hot/Average, Arid, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Desert, Heath/scrub, Plains/grassland, Inhabited areas, Near and in towns/cities/castles, Crossroads/roads/paths/trails.
Frequency of Encounter: Sheer Folly.
Size: 7-8 ft.

The Devevi (Ap. "Camels"; sing. "Deve") of southern and central Endor are hardy animals who store water in their stomach linings and can go for long periods without drinking. Their humps absorb heat and metabolize fat to provide energy and water, while their wide foot pads enable them to walk on soft, sandy soil. With a complex, three-chambered stomach that permits digestion of virtually any vegetation, the Deve is ideally adapted for life in the desert.

A Deve has no need to sweat because of its refined temperature regulation system. It can lose over a quarter of its body weight without suffering and it can restore this weight in an orgy of drinking lasting only ten minutes. A thirsty Deve can intake about 7-8 gallons of water in a minute.

There are two subgroups of Devevi: the runners and the workers. The former are light, graceful mounts built for riding and speed. The latter are thickly-built, slow-moving creatures capable of bearing heavy loads. Although both varieties are easy to domesticate and extremely well-suited to their appointed purpose, all Devevi are somewhat loud and filthy. They spit on the unwary and are virtually impossible to keep clean.

The most prized of these creatures is the rare Deve Póa, the two-humped beast bred in and around the desert city of Túl Póac in Far Harad. A hardy Deve originally haling from the Yellow Mountains of southern Endor, it is adapted for both temperature extremes. It grows a shaggy coat whenever the weather is cold, shedding its thick, wooly fur whenever the climate is warmer. The Deve Póa of the hotter deserts are virtually naked. They are more docile than other Devevi, and much more comfortable to ride. Besides having a natural saddle, Deve Póa move with a smooth, rolling gait---the result of being able to lift both legs on one side at a time.

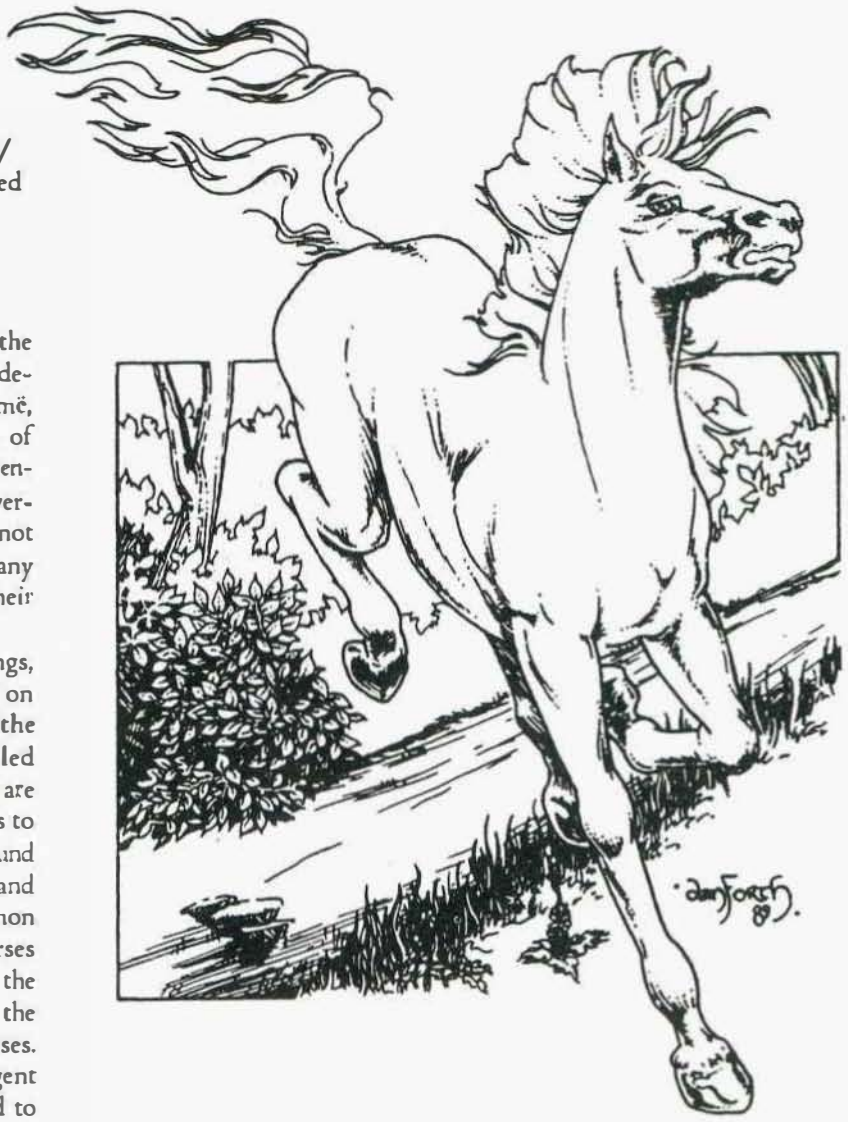

Black Bears
Black Minks
Blue Bears
Blue Otters
Cave Bears
Chetmig
Cliff Lions

Elven Horses

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Plains/grassland, Enchanted/magical places.
Frequency of Encounter: Easy.
Size: 7-8 ft

The Horses of the Elves, like the Mearas (see below), are directly descended from Nahar, the steed of Oromë, Huntsman of the Valar. Nahar is, of course, immortal; however, his descendants are not, but Elvish Horses nevertheless live to great age (100 years is not unusual). These Horses differ in many subtle but important ways from their lesser kindred.

First, they rarely have white markings, except for an occasional white "star" on the forehead. Large white patches (of the kind that lead Horses to be called "painted," "piebald," or "skewbald") are never seen. However, all other colors to be found in lesser Horses are also found in Elven Horses, except that white and silvery dappled gray are more common among this breed. Second, these Horses prefer to live in wooded areas, as the Elves do themselves, rather than the plains that are home to most Horses. Third, Elven Horses are more intelligent than most Horses. There is no need to tise them with a bit or bridle, for they are empathetic and perceptive enough to receive directions from their riders without these crude devices. Although an Elven Horse might consent to wear a saddle to aid an ailing or disabled rider, most Elves do without. Finally, Elven Horses stand staunchly in the face of dangers that would terrify most Horses. They are brave even in the face of supernatural terrors such as Trolls and the Undead.



Nahar

Nahar, Steed of Oromë. This great white spirit in the shape of a Horse can sense Evil from leagues off. His hooves are of a silver harder than any steel and strike at Evil foes like the hammers of Aulë. Although he can speak, he rarely chooses to do so. Some say that he sometimes visits mortal mares at night and leaves them with foal. Although this may be mere superstition, no one argues that he was the forefather of the Mearas and the Horse of the Elves (see above). Nahar's neigh is like the sound of a mighty trumpet, like his master Oromë's great Horn, and like the sound of that Horn, his voice inspires terror in all Evil beings and courage in those who are Good.

Nimros, Steed of Glorfindel. A lightly built, swift white Horse belonging to the High Elf Glorfindel, this lovely animal carried Frodo, the Ring-bearer, away from the Nazgûl that pursued him at the Ford of Bruinen near the end of the Third Age. For short distances, Nimros rivals any Horse as the fastest steed in Middle-earth.

Rochallor, Steed of Fingolfin. This noble beast bore his master to the very gates of Angband for the duel with Morgoth that was Fingolfin's doom. The exact appearance of Rochallor is unrecorded, but some, pointing to the last element of his name, "lor," have guessed that he was a golden chestnut or perhaps even a true golden color (a palomino).

Horses of Mordor

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Heath/scrub, Plains/grassland.
Frequency of Encounter: Sheer Folly.
Size: 8-9 ft.

The forces of Evil, most notably the corrupted Maia Sauron, have bent Horses to their nefarious purposes, just as they have other forms of life. Sauron originally had his Nazgûl mounted on black Horses stolen as foals and thus accustomed to evil creatures and surroundings at an early age. These beasts were also fortified somewhat by spells and potions to make them swift, tireless, and unafraid of things that would terrify a normal steed. Sauron was unable to breed a strain of Horses shaped to his will.

By the end of the Third Age, however, the Dark Lord had succeeded in reshaping some of the stolen foals. These unfortunate creatures were enlarged and strengthened, given carnivorous foreteeth, fiery, night-sighted eyes, and steaming, smoking breath. Their faces became skull-like, and their hooves were like polished iron. One of these twisted creatures was the mount of the Mouth of Sauron, Lieutenant of the Tower of Barad-dûr.

Note: *This creature can be characterized as a monster. See Section 6.0 for more information regarding Evil Horses.*

The Mount of the Mouth of Sauron. This beast was the first (and perhaps the last) of its kind to be seen by the Free Peoples. Its master rode it to the parley with the Forces of the West at the Black Gate during the War of the Ring. Exceedingly large and powerful, it could run almost as fast as a Meara and enjoyed tremendous stamina. Its sharp-edged hooves and saw-like jaws enabled it to penetrate a foe's armor in a melee. The beast's greatest weapon, though, was undoubtedly its foul steam, which was akin to the Nazgûl's infamous Black Breath. With a range of 30 feet, the Horse could breathe on any target within a 5 foot radius. Targets failing their RR by 01-50 fell into despair for 1-20 rounds and were stunned and unable to parry their foes. Those failing their RR by 51-75 fell into unbreakable despair for 1-100 rounds, while those failing their RR by 76+ fell into a feverish sleep for 1-20 hours.

Mount of the Mouth of Sauron



Losandamundar

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Freshwater coasts & banks. Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Tundra, Rural Inhabited areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Easy.
Size: 18-20 ft.

The rare white, long-haired Losandamunda (Q. "Snow Elephant") of the Far North is related to the Andamunda of southern Endor (see above). These furry behemoths, though, are rarely domesticated. Instead, they are worshipped (notably by the Uax, but also by the Myri and Angcla tribes) or hunted (notably by the eastern Lossoth and Lotan).

Marsh Ponies

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks. Marsh/swamp, Saltwater shores/shallows, Heath/scrub, Plains/grassland.
Frequency of Encounter: Very Hard.
Size: 5-6 ft.

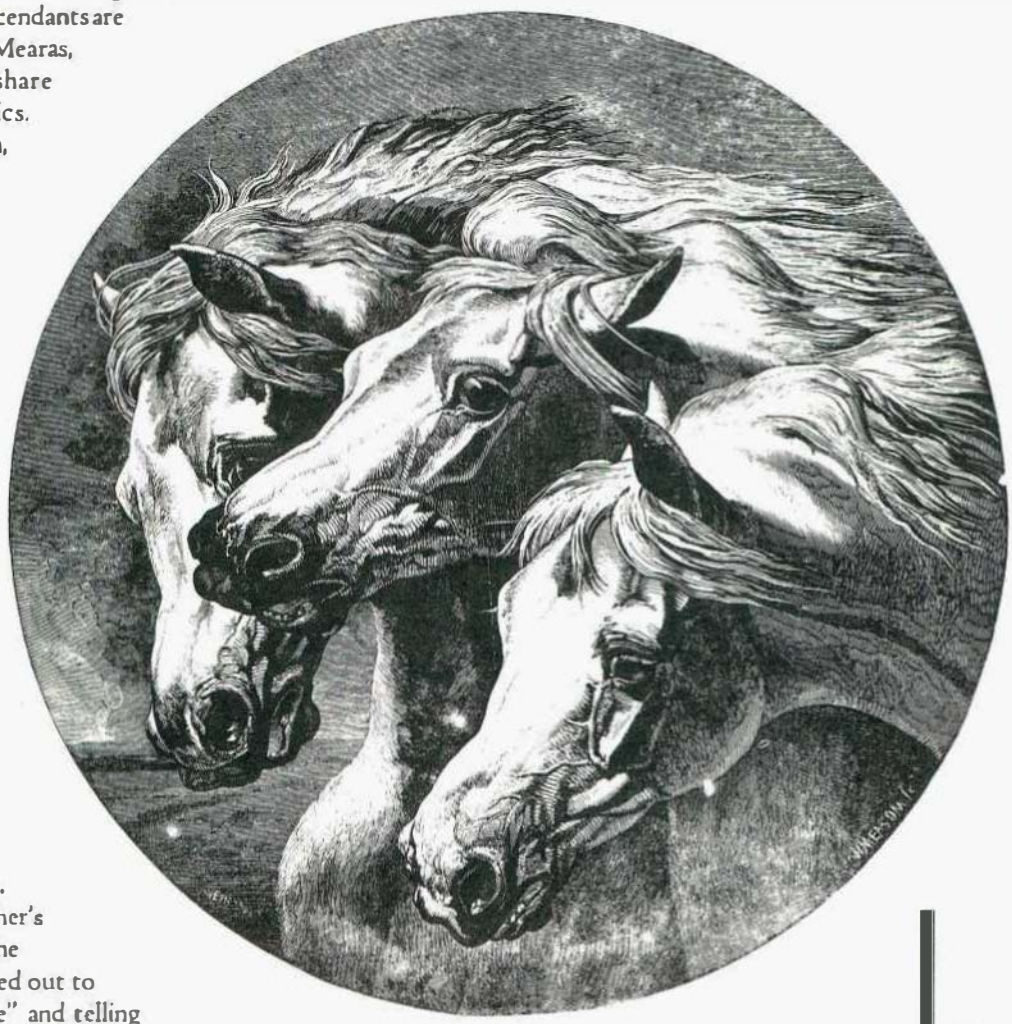
Also called the Perroch-i-Lin, the Marsh Pony is a short, sturdy beast with relatively wide hooves and powerful lungs. Most are grey, and all have a long, silky mane.

Mearas

Climate: Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Heath/scrub, Plains/grassland.
Frequency of Encounter: Very Hard.
Size: 7-8 ft.

These Horses are among the most noble of the Endorian beasts. They were unknown as a breed before ca. T.A. 2545, the approximate date that the first breeding herd was fully established in Rohan by Eorl the Young. However, individual Mearas were to be found in Middle-earth before that date. They are commonly (and correctly) believed to be the descendants of Nahar, the Steed of Oromë, as are the Elven Horses (see above). The progenitor of the breed of Fearas in Rohan was

Felaróf, who was white. Such was his strength as ancestor that most of his descendants are white or dappled gray. All Mearas, regardless of their color, share Felaróf's other characteristics. They understand human speech, can be ridden without saddle or bridle (although they will tolerate such devices if needed), and live to a great age—eighty years is not unusual.



Mearas

Felaróf, Ancestor of the Mearas. Felaróf was captured as a colt by Léod of the Éothéod, Lord and Horsemaster. When the colt had grown to what Léod thought was adult stature (as a Meara, the Horse actually had some growing left to do), he killed his master when Léod attempted to mount him. Léod's son Eorl vowed vengeance on the Horse and pursued him. When he at last saw his father's killer, instead of shooting the creature with a bow, he called out to him, calling him "Mansbane" and telling him to come forward and receive a new name. This the Horse did, and apparently made submission to Eorl as wergild (payment for a killing). Thus did Mansbane become Felaróf, founder of the breed of Mearas.

Shadowfax, Gandalf's Steed. This noble creature was the chief of the Mearas of Rohan at the time of King Théoden. At one time, Gandalf was attempting to rouse Théoden to an awareness of his danger from both Sauron and (possibly) from Saruman, but Théoden at that time still believed the evil councils of Gríma Wormtongue and hence did not heed Gandalf's words. He angrily bade the wizard to take any Horse he wished if he would leave as soon as possible. Greater still was the king's anger when he realized which Horse Gandalf had taken. Shadowfax served Gandalf well throughout the War of the Ring, withstanding all of the terrors of Mordor that they faced together and outrunning even the Fell Beasts, who were winged.

Snowmane, Steed of King Théoden. A noble white stallion, like his ancestor Felaróf, Snowmane bore Théoden bravely through several battles of the War of the Ring, before the two of them died in the Battle of the Pellenor Fields. Snowmane fell to a poisoned dart and crushed his master beneath his great weight. Snowmane was later buried in the Pellenor Fields, and a great mound was raised over him as a memorial, with a white stone carved with the legend "Faithful Servant, yet master's bane; Lightfoot's foal, swift Snowmane." It was said afterward that the grass always grew noticeably green and thick on the mound, which became known as Snowmane's Howe.



Mûmakil

Mûmakil (Oliphaunts)

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild.
Habitat: Freshwater coasts & banks, Heath/scrub, Plains/grassland, Lairs/caves/overhangs, Burial areas.
Frequency of Encounter: Very Hard.
Size: 12-15 ft.

The huge, fearsome, and majestic Mûmak (W. "Oliphaunt"; P. "Tembo"; pl. "Tembovi") is a close relative of the Andamunda (Elephant) and is often referred to as the Gorsandamunda (Q. "Giant Elephant"). It is the "lord" of Endor's southern wilds. Growing up to thirty feet in length and standing up to 17 feet in height at the shoulder, they have few foes. Fortunately for their rivals, though, Mûmakil are vegetarians. They rest in the midday heat and occasionally relax at night, but most of the time they roam in search of nutritious roots, leaves, shoots, twigs, and fruits. Using their agile trunks and huge tusks, which grow as long as 7', they can reach through narrow clefts and dig through the toughest soils. These social beasts travel in herds and adapt well (albeit reluctantly) to domestication.

When aroused though, they can be deadly fighters. Both the Ûsakani and the Mûmakani have long prized them as mounts for war. Unlike lesser elephantine beasts, the Mûmak relish battle and bloodshed. The Haradrim build great fighting towers to place on the backs of these largest of domesticated beasts and decorate the legs and tusks of the Mûmakil as well. A Mûmak fully arrayed for battle is an awesome, glorious, and terrifying sight. The thick hides of Mûmakil make them almost invulnerable to arrows, except for their eyes, but when blinded in this fashion, they often run mad with pain, trampling and destroying everything in their paths.

Wild Horses

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Plains/grassland, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Extremely Hard.
Size: 6-7 ft.

The Wild Horse, or Horse of the Plains (S. "Rechelaid"), make good mounts, although they are hard to break. Much used by Easterlings, they are now herded in Calenardhon (Rohan). A few may be found in the marshes, for they do not mind swimming.

Zûrafy

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Desert, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Rural Inhabited areas, Near and in towns/cities/castles, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 9-14 ft.

The Zûrafy (V. "Tallnecks"; sing. "Zûrafa") of Nûrn, northern Chey, and the Talathrant Valley resemble strong giraffes with long, spikelike horns. They are related to Deer and feed on the foilage, fruit, and buds found in the upper part of trees or tall scrub. In harsher locales, a Zûrafa will stoop to eat grasses, and herds of the beast have been known to devastate crops.

The Nûriags, Variags, and Chey use the Zûrafy as mounts, for they are swift, fearless, and exceedingly fierce combatants. Because of their limited numbers and the difficulty in capturing and domesticating them, though, only small numbers of the beasts have been employed outside the circles of royalty.

Most Zûrafy have a whitish or light tan coat and brown and white striped legs. Their horns are covered with short white hair which they never shed. The rare, omnivorous, nocturnal Variag Zûrafa is jet black.

5.7 APSANAKÛNI (MEAT-EATERS)

The Apsanakûni (Q. "Meat-eaters"; sing. "Apsanakûn") are carnivorous mammals. Save the Children of Ilúvatar, they are the last link in the Chain of Life. They are the smartest and cruelest of animals—and the most likely to succumb to the offerings of Evil.

Black Bears

Climate: Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 5-6 ft.

A strongly-built but compact creature, the Black Bear (Q. "Meglivorn"; pl. "Meglivorni") is common throughout northern Endor. They are nocturnal hunters who feed on insects, rodents, fish, small mammals, and carion, supplementing this diet with fruit, berries, nuts, roots, and honey (Q. "Lissen"). During the autumn, Black Bears gorge on food so that they can be prperly sustained during their long winter sleep (hibernation). They have a superb sense of smell, but their hearing and eyesight are merely average by the standards of the Apsanakûni.

Black Bears are solitary animals. Mating pairs stay together briefly only during the late summer mating season. After the litter (of 1-4) appears in the midwinter, the female travels with the cubs.

The Eriadorans have an almost cultic obsession with hunting Bears, for they believe a bear-kill to be the ultimate test of one's prowess as a warrior. Both the Eriadoran Northmen and the Lossoth to the north revere and fear Bears. The mystical Bear-cults of both cultures exert a strong but subtle influence over their societies. The Beijabar, or Beomings, inherited the Eriadoran Northman tradition.

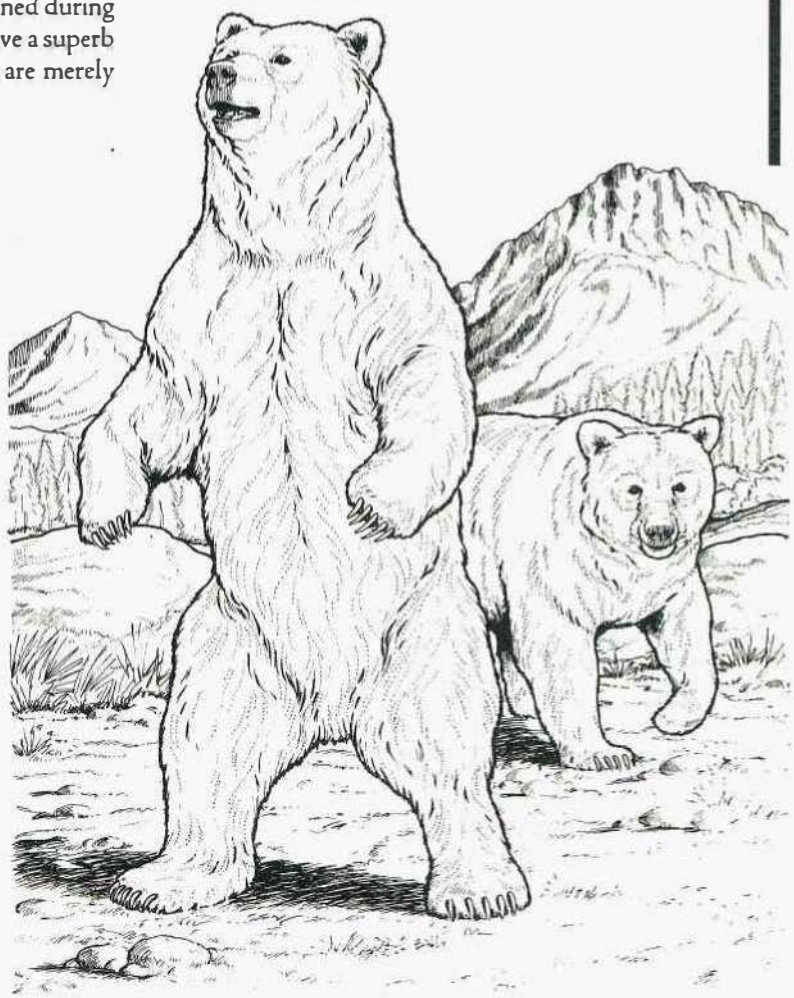
Black Minks

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Very Hard.
Size: 3-4 ft.

Cunning, carnivorous mammals reaching up to 4' in length, Black Minks are dangerous freshwater predators. Much larger than their kin, they are strong swimmers in spite of their weight, which is fifty to eighty pounds. (Males are larger than females.) Black Mink are most common in the Wetwang (Nindalf), near Ithilien, but they can occasionally be found in other areas in north-central Middle-earth, always near water (marshes, stream or river banks, or the shore of freshwater lakes).

Black Minks are voracious and seem to possess a surprising degree of brutal intelligence. They have been known, for example, to wait for a young, tender creature of some sort to stray far from its mother before attacking. They usually hunt alone, but in the early spring they come together in groups of 7-12 to choose mates for the year. At this time they will attack anything that crosses their path. They cannot be driven off when they are in this state, only killed, and they will fight until literally torn apart.

If an intact pelt is somehow obtained by such subtle methods as poison or drowning (difficult, as they can hold their breath for up to ten minutes), it is worth a great deal of money (anywhere from six to fifteen gold pieces, depending upon the market), for the fur of the Black Mink is fabulously thick and glossy, as well as being entirely waterproof.



Black Bears

Blue bears

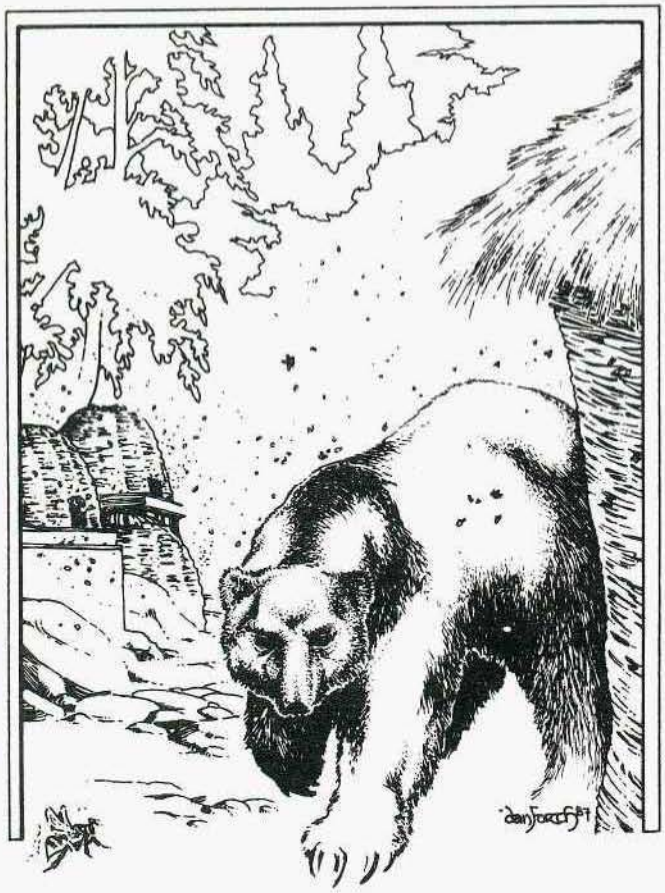
Climate: Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Medium.
Size: 6-8 ft.

Blue Bears (Q. "Megliluini"; sing. "Megliluinë") are considered monsters by many of Endor's loremasters. Unusual creatures, they are found only on the southern slopes of the White Mountains, particularly in the Lamedon (Morthond Valley) region of Gondor. Their bluish-gray fur, unswervingly predatory attitude, and innate ability to sense other creatures set them apart from all other Bears.

Note: *Treat Blue Bears as having an inherent and constant Presence spell ability, enabling them to perceive living beings up to 50 ft away.*

Blue Bears are usually solitary, but they will occasionally hunt in family groups. They do not fear others unless there is a large group involved. Often attacking without apparent provocation, Megliluini hunt whenever they are hungry and have an opportunity to kill. The frequency of their attacks is also explained by their territorial habits. Blue Bears stake out territories that they defend from each other and from other predators of similar size—including Men and Elves.

Cave Bear



Blue Otters

Climate: Warm/Humid, Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Light.
Size: 5-7 ft.

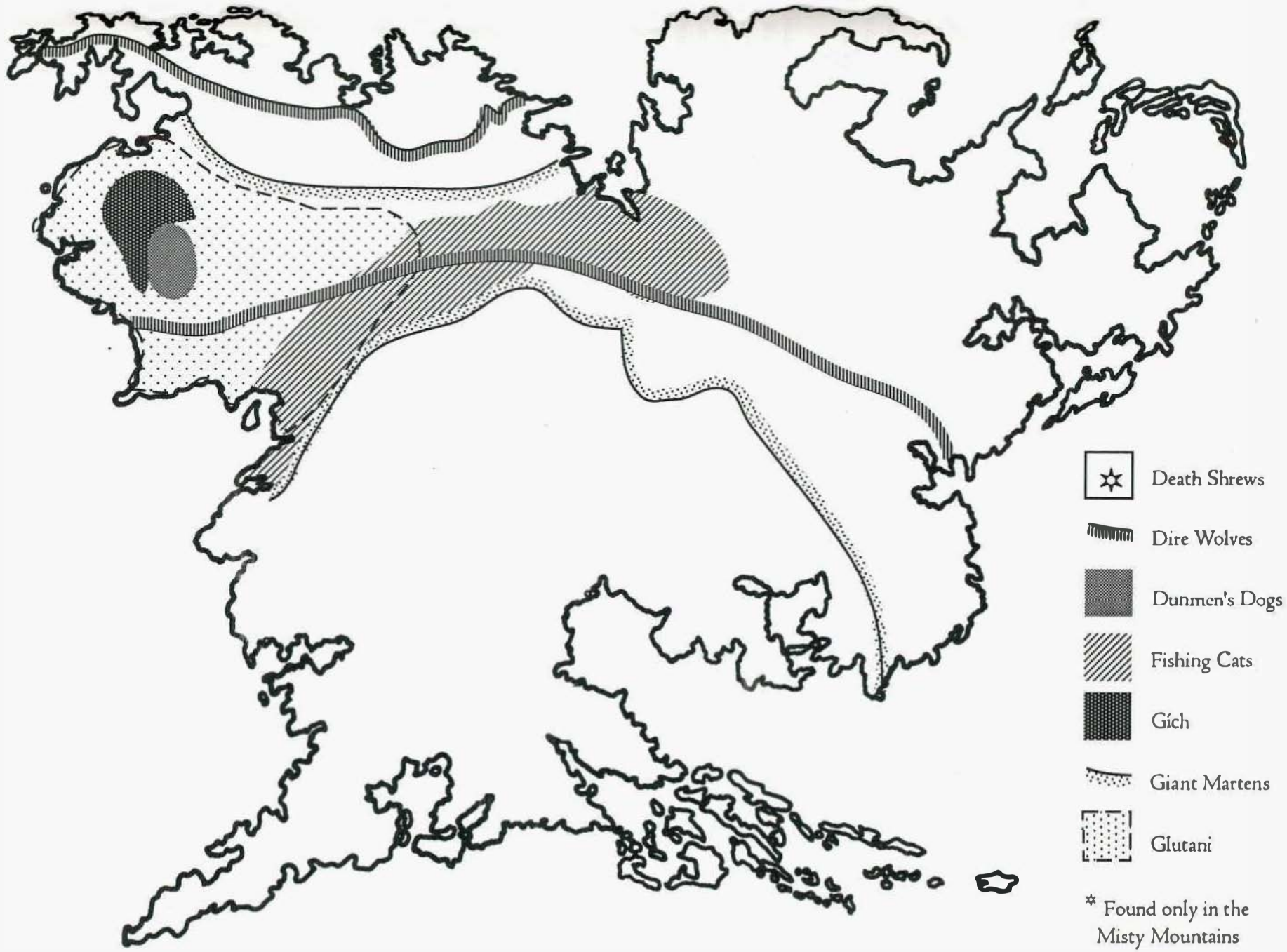
While similar to their more mundane brethren, Blue Otters are larger and have flattened tails with sharp crests on each edge. They generally travel in small groups during the day, feeding on fish eggs, smaller aquatic mammels, and birds. Using tree roots as structural supports, they reside in dens cut into larger, stabler sandbars or riverbanks. Here they produce litters of only one or two young each year. Their breeding pattern, coupled with their large profile and valuable pelts, makes them ideal targets for extinction. It is not surprising then, that Blue Otters are endangered. In many areas of northwestern Endor (notably Gondor), however, they are protected by hunting bans.

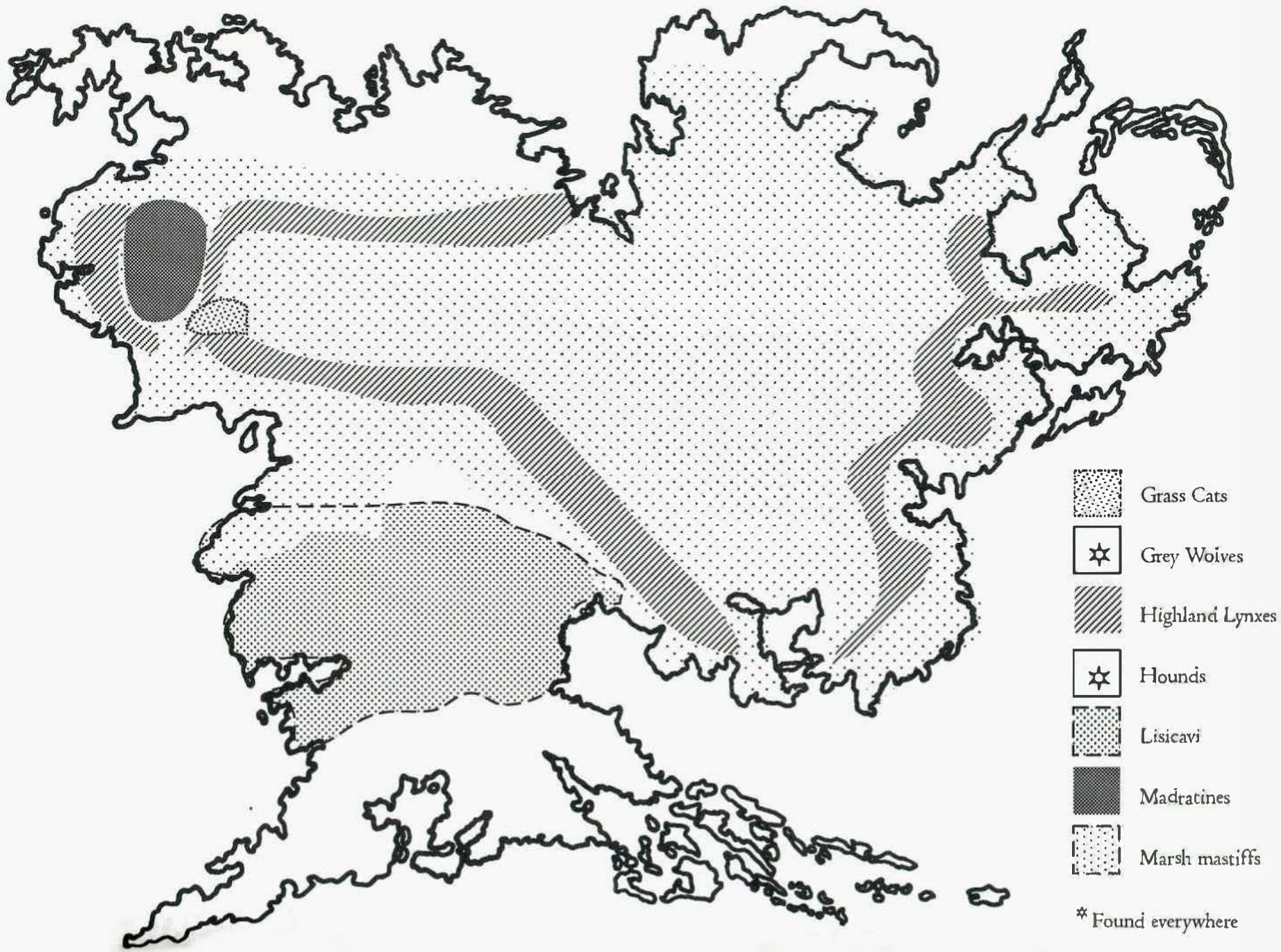
Cave Bears

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Enchanted/magical places, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Light.
Size: 8-9 ft.

Cave Bears (Q. "Meglirondor"; sing. "Meglirondo") are huge beasts that weigh up to fourteen hundred pounds. They have rough, black fur, accented with brown stripes on the paws, ears, and faces. Their paws can snap a neck as easily as a dry branch, and their long claws can rip through light metal or any leather armor as easily as through linen. Fortunately, they are retiring creatures who like to eat tubers, roots and berries almost as much as they like fish and small game. Only rarely do Men or Dwarves get the opportunity to experience the blows of the Cave Bear.

Monogamous and family-minded, Cave Bears frequently travel in small packs. Males travel alone, but the females prefer company and will not leave their cubs until they are grown.


Death Shrews
Dire Wolves
Dunmen's Dogs
Fishing Cats
Gích
Giant Martens
Glutani
* Found only in the Misty Mountains


Grass Cats
Grey Wolves
Highland Lynxes
Hounds
Lisicavi
Madratines
Marsh mastiffs
* Found everywhere

Chetmíg

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Easy.
Size: 9 ft. (with tail).

The Chatmoig (pl. "Chetmíg") is a huge, rare, gray cat with faint tabby markings that enable it to hide with a degree of skill surprising in so large a beast. A nocturnal predator, it has huge forequarters and great (5-7 inch) fangs. Its body tapers from the shoulders to strong but compact hindquarters. Using its long tail, the Chatmoig can balance itself when leaping, which it does prodigiously: up to 150 ft horizontally and 40 ft vertically. The Catcan be found (when itcan be found at all) in northern hills and mountains.

Cliff Lions

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Lairs/caves/overhangs.
Frequency of Encounter: Medium.
Size: 4.5-6.5 ft.

The snowy-white Cliff Lion (Q. "Rálimba"; pl. "Rálimbar"; P. "Jabali Simba; pl. "Jabali Simbavi") lives insouthwestern Middle-earth. Their core territory stretches around the Bay of Drel, and they are prevalent in the lower reaches of the Yellow Mountains around the lake called Aeluin. Solitary creatures, they dart away unless hungry, cornered, or surprised. They are hard to confront, given their preference for virtually sheer terrain, remote rocky clefts, and caves. Normally active in the morning and evening, they roam the highlands and coastal fells in search of goats, sheep, rodents, or carrion. Cliff Lions stalk their prey, and then strike with swift bites to the napes of their foes' necks.

Death Shrews

Climate: Cool/Average, Temperate.
Habitat: Underground, Volcanic, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 2-3 inches.

Death Shrews are mild-looking little creatures with soft white fur and an even softer, blue-gray underbelly. One would hardly think thatsuch a harmless looking little beast would deserve such a foul name, but the little Death Shrew carries a grim disease, called the Blue Hand. Victims who contract the disease develop a bluish cast to the skin, large boils on their hands, feet and under their eyes, and begin to bleed from the nose and ears. Sufferers often become crippled, and many kill themselves.

The Shrews, of course, are merely carriers, or they would have died out long ago. Even if they did not carry this disease, they would still be considered suprisingly unpleasant creatures, for they secrete a foul-smelling spray to protect themselves from large predators.

Superb climbers, Death Shrews can avoid most encounters; however, even when cornered they are formidable. The vicious beasts have voracious appetites and will bite at exposed skin, regardless of the size of the creature to which it belongs. They also have spines strong enough to support the weight of a Man.

Dire Wolves

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Tundra, Rural Inhabited areas, Near and in towns/cities/castles, Ruins.
Frequency of Encounter: Hard.
Size: 5-6 ft.

In most ways, the Dire Wolf (S. "Gothraug"; Q. "Narmosse"; pl. "Narmossi") resembles itssmallercousin, the common Timber Wolf. Found all over northern Middle-earth, they are intelligent, social animals that live in family groups or small packs (2-11 and 10-60 members, respectively). Dire Wolves mate for life, settle disputes among themselves with nonfatal duels, and cooperate among themselves in hunting. However, unlike common wolves, they have little or no fear of the Free Peoples. They will hunt Men, Elves, or Dwarves like any other prey.

Dire Wolves weigh up to one hundred and fifty pounds, reach running speeds of up to thirty miles per hour, and leap up to six feet in the air with little effort. Possessed of tremendous nightvision, they are more nocturnal than their smaller kin.

Dunmen's Dogs

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland.
Frequency of Encounter: Extremely Hard.
Size: 1.5-2.5 ft.

Kept only by the tribal Dunlendings, the Dunmen's Dogs look like a large, fat toy hound. These Dogs are sometimes used as guards or for pack-hunting, of which they are marginally capable. Most Dunmen's Dogs end up in the stewpot.

Fishing Cats

Climate: Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Medium.
Size: 2-3 ft.

The Fishing Cat are most commonly found in the marshes along the eastern shores of the Sea of Rhûn and in Wetwang (Nindalf) in Ithilien. Unlike most felines, they have no dislike of water and are well-adapted to aquatic life. They can swim moderate distances and fish by flipping the fish out of the water with deft strokes of their semi-webbed paws. Fishing Cats supplement their diet with birds, shellfish, and amphibians. Stealthy hunters, their mottled gray-brown fur enables them to hide easily among the marshes and along the river and lake shores that form their homes.

Their kittens can be domesticated, but like other large, wild Cats, Fishing Cats never become very friendly and are primarily one-person pets.

Gích

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland.
Frequency of Encounter: Extremely Hard.
Size: 3-4 ft. (including tail).

The Gaich (pl. "Gích") is a large Fox found throughout the foothills of the Misty Mountains. It is the primary small predator in Rhudaur. Its name means "changer," for the Gaich is black in the summer and white in the winter. Rhudaurans hold many superstituous views about its nature and consider it sacrosanct when it is molting. For about two weeks a year—when it sheds its old coat and its new fur is growing in---the Gaich appears striped and is purportedly immune to weaponry.

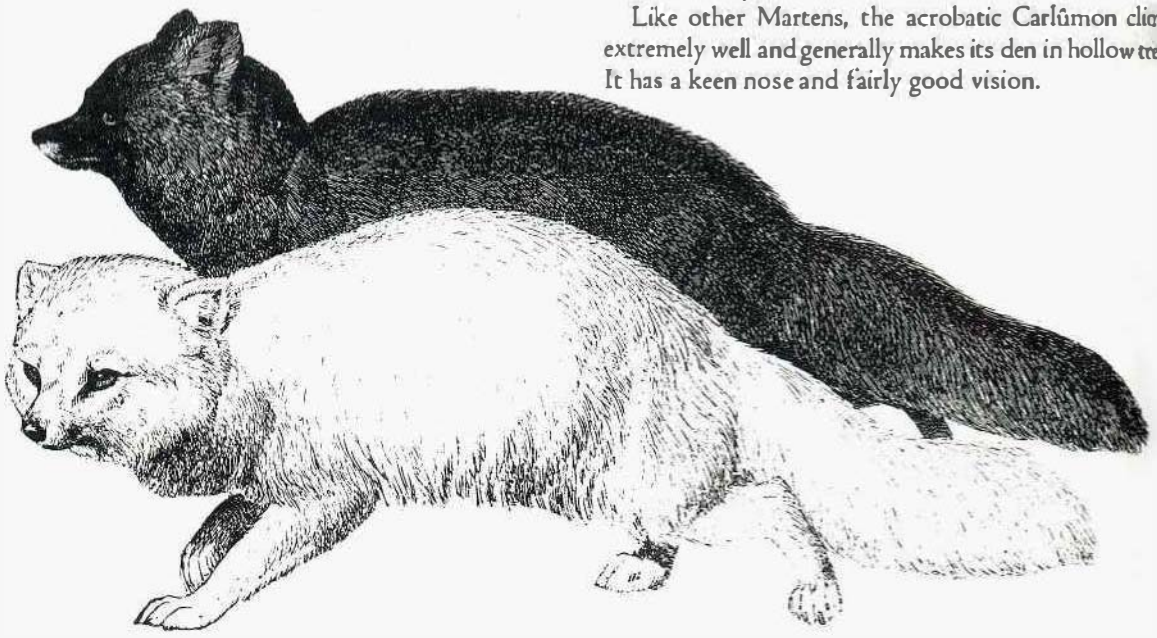
Gích eat primarily small mammals such as Rabbits, Mice, and Squirrels, although they will also eat eggs, ripe fruit, and carrion. Their furs are marketable, but not especially valuable.

Giant Martens

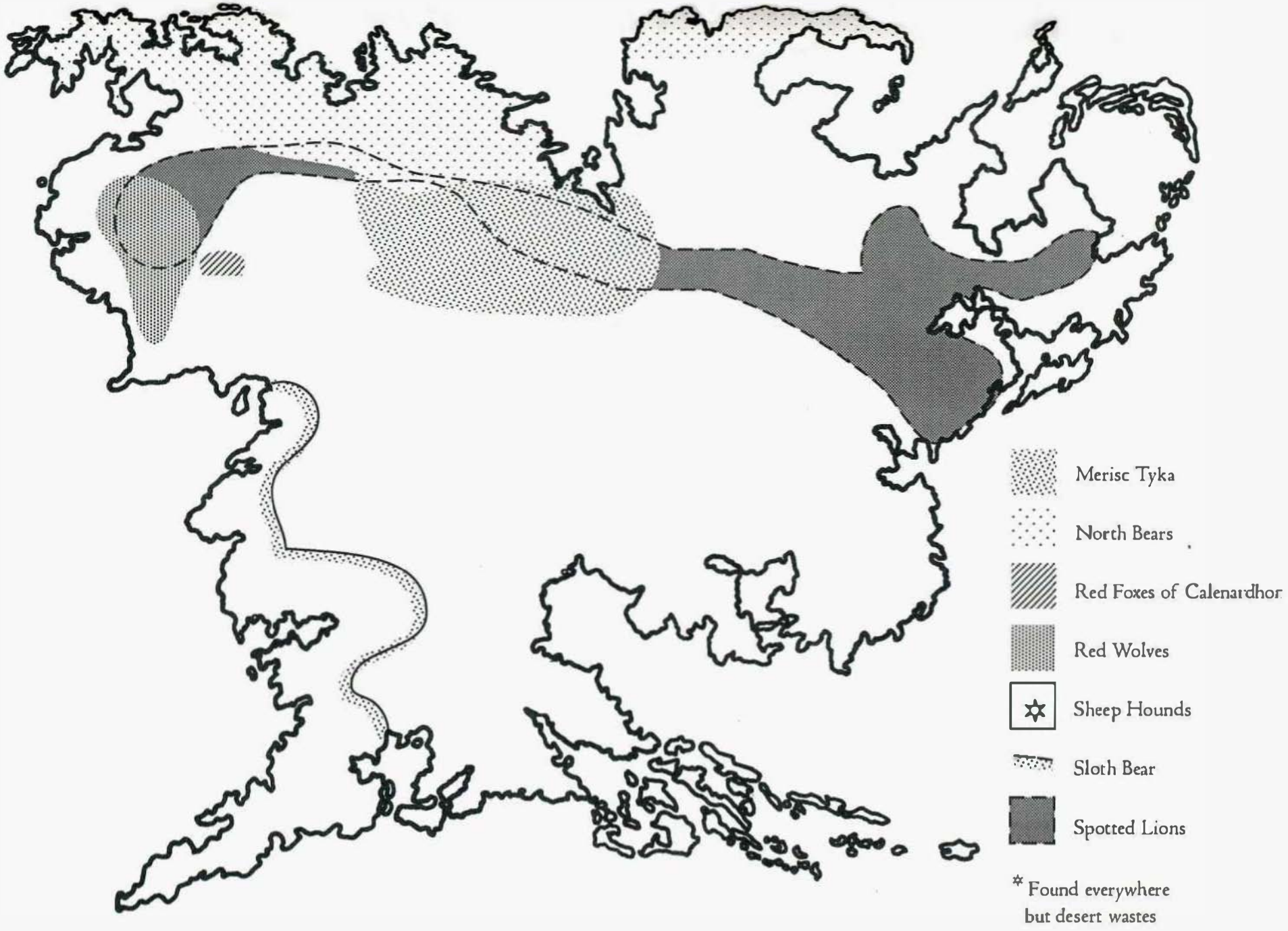
Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Light.
Size: 4.5-5.5 ft.

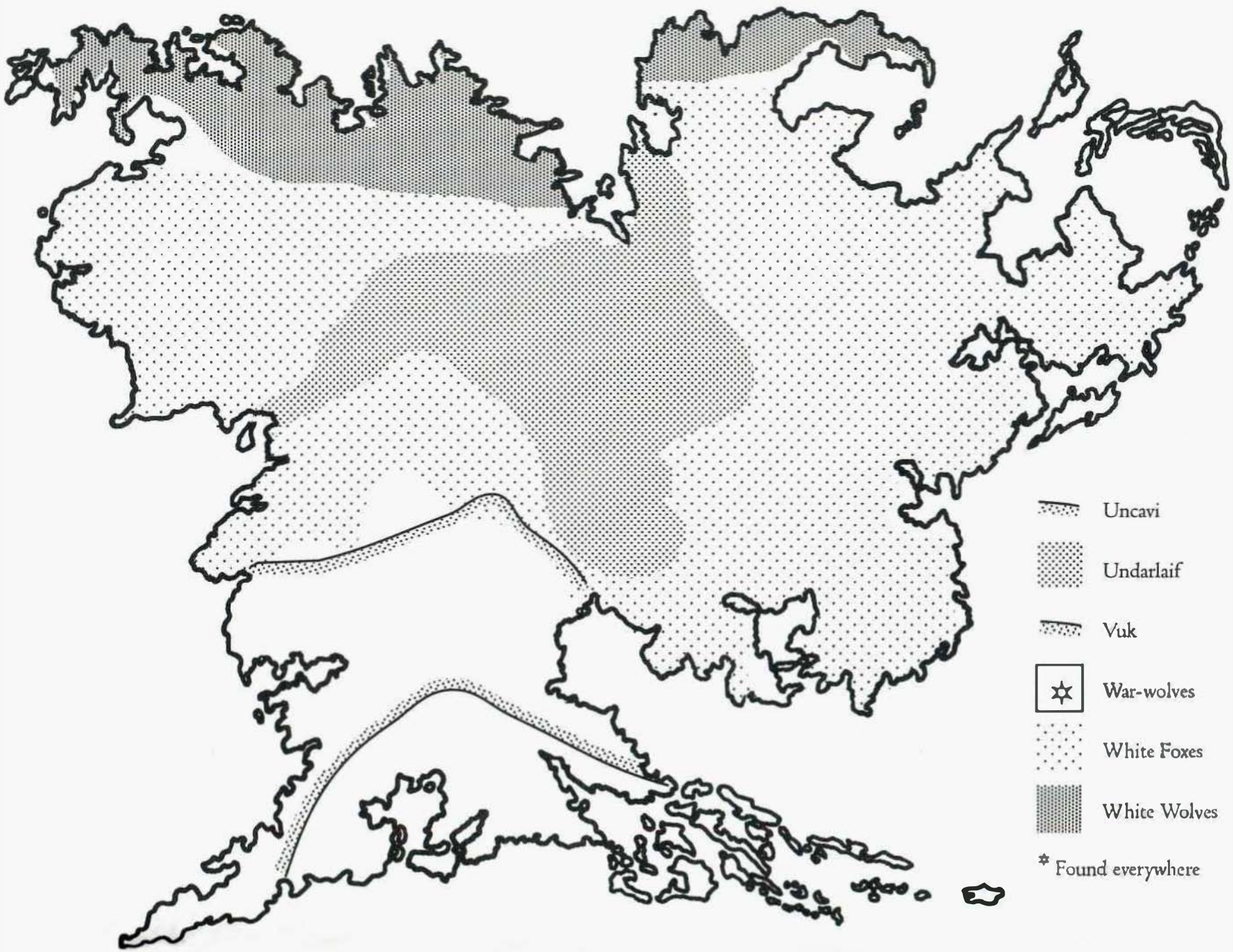
A huge relative of the common weasel, the Giant Marten (S. "Carlûmon"; pl. "Cerlymyn") is a fierce and irrational creature. They are notoriously overactive and overexcitable, forcing them to consume huge amounts of food in order to survive. Totally carnivorous (although they will forage for nuts, fruits, and berries when starving), they will eat anything that they can disable and kill, even much larger creatures. Giant Martens have even been known to slay Small Bears and Wild Boars.

Like other Martens, the acrobatic Carlûmon climbs extremely well and generally makes its den in hollow trees. It has a keen nose and fairly good vision.



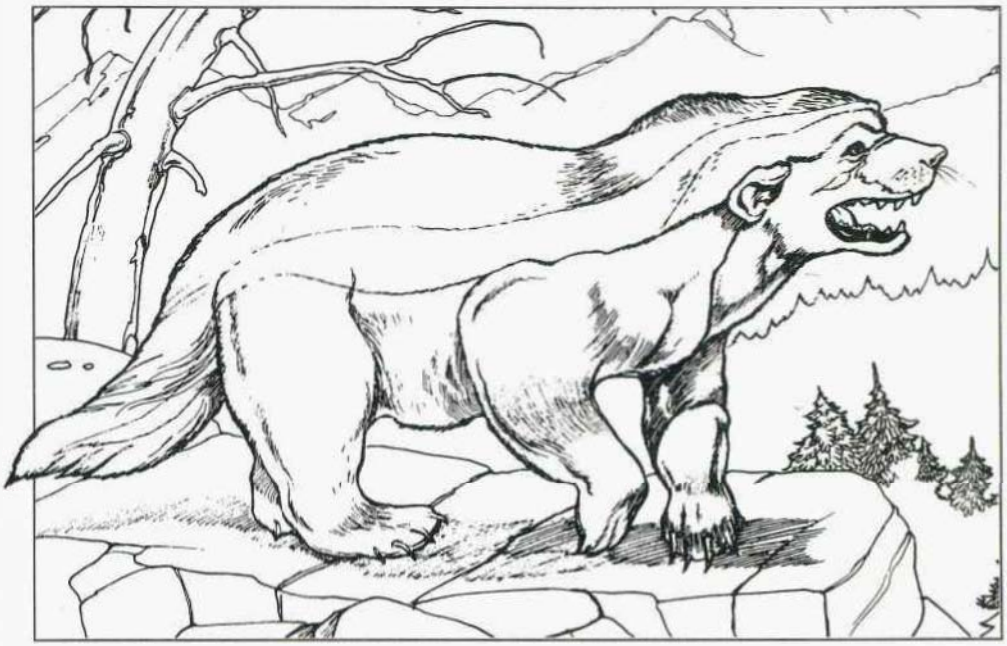
Gích


Merisc Tyka
North Bears
Red Foxes of Calenardhor
Red Wolves
Sheep Hounds
Sloth Bear
Spotted Lions
* Found everywhere but desert wastes


Uncavi
Undarlaif
Vuk
War-wolves
White Foxes
White Wolves
* Found everywhere

Glutani

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/ mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Heath/ scrub.
Frequency of Encounter: Hard.
Size: Lowland, 2-3 ft.; Highland, 2.5-4 ft.



Glutani

The dreadful Glutan (pl. "Glutani") is found thoughout northwestern Endor, but the largest concentration of the creatures is undoubtedly in western Minhiriath in Eriador. A Wolverine-like creature, it is one of the most fearsome predators in Middle-earth. It is a solitary, dark-furred beast shaped like a large badger. The Glutan is unbelievably quick and fierce, and appears to be quite insane. They have been known to attack large groups of armed men without the slightest provocation, fighting to the death even if escape is easily available.

There are two currently recognized varieties. The Lowland variety is approximately two feet long on the average, with a reddish brown coloration that fades to a lighter color in the winter. They are very powerful for their size and will fight long after other animals would have fled. These animals are quite temperamental and will attack for no reason. A bounty has been placed on their heads of 25 gp, but this reward is not one highly sought after. Those that do hunt Glutani can sell the live creatures for more to Dunlanders who use them in fights against Bears or Wolves.

The Highland or Mountain Glutan is no longer than its Lowland relative, but it is somewhat bulkier. They are dark brown to black in coloration, and stalk the high hills of Dunland unafraid of anything. Similar in disposition to their Lowland relatives, they are usually not sought after for bounty or capture because cages that will hold them are hard to come by and Dunlanders are fond of keeping their limbs.

Grass Cats

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Plains/grassland.
Frequency of Encounter: Light.
Size: 4-5 ft.

A handsome, long-legged hunter of the plains of Calenardhon, the Grass Cat is now quite rare. Men have killed or domesticated most of its prey and actively hunt the Cats for fear of losing Sheep, Goats, or Kine.

A Grass Cat has a thick, short, buff-colored fur that easily absorbs grass pollen in the summer months, giving it an eerie and unnatural yellow-green coloration. The Cat hunts by leaping upon the backs of its prey, digging its long claws into the victim's throat and neck. Even if its victim is not killed by the severing of some vital vein or nerve, it will run itself into a stupor or even to death. There have been cases of Grass Cats killing Men in this same manner.

When in heat, courting, or fighting, Grass Cats give off high-pitched, raucous shrieks that are terrifying to hear, especially during the long winter nights.

Grey Wolves

Climate: Warm/Humid, Cool/Average, Temperate, Cold/Dry.
Habitat: Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Extremely Hard.
Size: 4-5 ft.

The Grey Wolf (S. "Draugwath"; pl. "Draugwaith"; Q. "Mistanarmo"; pl. "Mistanarmor"; aka "Sindanarmo") is a powerful, muscular Dog with a thick coat of hair and a bushy tail. They range all over Middle-earth. Varying in color from nearly black in warmer locales to almost white in the North, they are exceptionally adaptable.

Grey Wolves are exceptionally social animals who live in family groups or packs that roam and hunt together. These packs cooperate to run down their favorite prey: generally Deer and Sheep in the warmer climes and Caru or Losrandír in cooler regions. While typically interested only in larger herd animals, they also feed on rodents, fish, and crustaceans and, in rare cases (e.g., during hard winters or famines), they may attack lone travellers, trappers, or hunters.



Grey Wolves

Madratines

The wolf pack's hierarchy is organized and regulated in accord with the Wolves' ritualized postures, gestures, and combat. Grey Wolves, however, do not fight over mates except in extraordinary circumstances. Pairs normally remain together for life.

Highland Lynxes

Climate: Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Glacier/snowfield, Coniferous forest/taiga, Heath/scrub, Plains/grassland.
Frequency of Encounter: Hard.
Size: 3-4.5 ft.

Highland Lynxes are hunting Cats that live in the less extreme foothills and mountains throughout Endor. Although smaller than the Snow Leopard of the mountains, they are still effective hunters and fishers. Unlike most hunting Cats of this size, which are usually loners, the Highland Lynx lives in prides of 5 to 8 cats. These cats have an intricate social structure and hunt as a group like Lions. Groups of Highland Lynxes bring down large game using similar tactics to those employed by Wolves. If taken young, these Cats make loyal, protective pets.

Hounds

Climate: Frigid.
Habitat: Alpine/high altitude/mountainous, Ocean, Saltwater shores/shallows, Underground, Desert, Jungle/rain forest, Rural Inhabited areas.
Frequency of Encounter: Light.
Size: 3-5 ft.

In Middle-earth, the term "Hound" (Q. "Huo"; pl. "Huron") almost always means the fierce Wolfhound (S. "Huadraug"). These creatures range in size from the (relatively) diminutive dogs used by Hobbit farmers and shirriffs near the borders of the Shire to the great and noble beasts used by the noble Men of old to hunt the Wargs and werewolves of Morgoth. Hounds are found wherever there are Men or Hobbits; they also sometimes run wild in desolate areas where Men no longer dwell.

Huan. A Noble Hound From Valinor, Huan was originally one of the immortal hunting dogs of Oromë, the Huntsman of the Valar. When he followed his first master, the Noldorin Elf Celegorm, away from Valinor, he became mortal, but it was decreed by the Valar that he would only die at the jaws of the mightiest Wolf of Arda. Huan was more intelligent than any other hound since seen in





North Bear

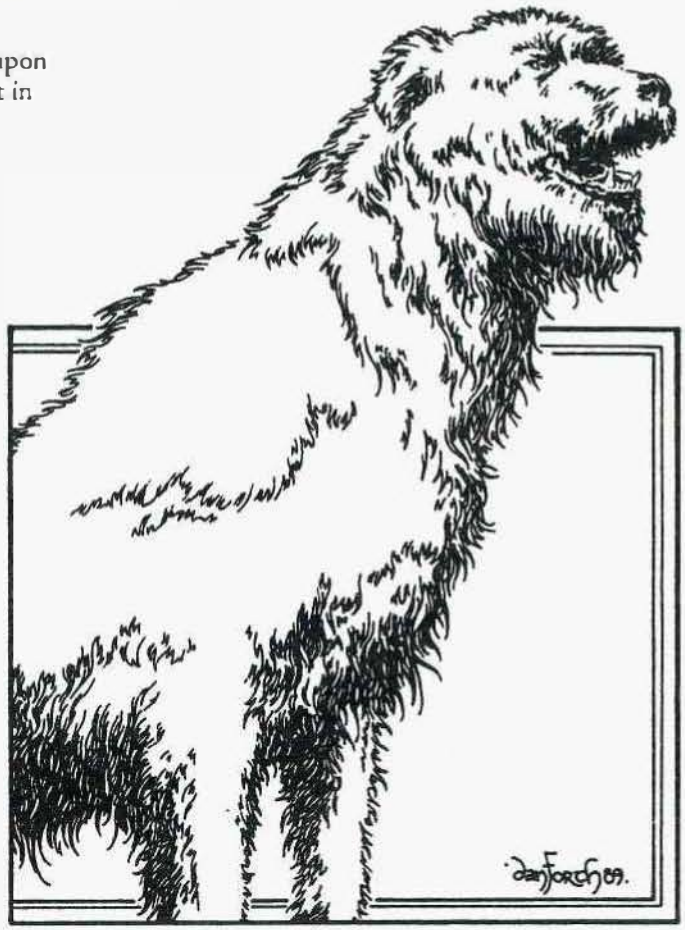
Madratines

Climate: Mild, Cool/Average, Temperate, Cold/Dry.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Light.
Size: 1.5-2.5 ft.

The Madratine is a small cat-like Fox found mainly in the highlands of Eriador. Its white mask and ears stand out in sharp relief to its reddish brown fur. Madratine are very shy, nocturnal creatures that prey on rodents, birds, insects, and lizards. Pairs mate for life and generally occupy only one burrow during the course of a year.

Huan

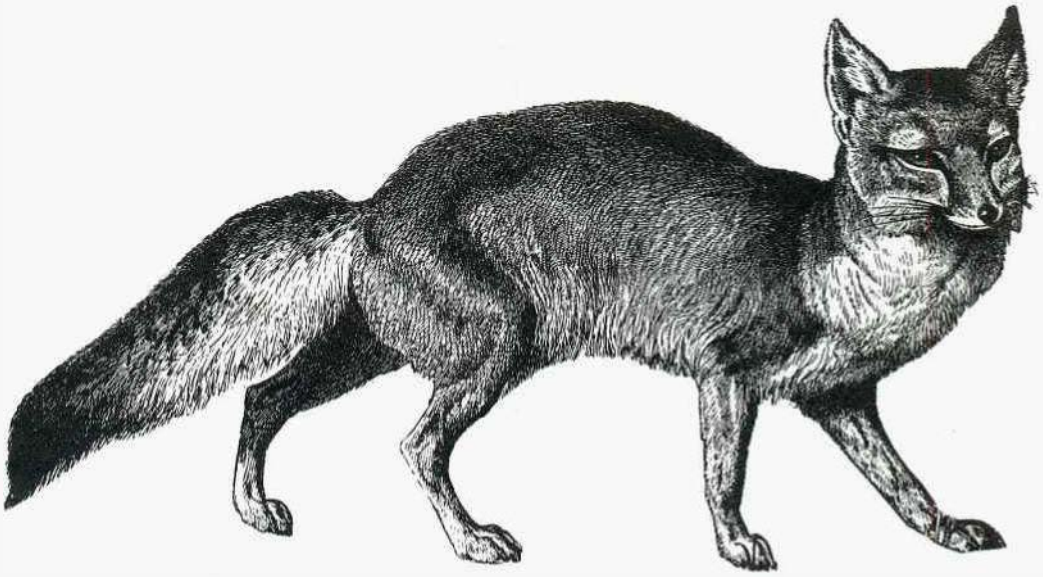
Middle-earth; he could even speak with words upon occasion, as well as being exceptionally eloquent in the usual houndish vocabulary of gestures and postures. He betrayed his treacherous master to aid Lúthien and later Beren in the Quest of the Silmaril. In this he met his doom; after killing numerous werewolves and defeating Sauron when the evil Maia took wolf-form, Huan both slew and was slain by Carcharoth, the huge wolf bred by Morgoth to be the noble Hound's bane.



Lisicavi

Climate: Hot/Average, Arid, Warm/Humid, Mild, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Volcanic, Desert, Deciduous/coniferous/mixed forest, Plains/grassland.
Frequency of Encounter: Hard.
Size: 2-3 ft.

The Lisica (Ap. "Nightears"; pl. "Lisicavi") is a small, large-eared Fox found in Harad. Thriving in the cool of the desert night, the Lisica hunts at night in pairs or small family groups. They feed on the rodents and large insects and occasionally dig for sleeping reptiles. They are hunted for their brilliant auburn coats.



Red Fox

Marsh Mastiffs

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Medium.
Size: 5-6 ft.

Marsh Mastiffs are tall, domesticated dogs found wherever the Dúnedain have resided or had extensive commercial links. They have long legs and short wiry coats, which are usually colored dark brown or russet. Well-liked by shepherds, herders, and hunters, they can be trained to many tasks. They are sure-footed, are good swimmers, and have keen noses. Above all, they are fearless and loyal to their masters. Therefore, they are often equipped with collars (and even leather coats).

Merisc Tyka

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Heath/scrub.
Frequency of Encounter: Medium.
Size: 4-5 ft.

The Merisc Tyke (pl. "Merisc Tyka") is a wild dog found throughout Rhovanion, Rhûn, and the lands of the Kykurian Kyn. They are related to the feral dogs of the Talath Harroch (the plains south of Mirkwood). Frequenting the fens and moorlands in small packs, they typically fish, scavenge for carrion, or attack small mammals in order to survive. Tyka will, however, attack weak, stranded, or bewildered cattle and have been known to prey on sleeping or sickly Men. Fortunately, they are afraid of fire and are easily scared off in the face of a torchlight. The Tyke has a dappled coat of yellowish-tan and brownish-grey (giving it a +40 Hiding bonus).

North Bears

Climate: Cold/Dry, Frigid.
Habitat: Freshwater coasts & banks, Glacier/snowfield, Ocean, Saltwater shores/shallows, Volcanic, Waste/barren, Heath/scrub, Plains/grassland, Tundra.
Frequency of Encounter: Very Hard.
Size: 8-9 ft.

Huge, pale gray or white bears found around the Ice Bay of Forochel, the powerful Meglif ormen (Q. "North Bear"; pl. "Meglif ormeni") are usually solitary creatures. They have an excellent sense of smell and are superb swimmers. Subsisting primarily on seal and fish, they range across well-defined coastal territories. These parcels measure about one hundred square miles. Since they are huge, strong, and can smell intruders up to two miles away, they have little trouble policing their domain.

During the brief northern summers, the Meglif ormen roams outside his or her range in search of a mate. During the long days, they also gorge themselves on roots and berries.

Red Foxes of Calenardhon

Climate: Mild, Semi-arid, Cool/Average.
Habitat: Freshwater coasts & banks, Heath/scrub, Plains/grassland.
Frequency of Encounter: Medium.
Size: 2-3 ft.

Unlike the common variety, the Red Fox of Calenardhon has truly red, rather than just rust-colored, fur. Understandably, this makes them a favorite target of fur hunters. Fortunately for the survival of the species, they are also more intelligent than the average Fox. Very clever about avoiding Men and anything that might be a trap, these wily creatures rarely stumble into death; they must be hunted.

Red Foxes are also canny thieves and steal not only hens and rabbits but small, brightly colored objects. Unlike almost all other carnivorous mammals, they enjoy some color vision.

Red Wolves

Climate: Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Hard.
Size: 4.5-5.5 ft.

The old Eriadoran saying says: *"Worry about the Wolf that you don't see."* This adage no doubt refers to the Red Wolf (S. "Draucaran"; pl. "Draucerain"; Q. "Carnanarmo"; pl. "Carnanarmor"), the chief predator in settled reaches between the Misty Mountains and the Blue Mountains. These beautiful Wolves are particularly common in southern Eriador, from Cardolan south to the Belegaer.

Unlike the common Grey Wolf, the Red Wolf is a vicious hunter, tireless in the chase, and prone to kill simply for sport. Their primary prey is Sheep, but Red Wolves are not afraid of Men and they will readily attack lone individuals or small groups. Sheep Hounds, however, have proved to be an effective counter to these intelligent and ruthless canines.

Sheep Hounds

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Alpine/high altitude/mountainous, Freshwatercoasts & banks. Marsh/swamp, Heath/scrub, Plains/grassland, Rural Inhabited areas, Near and in towns/cities/castles, Crossroads/roads/paths/trails.
Frequency of Encounter: Sheer Folly.
Size: 5.5-7 ft.

Dogs are popular among shepherds throughout Middle-earth. One favorite breed is the Sheep Hound (Q. "Húoton"; pl. "Húotoni"), a large, short-muzzled, long-haired Dog. They endure harsh weather exceptionally well and perform even when fatigued. Most importantly, their great size, stealth, and speed enable them to ward off predators.

The Sheep Hound is very loyal, intelligent, and fierce. When equipped with a stout armored collar, it is a match for two or three Wolves. The Dúnedain also use them for hunting and as guard Dogs. Experiments in using them as War Dogs, though, have been failures. A smaller breed is often seen as a pet for women and children.

Sloth Bear

Climate: Hot/Average, Arid, Mild, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Ocean, Saltwater shores/shallows, Deciduous/coniferous/mixed forest, Heath/scrub, Lairs/caves/overhangs, Burial areas, Ruins.
Frequency of Encounter: Light.
Size: 15-20 ft.

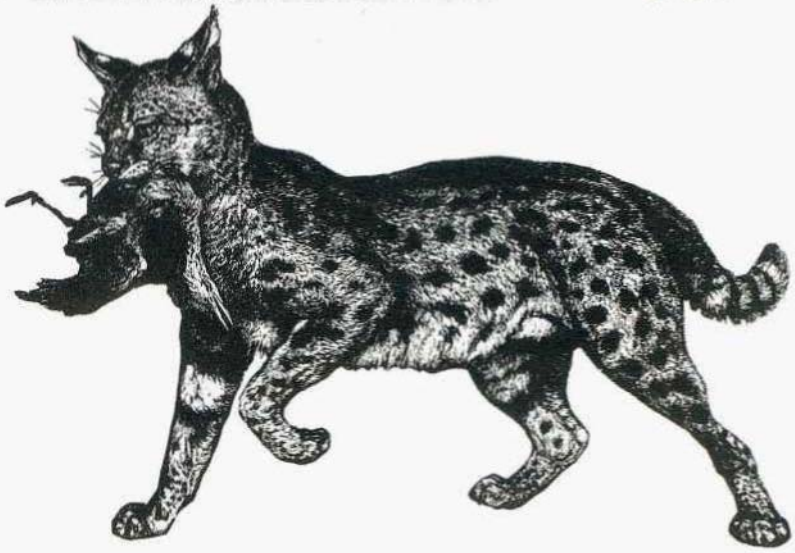
The dark brown Sloth Bear (Q. "Meglituika"; pl. "Meglituikar") is a native of northwestern Harad and is especially prevalent in the Umbar region. It is the largest Bear species in Middle-earth. A huge, slow-moving, stupid creature that resembles a cross between a conventional bear and the sloth of the rain forests, the Sloth Bear has formidable claws that it uses primarily for digging the huge networks of tunnels that make up its home. They can even dig through soft or crumbling rock. These tunnel complexes are more than ample enough for Men to live in, if they so desire. Sloth Bears have little fear of other creatures and while not overtly aggressive, they will not let other creatures stand in their way, literally "digging" through them, if necessary.

Large and fat (2500 to 4000 lbs), Sloth Bears are difficult to kill. Their vital organs are well protected by their huge bulk. Many loremasters claim that, either their skulls are unusually thick, or their brains are not in their heads (no alchemist or wizard has ever made a careful dissection of one!), or Sloth Bear brains are not vital organs, for head blows rarely even slow them down. Sloth Bears eat whatever they can get their claws on, in the mass quantities required to maintain their massive size.

Spotted Lions

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Heath/scrub, Plains/grassland, Rural Inhabited areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Hard.
Size: 4-5 ft.

The Spotted Lion gets its name from the blackspots on their almost white underbellies; the rest of their coat is a burnt orange color. Although quite rare, due to hunting, they still range throughout Cardolan. The lions are not evil creatures and, while they are extremely cunning, they are not capable of speech. Their feud with the wolves is old and bitter and has probably contributed to their decline more than the efforts of Men. The Spotted Lions live in small family groups, keeping lairs in trees and caves. They prefer to hunt Fiara, but sheep will do. Spotted lions are known to kill men in self-defense.



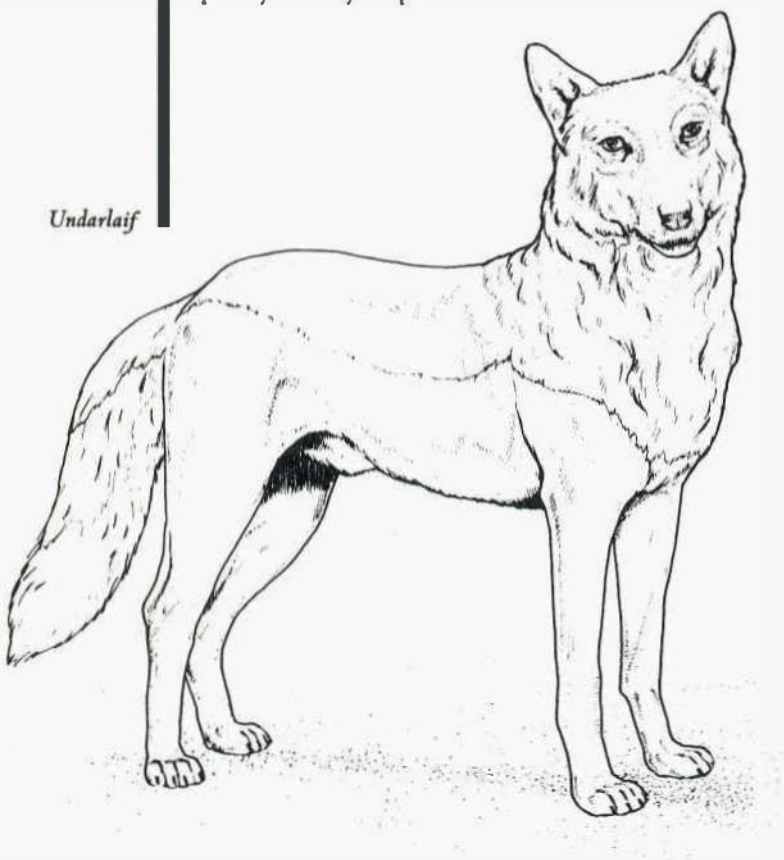
Spotted Lion

Uncavi

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Freshwater coasts and banks, Coniferous forest/taiga, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Hard.
Size: 3.5-4.5 ft.

The Unca is a large Cat found in the hilly woodlands of Far Harad. It is often the only large mammal in its ecosystem. Al-though somewhat like a Leopard in appearance, it is much smaller.

The Unca's pelt is patterned with splotches in various shades of brown, giving the predator perfect camouflage amid the plants of the forest. The Unca uses its coloring to excellent advantage as it prowls the overgrown jungle floor or hides in low branches in search of prey. The animal life of the wood is typically small and quick, so most of the Cat's time is spent chasing through the leaves of the brush. However, thesturdy build of the beast allows it the prospect of turning to larger game when such might be available. This stops short of the deadly Petla, but the playful Stetan is fair game, and the Cat shows no reluctance to prey on Men as well, when they can be taken quickly, and by surprise.



Undarlaif

Undarlaif

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Breaks/wadis, Freshwater coasts & banks, Heath/scrub, Plains/grassland, Rural Inhabited areas, Crossroads/roads/paths/trails.
Frequency of Encounter: Hard.
Size: 4-5 ft.

The Undarlaif (Rh. "Leavings") are large, black jackals that came into the Talath Harroch (southern Rhovanion plain) south of Mirkwood at the time of the Great Plague of T.A. 1636-1637. Originally migrating from the East, they now range from the western flanks of the Orocarni (Q. "Red Mountains") to the eastern bank of the Anduin. Their reddish ears complement and soften their distinct black coloring and their eerie blue eyes, lending them an attractive and somewhat innocent guise that obscures their sly, pitiless ways.

Undarlaif hunt mostly at night, moving and working in well-coordinated packs of four to twenty. The packs hunt cooperatively in a clever and sinister manner. First, they encircle a small group of prey (Deer, Kine, Sheep, Men, etc.). Then some of them decoy away the strongest defenders, while the others close in on the choicest victims. In lean times, however, they are not too proud to scavenge for carrion and refuse; thus their name.

Vuk

Climate: Hot/Average, Arid, Mild, Semi-arid.
Habitat: Breaks/wadis, Freshwater coasts & banks, Ocean, Saltwater shores/shallows, Heath/scrub, Plains/grassland, Rural Inhabited areas, Lairs/caves/overhangs, Crossroads/roads/paths/trails.
Frequency of Encounter: Extremely Hard.
Size: 4-5 ft.

The Vuk is a wild Hill Dog native to the arid andsemi-arid hills of southern Endor. Large numbers of them live in Far Harad, Chy, Vaag, and Gaathgykarkan, and their range extends as far east as Horl. They look vaguely like Wolves, but their snouts are larger and squarer and their pelt is a mottled, dark tan color, spotted with greys and brown. This coloring provides excellent camouflage in the scrub.

Given the strength of a Wolf and the pride of a Jackal, the Vuk is a resilient creature. Partial to fresh meat, they hunt in packs. However, when game is scarce, these dogs quickly turn to carrion for sustenance. Adult Vukdonot employ stealth; they hunt in packs and, rather than stalking and attacking from ambush, prefer to run their prey to exhaustion, circling it and giving off their yelping barks until it stumbles and falls. Vuk are tireless runners; even the tough wild goats of the region have little hope of survival once the dogs begin their chase.

War-wolves

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Volcanic, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Enchanted/magical places, Rural Inhabited areas, Lairs/caves/overhangs, Ruins, Crossroads/roads/paths/trails.
Frequency of Encounter: Extremely Hard.
Size: 7.5-8.5 ft.

Often mistaken for Wargs, War-wolves (S. "Ormaráka"; pl. Ormarákar"; aka "Yelmaráka") are huge Dogs who have been bred and trained for combat. They are frequently employed in large numbers as trackers, scouts, or as a means of harassing enemy armies. Some, like the War-wolves of Waw, are actually fielded as combat units. Others, such as the War-wolves of Angmar, serve as mounts for Orcish raiders and Ore-lords.

These creatures appear to be just overlarge Wolves. This is true, but War-wolves are bolder, more violent, and much more cunning.

White Foxes

Climate: Mild, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Light.
Size: 3 ft.

The White Fox is found throughout the temperate highlands and northern plains of Middle-earth. They are especially famous in Calenardhon (Rohan), where they are rare and where Gondorian frontiersman and Rohir Lords prize them as hunting foes.

Actually only white in winter, the White Fox's dense pelt is normally a bright, silvery grey. The long hairs readily pick up grass pollen, often causing it, like the Grass Cats (above) to appear to be a strange light green in color. Even during the winter, the coat is adorned with black-tipped guard hairs that lend it silvery gleam, so the Fox is hardly ever really white.

White Foxes live in shallow burrows and dine on small mammals, birds (especially ground birds), and their eggs, as well as substantial quantities of large insects, such as grasshoppers.

White Wolves

Climate: Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Freshwater coasts & banks, Volcanic, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 7-8 ft.

White Wolves (S. "Drauglos"; pl. "Drauglys"; Q. "Lossanarmo"; pl. "Lossanarnor"; aka "Nimarmo") are northerly kin of the Dire Wolves (above) and are distantly related to the common Grey Wolf. They are true denizens of the cold, thriving in temperatures as low as -60°F (-50°C). Although most at home in the Far North, they have been seen as far south as the Shire in Eriador and the Celduin Valley in Rhovanion (usually during especially bad winters)



War-wolves

All that has been said of the Dire Wolves applies to the White Wolves as well, but even more so; the need to survive as a species in the frigid North has made these huge Dogs even more clever and bold as hunters. Preying on everything from rodents and carrion to well-armed Lossoth, they are the most dangerous of nonmagical canines.

Like the White Fox, the Drauglos has a glistening white coat comprised of long, thick, hollow hairs which are set in a tough, oily hide. Their small ears, two-chambered nostrils, and well-furred feet are ideally suited for life on the ice and snow.

5.8 OTHER DANGEROUS ANIMALS

Boars

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest.
Frequency of Encounter: Hard.
Size: 3.5-4.5 ft.

Boars are fierce wild Pigs, the ancestors of all domesticated varieties. They are found throughout the temperate regions of Endor. The largest species, the Red Boar, is found in the woodlands east of the Orocarni (Q. "Red Mountains") in easternmost part of the continent (particularly in Aegan). Exceptionally dangerous, generally nocturnal creatures, Boars are agile, quick, and aggressive whenever they are alarmed. When angry, they will charge straight at an enemy, regardless of its size, and bowl it over, trampling the foe with sharp hooves and slashing it with even sharper tusks. Injuries, unless to a limb, hardly slow a Boar down.

Boars are hunted all over Middle-earth. Men often hunt them using special spears that have extra stout shafts, huge, sharp heads, and (most important) a stout crossbar about 18 inches below the point. The crossbar is handy because a speared Boar will run straight up the spear to get at the hunter.

Omnivores, Boars eat bulbs, tubers, fruit, nuts, insects, and carrion. They are most active at night and in the morning and travel in groups of 1-20. Males (who can be distinguished by their long canine-tusks) roam apart from, but close to, the females and young.

Boar



The Boar of Everholt. This huge example of porcine power had become a byword for wildness and ferocity in the Firien Wood on the borders of Rohan in T.A. 2864. King Folca of Rohan, after cleaning all the Orcholds from Rohan, went to reward himself with a true royal hunt, but it was the Boar who became the hunter that day. Folca speared the Boar in a vital spot, but this mighty creature still had enough strength left to gouge the king to death with its mighty tusks. Boar and monarch died together.

Fen Boars

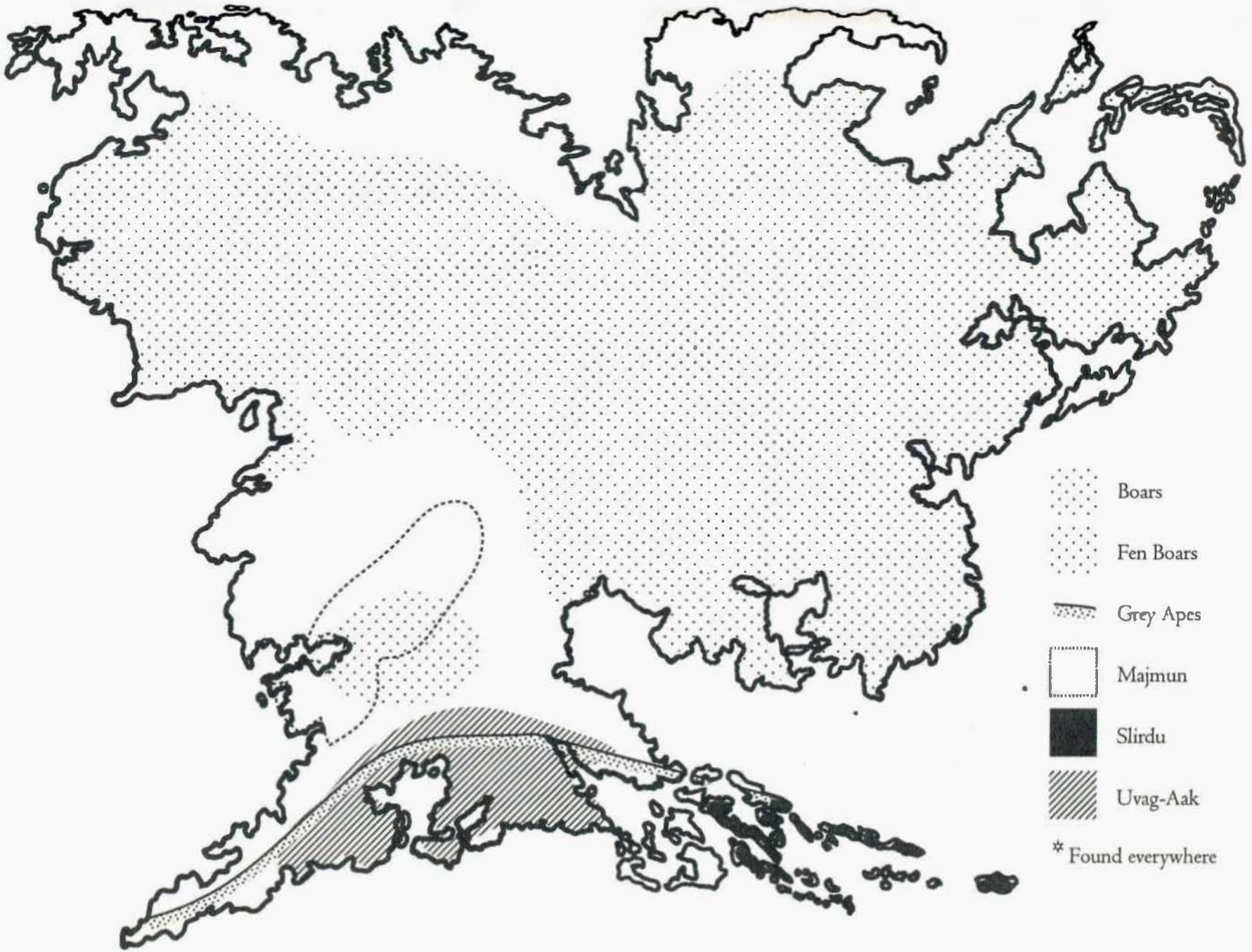
Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Heath/scrub, Plains/grassland, Ruins.
Frequency of Encounter: Hard.
Size: 3 ft.

Fen boars are smaller than their forest-dwelling relatives, who can gorge on nuts all autumn. However, they make for good hunting and tasty eating. Males can be dangerous if cornered, lashing out with the long tusks they normally employ for digging in the mud for tasty roots, as well as for grubbing out rotten meat. Even more than other Pigs, Fen Boars enjoy berries, insects, and fish in addition to their normal vegetarian diet.

Grey Apes

Climate: Hot/Humid, Hot/Average.
Habitat: Freshwater coasts & banks, Deciduous/coniferous/mixed forest, Jungle/rain forest.
Frequency of Encounter: Extremely Hard.
Size: 4-5 ft. tall.

Grey, shaggy-haired, and heavily-built, Grey-apes (P. "Cijuvu Niavi"; pl. "Cijuvu Niavimi"; S. "Peredrûgwath") are powerful beasts that live alone, in pairs, or in small family groups in the forests of Pel in southwestern Middle-earth. They stand up to 5' in height and weigh up 300 to lbs. The Grey Ape's long arms reach to its ankles when its stands erect, and its broad hands have opposable digits. Coupled with its great upper body strength, these features enable them to swing from tree to tree and climb with amazing ease. Their short, relatively weak legs prevent them from running or walking efficiently. When they move about on the jungle floor, either upright or on all fours, they travel exhibit an awkward, halting gait.


Boars
Fen Boars
Grey Apes
Majmun
Slirdu
Uvag-Aak
* Found everywhere

The Majmun

Climate: Hot/Average, Arid, Warm/Humid, Semi-arid.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Rural Inhabited areas.
Frequency of Encounter: Medium.
Size: 3-3.5 ft. tall.

Hordes of lively monkeys known as Majmun live among the trees of the forest called "Gaj" in western Far Harad. They measure only about three feet from head to tail and fly about the branches like squirrels. Though not as highly intelligent as some of their more developed relatives, the Majmun have charms that endear them to Men who come to the Gaj. They are neither noisy nor unclean, and they have grown to act quite tame in the presence of the typical Haradan, though they may be more shy with folk who act or dress outlandishly. Great swarms of Majmun wander the grounds of the region's temples and behave so respectfully that the faithful often insist that the beasts are there to worship.

These monkeys are quite attractive, with fur of gold and black, patterned in speckles of light on dark. It is said, however, that the monkeys represent a danger as well, to those who would molest them. Tales recount foreign trappers who came hunting the lovely pelts and met ghastly ends, swarmed by the chattering beasts.

Slirdu

Climate: Hot/Humid, Hot/Average, Warm/Humid.
Habitat: Freshwater coasts & banks, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Jungle/rain forest, Enchanted/magical places.
Frequency of Encounter: Extremely Hard.
Size: 15-25 ft. across.

The Slird (pl. "Slirdu") is a strange arboreal creature found only in the forests of the remote islands off the southeast coast of Middle-earth. Most live in colonies of 2-40 individuals on the isle of Vulm Shryac. Green or green with red stripes, Slirdu are four- or five-armed invertebrates that resemble both Squids and Starfish. They are distantly related to both creatures and have adapted to life on land by developing true lungs and a sophisticated network of extremely thick, tough, well-insulated nerves that serve as a quasi-skeleton. Each of the Slird's prehensile appendages joins with a trunk that resembles a Squid's body and houses the beast's two eyes and beak-like mouth. An opening just below the mouth connects with an ink sack.

Slirdu reside in nests near the tops of trees and move through the forest with alarming speed by grasping tree-limbs with their powerful arms. True carnivores, they hunt mammals, birds, and reptiles and consume about twenty pounds of meat a day. A Slird catches its prey by enveloping it with one or more arms. Each arm is equipped with a patch of suction-like pads that immobilize most victims. In addition, the Slird can spray its prey with a slightly toxic (2nd lvl) ink that stuns (RR failure 01-50), blinds (RR failure 51-75), or knocks out (RR failure 76+) the victim. The creature occasionally uses this thick, greenish liquid to cover its retreat, precisely spraying an area as wide as 20' at ranges of up to 100'.

Slirdu are not particularly intelligent, since their rudimentary brain is essentially a massive nerve root/brain stem. Instead, they are more akin to well-honed killing organisms.

Uvag-Aak

Climate: Hot/Humid, Hot/Average.
Habitat: Freshwater coasts & banks, Marsh/swamp, Deciduous/coniferous/mixed forest, Jungle/rain forest, Ruins.
Frequency of Encounter: Extremely Hard.
Size: 5-6 ft. tall.

Blood-drinking apes of the Tanturak jungle of the Mûmakan in southernmost Endor, the mysterious Uvag-Aak successfully defeated the Men and Elves who sought to settle in the region. Intensely territorial, they will not range out of their jungle territories unless food becomes scarce. Blood is their primary and preferred form of nutrition, but when times get lean, they will eat the flesh of their victims as well. Uvag-Aak are very protective of their own and will exact a horrible vengeance on any who dare kill one of their kind, making sure that the blood-drained corpses of their victims are placed where other would-be Uvag-Aak exterminators can see them.



Slird



Kraken

6.0 MONSTER GLOSSARY

Monsters (Q. "Ulundor"; "Ulgundór"; "Úvanimor"; sing. "Ulundo"; "Ulgundó"; "Úvanimo"), like animals, are creations of Eru. They are creatures who owe their existence to the One and his Flame Imperishable, the fire that gives life to all spirits. At the same time, these beasts no longer conform to the original order, the Balance of Things. Instead, they have been perverted in order to serve the goals of Evil. Morgoth and his servants artificially reformed them so that they embody new powers and transcend Fate.

Problems accompany the so-called gifts conferred upon monsters by the Black Enemy. Most cannot reproduce unless bred by a controlling overlord like Sauron. While long-lived or even immortal, monsters live in constant pain or exist in a state of unyielding anger. Although they are exceptionally strong or possess strange and terrible power, they lack the capacity for truly independent thought. Despite their freedom from the bonds of Fate, they are driven by irresistable instincts. Monsters are the tortured creatures.

6.1 DEMONIC WATER MONSTERS

Demon Whales

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Very Hard.
Size: 60-70 ft.

Demon Whales are huge, carnivorous white or gray creatures that live in the Ice Bay of Forochel. Their five-inch teeth can tear steel, and they think it no problem to swallow a man whole (and, in spite of old tales, it is unlikely that a man would survive long in the roiling acids of the Demon Whale's stomach). They often shatter whale boats or overturn larger vessels.

Fell Turtles (Festitycelyn)

Climate: Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Ocean, Saltwater shores/shallows.
Frequency of Encounter: Sheer Folly.
Size: 30 ft.

Fell Turtles are giant snapping turtles that prowl the seas and the large rivers and lakes in central Middle-earth. Also called the Turtle-fish or "Fastitocalon" (pl. "Festitycelyn"; S. "Aeg-cnimor"; pl. "Aeg-cnymyr") these rare but formidable creatures grow as large as fifty feet in length. They live in deep waters but, when hungry or angry, may swim closer to the coast. There, they hunt everything from large fish to small boats piloted by foolish seamen.

Ninevet or (Giant Hellbenders)

Climate: Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Medium.
Size: 5-8 ft.

The Ninevet is an almost totally aquatic amphibian, a strange and loathsome carnivore that inhabits marshes, swamps, lakes, or slow-moving rivers throughout Middle-earth. It is very common in the Nindalf (Wetwang) marshes. Ninevet float just below the surface of the water, looking (if they are visible at all) like dead logs. When they spot a potential victim (anything from a duck to a man, depending upon the size of the Ninevet), they erupt directly below it, stunning the creature. If it is a small enough creature, the prey is swallowed immediately. Otherwise, the Giant Hellbender wrestles its victim to the bottom with its leathery paws and sharp claws, holding it down until the struggle ceases. It then swallows the victim at its leisure, relaxing and expanding its flexible maw to fit the meal at hand. Ninevet can go for weeks without eating, but have little stamina in action, so any creature large and strong enough to offer a protracted struggle may be released as the Ninevet swims off in search of easier prey.

Red Jaws



Red Jaws

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Underground, Volcanic, Lairs/caves/overhangs.
Frequency of Encounter: Hard.
Size: 4-6 ft.

An ugly, scaleless fish living in the depths of caverns, especially in Moria, the monstrous Red Jaw has its eyes set in the top of its head. Its gaping jaws, like those of these a shark, contain up to seven rows of sharp teeth (but this characteristic does not endear them to Dwarves...). Aside from the bright red jaw and the luminescent growths on their fins, the Red Jaw is colorless. These fish can provide quite a brilliant display in a darkened stream or lake, as their luminescent red fins flick to and fro; they can provide quite a display of another sort as they swallow a dog or goat whole or devour a Dwarf's leg in seconds.

Vodyanoi

Climate: Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Extremely Hard.
Size: 5-6 ft. tall (8-10 extended).

The Vodyanoi is a relative of the Giant Hellbender. An aquatic carnivore, it prefers the flesh of mammals, especially people, over all other treats. Growing up to 6' tall, it resembles a giant, black frog. It lurks in dark pools, below the water, ready to strike. Then the Vodyanoi either drags its prey into the water in order to drown it, or swallows the victim whole. Like a snake, it can dislocate its own jaw to swallow creatures larger than its mouth would normally allow. The Vodyanoi has huge eyes which it sometimes uses to distract and hypnotize its prey. (Anyone so affected must make a 5th level RR, adding any available PR, but no other, bonus.)

Watchers in the Water

Climate: Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp.
Frequency of Encounter: Sheer Folly.
Size: 50-70 ft. (including tentacles).

Watchers in the Water are freshwater Kraken that normally reside in the pools of the Underdeeps. Sometimes, however, they swim into aboveground meres. Such was the case with the Watcher at the West Gate. This creature remained unknown to any of the Free Peoples until near the end of the Third Age, when it emerged from the depths of Moria into the Sirannon ("Gate Stream") by the West Gate of Moria, damming the Sirannon to form a gloomy lake in what had been a little valley. Driven by Sauron's evil will, it waited for prey there by the West Gate, catching at least one Dwarf and a number of foolhardy beasts and Orcs before encountering the Fellowship of the Ring in early T.A. 3019. Then, it nearly captured Frodo, the Ringbearer, as the party entered Moria.

It is not known what happened to the Watcher after the War of the Ring. Without Sauron's hatred guiding its movements, it may have returned to the Underdeeps. Alternatively, it may still be in the Gate Pool, waiting for victims to puzzle over the inscription on the West Gate.

6.2 ANIMATE PLANTS

Animate plants transcend the boundaries between the Olvar and the Kelvar. They are actually Olvar, but they embodify many of the qualities associated with living things that move: independent movement of limbs, rational thought, active senses, and in some cases even speech. Originally cared for by the Vala Yavanna, many are, like other monsters, no longer considered part of the Order of Things.

Evil Huorns and Trees

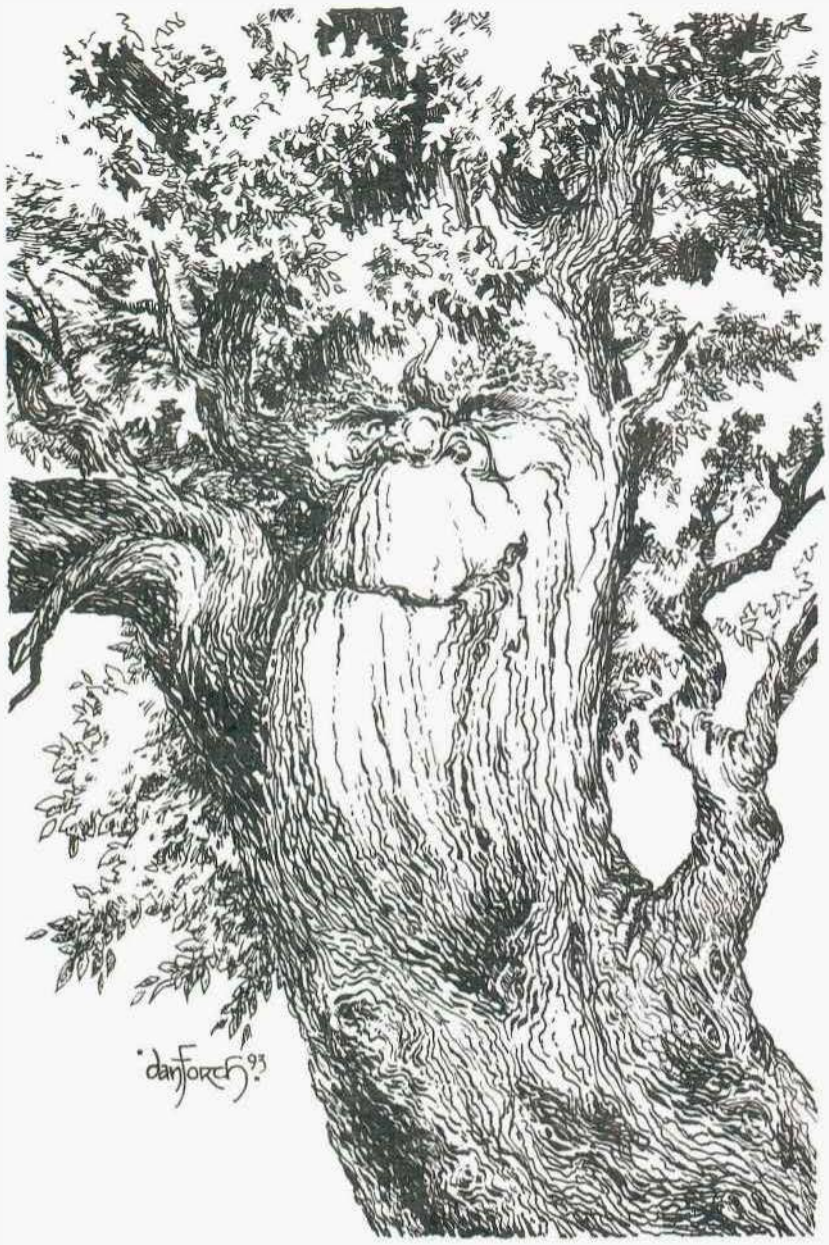
These wild animated trees come in many forms. Most are simply vile plants twisted by Morgoth and his minions. The trees of Mirkwood are prime examples of this hideous handiwork. Like predatory animals, they kill their fellow Olvar, using secretions from their roots or strangling tendrils. Many of these trees also secret a misty air that puts travellers to sleep (treat as a 3rd level Sleep spell).

Evil Huorns were in the charge of the Ents for the most part, although some of them, particularly the evil, "black-hearted" ones, went away from Fangorn Forest and the protection and direction of the Ents. Many of these wayward Huorns settled in Mirkwood, where they maliciously preyed upon living beings out of some perverse need, for Huorns do not eat, any more than Ents do. Huorns come in as many different forms as trees do.

Old Man Willow. A Powerful Huorn of the Old Forest, this evil animate tree had much power over the other animate trees of the Old Forest of Eliador (in Cardolan, near the Shire). It hated all living, fire-using creatures and sought to destroy them. Old Man Willow had a "singing" magic produced by waving its fronds and branches, causing the air to sigh and whistle through them. It generally used this sound as a *Sleep* spell of 15th level, persuading victims to fall asleep within reach of its twining roots or the gaping cracks in its trunk. Then it disposed of them by throwing them into the nearby River Withywindle to drown or by drawing them into its trunk and crushing them, thus providing itself with fertilizer. Alternatively, it could use *Confusion* or *Fear* spells to distract or drive off its foes.



Watcher in the Water



Huorn

The Bearer's Sleeping Root. A beautiful, reddish, spruce-like root, this evil plant is the enchanted remnant of a giant tree which once stood on the shores of eastern Endor. This 600 foot tall tree was planted by Morgoth's minions and sprang from a cursed seed of Telperion, the Silver Tree of Valinor. Poisoned by the foul secretions of Ungoliant, it sent out a network of roots that comingled with and dominated every plant within a league. Fortunately, it was cut down by the Elf-lord Ingwë before it slaughtered or perverted all of the local Olvar and made eastemmost Endor unliveable.

The Istar Alatar discovered the Sleeping Root around T.A. 1200 and foolishly nurtured it out of dormancy in order to understand its nature and borrow its strength. The Root's power is immeasurable and, if given the chance to grow again, the danger it presents is beyond comprehension. Sentient and exceedingly evil, the foul Root seeks to control all its fellow Olvar, seeding new trees that share its awful purpose.

The Sleeping Root is but a shadow of its former self. Located in a 120 foot deep pit, it is a mass of entangled subterranean limbs about 300 feet across. It is sheltered from the elements, since the opening to the pit is only 6 feet in diameter.

The Root's limbs can move up to 30' in a given round, striking foes with one to ten +60 Grappling & Unbalancing attacks. Once in the Root's grasp, victims receive one +100 Huge Crush attack per enveloping limb, as well as a 12th level dose of Durthrond. (RR failure of 01-100 results in victim falling into sleep for 1-100 hours; RR failure of 101+ results in the victim's death.)

6.3 DEMONS

Demons (Q. "Raukar"; sing. "Rauko"; S. "Raug" or "Rog"; pl. "Ryg") are evil Spirits, generally lesser Maiar who have been corrupted by the Black Enemy. Tied to a hideous Fana (Q. "Veil"; "Radiant Figure"; aka "Body") that manifests the theme or element they originally represented, a Demon can never assume a fair-seeming form. Their body, though, is critical to their existence in Middle-earth.

Like all Spirits, Demons are immortal and do not reproduce. Each is a singular entity.

Balrogs

NOTE: *You can find more detailed information about Balrogs and other Maiar in ICE's supplement entitled Valar & Maiar.*

Habitat: Enchanted/magical places, Cross-over points between dimensions, Crossroads/roads/paths/trails.
Frequency of Encounter: Absurd.
Size: 15-18 ft. tall.

Words cannot fully describe the terror and awe of the sight of the great Balrogs (S. "Demons of Might"; properly pl. as "Belryg"; Q. "Valarukar"; sing. "Valarauko"), those evil Spirits of Fire that who were among the first allies of Morgoth in the early days of Arda. The *Red Book of Westmarch* describes the Balrog of Moria as:

"...a dark form, of man-shape maybe, yet greater... flames roared up to greet it, and wreathed about it... its swirling mane kindled and blazed behind it. In its right hand was a blade like a stabbing tongue of fire; in its left it held a whip of many thongs... the shadow about reached out like two vast wings... Fire came from its nostrils..."

— *Lot RI*, p. 428.

This fell creature was one of the last of its kind, for it is certain that although Morgoth may have won the loyalty of many of these dread Spirits of Flame in the earliest days, many were destroyed in the wars against Elves and Men. Also, there are some among the Wise who claim that there were never very many of them: *"No more than seven,"* was the opinion of one old sage. Yet Balrogs, unless slain by some mighty force, are immortal, as they are true Maiar, lesser beings of the kind that made the Dwarves and caused the stars to shine. Little wonder, then, that they command such power and such awe. The powers and abilities of Balrogs are legion: they can fly; their force of will and their very presence is so great that all must quail before them, if only for a moment in the case of the valiant; they can wield a weapon in either hand so that each strikes as if wielded by a gigantic Master of Arms; they can seize control of a foe's will and mind, forcing him to do their bidding or shattering his mind beyond repair; they can burn with a fire as fierce as that of a volcano under almost any conditions, and only total immersion in a large quantity of water can douse the flames, which immediately rekindled as soon as the Balrog reaches a drier environment; they can throw certain spells with the skills of the most powerful Magician. Their specific areas of spell mastery are those of fire (of course), detection, and contacting other evil spirits and beings. Balrogs' thought processes are not for the mortal and basically Good to fathom, but it is known that they are fiercely loyal to the Black Foe of the World and that they have long memories for spites and insults against him.

They are immensely proud and have a certain aesthetic bent that reveals itself whenever they have the opportunity to be in charge of constructing a fortress or other building. The throneroom of the Balrog of Moria is a good example: a vaulted cavern is lit from above by the eerily beautiful flickering of living flame from the heart of the world and furnished with columns in the shape of flaming Dragons (one of the few other types of creatures that Balrogs respect) and arching red bridges of the magical glass called Iaen. Spirits of Fire, the Balrogs display the character and power of the most fascinating of destructive forces in every facet.

Gothmog, Lord of Balrogs and High Captain of Angband. All Balrogs are terrifying and awesome, so it is virtually impossible to adequately describe Gothmog, the most powerful of all the Balrogs that ever burned in Arda. Gothmog was of such might and majesty that a persistent rumor that has echoed down the Ages has portrayed him as the son of Morgoth Himself—an unlikely thought at best. In any case, Gothmog was responsible for a great part of the misery of Arda in in the First Age. Many were the Elven heroes who fell to his whip and blade before he was killed in mortal combat with Ecthelion of the Fountain in the siege of Gondolin in First Age 511.

Gothmog



Lungorthin

The Balrog of Moria This mighty creature was perhaps the last of his kind. Certainly no Balrog had been seen in Arda since the Great Battle that ended the First Age, and only the Elves and the Wise (including the Istari) knew of them beyond the oldest tales and dimmest rumors. The Dwarves that reentered Moria near the end of the Third Age had dug deep, perhaps more deeply than had any mortal creature before, and uncovered this menace from its self-induced coma in hiding in the roots of Moria. Aroused and rested, the Balrog once again felt its power and pride; perhaps, too, it felt the Power its Lord's lieutenant, Sauron of Mordor, reaching into the world. It killed two of the Dwarf-kings and gathered to itself a mighty army of Orcs and Trolls from the surrounding area by the force of its will alone. With these troops it drove the surviving Dwarves from Moria and established itself as Master.

What it would have done if it had captured the One Ring? It is doubtful that it would have surrendered it to Sauron. Would it not rather have wielded it itself, confident that it was a better pupil of the Foe of the World than the Lord of Mordor? The answers are unknown, since Gandalf the Grey, an Istar and thus a Maia himself, fought and vanquished this awful Lord of Moria—sacrificing his Fana in the process.



Lungorthin. Lungorthin was the second strongest of the renegade Fire-spirits. Only Gothmog, Lord of the Balrogs, was more powerful. As a result, Lungorthin was able to secure the position of the Master of the Melkoric Guard at Morgoth's capital in Thangorodrim (S. "Mountain of Tyranny"). He served as Morgoth's bodyguard.

Lungorthin was known as the White Balrog, for his slimy, fire-encased form was pale and whitish and the flames that engulfed him had a pure, colorless quality.

Black Demons

Habitat: Enchanted/magical places, Crossover points between dimensions.
Frequency of Encounter: Extremely Hard to Absurc.
Size: Varies greatly according to type.

Black Demons are lesser Maiar who have allied themselves with Morgoth. Their forms vary infinitely, as do their abilities. They can sometimes be persuaded to aid Menor Elvesin evil deeds (or even in good ones, if heavily constrained by a Good power of great might), but unless the evil-doer requesting this service has protected himself or herself carefully and laid the strongest constraints on the Demon, little good will come of such bargains in the end. Demons often partake of some of the characteristics of natural forces: Balrogs (see above) as Spirits of Fire are a very good example. This is, no doubt, because of Eru's original plans for these spirits as directors and guardians of these natural forces.

The Dindae of Nan Gulduin: Slyardach. A hideous, foggy-looking creature capable of disguising itself in shadows and moving with utmost silence, the Dindae Slyardach serves the evil animist Lhachglin, an agent of Sauron's in Mirkwood's northern reaches. Constrained by the Dark One's will to serve the whims of the animist, this Demon serves as messenger and envoy to the troops of Orcs and Spiders that guard Sarn Goriwing, the animist's fortress, from a distance. Presumably, the Dindae would also make an excellent assassin. Disturbing to look upon because of its vagueness of form (anyone beholding it constantly must strain their eyes as they gaze, convinced that there is something in that mist; actually, of course, the Dindae is the mist), this Demon is in addition a sadist given to sneaking up on things and half-strangling them, then leaving them to jump at shadows forever after.

The Demons of Aglarond. These four Demons are thought to be but one, since no one has ever seen all four at once; they do not get along very well. Strong but stupid, they are obviously the very dregs of demonhood. Remnants of Morgoth's First Age scouting units, they have lived in the caverns of Aglarond ever since without direction. They seem to have little inclination to do much on their own unless their territory is invaded. Then they become fierce and attack; they are said to drink the blood of their foes. It may be imagined that they do this to further terrify would-be invaders, as Demons have no need of physical sustenance. Eight feet in height, with slimy black skins, clawed hands and feet that can crush rock, glowing red eyes, and large mouths filled with fangs, these demons are unattractive to even the most forgiving of viewers.

Lesh-Y of the Court of Ardor. One of two Demons with full membership status in the villainous Court of Ardor in southern Middle-earth (Mourfuin was the other—see below), Lesh-Y was not a very ferocious sort of Demon unless fully aroused in anger. Perhaps originally a disciple of Aulë the Smith, craftsman of the Valar, Lesh-Y's passion was the making of magic items, which he did with a skill never seen since the demise of Fëanor, who made the Silmarils. Seven feet tall, with an oily skin like red leather, totally bald, and with pointed ears and long clawlike nails, Lesh-Y was no beauty, but when in his workshop, bent over some wondrous item on which he was working, he had a certain dignity and pride. It is unknown what eventually became of him.

Mourfuin, the Lord Demon of Ardor. Not nearly as even-tempered or harmless as Lesh-Y, Mourfuin was a member of the Court by dint of his physical powers and his command over lesser demons, whom he could summon to do his bidding. Basically a Fire Demon, with powers of immolation like a lesser Balrog, Mourfuin could vary his stature as needed, from 6 to 16 feet in height. Like Lesh-Y, he had skin resembling oiled red leather and pointed ears. He could attack with his clawed hands but much preferred to use his whip and sword, again after the fashion of a Balrog. Mourfuin could also throw Fire spells.



The Dindae of Nan Gulduin



Razarac

Razarac. The demonic Razarac is the most terrible monster in Far Harad, the most awful denizen of the Haradwaith. Known as "The Destroyer" by the Haradrim, it is a powerful, gruesome holdover from the armies of Morgoth in the Elder Days. Legends say that the Razarac was placed under the stone of the Ogladalo Vatra when the desert was formed, to prevent the water from being returned to the surface. However, in recent years Men have broken the seals to those deep caverns, and now this terror prowls the night under the open sky. Physically, the beast is shaped like a Great Mountain Troll. Its hide is thick, tough, and coarse, giving it the protection of plate armor. For combat, it is armed with fierce talons hand and foot, as well as fangs set into huge and powerful jaws. From the massive shoulders spread leathery wings which, though they will not carry the monster on long journeys, will allow extended leaps of up to 200 yards.

The terrifying aspect of the beast's demeanor is further enhanced by its fiendish intellect. It has mastery of all Essence spells dealing with fire or light to twenty-fifth level, and is capable of advanced tactical thinking, as well as employing devilish cleverness in toying with its intended victims. The Razarac's years of captivity guarding the stolen waters of Harad have burned into its mind a continuing desire to prevent men from reaching water sources, and in this pursuit it shows a dogged singularity of purpose. Thus far, The Destroyer has limited its hunting to the Mirror itself, where it attacks bands of desert men as they drink by wells. It is only a matter of time, though, before the greater oases of the land beckon to the beast, offering much greater opportunities for destruction. Then the nomads and caravans of the land will quake with fear with the first footstep of each desert journey.

The Winds of Taurang. Demons of the Wind and Air, the diabolical Winds of Taurang served the whims of Taurclax, evil Animist of the Court of Ardor in the Mûmakan region of southernmost Middle-earth. The evil bargain that Taurclax had made with the Winds is that he would suffer with his new allies when they were "killed" (impossible to do) or incapacitated by becoming incapacitated himself. The Winds appear as slender figures wrapped, cloaked, and masked in black. They are armed with evil magical blades known as kynaes; these blades are poisoned. The Winds can change into the form that their name implies, and in this way they can enter any place that is not airtight; they are able to carry their weapons with them while doing so. They cannot fight in this form, however, and it takes them 6 rounds to regain solid status (or vice versa); they cannot change form while stunned. The Winds are called, from least to mightiest, Aur, Kax, Eos, Gan, Ior, and Kel. When destroyed in any fashion, the Winds return to Taurclax's fortress of Taurang and recover for 66 days. Taurclax is out of action for the number of days equal to the level of the defeated Wind.

LASSARAUKAR

Lesser
Habitat: Coniferous forest/taiga, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Extremely Hard.
Size: 6-7 ft.

Greater
Habitat: Coniferous forest/taiga, Deciduous/coniferous/mixed forest.
Frequency of Encounter: Sheer Folly.
Size: 7-8 ft.

Lassaraukar (Q. "Demons of the Leaves"; "Leaf-demons;" sing. "Lassarauko"; S. "Lethryg" sing. "Lathrog") areawful nocturnal creatures, Wood-spirits seduced and corrupted by Morgoth and refashioned into savage arboreal predators. Few monsters possess their fetish for unrestrained terror. Immortal but unable to reproduce (or be bred), these heinous creatures possess such refined hearing and smell that they can sense things with the precision of Elven sight. Nothing surpasses them in speed or agility, for they can run along the branches of trees and leap across gaps in the woods faster than a Swift can fly. A Lassarauko can start, change direction, and stop (but only at predetermined location) virtually instantly.



Lassaraukar

Lassaraukar look like tall, featureless Men. Their entire body is covered with a sort of greenish hide, a thick skin which resembles tight clothing. This covering extends over their entire body, including the face. On the feet, it is an inch thick and permeated by bizarre mole-like protrusions, "gripper-like" soles designed to accentuate their already stunning traction. Their hairless heads are also adorned with a second outer skin. Extending down from a heavy bone brow which surrounds the Lassarauko's skull, this semi-transparent layer flaps down over their lower head, obscuring the creature's facial features. Lassaraukar pull the skin up when eating, but retreat behind its light-shielding protection at all other times.



A Wind of Taurang

Lassaraukar normally live in "lats" of six: five lesser led by one greater. Omnivores, they reside in dark "nests" and live on tree products, but retain a quaint fondness for raw meat, particularly fresh brains. Their diet is ideal given their peculiar routine, for Lassaraukar are active less than an hour a day. Although they are capable of moving about for up to six hours, they prefer to rest.

This is no doubt due to the fact that, when they move, Leaf-demons run at startling speeds (a Lassarauko "walking pace" is 1000'/rd). Lassaraukar rest (i.e., stand still) for the vast majority of each day; however, when they elect to move they can burst forward like a blurring wind (5000'/rd when dashing). Effortlessly

leaping distances of upto 100', they move along tree limbs with the ease of a skilled monkey. When at rest, they spread their arms to their sides and stare forward in a rigid pose, as if statues. (This absolutely immobile form of relaxation has led many an unwitting victim to believe he was surrounded by sculptures, only to later 'discover' that his brain was missing.)

Lassaraukar remain still when attacking. Using but a fraction of a second's momentum, a Lassarauko strikes by swinging its arms back along its side, up behind its back, over its shoulders, and then down until pointing straight forward. This wheeling motion brings their head down and upper body forward, and pulls two natural bone discs out of the Lassarauko's interior chest reservoir. These sharp, 2" diameter discs travel along an exposed bone track on the Lassarauko's inner arm; then they are flung forward at amazing speed. Deadly missiles, they are coated with a fluid of diluted Lassarauko blood, which serves as a third level nerve poison. Such attacks are always preceded by at least one round's movement, for the Leaf-demon must generate momentum. With a dull reserve of fifty discs, a Lassarauko can initiate twenty-five dual attacks over the course of fifty rounds (supply renews at a rate of 3/hr).

While the Lesser Lassaraukar rely on their hideous missiles, greater Leaf-demons employ another enchanted means of assault. Truly blind, they have magical, amber-like eyes which pierce their facial covering. These emit bolts of stored and concentrated sunlight even when the creature is (and has been) motionless, making greater Lassaraukar exceptionally deadly. Unfortunate adventurers who take them for statues and attempt to steal their valuable eyes (500 gp) usually find the experience to be an unwelcome climax to their journey.



Still, the best way to attack a Lassarauko is while it is motionless. When it moves, it is virtually unhittable (unless caught in a confined area, when DB drops). Fortunately, since Lassaraukar must decide where to start, turn, or stop seconds ahead of time, they can be ambushed even while moving. One need only know their exact path. Once the Lassarauko stops, of course, any readied attack will serve quite well. With a successful orientation roll, an adventurer can react to the Lassarauko's pause. Then, assuming the dauntless warrior does not swallow a disc or two, he can fell the pitiless creature.

This poisonous blood serves as a lubricant, and it is peculiar to one variety of Lassarauko. According to legend, there are six "i-lats" of Leaf-demons, each being a group of six lats. The blood of each i-lat is reputedly unique, and it is said that Lassarauko blood types equate with the six forms of poison: circulatory, conversion, muscle, nerve, reduction, and respiratory. These same tales speak of the greater Lassaraukar from each i-lat as having gemstone eyes which cast differing bolts of power. Some supposedly use lightholts, while others use fire, air, water, cold, and earth. Given the nature of incantations, this is possible, but hardly plausible.

Lesser Leaf-demons suffer a -50 penalty when operating in natural daylight (-100 if their facial skin is folded up). They are found in groups of six (including one greater Lassarauko leader). Greater Lassaraukar only operate at -25 in natural daylight.

Ungoliant, Demon of the Void

Note: *You can find more detailed information about Ungoliant in ICE's supplement entitled Valar & Maiar.*

Habitat: Enchanted/magical places, Cross-over points between dimensions.
Frequency of Encounter: Absurd.
Size: Variable but usually 36 ft. across.

Ungoliant (Q. "Great Spider-monster") is a Great Enemy, the most powerful Demon ever to enter Arda. She was a Spirit of the Void (Nothingness), the incarnation of Darkness, and the embodiment of utter Destruction. One of Morgoth's earliest allies, Ungoliant rebelled against his service, for she became obsessed with light, wanting only to devour it and turn it into her own special Darkness, the Unlight, that destroyed all Light and Good things. When Morgoth later desired the Silmarilli (Great Jewels), it was no hard task for him to persuade Ungoliant to join in a raid on Valinor, for when she heard of the Jewels, she desired them for herself. She cloaked both herself and her master in her Unlight and wove webs of Darkness for them to climb into Valinor, and so they came upon the Blessed Realm in a time of festival. They then poisoned the Two Trees and fled with the Jewels.

When they reached their dark refuge, they quarreled over the spoils, and Ungoliant grew in rage to such a size and might that Morgoth himself was terrified and cried out to his Balrogs to save him. The Spirits of Fire chased Ungoliant with their flaming whips, and she fled into a dark valley. There she found other creatures of her own sort, but less great, and she and they were of the shape that the Free Peoples call spiders. There she lived and mated and reproduced. Shelob (see below) was one of her brood, and there were many others, some lesser and some nearly as great. No one knows what became of Ungoliant, but some of the Wise claim that her hunger at last became too great for her, and having already devoured her woeful mates, she proceeded to consume herself.



Vampire

Vampires of Morgoth

Habitat: Enchanted/magical places, Cross-over points between dimensions.
Frequency of Encounter: Absurd.
Size: Man-sized.

Melkoric Vampires are not the blood-drinking undead spirits of Men; rather they are mighty Demons. These Spirits were once the patrons of harmless normal Bats, but under Morgoth's tutelage they became great doers of evil and sources of terror. They are mighty fliers, and in early times Morgoth frequently used them as messengers. Appearing as gigantic Bats with the faces of hideous Men or Women and the feet of enormous birds of prey, the Vampires were well-equipped to deliver the orders of Morgoth and to spy for him. Vampires can assume other forms by means of their magical shaping cloaks. (These cloaks could also give others the power to take on the shape of Vampires.)

Thuringwethil, Messenger of Angband and Tol-in-Gaurhoth. This female Vampire was a favorite of Sauron and served as his messenger during the Quest of the Silmaril in the First Age. It was her shape that the Half-maia Lúthien used to gain entrance to Angband, for Thuringwethil (S. "Woman of the Secret Shadow") lost her powers and her cloak of shaping when Tol-in-Gaurhoth (S. "Isle of Werewolves") fell and Sauron fled, he himself taking the form of a Vampire.



6.4 DRAGONS

Dragons (Q. "Lóki" or "Angulóki" or "Valóki"; sing. "Lóke" or "Angulóke" or "Valóke"; S. "Engwai"; sing. "Angwa"), or Drakes, are the most famous and feared monsters in Middle-earth. No race of creatures instills so much awe, or is cause for so much wonder and story-telling. They are Morgoth's supreme conception.

The Origins of Dragons

Little is known of the beginnings of Dragons. While their origins are tied to the breeding pits of Utumno (Q. "Hellish Chasm-hold"; aka "the Underworld"), where Morgoth wrought the first Cold-drakes, the Dragon-race achieved its splendor later in the First Age. Fire-drakes (Q. "Urulóki" or "Fealóki"; sing. "Urulóke" or "Fealóke") and the great Winged Drakes (Q. "Rámalóki"; sing. "Rámalóke")—the Dragons of lore—were born of fire and magic in the halls of Thangorodrim (S. "Mountains of Tyranny") in Angband. Since that time, many lesser, more specialized species have appeared, although none in such numbers as to destroy the Balance of Things.

According to Sauronic scribes, Iaurlóke the Cold was the first true Drake. He was born in Angband (S. "Iron Prison") during the long struggle between Morgoth and the Eldar of Beleriand. He sired Glaurung, the Father of Dragons and the first of the Fire-drakes, but Glaurung consumed him in an ireful duel less than a century later. Soon afterwards, Glaurung burst forth from Thangorodrim and wreaked havoc on the Elves of Dorthonion and Hithlum (in Beleriand). He burned the fields of Ard-galen in his youthful display of raw power. Because Glaurung was only half-grown, though, Fingon and his archers drove the young Dragon back to Angband. Morgoth was incensed, for Glaurung's rash assault destroyed any hope of surprising the Free Peoples with the full might of a Fire-drake. So ended the world's first encounter with a true Dragon.

Two centuries passed before the Worm of Morgoth appeared again. Then, at the Battle of the Sudden Flame (S. "Dagor Bragollach"), Glaurung successfully led the forces of darkness in the struggle to break the siege of Angband. He slaughtered hundreds of Elves and razed large areas of eastern Beleriand before the campaign ended. Returning home triumphant, Glaurung began a long repose.

Glaurung endured the ensuing peace by breeding and producing a brood of lesser Dragons. When they came of age, he guided them into combat. This was the first time a group of Drakes ever appeared together. During the Fifth Battle of the First Age, the "Battle of Unnumbered Tears," they decimated a combined army of Elves and Men. Only the valor of the Dwarves of Belegost averted the complete defeat of the Free Peoples.

In subsequent years Glaurung and his offspring helped secure the lands conquered by the armies of the Black Enemy. They used their powerful incantations to bind the minds of their defeated foes and bring them under Morgoth's sway. Glaurung eventually assailed the Elf-city of Nargothrond, slaying all of its inhabitants save its Warlord, Túrin Turambar. Glaurung's power was such that he first bewitched Túrin and drove him off, leaving the city open to assault.

Túrin vowed revenge, but Glaurung's plottings bore another evil before the two came together again. The awful Worm placed a spell on Túrin's sister, Nienor, and stole her memory. This curse led to her unfortunate and ill-fated marriage to Túrin.

Túrin tracked Glaurung down at Cabed-en-Aras and drove the great sword Gurthang deep into the Dragon's underbelly. As the Fire-drake died, he lifted his spell... letting Nienor recover her memory. She committed suicide following the terrible revelation that she had married her brother and carried his child. Grief-stricken and burning from Glaurung's caustic black blood, Túrin perished as well.

Glaurung's death marked the end of the first and longest chapter in the story of the great Drakes of the North. While he was the Father of Dragons and exceptionally powerful, Glaurung was not the greatest Drake ever to enter Endor. That distinction goes to Ancalagon the Black—the mighty Winged Dragon known as "Rushing-jaws."

Like Glaurung, Ancalagon was a Fire-drake; but unlike his predecessor, the Black Dragon was far larger and possessed the power of flight. He was the first and most awesome of his kind. His wings darkened the skies, while hurricane-winds swept the plains before he unleashed his unstoppable fire. Undoubtedly the greatest monster born in Middle-earth, Ancalagon was the culmination of Dragon-breeding.

Fortunately, Ancalagon proved relatively short-lived. He was slain soon after he first appeared, during the War of Wrath. There he dueled with the Great Eagles, who were led by their King, Thorondor. The skies turned black with smoke, and thunder ripped through the clouds as the giant avians dueled. In the midst of this unparalled aerial fray, the warrior Eärendil—who came out of the West on the flying ship Vingilot—cut the Dragon down with a remarkable bowshot. Ancalagon fell, creating an upheaval that shattered the peaks below. His fellow Dragons fled amidst the turmoil.

Ancalagon died at the very end of the First Age, just as cataclysm struck, sinking Beleriand and beginning Endor's reshaping. Many of the other Dragons escaped the destruction and, like their brethren in Utumno and the

Underdeeps, went elsewhere in Middle-earth. Some settled in the Grey Mountains, while others ventured further east and south. As the Second Age dawned, Morgoth's legacy spread. Dragons remained to haunt virtually every corner of Endor.

General Features of Dragons

While each Drake is unique, of course, they all share certain common elements. They are all virtually immortal creatures with formidable individual strength. As shown in the stories surrounding Glaurung, Ancalagon, Scatha, and Smaug, they feared no single individual from the ranks of Middle-earth's Free Peoples. No other monsters, save the renegade Maiar known as the Balrogs, rival them. Still, Dragons are vain, deceitful, ireful, and ruthless, making them predictable and incapable of adapting to certain critical challenges.

The general powers common to all Dragons follow:

(1) Critical strikes— Unless otherwise noted, critical strikes against a Dragon are rolled on the Super Large Creature Critical Strike Table. This applies to both physical attacks and spells. (See *MERP* and *Rolemaster*.)

(2) Armor— Dragonskin varies in strength. The overlapping plates toughen with age. Unless otherwise stated, younger Drakes have scales equivalent to Rigid Leather (AT 12), while mature Worms have armor equal to the finest Plate (AT 20). This enchanted material resists (DB bonus of +2 x beast's lvl) all forms of directed spell attacks and shields the creature from the harshest of elements. In order to make a suit of armor out of Dragonskin, an adventurer must first cut the scales and the underlying hide from the Drake's body, all the while contending with the beast's toxic blood. This is a considerable feat. Even then, however, sewing and molding a suit of armor made from such an enchanted material will require the work of both an armorer and an alchemist.

(3) Spells— Dragons are powerful spellcasters. Enchanted creatures, they possess the inherent ability to cast any spell from the *Calm Spirits* and *Detection Mastery* spell lists (Open Channeling in *MERP*; Closed and Open Channeling in *RM*). Most also know the *Lore* and *Item Lore* lists (Open Channeling in *MERP*; Bard Base in *RM*) as well. Many Worms are powerful Mages, Sorcerers, Bards, etc. (These beasts know 5-15 *LOR* spells.)

(4) Strength of form— Dragons come in many forms. Winged Dragons and Cave-drakes tend to be slenderer than normal, while Cold-drakes are stouter. Winged Dragons can stir the air within a range of 1000', creating the equivalent of a local hurricane (in *MERP* or *Rolemaster*, treat as +20 *Airbolt* attack; in *LOR*, use +2 *Firebolt*). Drakes rarely suffer from penalties associated with age, nor do they weary easily. They require no rest during a given day. When they sleep, however, they rest for 1-100 days on end and they are hard (-10) to stir from their slumber. Dormant, or "hibernating," Dragons sleep for 10-1000 years.

(5) Enhanced Senses— The Dragons can see perfectly well in utterly dark places, and they can sense the shapes of creatures from the Shadow-world (e.g., Nazgûl). They also have excellent (+30 to Perception Rolls; +3 to Perception maneuvers in *LOR*) vision, hearing, smell, and taste.

(6) Presence— Anyone coming within sight of a Dragon makes a RR versus a 5th level *Fear* spell. (Treat as +2 *Charm Animal* spell in *LOR*.) With a RR failure of 01-50, the victim flees in terror for 1-5 minutes. If the RR failure is 51-100, the victim flees in fear for 1-100 minutes. If the victim fails by 101+, he falls under the control of the Worm for 1-100 rnds. In addition, a Dragon can use his fiery red eyes to captivate an individual, his concentrated gaze being the equivalent of a *Spirit Mastery* spell (permits use of any one spell on *Calm Spirits* list in *MERP* or *Spirit Mastery* list in *RM*).

(7) Foul Breath— If he possesses a breath-weapon, a Worm can use it once every 1-3 minutes (6-18 rounds depending on the age of the beast). It can attack up to 2x its lvl in a given day. A Dragon can concentrate its breath into a bolt (e.g., *Firebolt*) with a range of 300', or it can use a dispersed cone (base 100') with a range of 100' that is the equivalent of a ball attack (e.g., *Fireball*). The Drake's individual attack bonus varies. (When unspecified, use a bonus equal to 1.5x the creature's level.)

The Nature of Dragons

Physically, these so-called Giant Worms vary in size and appearance. Some slither or crawl; others run, jump, or fly. Most have vision that surpasses that of the most keen-sighted of birds, while others can perceive smells better than a North Bear. All share a common heritage, though, and have scaly hides, two to four horns, and long, serpentine bodies. Those with limbs have four appendages, although two may be modified to support wings. Razor-like talons crown their nimble digits.

Dragons are enchanted beasts. Magic flows through their caustic blood, and many Drakes are powerful spellcasters. Some utilize their skills to crush their foes, while others wield enchantments in more subtle ways. All Dragons bask in power and enjoy dominating other creatures, and many know an array of potent mind-manipulation spells. Coupled with their sharp intellect, these incantations can drive a stalwart Man or Elf to lay down his arms or even wage war upon his brethren.



The Dragons' fondness for word-games, riddles, and other contests of the mind is legendary. All Drakes enjoy using their intellectual prowess. Puzzles and riddles fascinate them. They are skilled in myriad tongues and capable of conversing and word-dueling in many languages. Their wicked eyes, audacious presence, incredible vocal-strength, and perceptive ways make them formidable (if not overwhelming) foes in a debate. Schooled in the arts of verbal illusion and capable of sensing the slightest changes in sound pitch and emotion, they see deep into the words of those who are unfortunate enough to meet them. Few can conceal their true feelings in the face of such utter power.

Dragons, however, have certain weaknesses when it comes to battles of logic or wit. Vain, wrathful, deceitful, self-centered, and astoundingly boastful, Drakes have a very delicate temper. Filled with hubris and easily flattered, they bask in others' adoration and enjoy complements even when they know the speaker is simply hoping to delay his own doom. A Dragon will toy with a foe whose soothing words are effectively delivered far longer than he will tolerate a pugnacious adversary. To a Drake, a false flatterer is wise and an armed challenger is simply foolhardy fodder. Dragons despise disrespect.

Regardless of their species, Dragons live and hunt alone. They jealously guard their territories, and will confront or kill other Drakes that infringe on their ever-expanding domains. Their realms, of course, reflect their origins, for wherever a Dragon goes, he lays waste to the land. They do not concern themselves with subjects or the works of lesser creatures; they seek only power and the booty that testifies to their triumphs.

All Dragons live in lairs of some form, returning in a way to the womb-like earth from which they came. They spend an inordinate amount of time in these underground (or underwater) abodes, reclining on beds of treasure. Even when active, they rest or sleep for ten to a hundred hours on end. During hibernation, a Dragon might sleep for a thousand years. Many a Drake has slept so long that chunks of his treasure become imbedded in his armored scales.

Dragons can mate but, like other monsters, they have no inclination to form unions or reproduce. Only an outside will can compel them to produce offspring. In a sense, then, Drakes must be bred.

When Dragons do mate, they follow elaborate courtship rituals. The male makes the invariably long journey to his mate's home, where he combats any rivals or pretenders. He subsequently engages in dance, a stormy but acrobatic display of frightening frenzy. Mating follows and may last as long as ten days. The male then departs for 10-100 years. Six months or so later the female lays 1-10 eggs in a hatchery pit deep within the earth. After another six months pass, the newly-developed young use their sharp horns to break out of their tough, leathery shells and begin their lives in Arda. Those that are perceived to be weak, however, are eaten by their mothers.

Drakes subsist on virtually any kind of food. They can consume anything from meat to mithril, swallowing as much as a thousand pounds in a single gulp. When they feed, it is often in the fonn of an unbroken orgy of consumption lasting two to forty days. During this time, they slaughter and eat herds of cattle or wild Lassanakilni. Their unusual metabolism enables them to store most of this food and allows them to hibernate with impunity.

Virtually immortal, Dragons have never been known to die of old age or disease. They grow and age, though, getting larger and in many cases slower with the passing years. Their enchanted blood gets increasingly caustic and corrosive, while their armor becomes thicker and tougher and their horns get longer and more heavily ribbed. In time, a Drake's overlapping scales become almost impenetrable, and even their relatively soft underside becomes capable of deflecting all the best of weapons.

However, Drakes have a flaw in their defenses. Known as a "birth spot," it is an imperfection of unknown origin or purpose which some chroniclers attribute to the wrath of Eru. Here, scales fail to develop. With the exception of the Dragon's eyes, it is the only vulnerable point on the creature's body. If found by a lucky opponent (e.g, Bard the Bowman), this flaw can spell the Drake's doom.

Of course, just getting close to a Dragon is a considerable feat. Dragons have gigantic, multi-rowed teeth and claws as hard and sharp as a lance-head. Some have whip-like tails that can bash or slash an opponent to death in a single, precise sweep. Others have huge bat-like wings that can stir the air into a spout or drive it into a galing wind. Those that possess breath weapons, like the fearsome Fire-drakes, can use this wind to enhance the strength and speed of their flames—flames that can scour a whole valley in minutes.

The Dragon's horns are special tools used for boring and dueling. Their size and rib pattern symbolizes a Drake's power and denotes his stature in the hierachy of the species. These horns are essentially unbreakable. Prized for their value as musical instruments and bow-making material, they can be ground to produce a host of enchanted potions. In a strange way, they embody the strength and magic of these exceptionally special creatures.

Dragon Families

Like all of Atda's creatures, the Angulóki are tied to the Music of the Ainur. Although they are the offspring of Melkor's discordant harmonies, Dragons still reflect the elemental themes born out of Eru's thought. They remain tied to Eä's five "physical" elements: Air, Earth, Fire, Light, and Water. All Drakes can be classified accordingly. When discussing the nature of Dragons, many Elda chroniclers prefer to use these categories, for they reflect the origins and habitats of the Angulóke families.

Air-drakes (Q. "Vilwalóki"): Air-drakes include all winged Cold-drakes. As their name implies, they reside high in the mountains and spend most of their waking hours in flight. Their habits mirror those of avian raptors, although they are nocturnal in nature. Like their arch-foes, the Great Eagles, they gracefully glide through the skies scanning the ground for prey. Then, they swoop downward, capturing their prizes with the long talons of their powerful rear legs. An Air-drake's initial strike is usually lethal, for the impact is sufficient to kill a stout Troll; however, many Dragons bite off the heads of their prey... just in case they survive the sudden rendezvous.

Earth-drakes (Q. "Kemenlóki"): Earth-drakes include Cave-drakes and the three wingless varieties of Cold-drakes: Land-drakes, Ice-drakes, and true Cold-drakes. Together, they constitute the oldest and most varied of the Dragon families.

Fire-drakes (Q. "Urulóki"): Comfortable even in molten rock pools, Fire-drakes often nest deep beneath the earth. There, they hibernate and replenish their considerable powers. Fires invigorate them, stirring their blood and stoking the embers of their fiery breath. No other Dragon-line rivals the power of the Urulóki, for they are the true descendants of Glaurung the Father, the Worm of Morgoth.

Light-drakes (Q. "Kalalóki"): By far the least numerous of the Dragon families, Light-drakes are unusual, wingless Worms equipped with whip-like tails that sport serrated spines. These spines house retractable membranes, each of which is filled with an electrically charged fluid. The Kalalóki prefer to fight with their tails, striking their prey with the knife-like spines and at the same time delivering a "sting" analogous to the impact of a lightning bolt.

Water-drakes (Q. "Nénilóki"): Water-drakes include Rain-drakes and true Water-drakes. The latter, the "Sea Serpents" of lore, dwell throughout Arda and constitute the most numerous family among all Dragon-kind. Much rarer, Rain-drakes are exclusively fresh water creatures that inhabit the depths of remote lakes and rivers. Some scholars also (mistakenly) include Marsh-drakes in this category; but they neglect to note that the swamp-dwelling Loegangwai are Fire-drakes who, while hatched under scalding conditions, later repose amidst warm, noxious waters and gases instead of fiery lava.

While these five elemental classes cover all of Dragon-kind, the varied nature of the Angulóki invites other characterizations of the great Worms. Various chroniclers divide Dragons according to numerous criteria. The following chart summarizes a number of these distinctions:

Family	Element	Nature	Wings	Breath
Cave-drake	Earth	Cold-drake	No	No
Cave Worm	Earth	Cold-drake	No	No
Cold-drake	Earth	Cold-drake	No	No
Ice-drake	Earth	Cold-drake	No	Ice
Land-drake	Earth	Cold-drake	No	No
Light-drake	Light	Cold-drake	No	No
Winged Cold-drake	Air	Cold-drake	Yes	No
Fire-drake	Fire	Fire-drake	Vary	Fire
Marsh-drake	Fire	Fire-drake	No	Gas
Rain-drake	Water	Cold-drake	No	No
Water-drake	Water	Cold-drake	No	No
Sand Drake	Earth	Cold-drake	Yes	No
Were-worm	Earth	Cold-drake	No	No

Dwarven loremasters employ five different categories, dividing the Dragon families according to the following scheme:

Cave-drakes — Slender, wingless Dragons that reside exclusively underground.

Cold-drakes — All Dragons who do not fit into one of the four specialized categories.

Fire-drakes — A great bane of the Naugrim, they are fearsome, fire-breathing lords of Dragon-kind.

Water Drakes — Air-breathing swimmers who reside in the water and nest in submarine caverns.

Were-worms — Shape-changing creatures found in the South and East of Endor.

No people have more experience with the Angulóki; thus, we employ the Dwarven outline throughout our discussion about specific Dragon groups.



6.4.1 CAVE DRAKES

Cave-drakes (Q. "Rondolóki"; sing. "Rondolóke") are relatively small Dragons who evolved very early and never developed refined intelligence. Descendants of the earliest Cold-drakes, they are an exceedingly ancient race that relies on instincts rather than plots. Cave-drakes live alone, and generally fight each other to the death. They rarely pose a threat to the stability of Endorian politics.

Cave Drakes

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Extremely Hard.
Size: 15-40 ft.

True Cave-drakes resemble diminutive Cold-drakes. They have no wings; nor do they possess a breath weapon. Cave-drakes rely on their short, powerful legs and muscular bodies when hunting prey near their cavernous, highland homes. Denizens of caves and volcanos, they are quarrelsome and territorial and terrified of the true Dragons, although they will deny it vehemently and will "drop names," claiming to know old Scatha (or whomever is the nearest Great Drake) well. While able to speak, they remain stupid by the standards of Great Drakes and cherish polished glass over uncut gems, since the former gleams so brightly. They are appalling liars (both in quality and quantity).

Emchangodogo. A sleek, white Cave Drake, Emchangodogo (P. "Little Worm") came of age in the wilds of Endor's Yellow Mountains (Q. "Orolanari"). She lives near Níocúpa, her twin sister and chief rival, and jealously guards the great tomb-fields in the high vale of Makaburini. There, high above the headwaters of the rivers Miriant and Pelangwi, she roams the vast limestone caverns held sacred by the neighboring Pel tribes.

Emchangodogo measures about thirty-six feet in length. Her small, smooth scales, glistening white skin, and pale-blue eyes suggest a beauty that belies her true nature. Hardly a noble creature, Emchangodogo is simply a swift, voracious huntress intent on ambushing and slaying anyone who enters Makaburini. She only ventures out of her lair at night, though, so those who stay clear of the caverns and travel in daylight can rest easy.

Less prudent travelers often find encounters with Emchangodogo rather unpleasant. Using her agile tail, the Little Worm strangles her prey, dips the body in a brine pool, and then hangs it to dry beneath a natural quartz skylight. Salted, the corpse stays relatively preserved until eaten. Emchangodogo likes "seasoned" meals, so she may wait as long as four months before consuming an unfortunate victim.

Níocúpa. Pale grey and grey-eyed, Níocúpa (P. "Pale Serpent") resembles her twin sister Emchangodogo more in form than in coloring. Like Emchangodogo, she is approximately thirty-six feet long and moves on four short, stout limbs. Her powerful legs can propel her at speeds of up to fifty miles per hour (80km/hr).

Blessed with seven inch claws and equally-long teeth, she is a dangerous foe. Níocúpa's favorite pastime (save sleeping on a bed of crystals) is to lie in wait and capture prey with her seven-foot long, prehensile tongue. Holding her victim against her maw, she claws a channel across the width of his exposed body and then slowly chews the torso in half. She considers Hildo hearts a special delicacy, so Níocúpa takes care save the precious organ for dessert.

The Pale Serpent resides in the Three Sisters, a cavern complex comrised of linked tiers hollowed out of a lush, limestone hill near the eastern shore of the Nen Angwi, in southwesternmost Endor. Her abode is situated about twenty miles southwest of the great Pel citadel of Nioca Manara (P. "Serpent Tower"). There she guards a hoard of gems and glass objects, most of which she claimed from shipwrecks or unfortunate coastal caravans.

Cave Worms

Climate: Temperate.
Habitat: Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Sheer Folly.
Size: 24-36 ft.

Cave Worms are the most specialized and repellent breed of Cave-drakes. They lack any noticeable limbs and live their whole lives underground. Like most cave creatures, they have little pigmentation and even less eyesight, relying on the ability to "read" vibrations and a good sense of smell to locate the prey that they seize with their prehensile tongues. Because they have a constant need for calcium, the favorite food of Cave Worms is bones.

Cave Worms combine most of the least desirable characteristics of worms, being constantly covered with slimy mucous. They will eat almost anything, meat being a favorite, but roots and fungus are quite acceptable in a pinch. They do not, however, eat rock, despite persistent Dwarvish legends to the contrary. Rather, they use their six hard horns on their bony heads as drill bits to bore their way through soft or crumbling stone, sliding along on their mucous as they go. A bony ridge protects their jaws and narrow eyes from this boring activity.

Cave Worms dwell in the Underdeeps. Thus, they are most common in Moria, although they may be encountered in other spots where someone has been foolish enough to dig too far beneath the earth.

6.4.2 COLD-DRAKES

Cold-drakes (Q. "Helkaloki"; sing. "Helkaloke") comprise the most common and oldest breed of Dragon. All other Dragons are descended from their line. Bred by Morgoth as the ultimate fighting creatures, they were the first monsters to threaten the peace of Middle-earth.

There are four types of Cold-drakes: (1) Winged Cold-drakes and the three wingless varieties, (2) true Cold-drakes, (3) Ice-drakes, and their smaller cousins, the (4) land-drakes.

COLD-DRAKES

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Underground, Volcanic, Waste/barren, Coniferous forest/taiga, Heath/scrub, Plains/grassland, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Sheer Folly.
Size: 30-80 ft. (wingless).

True Cold-drakes are powerful, armored creatures whose scales are thicker than those of other Dragons. Agile but wingless, they have powerful limbs and long, steely claws. A Cold-drake's bite can crush a fully-armored foe, and a sweep of its whip-like tail can easily fell a Mûmak. They relish physical combat and are quick to strike when confronted. Cold-drakes enjoy the hunt, but they love the fight.

Most Cold-drakes live in cold or frigid climes, preferring the wastes and alpine highlands to more temperate lands. These monsters were, after all, spawned in the uttercold of the Farthest North. Thus, they are stout, strong, immune to icy weather, and capable of smelling prey up to ten miles away. (No Dragon possesses as great a sense of smell.) Their coloring also reflects their affinity for the snows. Although they vary in hue like other Dragons, most are grey-white or even white in color. Still, the older, more powerful, Cold-drakes are often black, brown, or even red.

Monsters such as Dragons cannot breed without being compelled by some outside force and, even when they do mate, they usually (or "naturally") produce less frightening offspring. So it is with the Drakes who—in keeping with Eru's Thought—are a doomed race. Thus, a union between a Cold-drake and a Fire-drake typically produces another Cold-drake. This accounts for their prevalence among the great Worms.

The Dragons of the Withered Heath

The Withered Heath (Q. "Sarch nia Linquelîë") north of Mirkwood is home to many Dragons. The comprise the vast majority of the renowned Drakes of the Grey Mountains (Q. "Sintanglóki"). Most of them are not mighty as Dragons go, yet from the point of view of a Man, Elf, or Dwarf they should not to be trifled with. They steal treasure from each other and from any other sources that they hear about. Their hoards are of varying sizes and qualities, for not all of them are very clever about the quality of jewelry or weapons. Smaug and Scatha were, in their time, the mightiest of these Worms. When they departed (and later died), Itangast and Ando-anca became the pre-eminent threats.

Agburanar. Agburanar (Fo. "Shrouder of the Sun") is a black Cold-drake who awoke in a cave in the wilds of Forodwaith around T.A. 2200. He was among the last of the Drakes to stir in the aftermath of the great settlement of the Naugrim in the Ered Mithrin (S. "Ered Mithrin"). After a brief war with the Lossadan clans, he migrated south to the high Caves of Ûlund. There, in a spur of Grey Mountains, ten miles north of the Withered Heath of the eastern Grey Mountains, he established a lair.

The caverns at Ûlund open eastward, but are only accessible by way of the Talath Oiohelka. Tucked high in the mountainside, they provide a safe repose. No site could be better for Agburanar who, while exceptionally swift, lacks the brute power and strength of will of his neighbor: the great Ando-anca.

Ûlund also offers its master ideal hunting grounds. The high elevation places Agburanar amidst the wild mountain goats, who comprise core of his diet. The black Cold-drake savors goat-meat, and the slopes of the Nan Ûlund are crowded with this provision. Agburanar carefully chose his lair. (Bear-meat, which forms the remainder of his regular diet, is readily available in the valley below.)

Agburanar typically confines his movements to the Nan Ûlund, for he is a relatively shy beast. He is active (30% of the time) but reclusive. Although he slew the renegade Dwarf-lord Fáin and later slaughtered a small band of Snow-trolls who challenged him for Fáin's hoard, he likes to avoid battle. His occasional skirmishes with Ice-orcs are defensive in nature.

If forced to fight, the black Dragon relies on his astounding quickness and stealth to outmaneuver his foes. He likes to attack his enemies from an exposed flank, tearing upward with his long, steely claws. Grappling and wrestling bother him, although his tough hide is renowned even among the Grey Mountain Drakes.

A lesser Cold-drake, Agburanar is the offspring of Nwalkahendi (Q. "Cruel Eye"), a nephew of Glaurung, and his more imposing mate, Gayiel (Q. "Daughter of Dread"). His mother survived the War of Wrath, but died around S.A. 3319 at the hands of Laratudíra, the third High-chief of the Lossoth. Agburanar took refuge along the southern edge of Laratudira's domain, only to be trapped by a glacier during the Change resulting from the Downfall of Númenor.

Ando-anca. A red Cold-drake, Ando-anca (Q. "Maw of Iron") resides at Sammasudûnanca (Q. "Iron-pit Chambers") on the northeastern side of the Withered Heath (Q. "Sarch nia Linquelië"). His father was Glaurung, so he is extremely old and, aside from his older brother Scatha, the most powerful of the Cold-drakes of the Grey Mountains. His "domain" stretches stretches hundreds of miles north and east of the Sarch nia Linquelië, across the Talath Oiohelka, and includes the lair of Agburanar the Shy (see above).

The Iron Maw originally stirred from his long hibernation around T.A. 1640. He awoke in a cave beneath Oron Udûnanca (Q. "Mount Iron-pit"), an iron-rich peak that stands near the heart of the northeastern spur of the Ered Mithrin (S. "Grey Mountains"). There, he made his home atop a shelf in a rectangular chamber measuring some 600′ by 900′. The red Cold-drake later established a second lair at Norr-um.

While small (he is only forty-five feet long), aged, and somewhat tired, Ando-anca is dangerously aggressive, extremely clever, and frightenly vicious. His bloodthirst is unrivaled. Never shying away from a scrap, he is a hardened fighter who has met every challenge he has ever faced. He has defeated every rival, killing a few in the process. With the exception of Scatha and Itangast, all of the Grey Mountain Angulóki fear his wrath.

When the Dwarf-lord Fram slew Scatha in T.A. 2001, Ando-anca inherited his brother's mantle as "Lord of the Sintangulóki" (Q. "Grey Dragons"). He attempted assert this titular dominion, striking against a number of lesser Drakes during the ensuing centuries. Both Itangast and Throkmaw challenged Ando-anca and a series of inconclusive battles transpired. In time, Throkmaw refused combat, but the rivalry between Itangast and Ando-anca persists to this day.

Ando-anca



Ando-anca enjoys these bloody contests. Fighting invigorates him. Accordingly, he hunts whenever he can (i.e., during most of his waking hours), gorging on Caru, Losrandír, Draugrim, Ytch, Tereg, and even Naugrim. In keeping with his age, he naps after each feeding, and has been known to sleep for a couple of months after a hearty meal. His penchant for slumber is such that, even when stirred, Ando-anca sleeps about 95% of the time (01-95).

Culgor. A young, reddish-gold Dragon, Culgor (Q. "Golden-red Horror") is a relatively attractive and enchanting presence. He undoubtedly is one of the most beautiful of Morgoth's many Cold-drakes. His somewhat comely visage may account for his confident demeanor and inquisitive, outgoing nature.

Dwarf-legends refer to Culgor as the "Horse-drake," for he runs like a swift steed. None of the Grey Mountain Dragons are as fast as the Golden-red Horror. While Culgor hates to exert himself over a long distance, he can outsprint a fleet pony and jump like nimble deer. His hunting style resembles that of a great cat, which is in keeping with his penchant for felling prey on open ground. Like many of his kin, Culgor favors Caru, Losrandír, and Sintorontóki (Q. "Grey Mountain Sheep").

Culgor is also the most inquisitive of the Grey Mountain Dragons. Ever-curious, he loves to explore, inquire, debate, and delve into or about virtually anything. His thirst for knowledge is such that he has mastered all the Elda and Northman tongues, as well as Westron, Labba, and various Orcish dialects (in addition to his native Melkorin). He reads, although he is too large and too impatient to bother with most books.

Culgor makes his home in the upper caves at Bat Dome, a rounded peak situated in the great southeastern spur of the Ered Mithrin. Surrounded by hordes of Silver Bats, he reclines on a giant slab of golden quartz and gazes down on a great cache of coins, gems, semiprecious stones, jewels, weaponry, and other trinkets. Most of this vast treasure originally belonged to his jealous sister, Haurnfile.

Culgor robbed Haurnfile of the bulk of her fortune at the end of the First Age, when the two lived together in the northernmost reaches of the Ered Luin (S. "Blue Mountains"). He fled to Bat Dome soon after the War of Wrath, absconding with a steel net filled with thirty of Haurnfile's thirty-six iron chests. When his sister surreptitiously followed him to the Grey Mountains, Culgor was forced to unwittingly confront his sordid deed, for he has been "haunted" ever since.

Vain, youthful and blessed with long limbs, Culgor maintains a strong, sleek profile. He is the most active of all the Sintangulóki, and rarely gorges according to the traditions of his kind. All forty feet of his small body remain in perfect condition.

Gostir. Gostir, the ancient "Dread-glance" of Northman legend, is a pure white Cold-drake. Renowned for his burning red eyes and terrifying countenance, he is a powerful enchanter who can frighten a foe to submission or even death with his gaze. Fortunately for the local Lossoth, Umli, and Lotan peoples, however, he feeds mostly on the rich fauna of the Far North. His diet consists of the herd animals and large water mammals that live in and around the Sea of Illuin.

Gostir resides at Ninquaika (Q. "White Fell"), a hollow granite spire. The stone tower rises from a vast ice-field like a rough-hewn, five hundred foot obelisk and stands amidst the frosty mountains of Barl Syrnac. This rugged range comprises the central remnant of the once-vast Ered Engrin (Q. "Iron Mountains"). There, north of Rhûn and along the eastern boundary of the Northern Waste, great glaciers wind between the snow-capped peaks. These glistening spires protect the more temperate coastal taiga to the east from the harsh winds of Forodwaith. Great evergreen forests cover much of the taiga, especially in the coves and bays of the Sea of Illuin, and form an ideal hunting preserve for Gostir the White.

In many respects, Gostir is a typical Cold-drake. He hatched a few years after the founding of Thangorodrim, and grew to a length of sixty feet. His thick hide, stout limbs, and massive skull suggest great strength and protect him from the some of the harshest weather in all Endor. Huge claws and teeth and a long, whip-like tail provide him with the tools of war.

Unlike most Cold-drakes, Gostir is skilled conjurer. He favors spells and incantations to more physical means of power. This unusual prediliction reflects his heritage as one of Morgoth's "Sly-worms," and his subsequent role as a lieutenant of the Balrog Úruvaiwa (Mûar) and Guardian of the Illuin Marches.

Save the Nazgûl Hoarmûrath, who laid claim to the Barl Syrnac in the late Second Age, no power in the Far North rivals that of Gostir. The white Drake enjoys virtually complete mastery of his domain. Comfortable and confident, his chief fear is complacency.



Haurnfile. Haurnfile (N. "Something Fell and Flowing") the Foul is the older (and meaner) sister of Culgor. Jealous and bitter, she hates her brother with a deep, abiding ire. She is convinced that Culgor stole her hoard before fleeing from the Blue Mountains overlooking Beleriand at the end of the Elder Days.

Haurnfile's long life is colored with tragedy and frustration. A rather unattractive reddish-grey Cold-drake, she has never inspired much affection or respect. The Foul Drake produced young once in her youth, but subsequently ate her offsping and slew her mate.

Her constant wandering reflects her troubled, unsettled nature. Following Culgor's flight from the Ered Luin, Haurnfile embarked on her latest migration and meandered eastward through the shattered caverns beneath northern edge of the Grey Mountains. The fall of Angband, however, led to the banishment of her lord, Morgoth; and, like all of the great Drakes she slumbered for want of a dark focus. Haurnfile did not awake again until disturbed by Dwarven explorers in T.A. 2007. Searching for her brother's lair, she tracked him to Bat Dome, a granite peak in the southwestern corner of the Withered Heath. There, unbeknownst to Culgor, she established a home in the steamy chambers of the Under-deeps. Her repose is called Slow Fall, for it is dominated by a three hundred foot wide, four hundred foot tall lava-fall. The molten cataract flows over the shelf beneath which she rests, guarding her sleeping nook. While some argue that it describes her demeanor, Haurnfile's name is derived from that of her peculiar home.

The Foul Cold-drake is an active and dangerous presence. She is often (01-25) awake and frequently (01-70) away from her deep lair. Aside from plotting against Culgor, Haurnfile's favorite pastime is hunting Dwarves and other bothersome adventurers. Most of the time, though, she is forced to subsist on Goats and Sheep.

Like many Cold-drakes, Haurnfile possesses short, strong limbs and a thick, powerful tail. Her teeth are somewhat short—being only about six inches long—so she relies on her deadly tail and large horns to slay more challenging prey. At nine feet in length, her grey horns are among the largest of their kind. (She used them to impale her mate, the Black-fanged Drake Morcaraxë.)

Hyarleuca. The youngest of all the Sintangulóki, Hyarleuca (Q. "South-worm") is a small brown Cold-drake. He is the reckless son of the great Worm, Scatha, who slew his mother (Iaurmilmë) soon after his birth. Hyarleuca bears wounds inflicted during his parents' fray, the most notable of which is a six foot scar across his nose.

Some say that the deadly duel scarred more than his head, however, for the South-worm is a bizarre character—even by the peculiar standards of Dragons. Cruel, violent, moody, stupid, unsubtle, and lazy, he is given to frenzied orgies of wanton destruction. He relishes senseless slaughter and loves nothing more than to destroy a village and leave its dead occupants scattered about as Wolf carrion. Even when he kills for food, he usually leaves half the carcass uneaten. Hyarleuca fancies only "sweet" meat and, being too impatient to look very hard for tender morsels, he would rather kill a dozen victims and then consume his fare with care. His utter disdain for all other life is such that he often lays waste to settlements or caravans without bothering to even look for booty.

Hyarleuca lives in a cave in the hill called Narrow Watch, which is situated southeast of Gondmaeglom, about ten miles north of the Men Rhûnen. He haunts the neighboring highway, and ranges well into the open grasslands between the Grey Mountains and the Iron Hills (the "Narrows"). In his early youth, he even joined his father on campaigns against the wain caravans bound for Angmar; however, Scatha put an end to these joint plunderings when it became apparent that his son was destroying precious goods without allowing his superior the joy of the kill.

Peat brown and only forty-two feet long, Hyarleuca is hardly an imposing Cold-drake. Still, few among the Free Peoples would dare challenge him in open combat. He is youthful and strong and given to crazed bouts of yelling and dancing that invoke images of an insanely fevered hound. More than a few Dwarf-groups have broken in the face of these frightful performances, and at least two Dragons refused to kill Hyarleuca for fear of inheriting his "curse." In truth, though, the main reason for the South-worm's survival is Scatha. No other Drake has (so far) wanted to borhet with the idea of declaring war on the great Worm's line. Nonetheless, Hyarleuca lives on "borrowed" time.

Klyaxar. Klyaxar (N. "Ashen Claw"), the son of Andoanca, is a brownish-red Cold-drake who has long haunted the Lossoth of the Far North. He roams the hill country north of the Ered Mithrin. His range mirrors that of the Megliformeni (Q. "Bears of the North"), the huge, white North Bears renowned throughout Forochel and Forodwaith. In summer, he travels in search of the great Losrandír herds, which migrate as far as the rocky, windswept shores of the Forogaer. In winter, he remains near his hill-cave home at Bärnethädh (N. "Burning Heath"). According to Northman legends, the cave—which is known as Ashenhome (N. "Echethâm")—is said to have housed the original Shrine of Araw, but this story is very similar to a Lossadan tale suggesting that the site served as the ancestral womb of the noble Tulipalohímo (L. "Fire Clan").

Klyaxar relies on raw speed and daring whenever he hunts or fights. Young and small, but quick, he stealthily trots through the taiga and across the tundra, breaking into a full gallop whenever he sets his sights on a choice herd. Then, he thunders into the middle of the frightened gathering, felling his prey with great sweeps of his armored tail or rapid strikes with his long claws. After he slays a dozen or so full-sized beasts, he ends his frenzied assault and begins gathering his claim. Finding a streamside nook, he feeds until dawn—all the while piling the bones of his victims into a cairn that proclaims his presence and denotes his modest coup. Any North Bears who happen across these bone piles quickly retreat from the area, for they dare not challenge Klyaxar, lest they also find themselves marking the Ashen Claw's domain.

Klyaxar's chief rival is Agburanar, the black Cold-drake who stalks the foothills south and east of Ashenhome. Both are swift and agile Dragons, but Agburanar is a considerably older and wiser creature. Fortunately for Klyaxar, he is also shyer, and rarely forces an encounter with another Worm unless he is territorially threatened.

Other than Hyarleuca, Klyaxar is the youngest of the Sintagulóki. He resides in his birthplace, which was established by his mother Arléasbíme (N. "Wicked Trumpet") at the beginning of the Second Age. Arléasbime gave birth to Klyaxar around T.A. 1000, dying soon thereafter at the hands of her playful offspring. Klyaxar bit his mother in her birth-spot while wrestling, forever silencing the monster whose cries had colored the night skies along the northern flanks of the Ered Mithrin.

Lamthanc. Lamthanc means "Forked-tongue," which is an apt title for this huge grey-white Cold-drake. Not only is his prehensile, nine-foot tongue forked, but he is a deceptive schemer. Lamthanc disdains truths, preferring to employ complex lies to confuse and trap his foes. He is, in every sense, a playful killer. Riddles and songs punctuate his conversations, which seem like wild, rambling monologues, but are actually clever puzzles.

Lamthanc is the youngest son of Laicarca (Q. "Green-claw") and Muinanelki (Q. "Secret Tooth"), two great Cold-drakes who died in the War of Wrath. Both he and his older brother (Gostir) migrated eastward at the beginning of the Second Age. Each settled in the Ered Engrin (Q. "Iron Mountains") but, whereas Gostir chose to reside in the Barl Syrnac range, Lamthanc pushed further to the east and made his home above the Angailini (Q. "Iron Lakes") of western Urd. There—near the icy waters of the Sea of Illuin, by the Bay of Utûm in north-central Endor—he dwells in the Dancing Caves of Dírkoti. His stunning lair is ringed with crystaline columns that reflect light like huge kaleidoscopes.

Like Gostir, who lives some eight hundred miles to the southwest, Lamthanc must deal with the machinations of the Úlair Hoarmûrath. Hoarmûrath, the Lord of Dír and the Ice King of Urd, is "the Sixth" of the Nine Ringwraiths. His claims stretch across most of northern Endor. They encompass the hunting grounds of various Dragons, including Gostir and Lamthanc. Neither Cold-drake openly challenges the Urd Nazgûl, for both prefer simpler contests; however, Lamthanc constantly tests the limits of Hoarmûrath's patience. The Forked Tongue Worm delights in raiding Urd and Myri herds, as well as hunting the Nazgûl's more isolated sentries and war parties.

Seventy-five feet in length and standing over thirty feet in height, Lamthanc is among the largest of Endor's Cold-drakes. His massive size limits his range, but he remains a threat to anyone within a hundred miles of the Dancing Caves. Even the fishermen of the Angailini must use caution. Their lore properly warns them that Lamthanc the White is capable of sliding on ice and swimming through the most frigid and swirling of waters.



Lastalaika. Few of the Helkaloki instills so much dread as Lastalaika (Q. "Sharp-ears"). A silvery-white Cold-drake, he resides at Láminarondа (Q. "Echoing Hall") in the northern Orocarni (Q. "Red Mountains") of the East. His thirteen-tiered lair reaches deep into the snow-covered peaks near the headwaters of the river Haen and looks westward over cold grasslands ruled by the hardy Aigvalg.

Known as a frequently dormant (he sleeps 90% of the time) but ruthless man-eater, Lastalaika has devastated a wide portion of the plains that separate his home from the great bay to the west. Sharp Ears' penchant for reducing whole villages ro rubble wreaked havoc among the scattered Aigvalg clans, many of whom abandoned their ancient gathering sites for more protected spots in the tall, evergreen forests to the west or south.

Sangwanca (Q. "Poison Jaw"), Lastalaika's mother, was born in Utumno just before the Battle of Unnumbered Tears. A major rival of Utumkodur (see below), the great golden Fire-drake, she stalked her nemesis for centuries after the fall of Morgoth. She outlived Utumkodur, but perished at the hands of the gilded Dragon's Womaw allies. Young Lastalaika swore revenge against his mother's slayers, but believed them to be a pair of rival Worms. His search for the children of Utumkodur led him to settle at his present home. Frustrated by the absence of the objects of his original ire, he still searches fruitlessly for Sangwanca's murderers. In the meantime, he hunts without pity, occasionally capturing the odd hunter or fisherman in quest for information about other Dragons who might reside in the Orocarni.

Slender and fifty feet long, Lastalaika is best known for his gigantic ears and the three rows of large, silvery plates that adorn his back. The plates regulate his temperature and at the same time proclaim his great strength. In the language of Melkor's monsters, they serve as an effective dominance display. His pointed ears protect his skull. Highly sensitive, they permit him to distinguish sounds through a wide range of pitches with amazing clarity. They even enable him to hear clearly through water or ice. Womaw legends say they permit him to discern the nuances of "Word-magic."

Some note that Lastalaika's foul nature is the cause of his constant pain. Others postulate that a great hurt makes him wrathful, and Avar chroniclers state that his strange bitterness at his mother's loss is the origin of his unrelenting suffering. Whatever the case, he is never at ease—even while in slumber.

Merkampa. The so-called "Wild-claw" resides in the Ered Ormal of south-central Middle-earth. A light grey Cold-drake who has long terrorized the Clyan and Vaag peoples, he is often called the Bane of the South. Merkampa's awakening spurred numerous tribes to move out of the lands surrounding the Chy Passes, and the lords of the Acaana, Chy, Clyan, and Lôdenîly peoples all offer rewards for his head. Ever swift and skilled in the arts of stalking and hiding, the Wild Claw appears unkillable. As many Vaag cults and clans now revere him as oppose him, and he has passed into local lore as a permanent fixture.

Although nimble, Merkampa measures over sixty-five feet in length. His pale grey scales and glittering, eighteen-inch claws shine bright in the clear, dry southern night. Those who leave to speak of an encounter with the noble beast cannot help but proclaim his beauty. However enticing he might seem, though, the Wild Claw is a deadly hunter who can halve a camel or a horse with a single swipe. He lives in accord with his label. No Cold-drake has stronger or sharper talons, and few are as skilled at using their claws to surgically slice their prey.

Both of Merkampa's parents, Mírúvanaimo (Q. "Jewel Monster") and the black Drake Naikamil (Q. "Mother of Pain"), migrated south during the last century of the First Age. Naikamil flew from Endor after slaying her consort in the hills of Jojojopo, and now hails from Mórenorë. Her son scarcely remembers her, for both he and his sister—Piutalamba the "Spitter"—found themselves abandoned soon after their birth. The two remained in the Ered Ormal, but Piutalamba perished around T.A. 1400 at the hands of Variag huntsmen led by Ûvatha.

Merkampa sleeps most (85%) of the time, but he occasionally ventures out on all-night raids. He often hunts in the open grasslands near his home at Poison Rock. The numerous caravans crossing through the Chy Gap provide him with ample booty and sustenance. Still, Merkampa's more typical meal involves a mixture of Wild Goat and Camel. He may augment his intake of large game by feeding on domesticated livestook, but the herders of the region now take care to house their beasts in protected barns or enclaves.

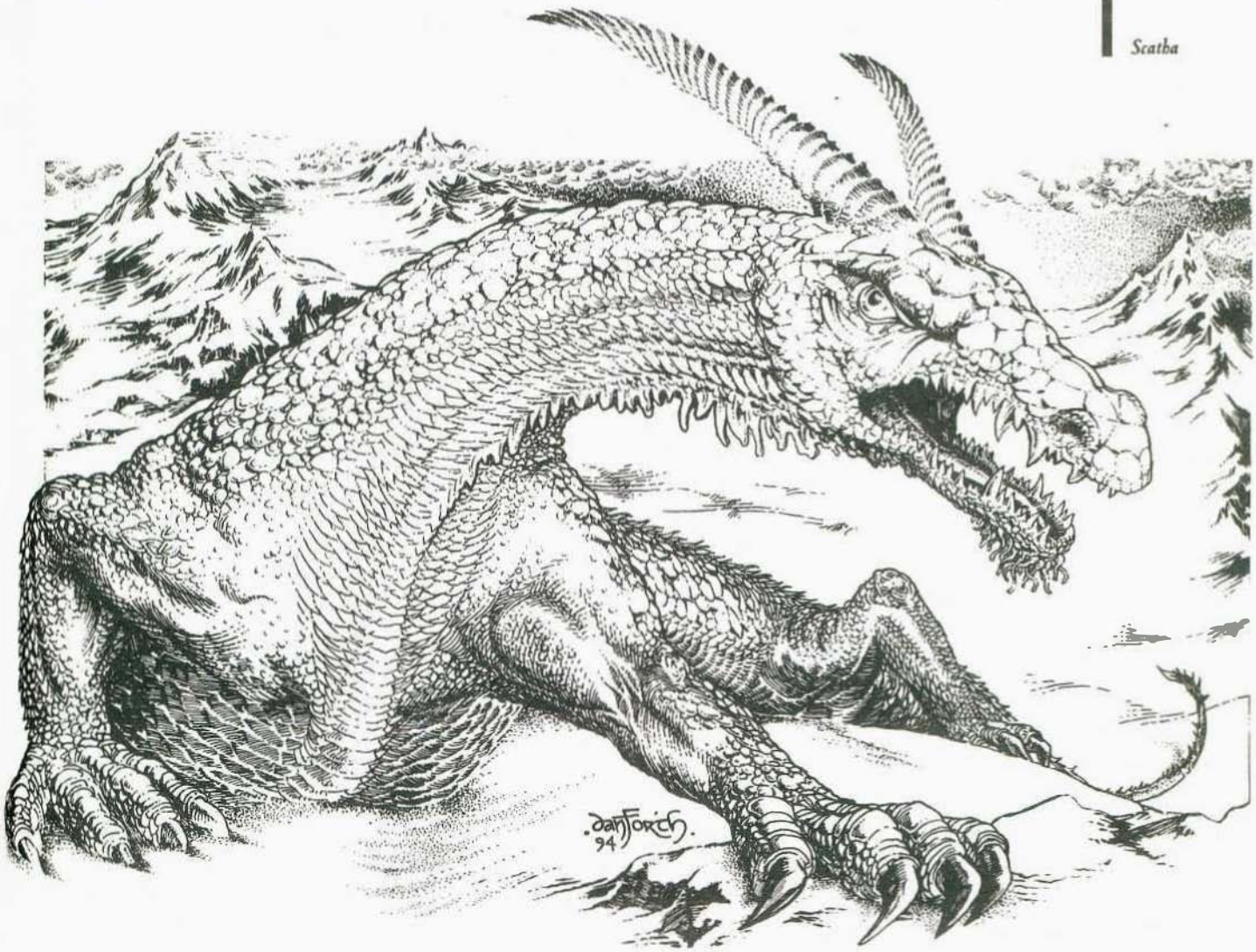
Scatha the Worm. Scatha (N. "Vile One"), the youngest son of the first brood of Glaurung, resides at Gondmaeglom in the central Grey Mountains. He measures some eighty feet in length and possesses tremendous strength and speed. Bright blood red and standing nearly thirty feet at the shoulder, he is the mightiest of the Cold-drakes. The Dwarves of the Ered Mithrin know him as their greatest bane, while the Northmen measure all Dragons by the one they simply call "the Worm."

An extremely aggressive and greedy Drake, Scatha actively hunts for civilized strongholds containing loot and he frequently raids caravans traveling along the Men Rhûnen (S. "Eastern Way") north of Mirkwood. He eats Losrandir, Goats, Orcs, and Giants, but he considers Dwarves and Elves delightful delicacies, and he seeks them out whenever they wander onto his hunting grounds.

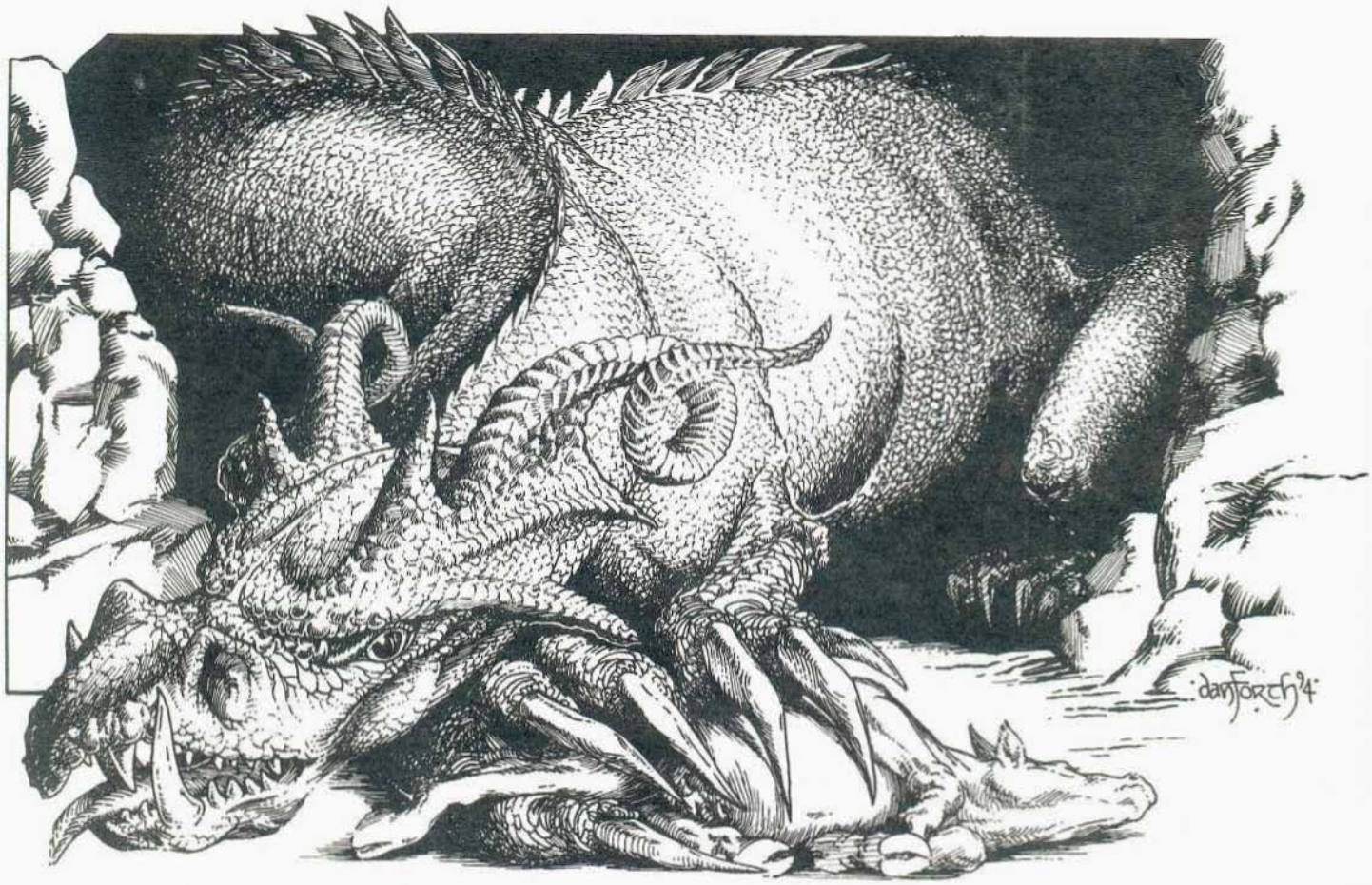
Scatha's Tale

One of the greatest Dragons to survive the destruction of Angband, Scatha the Worm roamed Endor's northern wastes throughout the Second Age. As the eldest surviving offspring of Glaurung, he was the preeminent Cold-drake in the North. He later made his lair in the Grey Mountains, where he awoke around T.A. 1625. Scatha considered himself the lord of the range when the Dwarves of Durin's Tribe began mining in the region in T.A. 1999.

Scatha slew a number of the Naugrim and built quite a treasure-hoard prior to the arrival of Durin's Folk. However, when the wealthy Dwarves from Erebor (the Lonely Mountain) entered the Ered Mithrin, he struck quickly. The Great Cold-drake remembered his father's defeat at the hands of the Dwarves of Belegost and feared that the stalwart intruders would claim his domain. So, in early T.A.



Scatha



Nimanaur

2000, the foul Worm attacked the Dwarven mine at Silverplunge, where he killed the inhabitants and captured a vast cache of treasure.

The Dwarves sought to avenge this strike, but they took too long to regroup. Later the same year, Lord Fram of the Eothéod slew Scatha and took the Cold-drake's hoard back to the Northman realm in the Anduin Vales. Enraged, the Dwarves demanded that the Éothéod return the booty, but Fram refused. The Horse-lord preferred to use his new-found wealth to build a new capital at Framsburg. He then sent the Naugrim an insulting reply, along with a necklace made from Scatha's teeth. This touched off fighting and the Dwarves slew Fram during the brief conflict. Ever since, there has been animosity between the Northmen and the Naugrim — the awful legacy of Scatha the Worm.

Ice-drakes

Climate: Cold/Dry, Frigid.

Habitat: Freshwater coasts & banks, Glacier/snowfield, Ocean, Saltwater shores/shallows, Waste/barren, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.

Frequency of Encounter: Sheer Folly.

Size: 25-65 ft. (wingless).

Ice-drakes resemble white Cold-drakes and are often confused with their kin. Unlike true Cold-drakes, however, these creatures often feed on water creatures and are among Endor's most powerful swimmers. Ice-drakes are also capable of ingesting water or ice and spewing it as a sort of "false breath weapon."

Although they share most characteristics of other Cold-drakes, Ice-drakes reside exclusively in crevasses or ice-caves and spend most of their active lives on or near glaciers and ice flows. They are capable of glacading, essentially skiing on their powerful, flat afterclaws (i.e., claws that extend out the rear of each appendage).

Lomaw. Lomaw (N. "Snow Jaws"), the son of Hopilokam (L. "Silver Worm"), is a grey-white Ice-drake who resides in a snow-cave on the north side of Collarmount, just south of the Dying Glacier in the Grey Mountains. He and his brother, Niminaur, are the only two Ice-drakes in the region.

Snow Jaws is among the most deadly of the Dragons of the North. Extremely agile, clever, and capable of moving across the snow, ice, and rock of the central Ered Mithrin with startling speed and ease, he is a formidable hunter. Like his brother, he slays most of his prey by blasting them with his icy breath. He ingests snow and ice, propelling the frigid crystals through his mouth for distances of up to 600 feet. After freezing a foe, he dashes forth to deliver a "cracking" blow with his nimble tail, thus insuring his kill. Lomaw then gathers the body and returns to the edge of Dying Glacier. There, he maintains a pit-cache where he stacks his victims like cord-wood.

Forty-five feet long, Lomaw is a fairly sizeable monster. He is also quite distinctive by the standards of his race for he lacks the pure white pallor of his brethren. His grey and white scales, though, make him difficult to discern in the frosty reaches of his mountain domain. Snow Jaws blends well against the landscape, be it a glacier, a snowfield, or a rocky crag.

Lomaw enjoys the open air, but he takes care to rest in or stalk his prey from carefully chosen nooks. Ever reclusive, he fears revealing himself on anyone else's terms. This inherent shyness, coupled with a disdain for the muddy heather of the Withered Heath, keep him close to his repose. There, of course, he is virtually unassailable.

Collarmount Caverns, Lomaw's lair, is a vast network of ever-changing tunnels and chambers that stretches deep into the adjoining ice-fields. Lomaw uses the cave system for storing his modest treasures. He also employs the complex for his long, hibernating retreats, as well as during times of extreme danger. Since Snow Jaws is the only creature to understand the Dying Glacier's often unpredictable movements, he is the only soul who can safely negotiate the maze he calls home. Where others might be trapped in crevasses or swallowed by the frigid waters of subterranean lakes and streams, Lomaw can slither or swim through a wide variety of secretive routes.

Nimanaur. Like his older sibling Lomaw, Nimanaur (S. "White Fire") is an Ice-drake who lives in the Grey Mountains. The brothers reside far afield from their kin, most of whom dwell near the Forogaer (S. "North Sea"). Nimanaur's lair, which is situated in an Ice-cave called Scree Watch, looks southward from a nook at the northwestern edge of the Sarch nia Linquelië, some twenty miles northeast of Lomaw's home at Collarmount.

Nimanaur spends most of his time sleeping (01-80) or snow-sliding (81-95), and has never enjoyed "more serious" endeavors. Morgoth failed to properly fuel his ire. Although he measures over forty feet and possesses the ability to spew ice, he is far less deadly than Lomaw; White Fire feeds exclusively on the Losrandir who wander near his abode at the northwestern edge of the Withered Heath.

When it comes to open conflict, Nimanaur prefers to hide rather than fight. He only engages enemies who force the fray. Using his unique ability to change the color of his scales from any shade between grey-black and white, he blends into the landscape, avoiding detection from all but the most perceptive of trackers.

Nimanaur's principal salvation against his more hungry and lethal brethren is undoubtedly Lomaw. While the two rarely see one another (even though their lairs are joined), Snow Jaws' presence prevents more aggressive Dragons from assailing Scree Watch. His wardship is critical given the central location of the brothers' territories.

As evidenced by his love of snow-sliding and swimming, Nimanaur is a playful beast. He enjoys a broad variety of games and contests of physical skill. His hunting style reflects his constant need for entertainment. Although hardly mirthful, White Fire delights in "fooling" his prey. Stalking and hiding, he sneaks up on an unfortunate herd of Losrandir and uses the lie of the landscape to disguise the sounds of his plunder. Felling isolated "sentries" with his icy breath, he slowly circles the grazing animals until something stirs the gathering into frenzied flight. Only then does he betray himself and begin the chase. Fortunately for the Losrandir, it is invariably a half-hearted pursuit. Nimanaur easily tires of the exercise once it becomes a simple run, and is usually content to return home with a dozen or so carcasses.

Land Drakes

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Underground, Volcanic, Waste/barren, Coniferous forest/taiga, Heath/scrub, Plains/grassland, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Sheer Folly.
Size: 25-50 ft. (wingless).

Land-drakes are flightless Worms. Smaller than Cold-drakes, they are frequently described as Lesser Drakes. They are notable for their speed and their ability to leap and climb like huge cats. Quick to startle or anger, they are among the most common of all Worms.

Land-drakes breed quickly (up to twice every twenty-four years) and comprised the majority of Dragons in Morgoth's armies. At the same time, they are the most vulnerable of all Dragon breeds, and most perished during the War of Wrath. Those few that survived the armageddon, scattered into the wilds and eventually settled throughout Endor. No portion of the continent, save the deserts, escaped their wrath. They began breeding again after S.A. 1050 but, because of their modest size, few lived past the third millenium of the Second Age.

Winged Cold-drakes

Climate: Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Breaks/wadi's, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Underground, Volcanic, Waste/barren, Coniferous forest/taiga, Heath/scrub, Plains/grassland, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Sheer Folly.
Size: 50-120 ft. wingspan.

Winged Cold-drakes are, like Fire-drakes, the descendants of true Cold-drakes. They resemble their forefathers in character, except that they are more slender and graceful. Most importantly, the elongated fingers of their long forelimbs support huge membranes —wings which enable them to fly.

Bairanax. Bairanax the "Bear-hunter" lives in the caves at Ovir Hollow in the southern Grey Mountains. Situated due south of the Satch nia Linquelïë, the main hollow is tucked in a ring of volcanic rock set in the center of a high vale. There, the Bear-hunter makes his home amidst a natural, flower-filled moat. It serves as an ideal repose, for it enables Bairanax to make rapid strikes across the Narrows above Mirkwood. Travellers along the Men Rhûnen receive little warning of their impending doom.

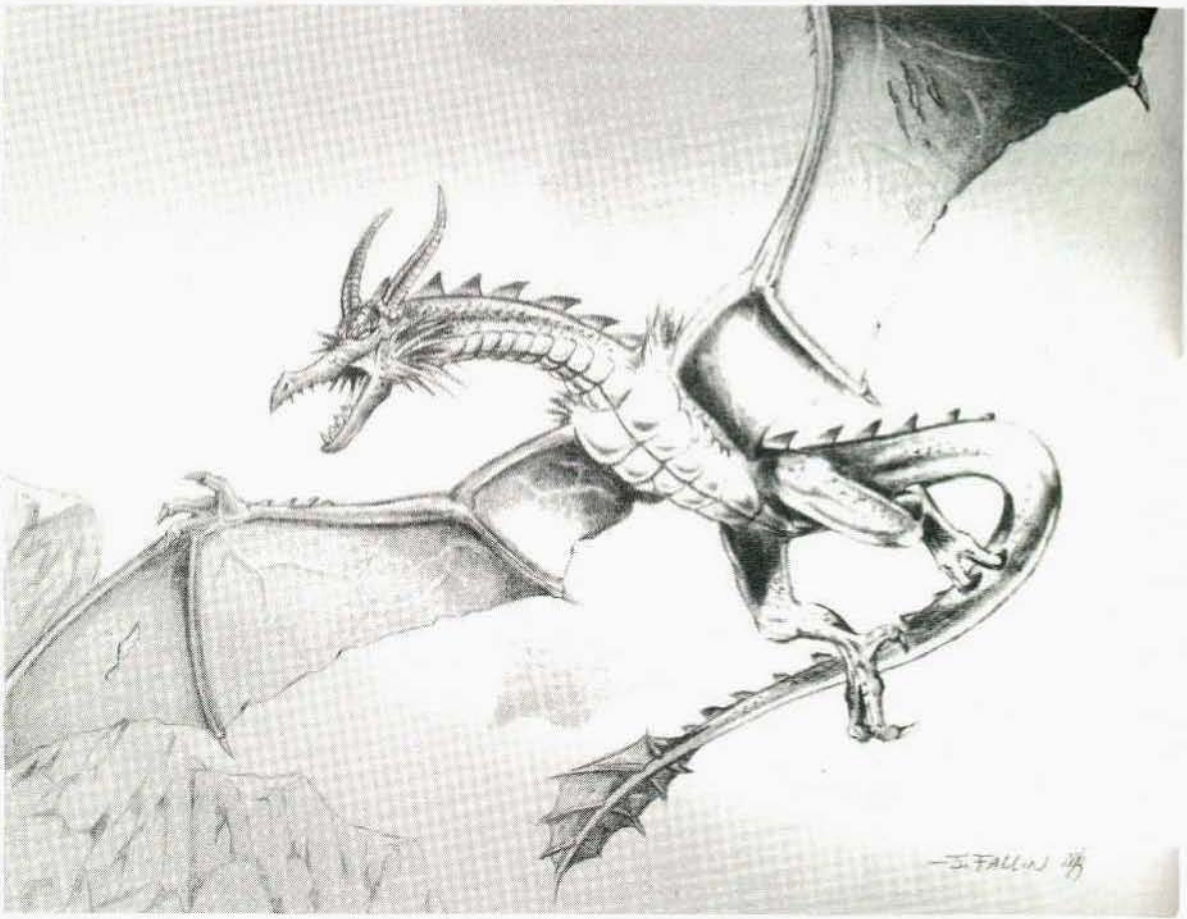
Bairanax is, by any standards, an imposing monster. The brownish-red Drake measures about fifty-five feet in length and has a wingspan of about seventy feet. When standing on his hind legs, he can reach things nearly thirteen yards above the ground. His long neck and tail enable him to strike before and aft quite comfortably at distances of about fifteen feet.

While Bairanax is a far-ranging omnivore, he savors game food, especially Bear. He hunts in the cool river valleys of the North, where he stalks Bears intent on eating berries and fishing. Thousands of Bear-bones adorn his rough hewn chambers and serve as a testimony to both his hunting skills and his enmity.

His fondness for Bear-meat is tied to his hatred for Bears, for as a young Dragon escaping the doom of Angband, he was almost killed by a North Bear. In turn, the Northman Bear-cults consider Bairanax to be an ancient and very personal enemy. Legends suggest that the great, winged Worm is actually a fallen Beorning shape-changer. More than one of the Beija-bar has perished while trying to slay him. Bairanax invites these quests, which seem to increase in number with each passing year.

Northmen aside, Bairanax's chief rival is Loonaw. The two fight periodically because both are large, aggressive Drakes who never forget a grudge. Neither

Bairanax



possesses the upper hand in the feud for, although Lomaw is older, tougher, and capable of "spitting ice," Bairanax is stronger and blessed with the power of flight.

Like Lomaw, Bairanax is also a cunning monster. He possesses a quick mind and delights in telling long tales about his exploits and the achievements of his ancient family. Still close to his mother Fûkgrima, he recounts colorfully frightening stories of her years in the service of the Lord of Angband. Sentimental, even sorrowful, these performances inevitably end with Bairanax seeking revenge against the Bear-dancers of Rhovanion.

Daelomin. Daelomin (Q. "Night Shadow"), the oldest daughter of Scuilaca and Dracaetren, actually fought in the last two battles of the First Age. Elven legends recounting the Elder Days refer to her as the Ghost-wing of the Ered Engrin. She is extremely old, but has spent most of her years in deep hibernation.

Daelomin's is a complex and confusing personality. She is gregarious yet remains a loner. Although a lover of family, she killed and ate her own mother and daughter. A poet and mystic, she loves destruction as much as any thought or creation. While a capable spell caster, she is given to horrible bouts of violence. Enamoured of domination, she shuns the idea of establishing a domain.

Daelomin makes her lair at the Dancing Spire, a silvery-grey mountain situated some forty miles west of the Withered Heath. There, in a scree-filled vale halfway between Gondmaeglom and Anvilmount, she resides in one of the most glorious and opulent lairs in all of Endor. Her chambers contain small but fabulous caches of jewels and gems, plunder dating back to the Night Shadow's youth. On most days, though, Daelomin leaves her well-appointed chambers to sleep beneath the sun atop the smooth, rounded summit. (There, she rests up to 85% of the time.)

Male Dragons, many of whom act as would-be suitors, approach Daelomin carefully, often seeking her out as she awakes in the open twilight. Regardless of when or how they arrive at Dancing Spire, though, they do so hesitantly, for her reserved reputation is renowned among the Sintangulóki. Ironically, Daelomin despises their care, for she disdains weakness; thus, they invariably leave frustrated. Only Khuzadrepa's long-dead brother. Ieraca (N. "Angry Messenger"), ever succeeded in arousing her to receive his passion.

Forty-two feet in length and graced with a sixty foot wingspan, Daelomin is large (albeit modest by the standards of the Great Worms). Her sleek, black scales and feathery ridge of backplates lend her a beautiful, wicked visage. Other Drakes consider her comely, and both Elda and Northman chroniclers speak of her as a marvelous, elusive work of art. Gliding quietly on glistening wings, Daelomin has even stirred the soul of the Naugrim.

Dynca. Battered and scarred in the wars of the late First Age, Dynca is considered ugly even by the standards of monsters. His cracked scales betray many years of battle and dozens of duels with his rivals. A Great-eagle took his left eye and snapped off both of his horns. Fully half of his backplates and a quarter of his eight-inch teeth are broken. A trio of holes adorn his huge wings. Black and grey, he appears perpetually bruised.

Dynca's countless trials honed his compassionate spirit. He is undoubtedly the most refelctive and forgiving of the noble Worms. He rarely fights, and never goes to battle unless forced to defend himself. He shuns the casual violence that colors the lives of his more typical brethren. Dynca even confronts his foes before striking, allowing them to hear tales of his war-craft before deciding whether or not to retreat.

Unfortunately, since most Drakes equate Dynca's worn body and spirit of compassion with weakness, the old warrior receives more challenges than any of the other Sintangulóki. He uses his considerable calm and refined wiles to best or stalemate his adversaries. Dynca also retains an inexplicable reserve of speed, and he is known to outmaneuver and exhaust other Dragons before ever striking a blow.

Dynca prefers hunting to fighting, and lives near his favorite hunting grounds on the Talath Oiohelka. His lair faces south and east out of the great mountain called Sorrowdrop. Situated in the northeastern arm of the Ered Mithrin, only about ten miles north of the Withered Heath, it is an ideal site from which to start forays over the Northern Wastes. His nocturnal sojourns are somewhat sporadic, given the weathered Drake's penchant for slumber (he sleeps 90% of the time).

Dynca measures fifty feet in length and has a wingspan of nearly seventy feet. Slender and long-legged, he is amazingly light and agile. He is also given to using sly tricks to further lessen his load or increase his quickness. His favorite tactic is to inhale a light gas from a swamp or volvano, storing the buoyant fumes in one of the extra lungs tucked beneath his spine.

Khuzadrepa. Khuzadrepa the Cruel is a powerful sorcerer. His ability to manipulate the forces of Nature is legendary. A vile monster, he enjoys overt displays of power and ruthlessly slays the strong and weak alike. Both the Elves of Mirkwood and the Dwarves of the Emyn Engrin consider him one of the principal threats to peace in Rhovanion, and each offers a reward for his huge head.

Khuzadrepa (Kk. "Dwarf-slayer?") lives at Thunder Cleft in the southeastern arm of the Grey Mountains. His lair occupies a Dwarf-hold, which he seized around T.A. 2563. He slaughtered the Naugrim who had mined and settled the site for over three centuries. Employing spells, he fooled the Dwarf-warders, and then he crushed the resistance in piecemeal fashion. Those who fled across the marshy fields below the gates, found themselves hunted down and eaten—like doomed mice running from a relentless ratter.

Not content with sacking only one rich site, Khuzadrepa destroyed over a dozen Dwarven settlements during the four decades after the Battle of Thunder Cleft. His accumulation of heads and booty slowed after T.A. 2590, however, when the Naugrim abandoned their Grey Mountain claims and retreated south to the Iron Hills. Still, the Cruel Worm continues his restless search for wealth to this day. His ceaseless travels carry him across the Ered Mithrin, making no place safe for travellers.

Jet black and sixty feet long, Khuzadrepa is a formidable presence. Sporting curving, nine-foot horns and blessed with slightly deformed but powerful limbs and sixteen-inch claws, Khuzadrepa gives anyone good cause for trepidation. When he flaps his eighty-foot wings, he can strike fear in the stoutest of hearts.

The most potent spell-caster among all the Sintangulóki of the Withered Heath, the Dwarf-slayer spends much of his waking hours (he sleeps 65% of the time) practicing sorcery. Spells delight him and, while physically strong, Khuzadrepa enjoys wielding his great magical prowess. Given to toying with, and then abusing, his victims, he follows the example set by his even viler mother, Amarthovessë (Q. "Doom's Wife"). Torture awaits those unfortunate enough to find his grasp.

Khuzadrepa's wanderings bring him into occasional conflict with his fellow Dragons. Some, like Agburanar, bear the scars of his ire. Others, such as Haurnfile, have been fortunate enough to stay out of his way. The Cruel Worm's lack of speed, though, means that encounters are rarely on his terms, so Khuzadrepa must remain wary of any Drake he can easily catch. Afterall, some of the Sintangulóki—notably Ando-anca and Itangast—possess far greater power than the storied Dwarf-slayer.

6.4.3 FIRE-DRAKES

"Fire leaped from the dragon's jaws. He circled for a while high in the air above them lighting all the lake; the trees by the shores shone like copper and like blood with leaping shadows of dense black at their feet. Then down he swooped straight through the arrow-storm, reckless in his rage, taking no heed to turn his scaly sides towards his foes, seeking only to set their town ablaze."

— *The Hobbit*, p. 236

Fire-drakes (Q. "Urulóki" or "Fealóki"; sing. "Urulóke" or "Fealóke") are the most powerful Dragons in Endor. Descendants of Glaurung the Father, the Worm of Morgoth, this frighteningly destructive breed is also the second oldest Dragon subgroup.

Fire-drakes

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.

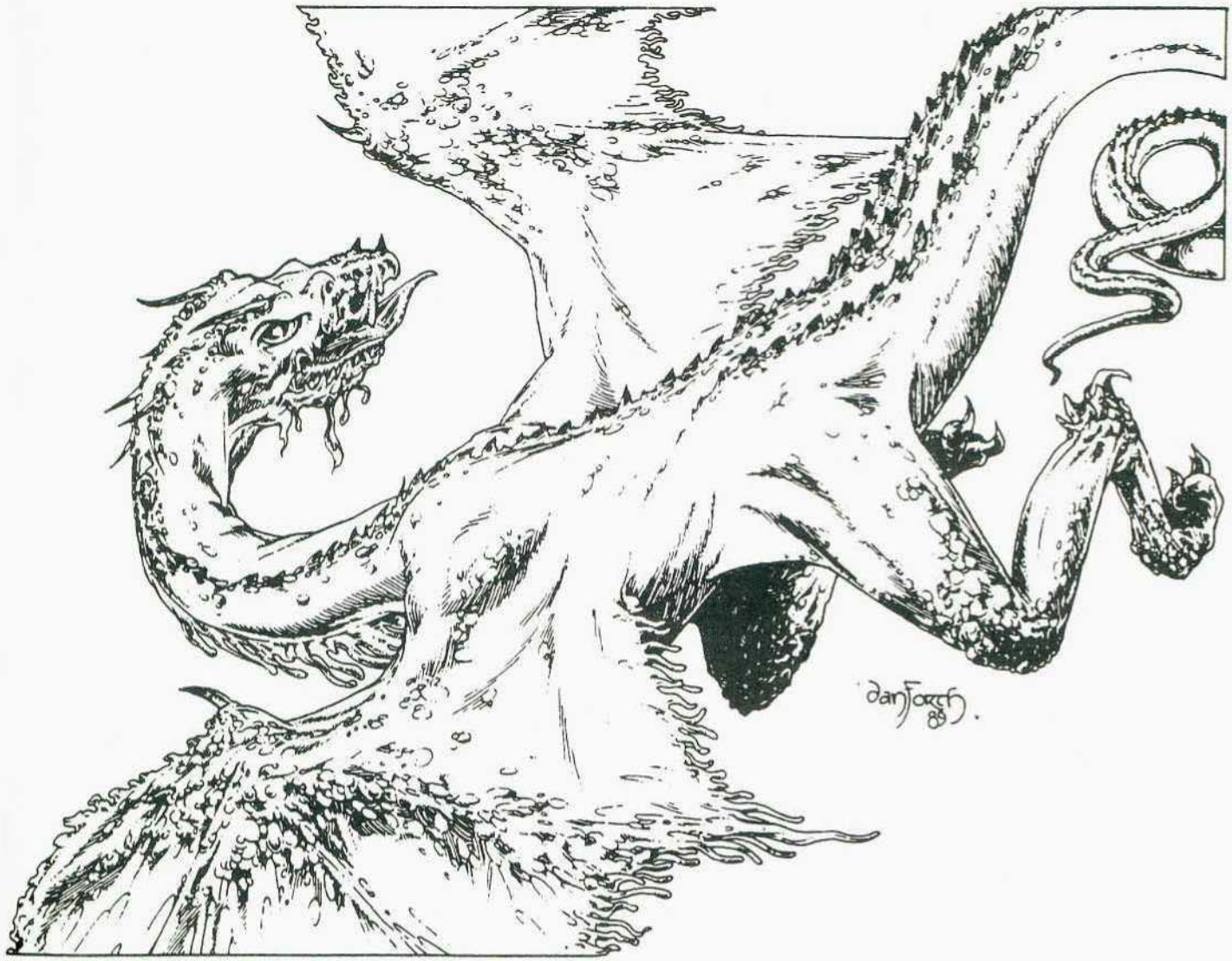
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Underground, Volcanic, Waste/barren, Coniferous forest/taiga, Heath/scrub, Plains/grassland, Tundra, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.

Frequency of Encounter: Sheer Folly.

Size: 50-140 ft. wingspan (when winged).

Fire-drakes come in many forms, but most are slender, agile creatures. While some are suited to the land and others to the air (they are all poor swimmers), few are as stout or strong as the Cold-drakes. They possess a fiery breath and a host of wicked spells.

Like all Dragons, Fire-drakes are capable of dominating (e.g., hypnotizing or enchanting) other beings with their eyes and voices. They can also move their wings in order to appear larger and more imposing, or to simply distract their prey. Their keen eyes also enable them to operate effectively in virtually any lighting. Given this acute sight and their prodigous memories, Fire-drake have little trouble keeping careful track of their hoards.



Ancalagon

Ancalagon the Black. The defender and destroyer of Thangorodrim, the mighty "Rushing-jaws" was the greatest monster ever born in Middle-earth. He appeared at the very end of the Elder Days, during the climax of the struggle between Morgoth and the Free Peoples of Beleriand. His reign of terror proved short-lived, but he served as a frightful precursor of the many scars his accursed line would inflict during the ensuing Ages.

Ancalagon was the epitome of Fire-drakes and the father of Winged Worms. Hundreds of feet long and possessing a fiery breath capable of destroying an entire forest in a single blast, he could drive away an army or slay whole tribes unaided. His spells rivalled those of the Maiar and his visage invoked a terror surpassing that of a Balrog. Of all Morgoth's servants, only Gothmog could dare stand against him.

Fortunately, Ancalagon was killed by Eärendil during the Great Battle. A lucky and skillful bowshot saved Endor from a creature unrivalled in the annals of history. Ancalagon was so huge that, when he fell, he shattered the spine of Thangorodrim, breaking the roof of Black Enemy's fortress like a skyborne earthquake.

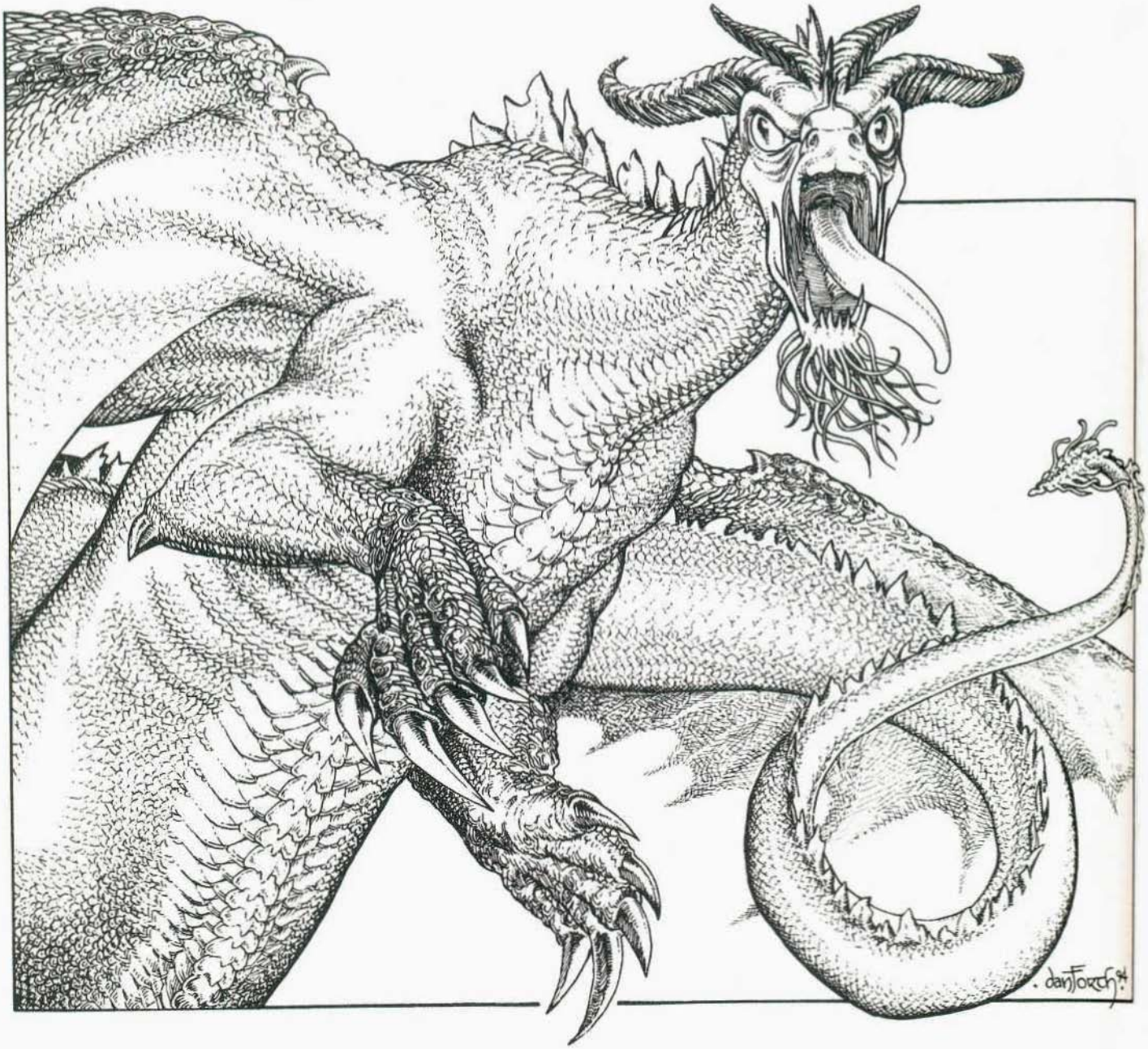
Angurth. Angurth (S. "Long-death"), the wild nephew of Ancalagon, is a long, lean, black-gold Dragon. A strong, graceful creature, he is missing a horn as a result of an ancient mating duel with Throkmaw (Smaug's younger brother). Long-death is among the most feared of the Sintangulóki, for he is possessed of an uncontollable temper and breathes with an unrivalled heat. His flames melt the finest of steel as if it were nothing but molded butter. Save that of Smaug, he has the most powerful breath weapon of any of the Fire-drakes in the Grey Mountains.

Angurth owes his name to his most renowned weapon: jaws of incalculable strength. His great maw sports twenty-inch fangs and an array gilded teeth, each measuring over a foot in length. Chroniclers refer to Long-death's bite as the Vise of Hell. He once snapped an armored wain in half, cleanly cleaving the steel plates like a butcher chopping meat.

Angurth resides at Long Peak, in the southeastern arm of the Ered Mithrin. There, on the southern edge of the center of the Withered Heath, a dozen or so miles northwest of Goat Mountain, he resides amidst the remnants of what was once a great Dwarf-mine. Long-death stormed the hold in T.A. 2578, slaying or driving off the Naugrim after a protracted struggle. The Dwarves wounded him in the fray, thus earning his undying scorn. The black-gold Dragon hopes to someday settle the score. He also bears a grudge against Throkmaw, who still possesses the upper half of Angurth's right horn.

Angurth reputedly relishes duels and enjoys slaying heavily armored foes. He seeks out challenging foes and hunts only the hardiest of beasts. In doing so, he expends tremendous energy, for he flies and fights with astounding passion and vigor. He slumbers in similar fashion, and his sleep habits (he naps 92% of the time) make him among the laziest of the Great Worms.

Glaurung



Glaurung, Father of Dragons.

"...suddenly Glaurung came forth with a great blast of fire, and crawled down into the stream. Then straightway there was a vast hissing and huge vapours arose, and Mablung and his followers that lurked near were engulfed in a blinding steam and foul stench; and most fled as best they could guess towards the spy hill."

— *UT, p. 123*

Glaurung (Q. "Golden Gloom") was the first Fire-drake. Capable of mimicking hillocks and reaching across chasms, he was (like Ancalagon) a gigantic monster. Glaurung measured almost three hundred feet in length when he was full grown.

While vulnerable to massed arms, the Golden Worm could easily crush most foes. Few armies withstood his wake. Only the combined might of a great host, like the Dwarves of Belegost, proved effective against Glaurung's seemingly unstoppable onslaught. Even then, the Dwarf-host merely wounded the beast.

Long and lithe, Glaurung was a nimble but heavy creature. His great weight buckled bridges and rutted the landscape. Still, he could run or slither with exceptional speed. His short, powerful legs restricted his ability to sprint for prolonged periods, so he often preferred to drag himself across the landscape on his exceprionally slimy, lightly-armored belly.

Glaurung possessed many tools of terror and destruction. Quickly coiling or flailing his whip-like tail, he could crush a house or cut down trees with the greatest of ease. His blistering fires vaporized countless settlements, while his foul stench-clouds drove away the toughest of warriors and beasts alike. Glaurung's thundering growl shook the foundations of the stoutest strongholds. Magic, though, was his most lethal weapon. Capable of enchanting, possessing, or cursing his foes, the Great Worm could destroy a stalwart hero with a single glance.

Morgoth bred Glaurung in secret, unleashing the abhorrent Fire-drake during the Third Battle of the Wars of Beleriand. The evil Worm surprised and nearly vanquished the Elves. His extremely successful campaigns inspired Melkor to breed even stronger Dragons, a program that culminated in the appearance of the winged Fire-drakes of the War of Wrath.

Brilliant but cruel, vain, and exceedingly rash, Glaurung proved to be an ever-present war-mongerer and able conquerer. His campaigns ensured the destruction of many significant Elven and Mannish strongholds. He ravished many landscapes before dying at the hands of Túrin Turambar, setting a standard for his pitiless brood.

Itangast.

Itangast is the deadliest and smartest of the unwinged Fire-drakes in the Grey Mountains. He is quick and stealthy, but huge, measuring ninety feet in length. Known for his beautiful blue-tipped black scales and long, silvery horns, he presents a disarmingly beautiful guise. His size and beauty captivate other Dragons, all of whom respect him and most of whom zealously stay out of his way. Only Scatha and Smaug serve as suitable peers, and few others present any sort of challenge to the great blue-black Worm. Ando-anca and Throkmaw consider themselves bitter rivals, but neither enjoys any real hope of vanquishing Itangast. They could slay him, but only if they joined forces. Such a union, of course, is out of the question, for only a stronger, external will (e.g., Morgoth) acts to bind great Drakes.

His name aptly describes his nature, for Itangast means "Guest-eater" in the Northman tongues of Rhovanion. He earned his moniker after inviting a group of Northman chiefs to a rich banquet. They warily accepted, only to find themselves atop the Drake's menu. Grilling the lot with a sweep of his fiery breath, Itangast "beheaded" the leadership of his neighbors, thus insuring the safety of his domain during his subsequent campaigns against the Naugrim.

Itangast keeps his abode at Gold Hill, a steep, ore-rich knoll situated in the middle of a dry lake in the Withered Heath's southeastern lowlands. His lair commands the main migration route into the Sarch nia Linquelië. It also guards the Cirith Auris, the pass traditionally used by travellers and traders crossing between Rhovanion and Northern Wastes. Few sites in the Ered Mithrin hold so much strategic value.

The Dwarves have launched seven expeditions to conquer Gold Hill. They aimed to establish a claim to the rich veins of gold running through the storied down, while at the same time ridding themselves of a cruel enemy. All their efforts failed. Itangast consumed each and every Dwarf, reinforcing the legend of his hospitality.

Similarly, the Northmen sent three brave parties to Gold Hill. Each sought to kill or drive away the blue-black Fire-drake, who established his dwelling in a sacred Northman burial place. Like their Dwarven counterparts, all three of the Secondborn's ill-fated forays ended in inglorious failure.

Leucaruth

Leucaruth. Leucaruth, the "Worm of Ire," is a wingless, red Fire-drake who is known for her unwavering hatred for the Naugrim. This animosity dates back to a time soon after her stirring, when Dwarf-warriors from Durin's House stumbled upon her lair and slew her newborn daughter. Mindful that both her mother and sister persished in struggles against the Host of Belegost, she pledged her life to the erradication of all of Aulë's offspring. Leucaruth rarely carries this oath outside the Ered Mithrin; however, she is keen to attack any Dwarves who wander north of the Men Rhûnen.

Exceptionally fierce, she is perpetually angry and always prowling. When awake (about 40% of the time), she likes to hunt. She rarely (01-20) stays at home unless slumbering. Her favorite food is roasted Dwarf-meat, but she enjoys Wild Kine, Goat, Caru, and Losrandír. Like all Drakes, she relishes fresh meat, but occasionally accepts carrion.

Leucaruth resides in Iretock, a huge multistoried cavern-maze located four miles north of the plateau of Wolf Flat, and about ten miles north of the northern edge of the Withered Heath. Her lair occupies the upper six layers of the complex, in the area where the ancestors of the Lossoth once gathered each Spring to trade and marry. Lossadan chroniclers recall these times, and those that still call for the recovery of their traditional meeting grounds preach about a "sacred quest" to slay the Worm of Ire. Only one group of Snow-men endeavored to achieve the improbable goal, and their bones now form the cairns that mark the northeastern bounds of the red Drake's territory.



The Lossoth and Naugrim aside, Leucaruth's foes are legion. Her rash ways and blunt manner inevitably alienate her neighbors and her frequent acts of cruelty have touched everyone from the Angmarim to the Eldar. Even Throkmaw, the father of her son Turukulon, nearly killed her during their mating rituals. (The two Fire-drakes remain serious enemies.)

The youthful Turukulon also hates Leucaruth, for the Worm of Ire mistreated him throughout his infancy. Stunted when he reached adolescence, he found himself the object of his wrathful mother's nearly lethal scorn. Leucaruth drove Turukulon out of the Grey Mountains, and the poor creature ultimately fled to the southwestern reaches of the Hithaeglir (S. "Misty Mountains").

Ruingurth. Ruingurth means "Fire-death," an appropriate name for this ugly and dormant but dangerous reddish-brown Urulóke. He is the oldest and slowest of Wilderland's Great Worms, but his fire-breath rivals that of his strongest kin. It is said that his thick, steaming flames pour from the maw of a living volcano.

As a very young son of Ancalagon, Ruingurth fought in the War of Wrath, the sixth and final battle of the First Age. There, in the skies above his birthplace of Thangorodrim, he was wounded in a duel with the Great-eagle Ranithoron. The scar cuts deep into his gnarled shoulder, forcing him to walk with a limp and fly according to a strange, awkward cadence.

Ruingurth's brush with death also affected his evil spirit. Despite his stirring, he remains in a perpetual state of near-sleep (01-92). The red-brown Dragon acts as if every waking is a heavy burden. Uncaringly fatalistic, Ruingurth seems to be playing a passive part in some surreal drama where every beast he reveres is doomed to suffer, die, and then (again) suffer. He will not stir unless struck. Most of the Sintangulóki know of his odd detachment, and generally leave him alone., but none are so noble that they wouldn't attack him if the time seemed right. Ruingurth's greatest insurance is not his apathy; rather, it is his searing breath-weapon.

Fire-death makes his home in the Silverpit of Goat Mountain, a silver-laden peak located in the southeastern spur of the Ered Mithrin. His lair stands only six miles south of the southern rim of the Withered Heath. The closest Dragon-hold to Erebor and Dale, it faces south toward Rhovanion.

Silverpit once served as a rich source of Dwarven metals and gemstones. Silver, copper, and emeralds seemed to spill from the rock. The mining ended with the stirring of Ruingurth in T.A. 2589. Reaching too deep into a chamber called the Green Hall, Dwarf-miners broke into the Fire-drake's ancient resting place. Loose stone tumbled onto Ruingurth's brownish skull, awaking the slumbering monster and and beginning the brief and final chapter in mine's glorious history.

Fire-death possesses a thick, sixty-foot long body, and stands only about twenty feet at the shoulder. His sixty-foot wingspan is narrow by the standards of comparable Dragons. It is hardly surprising, then, that he is slow. Nevertheless, possessed of an introspective wisdom and having tasted the hardest of combat, Ruingurth can be a savage foe.

Smaug the Golden.

"Back swirled the dragon. A sweep of his tail and the roof of the Great House crumbled and smashed down. Flames unquenchable sprang high into the night. Another swoop and another, and another house and then another sprang afire and fell; and still no arrow hindered Smaug or hurt him more than a fly from the marshes."

— The Hobbit, p. 236

Smaug is greatest and most cunning of the Grey Mountain Dragons. He was slow to anger but exceptionally pitiless, spiteful, wrathful, and proud. Although red, his scales have a golden undertone which reflects light like metal. In the sunlight or bright moonlight, Smaug appears to be gold in color; thus his name. He is ninety feet long and has a wingspan of one hundred and fifty feet, which is unusually large for a Fire-drake of the Third Age. Smaug originally resided in the Barl Syrnac, but he moved to Anvilmount, northwest of the Withered Heath, when he discovered that Dwarves had uncovered mineral wealth in the region.

Smaug's Tale

Scourge of the Lonely Mountain, Smaug the Golden was one of the greatest Dragons to survive the cataclysm that destroyed Morgoth's kingdom at the end of the First Age. He was, like Scatha, an ancient Drake who dominated his rivals.

Smaug settled at Anvilmount in the Grey Mountains sometime before T.A. 1600. There he found a vast delving which had once been (ca. First Age) an Adan holy place. In keeping with his nature, Smaug defiled the tombs and took the modest treasure for his hoard. He was upset with the lack of wealth and decimated much of the surrounding countryside in a fit of rage.

When the tale of the wealth of the Dwarves of Erebor (S. "Lonely Mountain") came to his sharp ears in T.A. 2770, Smaug decided that this great treasure should be his. He flew southward across the Withered Heath and over the grasslands of northern Rhovanion. When he came to Erebor, he surprised his prey, and those that were caught within the mount were slaughtered. The rest of the Dwarves, who were led by King Thrór, fled eastward to the Iron Hills. Circling the isolared mountain, the pitiless Drake then swept down on Dale and burned the town that stood near the base of the peak. Only a few of the Northman residents survived. They escaped southward to Esgaroth on the Long Lake (Lake-town).

Smaug ruled under the Mount for two centuries, occasionally stirring to destroy part of the surrounding countryside. He extended his wasteland domain as far as the Long Lake and the Long Marshes. The Dragon gathered his treasure—which included the entire wealth of Thrór's people—into an awesome pile, upon which he rested.

In T.A. 2941, Thorin Oakenshield brought his company of Dwarves (and a Hobbit) out of the West to challenge the great Drake. Thorin's compatriot, Bilbo Baggins, disturbed the Dragon. In the process, the vain beast revealed his birth-spot, the one flaw in his armor. This proved to be his undoing. When he subsequently arose to kill Thorin's Dwarves and destroy the town of Esgaroth that had harbored and helped them, one of the townsmen was ready to exploit Smaug's secret. As he flew vengefully over the Long Lake and began burning the settlement, Bard the Bowman (the rightful heir to the throne of the then-ruined town of Dale) shot and killed the Dragon. Thus, Bard avenged the destruction of Dale and ended the reign of the mightiest Dragon in the North.

Throkmaw. Bane of the Northern Waste, Throkmaw (N. "Death Jaws") the Black is the mightiest winged Fire-drake, save Smaug, in all the Grey Mountains. Like Smaug, he is the son of Ancalagon and inherited much of his father's strength. He also acquired his sire's vanity, a trait which is common to Dragons but especially pronounced in Ancalagon's line. Exceptionally proud, Throkmaw seeks mastery over all his brethren—particularly Smaug—and considers his status to be as sacred as his hoard.

Northmen named Throkmaw for his huge jaws, which sport six rows of nine-inch teeth. Coiling his seventy-five foot body, the Fire-drake likes to strike foes with his bite, favoring the intimacy of a snap to a blast of his fiery breath. He favors uncooked meat. His fondness for the purity of a melee makes him a formidable fighter and lends him an advantage against other Urulóki, for all Fire-drakes resist the effects of flames.

Like his mate, Leucaruth, Throkmaw knows many bitter enemies—including both Leucaruth and his brother Smaug. Itangast and Angurth are the most notable of his foes. Death Jaws defeated each of them in brutal mating duels. The wingless Itangast subsequently avenged his beating by abusing Throkmaw in a nocturnal fray on the Dying Glacier, reestablishing the Guest-eater's shaky preeminence in the eastern Ered Mithrin. Ever prideful, Throkmaw now plots revenge. In the meantime, he stays out of the Withered Heath.

Throkmaw's relationship with his more powerful brother is less clear. Smaug cares little about his younger kin, who he has never feared. Throkmaw offers challenges, but the Golden Drake ignores them. Jealous and hoping for respect from the other Sintangulóki, Death Jaws views matters from a different perspective. He sees Smaug as lazy, and believes that, someday, he will coax him into the sky and show him who owns the real claim to Ancalagon's heirship.

Death Jaws' bittersweet coupling with Leucaruth resulted in the birth of their stunted son, Turukulon. Favoring Itangast and embittered at Throkmaw's rough treatment, Leucaruth resented her offspring. When she drove him out of the Grey Mountains, Throkmaw swore that he would never forgive her. (The ways of the great Worms are not so unfamiliar after all.)

Fortunately for the Free Peoples of Rhovanion, though, Throkmaw never ventures south of the peaks. Instead, he confines himself to rare flights into the northern wastes, where he hunts Trolls and Lossoth. His lair is situated beneath the Shab Arch, in the northern foothills of the range, about twenty miles northeast of Scatha's home in Gondmaeglom.

Uruial. Uruial (Q. "Sudden Fire") is an extremely old but stunted red Dragon. He was crippled during the War of Wrath by a Noldo archer and was the last Dragon to escape the downfall of Angband. Troubled and hurt, he spent the entire Second Age wandering the icy wastes of Forodwaith. The red Fire-drake haunted the Lossoth and even attacked Noldo camps and settlements in northern Lindon. He looted the abandoned lairs of kin, and explored the shattered ruins of what was once eastern Angband.

In time, Uruial collected a vast treasure. He gathered this hoard and slowly migrated southwward, establishing a permanent home in the Grey Mountains. His wound eventually healed, but the scar beside his right ear suggests the difficulty of his recovery. Forever cursed with a limp and periodic headaches that would kill a lesser creature, he lives a tortured life.

Uruial is so named because of his unique ability to delay the ignition of his fiery breath. He likes to exhale his combustible wind in such a way that it carries some distance before exploding into flame. Thus, he increases both the range (up to one hundred feet) and effect of his assault. The added terror associated with his "sudden fire" is considerable, and those few who have survived a battle with the old Dragon proclaim him a powerful magician.

Dwarf-lore also speaks of Uruial as "undead." The author of *Frúin's Tale* calls him the "Death Drake." He notes that the aged Fire-drake actually died around T.A. 400, and that his tenacious spirit survived in order to guard his magnificent treasures. Confined to his lair, he remains trapped in the Shadow-world.

Whether or not this legend is true, Uruial never seems to leave his dwelling. He simply rests in his spectacular chambers at Steel Fall (aka "Steel Fell"). Situated behind a spectacular (and often frozen) waterfall in the middle of range, at the top of the Cirith Himninond, this site commands one of the two (in this case, the eastern) main routes across the Ered Mithrin.

Utumkodur. Also known as Kod Ultor, Utumkodur is the only truly golden Dragon to survive the First Age. She is the elder sister of Smaug, and rivals her brother in size and strength. Unlike Smaug (or for that matter any Dragon), however, she was never ireful.

Utumkodur's Tale

When Angband was destroyed, Utumkodur had already begun flying to the east, for Morgoth resolved that she should subjugate the Avari. Morgoth's defeat left her mission without any underlying purpose. Nonetheless, she settled in the high peaks of Orocarni, in the east of Middle-earth, as the Second Age dawned. There she became mysteriously enamored of the Hildor of the region, going so far as to befriend them and begin teaching them.

Utumkodur's strange relationship with the tribes of Kael indirectly gave birth to the unification of the Avaradan people known as the Womaw. This race would dominate the polities of northeastern Middle-earth for much of the next two Ages. The Cult of the Dragon that formed the core of Womaw mysticism was based on Kod Ultor's (as she was known to the Men of the East) teachings. Her adherents, the Dragon-lords, produced the line of Kings that ruled the ever-growing domain of Womawas Drus and became overlords of a huge empire. These Kings, or "Hionvora" (Wm. "Emperors") practiced Utomkodur's illusionary magic, becoming powerful Word-mages. (A later member of this line, Komûl I, became the Nazgûl Khamûl.)

Kod Ultor perished at the hands of an evil Avar Elf-queen named Mormiresûl (who used Utomkodur's scales to make a magnificent suit of armor). The Golden Dragon's peculiar legacy, however, survived, since she was deified by the Womaw.



Utumkodur



Marsh-drake

MARSH-DRAKES

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.

Habitat: Freshwater coasts & banks, Marsh/swamp, Saltwater shores/shallows, Coniferous forest/taiga, Heath/scrub, Plains/grassland, Enchanted/magical places, Cross-over points between dimensions, Lairs/caves/overhangs, Ruins.

Frequency of Encounter: Sheer Folly.

Size: 20-50 ft., 35-80 ft. wingspan.

Marsh-drakes are small Fire-drakes who are capable of breathing flaming gases. Being marsh creatures however, they rarely ignite their breath. Their gaseous breath is extremely toxic and acts like dilluted Dragon-blood—poisoning or acidifying their prey.

6.4.4 WATER DRAKES

Like Cave Drakes, Water Drakes (Q. "Nénilóki"; sing. "Nénilóke") are air-breathing Dragons who have adapted to a wholly new environment. They have long, gracile bodies, tightly-fitted scales, and fin-like spinal crests and appendages, enabling them to cut through water like Eels or Sea Snakes. Their multi-chambered lungs permit them to stay under water for periods of up to an hour, while their long throats provide them the means to store enough water to spew out devastating blasts of spray. These Water Serpents live in freshwater pools or in waterline lairs situated on remote islands or seacoasts. Exceedingly rare, most reside in the subterranean meres of the eerie Underdeeps.

RAIN-DRAKES

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.

Habitat: Freshwater coasts & banks, Marsh/swamp, Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs, Crossroads/roads/paths/trails.

Frequency of Encounter: Extremely Hard.

Size: 20-40 ft.

Rain-drakes (Q. "Aelinilóki"; sing. "Aelinilóke"; aka "Lake-worms" or "Pool-creatures"; P. "Cidimbu Dubanavi"; sing. "Cidimbu Dubana") are related to the true Water-drakes found in the seas or the caves and caverns deep beneath Endor. They are less refined than their kin, however, since Rain-drakes spend a good deal of time in shallows or along the shore and are capable of moving (albeit slowly) on land. Living in the lakes and deeper, remoter rivers, all Rain-drakes dwell in fresh water. Most construct lairs in submarine caves, although a few make huge nests out of fallen trees, rocks, and other natural debris. Dark blue and black, they have four, long, nimble, claw-tipped fins and huge jaws that bristle with four rows of four inch long teeth.

WATER-DRAKES

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.

Habitat: Freshwater coasts & banks, Marsh/swamp, Ocean, Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs, Crossroads/roads/paths/trails.

Frequency of Encounter: Extremely Hard.

Size: 30-70 ft.

True Water-drakes are often referred to as Sea Serpents (Q. "Lingwilóki"; sing. "Lingwilóke"). There are both freshwater and saltwater varieties and these hideous monsters can be found wherever the water is dark and deep. Most are deep blue or sea green in color and hard to see, particularly in the darkness. These creatures fear bright sunlight or fierce, unquenchable fires, so they rarely venture into shallows—particularly during the day. (A host of torches might cause a Water-drake to flee.)

All Water-drakes are agile swimmers who are capable of moving at speeds of up to twenty knots (about twenty-one miles per hour). They move almost silently and can squeeze through very small passages in reefs or cavern systems. Using its keen senses, including a sonar-like organ like that found in porpoises, it can locate its prey under the worst conditions. Then it strikes with a burst of speed, as well as an uncanny sense of precision.

After successfully stalking a potential victim, the Water-drake can seize it with its six fin-claws or stun it with a blast of expelled water (treated as a waterbolt). Should either of these methods fail to make the victim tractable, the Water-drake can then try an attack with its large mouthful of multirowed, four-inch teeth. It uses these to crush its prey into flexibility and then swallows it more or less whole. A larger victim might call for even more forceful methods: the long head and tail of the Water-drake make an effective whip or noose. (A larger Sea Serpent can even grapple and crush a small ship.)

Aside from fear of fire, the Water-drake's one weakness is its dislike of the disorienting effects of a stunning blow. Such an injury may cause the monster to flee.



6.4.5 WERE-WORMS

Were-worms are Dragons imbued with the power to change their form. They are shape-changers. There are two breeds of Were-worms: Sand Drakes and true Were-worms.

Sand Drakes

Climate: Hot/Average, Arid, Semi-arid.
Habitat: Breaks/wadis, Underground, Volcanic, Enchanted/magical places, Lairs/caves/overhangs, Ruins.
Frequency of Encounter: Sheer Folly.
Size: 15-25 ft.

The Sand Drake is a winged creature that lives in arid or semi-arid locales and roosts in lowland lairs that are little more than sheltered nests. They frequent the skies of Harad, but a few live on the drier parts of plains between the Ered Ormal and the mountains of the East. The Haradrim call them the "Zimaj," and fear these small Drakes more than any other desert denizen.

The Sand Drakes of Harad roost deep in the sandy wilds of the Dune Sea, although they hunt along trade routes and near oases and other civilized areas. They are solitary creatures and fight one another almost as readily as they battle Desert Eagles (see Orao in Section 5.1). Their homes are usually a simple burrow in the loose sand. After digging in in the early evening, they return to the surface with first light. On occasion, though, a Sand Drake will establish a more permanent lair among the stones of a scattered desert ruin.

Sand Drakes resemble the Winged-drakes that terrorize other regions of Middle-earth. However, they are much smaller and swifter and share many characteristics with the larger birds of prey. Their teeth and claws are unusually sharp and disproportionately large, given their size, so they create quite a danger despite their inability to wield spells or breath fire. Sand Drakes have one undeniable weakness, however: they are hardly more intelligent than the snakes and lizards that share their land. These creatures live by their appetites and instincts alone.

Like true Were-worms, though, Sand-drakes can magically alter their shape. They can nestle atop or beside a natural feature or some dead prey and take on the characteristics of the object they touch. In this, they function more like Cameleons than true Were-worms, since the latter consciously change their form.

Insatiably hungry, they are the most active of all terrestrial Drakes. Once on the attack, a Sand Drake will viciously and tenaciously pursue its prey until either the foe or the Dragon is dead or incapable of further combat. They attack from the air, using their powerful jaws and the talons of their muscular hind legs. Their speed and agility is such that even one Sand Drake is enough to cause great damage to a poorly guarded caravan.

Rain-drake



Sand Drake

WERE-WORMS

Climate: Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Underground, Volcanic, Waste/barren, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Tundra, Enchanted/magical places, Lairs/caves/overhangs.
Frequency of Encounter: Absurd.
Size: 40-70 ft.

True Were-worms are formidable monsters. Wingless, they resemble Cold-drakes, except that they are long and very slender and are usually reddish brown or green. Like Cold-drakes, they are powerful spell-casters; however, Were-worms concentrate on their ability to magically alter their form. As powerful shape-changers, they can elude, bewilder, surprise, terrify, or simply overwhelm their foes. A Were-worm can reduce or increase its size by as much as fifty percent of its mass, assuming any form it can actually see (or envision in detail) at the time it alters its shape.

Most Were-worms live in the highlands of eastern Middle-earth. Their greatest concentration is in the Mountains of the Wind (Q. "Orosúli"; S. "EredGwaen") in southeastern Endor, but a few live in the Red Mountains (Q. "Orocarni"; S. "Ered Ceren") to the north. They favor mist-shrouded lairs, which may account for the legends that say Were-worms live in the clouds. Oddly, Hobbit tales confuse true Were-worms and Sand Drakes, for only the latter are found in real desert terrain.

6.5 FLYING MONSTERS

Morgoth quickly realized that flying creatures could serve him in many ways. Thus, he developed dozens of breeds of aerial monsters. Some served him as scouts, others as messengers, and others as aerial warriors. Some simply acted as mobile clouds, obscuring the sunlight to create a false nightthat favored the Black Enemy's armies.

CREBAIN

Climate: Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Alpine/high altitude mountainous, Breaks/wadis, Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Plains/grassland, Enchanted/magical places, Burial areas, Ruins, Crossroads/roads/paths/trails.
Frequency of Encounter: Hard.
Size: 5 ft. wingspan.

Large black crows with evil natures, Crebain(sing."Craban")have often been servants of evil. They are primarily carrion eaters, and they are not picky about how long their meals have been dead or even about whether they are truly dead yet. They will also mob injured creatures and, if under instructions from some evil intelligence, uninjured individuals travelling alone or lost. Keen-sighted and attracted by shining or brightly-colored objects, they make excellent spies. They are most common on south-central Middle-earth, including Fangorn and Dunland, but may be found elsewhere, especially near centers of evil.

FELL BEASTS

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/ mounrainous, Breaks/wadis, Glacier/ snowfield, Underground, Volcanic, Waste/barren, Desert, Coniferous forest/taiga, Deciduous/coniferous/ mixed forest, Heath/scrub, Jungle/ rain forest, Plains/grassland, Tundra, Enchanted/magical places, Crossover points between dimensions, Lairs/caves/overhangs.
Frequency of Encounter: Sheer Folly.
Size: 15-25 ft (body), 30-40 ft (wingspan).

Small, Dragon-related monsters, Fell Beasts are horrible and terrifying creatures bred from Winged-drakes. Sauron found them roosting in the remote highlands of the North and refined them in order to produce swift, aerial steeds for his Nazgûl.

Were-worm



The Fell Beast most resembles a huge, featherless bird, but its skin is tough and leathery. Its wings are membranes stretched on bone, like those of the bat. It stinks of rotting carrion, its favorite food, and its body is so foul that its blood and excrement pollutes or kills even the hardiest of plants. When the body of the Fell Beast of the Witch-king of Angmar was burned in T.A. 3019, the smoke and ashes destroyed the underlying ground, preventing even the smallest blade of grass or the rankest of weeds from growing on the spot ever again.

Exceptionally useful to evil beings in need of strong and fearless steeds, Fell Beasts are strong fliers and mighty warriors.

The Fell Beast of the Witch-king of Angmar. This was likely the mightiest of its kind. Its master rode it to the battle of the Pellenor Fields, where it leapt upon Snowmane, Théoden's steed. It almost tore the Rohir King and his to pieces, but Éowyn Edmund's-Daughter, Théoden's niece intervened. She killed the beast with one blow before being stunned by its master, the Lord of the Nazgûl.

Durclax, Fell Beast of the Court of Ardor. The steed of the evil Sorceress Rilia, Durclax was a gift from Sauron. The Fell Beast was trained to bear none but Rilia and her underling Mornaur, the Lord of Staves. Durclax is kept in Rilia's fortress at Naurlindol, in southernmost Middle-earth.

6.6 GIANT RACES

Morgoth produced the Giant races in an attempt mock Eru's handiwork and combat the powerful Onodrim (Ents). The Black Enemy failed to refine these creatures, so generally the older and larger breeds are the least intelligent.

Fell Beast



6.6.1 GIANTS

Climate: Frigid.
Habitat: Alpine/high altitude/mountainous, Volcanic, Heath/scrub, Tundra.
Frequency of Encounter: Very Hard.
Size: 10-12 ft. tall

While not particularly numerous, Giants (Q. "Norsar"; sing. "Norsa") inhabit the alpine regions of vitually every mountain range in Middle-earth. They are wild, playful, and dim-witted creatures who favor cool, desolate areas little frequented by the Free Peoples. Giants eat large quantities of meat and they hunt their prey in a number of different ways. A Norsa can run his victims down and strangle them, or (in the case of a skillful Giant) he can fell the beast by throwing large rocks and crush the creature's skull, leg, or spine.

Giants have little use for conventional items of treasure. They do not use money and are much too large to use most weapons (although many of them can grasp the idea of what a weapon is). Norsar don't bother with personal adornments, except (in some cases) for trophies. Some Giants, for instance, make necklaces of skulls strung on hide cords.

Like Trolls, though, a few Giants, fascinated by the glitter of armor and such objects, may accumulate a hoard of miscellaneous shiny objects. There are always exceptions. The Red Giants of the Orocarni, for instance, even know how use and make weapons.

6.6.2 TROLLS

Note: *See ICE's Peoples of Middle-earth series for more information about Trolls.*

Trolls (S. "Tereg"; sing "Torog"; Q. "Ologi"; sing. "Olog") are often mistaken as small Giants. These huge and foul creatures are the handiwork of Morgoth, who developed them in mockery of Ents. Trolls vary immensely in abilities and intelligence. Some early versions were obviously let loose to plague Arda at the dawn of Morgoth's ravages. These are the so-called "Wild Trolls." Others, notably the Black Trolls or "Olog-hai," were refined by the Black Enemy and his apt pupil Sauron and possessed a high degree of intelligence.

Note: *A persistent myth about Trolls of all sorts must be quashed here: no Troll of any kind regenerates from bits of flesh. It is true that Trolls are very hard to kill, and as long as they have any life in them whatsoever, they will fight or recover. Some even regenerate missing limbs, although this takes a long time. Yet as long as a Troll's conqueror is certain that the creature is well and truly dead, there is no need to waste time by burning the body. Areas where Trolls are found are hazardous enough without calling attention to oneself in this manner!*

6.7 PÛKEL-CREATURES

Pûkel-creatures are animated stone or metal monsters magically instilled with enchanted spirits. Most are creations of the Drúadan, or "Wose," culture. Others are the work of the Daen Coentis, a proto-Dunlending people of the White Mountains among whom the Woses lived and worked. Realizing the value of these stone guardians, Sauron has also produced a plethora of Pûkel-creatures, the most famous of which are his Watchers.

Note: *Pûkel-creatures are artificial creations that survive only because of the will of their maker. However, they are not true monsters, since they are not perversions of life.*



Colbran

Colbran

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 10 ft. tall.

Colbran are unseen until activated. Their "spirits" inhabit stone or metal, causing it to glow with a faint blue light that betrays their presence to the very few who know of the existence of these beings. When awakened, they take the form of attenuated manlike beings who glow with such a fierce blue light that they are difficult to gaze upon.

These creations are the strongest and most clever of the works of the Drúedain and the Daen Coentis. Colbran are the closest thing, perhaps, to demons that has ever been created (rather than summoned) by mortal Man. Some can even cast balls of lightning or lightning bolts. Darkness-producing spells have little or no effect on the intense glare of a Colbran, although the equally intense natural Utterdarkness of other enchanted beings may weaken (dim) or vanquish (extinguish) them. There is a 25% chance that any unenhanced weapon will shatter when striking a Colbran, causing one to ten +0 sling attacks to anyone within a 30 ft radius.

Hurndaen

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 12 ft. tall.

Hurndaen look like iron pillars unless disturbed. Then they become iron manlike forms, attacking as Mendaen (see below) but with even more deadly effect. Like Mensharag (see below), they can reconstitute themselves, but this process takes at least 50 years of undisturbed repose.

Hurnkennec

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: body diameter 2 ft.; legs 7 ft. long

Basically giant spiders of iron, Hurkennec look like lumps of ore until aroused. They climb walls and ceilings and may attack by dropping upon their victims and crushing them, as well as striking with their pincer-mouths and the slashing spines on their long legs. Like Hurndaen, they can recompose.

Silent Watchers

Mendaen

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 10 ft. tall.

The Daen Coentis created the Mendaen to appear like rough pillars of stone. When activated by the presence of an intruder, they become the tall forms of Men. Mendaen attack with their massive, hammerlike hands, clutching and crushing their foes. They move rather slowly but are well nigh unstoppable. If "killed," they collapse into piles of rubble from which they can reform (if left undisturbed) in 20 years or so.



Mensharag

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 5 ft. long and 5 ft. of tail.

Creations of the Daen Coentis, the Mensharag seem to be boulders or blocks of stone at first glance. When alerted by the presence of an intruder, they uncoil into their true form, large, heavyset lizard-beasts . They can move rapidly and climb walls and attack with their sharp claws and teeth and their prehensile tails. Like Mendaen (above), they can reform after being destroyed.

Pûkel-men

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Sheer Folly.
Size: 2-5 ft. tall.

Pûkel-men are lifelike stone carvings carved to resemble their creators, the Dniedain (aka "Drughu" or "Drûgs"). They are generally employed as guardians of sacred areas. As enduring as the stone that they are made of, they are subject to chipping, weathering, and other such perils. Pûkel-men show surprising initiative for artificial beings: they appreciate the power of ambush and prefer this mode of attack to any other. In addition, they are stealthy trackers and stalkers. However, when utterly shattered or when their featrues are worn away by weathering, Pûkel-men become inactivated. In a sheltered place, Pûkel-men may remain potentially functional for millennia.

Rec Baereten, a Spirit in the Form of a Pûkel-man. Enchanted into a Pûkel-man by the last enchantment of the two priestesses that he helped to slay, Rec waits to remove an evil magical gem from the Dunlending holy place of Setinaenen, a stone-barrow located above Lamedon in the southern White Mountains. He cannot move unless activated by an intruder, since he is now subject to the magical orders placed upon the Pûkel-man in whose form he now resides. It is a subtle, ironic vengeance, forcing him to guard the holy place that he desired to desecrate!

Silent Watchers

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Enchanted/magical places.
Frequency of Encounter: Absurd.
Size: 30 ft. tall.

The Silent Watchers are two hideous living statues that guard the Tower of Cirith Ungol (during Sauron's occupation). They look like huge, bipedal figures on thrones, each with three conjoined bodies and three vulture-like heads, so that the Watchers can simultaneously face outward, forward, and across the gateway that they guard. Besides having exceptionally keen and long sight, even in the thick darkness of a Mordor night, they have a sense of *Presence* that operates continously in a 500 yard radius outward from the tower. The Watchers have a powerful, malicious will that acts as a *Warding* spell at 20th level: all who would pass them have to make a RR. Failure results in the victim fleeing in fear. Even those that resist this spell and enter the tower continue to feel Sauron's evil will, for the Watchers remain aware of their presence. However, Holy Words (such as the name of Elbereth) or Holy Light (e.g., that of the Phial of Galadriel) affect their will

6.8 GIANT SPIDERS AND INSECTS

Giant Spiders

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins.
Frequency of Encounter: Extremely Hard.
Size: 4-8 ft. (lesser); 11-20 ft. (greater).

All of the Giant Spiders of Arda, at least the web-spinning sort, are descendants of Ungoliant, the Demon of the Void. The lesser Giant Spiders of the kind generally found in Mirkwood and other gloomy locations are intelligent, but not particularly bright by the standards of the Free Peoples. They can speak both the common tongue (Westron) and Black Speech after a primitive fashion and cooperate in hunting and trapping victims (when they aren't fighting among themselves). They bite their entrapped victims in order to inject them with a paralysis-producing poison that affects the muscles and leaves the victim woozy and dizzy even after the use of the limbs is regained. This first poison is to keep the victims quiet and "in storage" for a while until the Spider needs to eat. Then the vile creature injects its victim with a second poison that gradually dissolves its flesh, bones, and organs into a stew of juices that the toothless Spider can ingest.

Greater Giant Spiders are far more intelligent. They range from smallish monsters no larger than their lesser cousins to huge, demonic beasts, throwbacks to their horrifying foremother Ungoliant. Many can utilize magic and await their prey, tempting their victims with spells or treasure.

Enna San Sarab, Daughter of Shelob. This great Spider is the daughter of the infamous Shelob, guardian of the pass of Cirith Ungol in the Ephel Duath, the northern wall of Mordor. Enna San Sarab dwells in the depths of Dol Guldur, the Hill of Sorcery in southern Mirkwood. Southwestern Mirkwood is full of her large, unusual offspring, which are known as the Ennerlings. These Spiders are rarely larger than the palm of a Man's hand, but they spin strong, nearly invisible webs. Ennerlings inject a mild poison that causes pain and swelling, but their bites are not dangerous unless they accumulate. If more than 12 are received within 1 hour, the victim becomes paralyzed (RR failure of 01-75) or dies (RR failure of 76+).

Shelob, Guardian of the Ephel Duath. Immortal daughter of a demonic mother, Shelob occupied the caverns of Cirith Ungol for two full Ages, serving as a guard for Mordor. She owed no loyalty to Sauron, but rather operated on her own initiative in a way that served his needs, much as the desires of a cat to kill vermin serve the needs of the man whose house she chooses to occupy. Indeed, Sauron often would send otherwise useless prisoners to Shelob as a man would give his cat the giblets of a hen he had slaughtered for his own table, yet "his cat he calls her, but she owns him not" (the *Redbook of Westmarch*, commenting on Shelob's relationship to Sauron). Indeed, Shelob had precious little use for Sauron beyond considering him a source of occasional treats.

Shelob's bulbous body is some 20 ft long. Each of her armor-plated legs is 18 ft long at full extension and ends in an iron-hard claw. She constantly exudes a foul odor like rotting carrion, forcing all who come near her to fight immobilizing nausea (a RR vs. a 5th level attack). Her body is surprisingly flexible, and her tough hide consists of many overlapping folds, enabling the giant she-spider to fit through amazingly small passages. This overlapping hide is as tough as plate armor, leaving her two clusters of glowing white eyes her only weak spots. Her legs, however, are somewhat more vulnerable than her body. Both her eyes and her legs will regenerate, given sufficient time, even if severely damaged.

Shelob is also mistress of many spells. Her one true vulnerability, other than her delicate eyes, is that she cannot bear full sunlight or the equivalent.



Hummerhorns

Hummerhorns

Climate: Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Heath/scrub, Jungle/rain forest, Enchanted/magical places, Burial areas.
Frequency of Encounter: Absurd.
Size: 4-6 ft. wingspan.

Surely one of Endor's most vicious insects, the rare but often lethal Hummerhorn is the stuff of legend. Each weighs 6-8 lbs and has a razor sharp, pointed proboscis of chitin (transparent horn). It gores a victim to death, then feasts on the corpse with three sets of mandibles. They resemble gigantic black and grey wasps, and their only failing is the noise they make whenever they approach.

King Spiders

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins.
Frequency of Encounter: Very Hard.
Size: 2 ft. (body diameter).

King Spiders are similar to but unlike the Giant Spiders of Mirkwood. They do not build large webs but rather dig deep pits, 2-3 ft wide and 8-10 ft deep. A King Spider caps this pit with a lid cleverly woven from a small amount of spider-silk, disguising the covering with leaves and other vegetation so that it is extremely hard (-30) to detect. Victims falling through the lid receive one to three +25 short sword attacks from the strong, knife-like silk tendrils. The pits are usually built on slopes. They support no more than 40 pounds of weight.

The King Spider, who has been waiting in a small side passage, leaps upon the victim and bites it, injecting its special poison, Kennesank. A RR failure of 1-50 results in paralysis; a failure of 51+ results in death as the internal organs dissolve. If the victim dies, the spider will eat it. If not, the thrifty spider saves the meal. If it is a female who has recently mated, she may lay 6-12 eggs on top of the helpless prey and leave, sealing the hole more sturdily behind her. In two days, when the spiderlings hatch, they will spend three weeks living on the food left behind by their mother.

6.9 UNDEAD BEINGS

Barrow Wights

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Burial areas.
Frequency of Encounter: Very Hard.
Size: 5-7 ft.

These strong yet miserable remnants commonly haunt their own tombs in areas affected by and afflicted with evil power. They appear as dark, shadowy forms with glowing lights for eyes. They attempt to capture living beings and sacrifice them to whatever evil power they now worship (in Middle-earth, usually Morgoth), thus gaining the life energy of the victims, which is what Wights "feed" on. As they draw energy, they become more corporeal, showing hands like claws and faces like skulls. If seen with magical means, they appear as faded, pale versions of their former living selves. They possess a 60-ft radius "Fear" spell that is an intrinsic facet of their being; in addition, they can either paralyze or use sorcerous sleep on their victims to keep them immobile while the Wights drain 5 constitution points per round. When all of the victim's constitution is gone, he dies. Barrow Wights can use the actual weapons and magical items buried with them; unlike lesser undead beings, they will remember to do so, and quite effectively, too.



Barrow Wight

Corpse Candles

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Enchanted/magical places, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Extremely Hard.
Size: 5-7 ft.

Undead spirits, Corpse Candles can create the illusion of being a whole, healthy creature by cloaking the hideous remains of its once-living body. They lurk in water and exudes a beckoning light that magically attracts victims. Those seeing the glow must resist a 7th level spell, with failure resulting in the victim falling into a deadly trance. (He then has 4 pts CO drained each round until death.)

Corpse Candles and Corpse Lanterns are lesser and greater manifestations of the same basic sort. They are remnants of those who, already lying unquiet, were flooded in their graves.

Corpse Lanterns

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Enchanted/magical places, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Extremely Hard.
Size: 5-7 ft.

Corpse Lanterns, being both stronger and more intelligent than Corpse Candles, weave a stronger and more alluring web, appearing whole and wholesome above the waters of the marsh or swamp, and seeming to the victim to be something that would attract his attention. The visions vary according to the victim, and several unfortunates gazing upon the same Corpse Lantern may see different things: the lusty warrior may see a buxom wench with a lantern, searching for something; the compassionate Healer a lost child with a lamp; the suspicious thief a fat merchant with a purse that could use lightening, engaged in burying more treasure in the safe embrace of the marsh. Thus the Corpse Lantern entices its victims to a death by drowning, enabling the undead remnant to drain 5 Co points per round in the interim.

Ghosts

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Burial areas.
Frequency of Encounter: Very Hard.
Size: 4-8 ft.

These can be the most powerful of undead, save the Nazgûl (see below). They are totally energy, having no physical component at all, and are activated solely by the presence of living beings of the same type that they once were (most often Men). They appear as they remember themselves being, with varying degrees of effectiveness: lesser Ghosts often neglect pertinent details, such as appropriate clothing for the occasion. They also do not realize that, since their appearence is nothing but illusion, their will can affect it. A Ghost who wishes to be larger and more menacing is so, with nothing but a thought. Greater Ghosts, whose instincts are under more control, avoid this giveaway and behave in a very lifelike manner, enabling them to drain the constitution (and hence life-energy) of a victim while engaging him in conversation or merely being near him.

It is a strange fact that most Ghosts seem not to realize that they are dead; often, if they can be convinced of their true nature, they will dissipate and go forth to their appointed rest. (Note that Elves do not have Ghosts, since their spirits always know where to go. It is notable that Elves do not fear Ghosts, perhaps for this reason). However, Ghosts are remarkably impervious to reason on this score (How would you, Reader, react if someone insisted that you were dead?), and would-be persuaders are well-warned that there is no way that the Ghost can avoid draining their life-energy, any more than they themselves can avoid having their hearts beat. Anyone near enough to a Ghost to speak to it is near enough to be drained.



Corpse Candle

Some Ghosts are bound to a place or object that was very important to them in life or that figured strongly in their deaths: a sentry killed while guarding a crucial post, for instance, whose spirit remains "on duty" long after the fortress that he guarded has fallen to ruins; the murder victim haunting the gold that she was killed for; the child plague victim still holding fast to the wooden doll that comforted its last hours.

Ghouls

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Burial areas.
Frequency of Encounter: Very Hard.
Size: 4-8 ft.

Nazgûl

Ghoul

Ghouls are disgusting animated corpses that have the lengthened teeth and nails considered typical of a one- or two-month old corpse. They are preserved by the conditions around them, either tannin-loaded swampy water or drying winds, and they are animated by some evil power. Stupid and remembering little if any of their past, Ghouls are dominated by thoughts of hunger for energy and defense of their territory. The average Ghoul simply rushes at its victims, tearing with teeth and nails. Their gruesome appearence instills Fear (victims must make a successful RR or flee), while their filthy and rotting bodies create wounds that often (01-30) become infected.





Nazgûl

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Ocean, Saltwater shores/shallows, Underground, Volcanic, Waste/barren, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Tundra, Enchanted/magical places, Rural Inhabited areas, Cross-over points between dimensions, Lairs/caves/overhangs, Near and in towns/cities/castles, Burial areas, Ruins, Crossroads/roads/paths/trails, Battlefields/shipwrecks.
Frequency of Encounter: Absurd.
Size: 6-7 ft.

Note: *The Nazgûl, or "Ringwraiths," are the true Lords of the Undead. They are the single most powerful beings of this nature ever to walk Middle-earth. All nine of these Wraith-kings are described in detail in ICE's Peoples of Middle-earth series.*

Lesinavi

Climate: Arid, Semi-arid.
Habitat: Waste/barren, Desert.
Frequency of Encounter: Sheer Folly.
Size: 5-7 ft.

The Lesinavi (Ap. "Corpses"; sing. "Lesina") haunt the dry tracts of land that surround Raj in western Far Harad. These wilds have served as unmarked graves to thousands over the centuries. Gruesome beings, Lesinavi retain the bodies they held in life. Desiccated and hardened by the desert sun, they lurk in the caves of dry hills or among the dunes of the desert. In some cases, where groups have died together, a number of these ghoul-like monsters prowl the wastes together.

Lesinavi are unreasoning and mute, but their condition has instilled in them an abiding hatred for all living men. Their dried eyes see the life-energy of their victims as painful light against a barely perceived landscape. Knowing neither pain nor fear, reason nor strategy, they strike with their teeth and claws---felling a victim and tearing him apart.

Lesinavi do not suffer from stun or bleeding criticals, but they can be damaged by weapons. They are completely immune to all spells that attack the mind or spirit, however they are otherwise vulnerable to spells.



Mewlips

Mewlips

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Enchanted/magical places, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Sheer Folly.
Size: 6-11 ft.

Mewlips are an evil, semi-legendary race of exceedingly rare, cannibalistic spirits. These shadowy spirits exist to drink blood, which they need almost as much as other undead need life-energy. Denizens of graveyards, ruins, and other pleasant sites, they are often found surprisingly near inhabited areas, especially if they have not found much sustenance farther afield lately.

Mewlips are rare even for Undead. Fond of the most noisome and darkest swamps and marshes, they have a silent tread and strangling hands, although they typically use jagged weapons of rusty steel or stone. They are deceptively human in appearance; however, their backs are horribly hunched and their skin shines with a clammy, greenish-brown palor. Even their ragged clothing is moist and foul.

Mewlips feed on most anything and they covet shiny objects, especially things of gold. It is said that such items remind them of uncursed life, of the nature of beings nor in the thrall of Darkness.

Sand Devils

Climate: Arid, Semi-arid.
Habitat: Waste/barren, Desert.
Frequency of Encounter: Sheer Folly.
Size: 5-7 ft.

Men who die in desert storms have been known to linger on in Middle-earth as tortured spirits known as Sand Devils. They maintain a semi-material form with the appearance of miniature, sand-choked whirlwinds, and travel across the open wastes of the desert searching aimlessly for lives which they can end. Their form also makes for perfect camouflage in their environment, since ordinary whirlwinds are not at all uncommon in the region.

A Sand Devil attacks by enveloping its prey inside its cloud-like body, clogging the foes eyes, ears, mouth, and nose with a mass of swirling sand. The sand also tears at the victim's flesh (delivering one point of damage in each of the first two rounds, two in the third and forth, four in the fifth and sixth, and so forth).

Sand Devils are susceptible to magical attacks, but they are most vulnerable to water. The contents of a waterskin, when thrown on a Sand Devil's dry body, will have the effect of a +10 *Fireball*. Any magical attacks from water-based spell lists will have triple effect. For this reason, many experienced Haradan travellers journeying across the Mirror of Fire or the Dune Sea carry their water bottles open and ready, figuring that the loss of water is worth the insurance.

Skeleton



Sand Devil



Skeletons

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Underground, Volcanic, Waste/barren, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 5-7 ft.

Skeletons are similar to Ghouls, except that they have been picked clean of all flesh. Somehow their bleached bones hang together, animated by evil forces. While not as inherently disgusting as Ghouls, the sight of an animated Skeleton bearing weapons is still terrifying. The common Skeleton attacks after the manner of a Ghoul, rushing headlong at its foe and using its teeth and claws. Skeleton Lords often bear the weapons that were buried with them and can utilize simple magical items.

Having no organs or blood, Skeletons are not affected by bleeding criticals, and all Puncture criticals become Crushes.

Specters

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Underground, Volcanic, Waste/barren, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 5-7 ft.

Uncommon in Middle-earth, Specters are cold, white, incorporeal figures akin to Ghosts. Victims killed by Specters frequently become Specters themselves. The Balrog of Moria, for instance, had his minions throw captives into caverns and pits known to be haunted by these creatures.

The Specters' need for energy is so great that even the lesser kind drain 8 points of constitution per round. They cannot be affected by nonmagical weapons because of their insubstantial nature. The Specters of Moria can cast Shock Bolts, in addition to their energy-draining abilities.

Swamp Stars

Climate: Hot/Humid, Hot/Average, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate.
Habitat: Freshwater coasts & banks, Marsh/swamp, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Enchanted/magical places, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Extremely Hard.
Size: 6-18 inches across.

Swamp Stars are Ghosts that have totally degenerated away from any semblance of their original form. They manifest themselves as small, bright lights that lead (using a 5th level spell of Luring) the unwary into bogs, quicksand, or deep pools in marshes and swamps. While the victim drowns or is immobilized, the Swamp Star drains 6 points of Co (life-energy) per round.

Ta-Fa-Lisch

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Underground, Volcanic, Waste/barren, Enchanted/magical places, Lairs/caves/overhangs, Burial areas, Ruins, Battlefields/shipwrecks.
Frequency of Encounter: Very Hard.
Size: 3.5-4.5 ft.

Dwarves rarely become Undead. Exceptions, such as the Ta-Fa-Lisch of Rhudaur, are the result of powerful magical influences. Remnants of the Petty-Dwarves, the Ta-Fa-Lisch are magically linked to nuggets of a rare, cursed mineral called Crospar. When these nuggets were destroyed, the Dwarvish spirits became free.

Small but terrifying, the Ta-Fa-Lisch appear as shadowy forms with glowing eyes and teeth. They can see in the most impenetrable darkness and can only be struck by weapons when they attack. Soundless, they sneak up upon their victims to slay them, preferably by cutting the throat. They are so frightening that all who face them must make a RR vs a 5th level Fear spell.

Wargs

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.
Habitat: Alpine/high altitude/mountainous, Break / wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Ocean, Saltwater shores/shallows, Underground, Volcanic, Waste/barren, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Tundra, Enchanted/magical places, Rural Inhabited areas, Cross-over points between dimensions, Lairs/caves/overhangs, Near and in towns/cities/castles, Burial areas, Ruins, Crossroads/roads/paths/trails, Battlefields/shipwreck .
Frequency of Encounter: Very Hard.
Size: 6-8 ft. (8-11 with tail).

Wargs are bred from cursed Wolves. Unusually large and fierce, they are also more intelligent than their canine ancestors. They serve as mounts for Orcs and as guards and scouts for Morgoth.

Being artificially long-lived, undead, the spirit that inhabits a Warg's form dissipate when the body is slain. In turn, the body disappears.



Specter

Werewolves

Climate: Hot/Humid, Hot/Average, Arid, Warm/Humid, Mild, Semi-arid, Cool/Average, Temperate, Cold/Dry, Frigid.

Habitat: Alpine/high altitude/mountainous, Breaks/wadis, Freshwater coasts & banks, Glacier/snowfield, Marsh/swamp, Ocean, Saltwater shores/shallows, Underground, Volcanic, Waste/barren, Desert, Coniferous forest/taiga, Deciduous/coniferous/mixed forest, Heath/scrub, Jungle/rain forest, Plains/grassland, Tundra, Enchanted/magical places, Rural Inhabited areas, Cross-over points between dimensions, Lairs/caves/overhangs, Near and in towns/cities/castles, Burial areas, Ruins, Crossroads/roads/paths/trails, Battlefields/shipwrecks.

Frequency of Encounter: Very Hard.

Size: 6-8 ft. (8-11 with tail).

Morgoth originally produced Werewolves by magically altering his minion's forms so that they became huge, enchanted Wolves. He created others by placing his minion's spirits in the bodies of great Wargs.

These creatures can alter their form so that they can stand upright and use their clawlike hands, but they cannot transform themselves into Men. While Werewolves possess the intelligence of the Secondborn—and though they can speak, use tools, and cast spells—they remain Wolf-like in their nature.

Caran-Carach, Guardian of Dol Guldur. Caran-Carach (S. "Red Fang") was a descendant of Draugluin. He helped guard the fortress of Dol Guldur, the home of the Necromancer (Sauron in the mid-Third Age). Fed the remains of the Evil One's prisoners, this hideous beast learned to savor live flesh. He was later let loose to hunt prominent the Wood-elves and Wood-men of southern Mirkwood.

Werewolf

Carcharoth, Mightiest Wolf of Arda. Carcharoth (S. "Red Maw") was bred by Morgoth to slay Huan, the Noble Hound of Valinor. Morgoth took one of the cubs of Draugluin and fed him with his own hand upon living victims, until Carcharoth grew so huge that he could not fit into the dens of the great Werewolves but instead crouched at his Master's feet. Yet Lúthien was still able to ensorcel him. Later, however, when Beren and Lúthien fled with the Silmaril, Carcharoth bit off the hand of Beren that held the Great Jewel and swallowed them both. Mighty was Carcharoth, but his innards were not proof against that flame that emanated from the Silmaril. Crazed with pain, he ran amok throughout Doriath, until he was finally slain by Huan in the Hunting of the Wolf. Yet the Great Hound also was killed, for Carcharoth gave him mortal wounds. After the Great Wolf was killed, the Silmaril was ripped from his belly by those who had hunted him.

Draugluin, Greatest of the Werewolves. This servant of Sauron was the sire of most of the Werewolves of Angband. He guarded Sauron's fortress in the First Age and was slain by Huan the Hound (see above) when that noble beast accompanied Lúthien to the fortress to rescue Beren from the Island of the Werewolves. Draugluin fled when he realized that his end was near and died at his Black Master's feet, warning him that the Great Hound was there.

7.0 GENERATION AND ENCOUNTERS

High level creatures invariably produce a significant affect on the setting and situation, so it is important to make sure that they are reasonably well detailed. At the very least, the Gamemaster should develop the creature's (1) stats; (2) background and personality; (3) skill and level bonuses; and (4) equipment.

7.1 GENERATING CREATURES

High level creatures are bound by normal stat generation guidelines (see ***MERP*** or ***RM*** for specifics), although two other considerations should be taken into account. First, high level creatures generally have better than average stats, since high stats give such a beast a much higher probability of surviving for a long time. Second, creatures sometimes attain high levels in part because of their age or race, such as in the case of the Dragons and Demons. This group may have some inherent additions to their stats. We suggest that the Dragons and Demons, for instance, receive a +10 and a +15 to +25 respectively for every stat (e.g., where a Man's stat is 97, a Maia would have a 107 stat and a Demon would have a 112 to 122 stat).



We suggest that an additional bonus of +5 per stat point be accorded to stats above 102 (e.g., a stat of 104 would yield a bonus of +45).

7.2 ENCOUNTERS

ICE's Middle-earth realm, citadel, and adventure supplements provide tables for encounters in specific areas of Endor. The following table is designed to cover general encounters in areas where the GM has no specific guidelines. Based on ecosystem, it is a broad treatment using very general animal categories.

ANIMAL ENCOUNTER CHART

Terrain/mean Precip.	Region/mean temperature				
	Hot (80°+)	Warm (65-80°)	Temperate (45-65°)	Cool (25-45°)	Cold (25°-)
Waste / 0-10 in.	Z	Z,Y	YXW	W	U
Wetlands / 10-40	T,V	T,V	T,S,P	P,S,R	R
Plain / 20-40	I	P,I	P,O	P,O,S	S,R
Mixed Lowland / 20-60	Q,P,N	P,N,Q	P,N,M,L,O	P,M,L,S,O,K	S,P,L,K
Forest / 40-80	—	Q,P,N	P,N,M,L,O	P,M,L,S,H,K	—
Rainforest / 60+	Q,P,J,D,V	Q,P,N,J,V	—	—	—
Hills / vary	Q,P,N,I	P,N,M	P,N,M,L,H	H,M,P,L	S,R,K
Mountains / vary	—	Q,P,N,M	P,M,H	P,H,K,W	K,G
Isles-coast / vary	Q,P,F,D	Q,P,L,F,D	P,N,M,L,D,E	P,M,K,D,C	U,R,S,P,D,C

The Animal Distribution Chart is designed to be used in conjunction with the Standard Encounter Chart. The animals included are example, and liberal additions should be made if desired. Wherever an animal encounter occurs, this chart will help the GM what possible beasts might be involved.

Procedure:

—Simply note the climate of the region, find the appropriate letter code and cross-index the available animals from the list below.
—If the locale has more than one letter code, make a dice/die roll to determine which letter group the encounter deals with.
—If the encounter is at night, weed out those beasts that are normally inactive in the dark.
—If the encounter is on the land or in the water certain groups will necessarily be precluded, so ignore those species for the purposes of the given encounter.
—Note whether the encounter is hostile. If so, weed out the non-hunters.
—Once the possible animals are determined, roll to determine the particular beast involved. there are two methods:
(1) give each type an equal chance of being involved, count up the possibilities, and roll (e.g. if there are five possible species use a D5; if there are two, roll a fifty fifty etc.);
(2) use the suggested percentages or assign percentile probabilities according to the specific area and roll a D100.

Letter Codes vs. Animal Types

C- 01-15 = large squid, 16-25 = lobsters, 26-45 = killer whales, 46-70 = walrus, 71-100 = penguins.
D- 01-10 = large crabs, 11-20 = large eels, 21-45 = squid, 46-70 = whales, 71-100 = seals.
E- 01-05 = large lizards, 06-15 = large turtles, 16-25 = caecilians, 26-27 = giant clams, 28-30 = poison spiny fish, 31-50 = jellyfish, 51-52 = electric eels, 53-55 = flying fish, 56-65 = rays, 66-70 = small sharks, 71-80 = large sharks, 81-82 = barracuda, 83-85 = octopus, 86-87 = sea urchins, 88-90 = lobsters, 91-100 = dolphins.
F- 01-10 = large lizards, 11-20 = large turtles, 21-24 = caecilians, 25 = giant clams, 26-30 = poison spiny fish, 31-45 = jellyfish, 46-47 = electric eels, 48-49 = flying fish, 50-60 = rays, 61-75 = small sharks, 76-84 = large sharks, 85-87 = barracuda, 88-90 = octopus, 91-100 = sea urchins.
G- 01-100 = eagles.
H- 01-25 = eagles, 26-40 = falcon, 41-60 = wolves, 61-100 = deer.
I- 01-15 = social cats, 16-30 = large hunting cats, 31-35 = fast cats, 36-50 = jackals/hyenas/dogs, 51-60 = rhinoceroses, 61-64 = armadillos, 65-85 = gazelle/antelope, 86-91 = carrion birds, 92-95 = ants, 96-98 = fire ants, 99-100 = army ants.
J- 01-20 = poison toads/frogs, 21-24 = chameleons, 25-29 = nerve poison snakes, 30-33 = muscle poison snakes, 34-36 = circulatory poison snakes, 37 = poisonous lizards, 38-40 = piranha, 41-60 = large predatory fish, 61-70 = scorpions, beetles, 71-80 = army ants, 81-90 = ants, 91-100 = large hunting cats.
K- 01-50 = moose, 51-100 = deer.
L- 01-03 = large spiders, 04-20 = small bovine, 20-45 = large bovine, 46-60 = horse, 61-75 = wolves, 76-80 = large bears, 81-90 = small bears, 91-92 = weasel, 93-97 = badger, 98- 100 wolverine.
M- 01-25 = large dogs, 26- 40 ponies, 41-50 = small marsupials, 51-65 wild sheep, 66-75 = wild goats, 76-80 = small centipedes, 81-95 = bovine, 96-98 = large spiders, 99-100 = water snakes.
N- 01-20 = small dogs, 21-22 22 = vampire bats, 23-30 = small monkeys, 31-40 = large monkeys, 41-44 = sloth, 45- 55 = small marsupials, 56-65 = wild pigs, 66-70 = wild sheep, 71-75 = wild goats, 76-80 = large bovine, 81-90 = small bovine, 91-93 = large lizards, 94 = muscle poison snakes, 95 = nerve poison snakes, 96 = respiratory poison snakes, 97 = large beetles, 96-98 = large spiders, 99-100 = large spiders.
O- 01-50 = bison, 51-55 = mammoth/elephant, 56-60 = falcon, 61-75 = eagles, 76-100 = hawks.
P- 01-07 = ants, 08-15 = bees, 16-20 = large flies, 21-25 = small spiders, 26-30 = termites, 31-40 = mosquitoes, 41-50 = toads/frogs, 51-52 = owls, 53-55 = carrion birds, 56-60 = small bears, 61-65 = small hunting cats, 66-72 = bats, 73-80 = large rodents, 81-95 = deer, 96 100 = horse.
Q- 01-15 = elephant, 16-23 = mongoose, 24-27 = scorpions, 28-30 = nerve poison snakes, 31-40 = constrictors, 41-60 = small hunting cats, 61-100 = small bovine.
R- 01-25 = geese, 26-50 = ducks, 51-75 = reindeer/caribou, 76-90 = wolves, 91-100 = large bears.
S- 01-20 = reindeer/caribou, 21-45 = moose, 46-55 = large bears, 56-60 = wolves, 61-70 = large flies, 71-80 = mosquitoes, 81-90 = large hawks, 91-100 = eagles.
T- 01-15 = hippopotamus, 16-30 = water buffalo, 31-40 = large hunting cats, 41-50 = alligator/crocodile, 56-60 = chameleons, 61-70 = water snakes, 71-72 = nerve poison snakes, 73-86 = frogs, 86-90 = small hawks, 91-100 = large hawks.
U- 01-25 = polar bears, 26-100 = reindeer/caribou.
V- 01-12 = alligator/crocodile, 13-25 = small hunting cats, 26-35 = nerve poison snakes, 36-45 = frogs, 46-47 = poison frogs, 48-55 = small hawks, 56-65 = beetles, 66-75 = large flies, 76-98 = mosquitoes, 99-100 = piranha.
W- 01-25 = wolves, 26-40 = large bears, 41-50 = large dogs, 51-70 = large bovine, 71-75 = wild sheep, 76-96 = reindeer/caribou, 97-98 = beetles, 91-100 = carrion birds.
X- 01-10 = wolves, 11-20 = large dogs, 21-55 = large rodents, 56-60 = large marsupials, 61-75 = small bovine, 76-85 = carrion birds, 86-90 = fire ants, 91-100 = scorpions.
Y- 01-05 = large hunting cats, 06-10 = small marsupials, 11-30 = small rodents, 31-45 = small lizards, 46-48 = circulatory poison snakes, 49-50 = nerve poison snakes, 51-60 = carrion birds, 61-63 = scorpions, 64-90 = small herbivores, 91-97 = ants, 98-100 = anteaters.
Z- 01-20 = small dogs, 21-30 = small hunting cats, 31-35 = armadillos, 36-45 = camels, 46-60 = small lizards, 61-65 = poison lizards, 66-96 = beetles, 97-100 = scorpions.

8.1 MERP/ROLEMASTER MASTER ANIMAL TABLE

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
BATS AND BIRDS									
Barrow Owls	2	1-5	S	FA/FA	20	No/1	50	35SCl/10SPi/—	Normal. Nocturnal predators.
Bitterns	1	1-20	S	MD/MD	15	No/1	30	20SCl/10SPi/—	Normal. Fishing birds.
Black Swans	3	1-50	M	MF/SL	35	No/1	20	20MBa/25SPi/—	Passive. Large for Swans.
Cavern Wings	1	2-100	S	FA/VF	8	No/1	50	50SCl/40SBi/—	Aggressive. +/- 8 to Crit results if foe surprised.
Chamber Birds	2	21-30	S	VF/FA	11	No/1	60	50SPi/35MCl/—	Shy. +/- 5 to Crit results if foe surprised.
Cliff Buzzards	2	2-10	S	VF/VF	30	No/1	50	40MCl/25SPi/—	Aggressive. Band together against foes.
Crakes/Coots	1	1-50	S	VF/FA	15	No/1	50	30SPi/—/—	Normal. Very adaptable.
Echo Hawks	3	1-2	S	VF/BF	27	No/1	65	50MCl/40MPi/—	Opportunistic. Often found near Green-flower vine.
Flying Foxes	1	1-20	S	VF/VF	10	No/1	50	20SBi/20TCl/—	Normal. Good eyesight and smell.
Great Eagles	30	1-10	H/La	VF/VF	300	RL/11	90	120HCl/100LPi/100LBa	Good, very intelligent. Use Large Crits.
Great Falcons									
of Ardor	15	1-2	H/11	VF/VF	150	SL/4	60	95LCl/70MPi/60MBa	Fierce. Mounts of the Lords of Air.
of Mirkwood	10	1-2	L/1	VF/VF	100	SL/4	60	90LCl/60MPi/50MBa	Normal. Rare. Very maneuverable.
Golodos	1	1-100	M	MD/MD	40	No/1	20	35SPi/—/—	Passive. Aggressive during mating season.
Gorcrows	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCl/—	Hungry. Attracted to shiny things.
Grass Grouses	0	1-10	T	FA/FA	8	No/1	70	10TPi/—/—	Passive. Standard gamebirds.
Great Bats	5	1-20	M	VF/VF	60	No/3	60	75MBi/60MCl/—	Aggressive. Nocturnal predators.
Great Green Pheasants	1	1-5	S	MF/FA	15	No/1	40	30SBa/20SPi/—	Normal. Sport beautiful plumage.
Green-winged Crows	1	2-40	S	FA/MF	15	No/1	55	10SPi/15SCl/—	Lively. Attracted to shiny things.
Hunting Bats	2	10-30	S	VF/VF	20	No/1	50	50SBi/—/—	Aggressive. Carry disease.
Jatewoones	9	1	L	FA/VF	120	No/1	30	80LPi/70LCl/50LBa	Protective. Huge marsh birds.
Kingfishers	1	1-50	T	VF/FA	8	No/1	60	20TPi/—/—	Normal. Small, attractive waterfowl.
Kirinkir	0	1-2	T	FA/MF	5	No/1	55	5TPi/—/—	Passive. Small, scarlet songbirds.
Orao	6	1-4	L	VF/VF	120	No/1	30	81MCl/60SPi/—	Aggressive. Large Desert Eagles.
Pied Swans	1	2-40	M	MF/SL	35	No/1	20	40MBa/30SPi/—	Normal. Very intelligent.
Pond Bats	0	1-100	S	VF/VF	5	No/1	60	25TBi/—/—	Passive. Nocturnal. Ignore "stun."
Ravens	4	1-30	S	VF/VF	20	No/3	50	50SCl/25MCl/—	Normal. Intelligent, somewhat enchanted.
Red Eagles	6	1-5	M	VF/FA	75	No/1	40	70LCl/45MPi/—	Aggressive. Numerous. Predators.
Sea Eagles	5	1-5	M	VF/VF	65	No/1	45	65MCl/50MPi/—	Aggressive. Fierce predators.
Short-eared Owls	4	1-10	S	FA/FA	20	No/1	50	50SCl/25MCl/—	Normal. Rare nocturnal predators.
Thrushes	0	1-2	T	VF/FA	6	No/1	60	15TPi/—/—	Curious. Intelligent messengers.
Vault Shrikes	1	1-5	T	VF/BF	5	No/1	60	30TBi/40TTi/poison	Normal. Toxic nerve poison (lvl 5).
Vereut Eagles	3	1-5	M	FA/FA	30	No/1	35	45MCl/35SPi/—	Aggressive. Low-flying hunters.

Codes: The statistics given describe a typical creature of that type. Most of the codes are self-explanatory: Lvl = level, # Enc = number encountered, Size = Tiny(T), Small(S), Medium(M), Large(L) or Huge(H), and DB = defensive bonus. The more complex statistics are described below.

Speed: Speed is given in terms of Movement Speed/Attack Quickness; C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, F = Fast, VF = Very Fast, and BF = Blindingly Fast.

AT (Armor Type): The two letter code gives the creature's *MERP* armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent *Rolemaster* armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack: T = Tiny, S = Small, M = Medium, L = Large and H = Huge. The last two letters indicate the type of attack: Ti = Tiny, Pi = Pincher/Beak, Ba = Bash, Bi = Bite, Cl = Claw, Cr = Crush, Gr = Grapple, Ho = Horn, TS = Trample/Stomp, St = Stinger, and We = Weapon. These codes differ slightly from the *MERP* codes and the *Rolemaster* codes.

(Primary/Secondary/Tertiary): Each creature usually initiates combat using its Primary attack. Depending on the situation or success of the Primary attack, it may later use its Secondary attack or Tertiary attack.

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
WATER BEASTS									
Carnantor	10	1-2	H/La	MF/MF	275	RL/8	40	95LBi/100HBa/85HCr	Aggressive. Huge ocean-dwelling Eels.
Cherethrynd	12	2-20	H/SL	MF/MF	550	RL/8	40	80HBa/90HBi/70HGr	Normal. Powerful Sperm Whales.
Eris Squids	1	1-2	S	MF/MF	20	No/1	50	40SGr/30TPi/—	Passive. Can secrete clouds of "Ink."
Lamprey	1	1-4	S	SL/SL	15	SL/3	20	40SGr/(+bleeding)/—	Normal. If attached, suck 2 hits/round.
Leaches	0	1-50	T	SL/SL	4	No/1	5	30TGr/(+bleeding)/—	Normal. If attached, suck 1 hits/round.
Merchaithrais	5	1-2	L/I	MD/FA	65	No/1	35	60MSt/50MBa/special	Aggressive. Giant Rays, attacks: poison & shock.
Mulkánar	6	1	L/La	CR/SL	225	Pl/12	20	30HCr/special/—	Passive. Giant Clams, secret acidic "Ink."
Nimaeargyrth	5	1-10	L	FA/FA	180	SL/4	30	100LBi/—/—	Aggressive. Endor's deadliest sharks.
Pike	2	1	M	MF/FA	75	No/1	35	45MBi/—/—	Aggressive. Freshwater predators.
Sarnúmeni	7	1-2	L/I	MF/MF	210	RL/12	40	75MBi/90LBa/75LCr	Aggressive. Huge freshwater Eels.
Sturgeon	5	1-2	M	MF/MF	140	SL/8	10	70MBa/50SBi/—	Passive. Prized for their roe (eggs).
Ulmodili	8	10-200	L	VF/FA	110	No/1	50	70MBa/60MBi/—	Playful. Very intelligent aquatic mammals.
Vessino Clams	0	1-20	T	CR/CR	5	Pl/12	0	0TCr/—/—	Passive. Rare molluscs.
Wels, Small	3	1-5	M	SL/MF	160	SL/3	30	60MBa/60MGr/—	Normal. Ugly bottom-feeders.
Large	7	1-2	L/I	VS/MD	260	SL/4	15	90LBa/90LGr/swallow	Normal. Ugly bottom-feeders.
RÁVATSAR (Amphibians & Reptiles)									
Andodailion	3	10-100	S	MF/MD	55	SL/7	30	30SCl/30SBa/25TBi	Normal. Social, nocturnal lizards.
Angusaiwéli	2	1-20	S	VF/FA	25	SL/4	50	30SBi/40SSr/5SCl/poison	Aggressive. Poisonous carnivores.
Blue Terrapins	5	1-4	M	MF/MF	150	RL/12	20	65MBi/poison/40MCl	Protective. Lvl 2 Muscle poison.
Coireals	2	1-2	S	SL/VF	30	No/1	40	55SSt/poison/—	Passive. Lvl 10 Nerve poison.
Égil's Vipers	8	1-2	L	VF/VF	100	SL/4	60	75MBi/special/—	Aggressive. Spits poison up to 30'.
GreyFlyers	0	10-100	T	VS/SL	5	No/1	20	0TBa/0TCl/poison	Protective. Lvl 3 Muscle poison.
Green Asps	3	5-50	S	SL/VF	20	No/3	40	35SSt/poison/—	Aggressive. Lvl 5 Conversion poison.
Land Tortoises	4	1-2	M	SL/MD	75	RL/12	30	55MPi/—/—	Passive. Very slow and inoffensive.
MarshAdders	1	1-2	S	MD/VF	20	No/1	60	50TSt/poison/—	Aggressive. Lvl 10 Muscle poison.
Marsh Crocodiles, in water	3	1-5	L	MD/MD	120	SL/7	10	80LBi/80MGr/drown	Aggressive. Uses grappling bite to drown foes.
on land	3	1-5	L	VS/SL	120	SL/7	0	40MBi/60MBa/80LBi	Aggressive. Uses LBi if MBa knocks foe down.
Nethairin	1	1-2	S	SL/VF	30	No/1	20	40SSt/poison/—	Aggressive. Very toxic poison (Lvl 6).
Nethairin Erdyr	1	1-2	S	SL/BF	20	No/1	30	30SSt/poison/—	Aggressive. Toxic poison (Lvl 5).
Nethraich	1	1-2	S	MD/BF	25	No/1	25	35SSt/poison/—	Protective. Lvl 2 Muscle poison.
Arnathrach	4	1-2	M	MD/FA	75	SL/3	20	60MSt/poison/40MGr	Royal Nathrach. Lvl 6 Muscle poison.
Otrovativi	1	1-2	S	MD/VF	30	No/1	30	35SSt/—/—	Normal. Lvl 25 Nerve poison.
Petlavi	6	1	L/I	VS/MF	120	SL/3	10	80MBi/70MGr/100LCr	Normal. Uses LCr if MGr successful.
Rock Vipers	1	1-4	S	SL/BF	15	No/1	50	20SSt/poison/—	Passive. Incredibly toxic poison (Lvl 20).
Sea Crocodiles	7	1-2	H/La	MF/MF	245	RL/11	30	100LBi/110LBa/90LGr	Aggressive. Will attack ships.
Shaking Asps	2	1-2	S	SL/VF	15	No/3	50	25SSt/poison/—	Normal. Potent poison (Lvl 8).
Slow-fangs	10	1-2	L	MD/MF	120	RL/12	30	80MGr/90MBi/poison	Aggressive. Uses MBi if LGr grasps foe. Lvl 2 Muscle poison.
Trusavi	1	1-5	T	SL/SL	10	No/1	30	0TBa/50TSt/poison	Passive. If TBa successful (or if touched) the TSt attack is made, Lvl 4 poison.
Umakavi	1	1-10	T	SL/SL	8	No/1	30	0TBa/poison/—	Passive. Lvl 10 contact poison.
Zamkavi	1	1-2	M	MF/VF	30	No/1	30	40MGr/poison/—	Aggressive. "Snare" Snake. Lvl 7 poison.
Zurkuvi	1	1-2	S	MD/FA	25	No/3	40	30SCl/poison/—	Normal. Lvl 1 contact Nerve poison.

8.1 MERP/ROLEMASTER MASTER ANIMAL TABLE

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
POTULI (Insects, Arachnids, and Crustaceans)									
Cliff Hornet	1	10-100	T	VF/VF	1	No/1	40	0SSt/20MSt/poison	Protective. Stings can cause death.
Gelyngyl	5	2-20	M	MD/MF	45	SL/8	30	45SPi/50SSt/poison	Aggressive. Attack in organized groups.
Ground Bees	0	4-400	T	MD/VF	1	No/1	40	0TSt/0TPi/special	Protective. 10 may make a 20TSt attack.
Mabelmaikli	4	1-5	M	MF/MF	155	RL/11	25	80MPi/50LPi/—	Aggressive. Crab/squids, ignore "stun."
Neekerbreekers	0	3-300	T	FA/MD	1	No/1	45	10TBi/disease/—	Hungry. Noisy, cricketlike insects.
Morgai Flies	0	1-100	T	VF/FA	2	No/1	35	15TBi/disease/—	Aggressive. Vicious, parasitic insects.
Ûlcercain	0	1-100	T	VF/VF	3	SL/3	45	25TPi/poison/—	Aggressive (Warriors). Centipede-like.
LASSANAKÛNI (Leaf-eaters)									
Asabanhéli	2	10-100	M	VF/FA	95	No/3	30	35MHo/30MTs/—	Timid. Antelope-like, inquisitive.
Aunych	2	1-10	L	MD/MD	140	No/3	20	50MHo/50LTs/—	Domesticated. Cattle, passive 'til disturbed.
Caru	2	20-2000	M	VF/FA	70	No/3	40	20MHo/20MTs/—	Timid. Deer, males & females have horns.
Cilcarnix	1	1-6	S	MD/MD	12	No/3	0	10SBi/15SCl/—	Passive. Ground-dwelling rodent.
Cunara	0	10-100	S	MF/MD	10	No/3	10	5SBi/20SCl/—	Timid. "Gophers," live in large colonies.
Dappled Deer	1	2-20	M	FA/MF	50	No/3	45	20SHo/35STs/—	Aggressive. Hardy and pugnacious.
Fara	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs/—	Timid. Most common wild herbivore.
Fintónarki	2	1-20	M	FA/FA	70	No/3	15	50MHo/40MBa/30STs	Normal. Wild goats, immune to poisons.
Goral	2	1-2	M	FA/FA	55	No/3	40	50MBa/45MTs/—	Normal. Wild, golden highorn Sheep.
Kine of Araw	5	1-10	L	MD/MD	135	No/3	30	100LHo/80LBa/90LTs	Normal. Large, white cattle.
Lostandír	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Normal. Hardy, gregarious Deer.
Nonfiara	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Normal. Wily, largest of Endor's Deer.
Rútorassi	3	2-20	M	FA/FA	65	No/3	30	60MBa/50MTs/—	Normal. Largest of Endor's Sheep.
Sretanavi	2	1-2	M	MD/VF	50	No/3	40	40SBi/25SCl/—	Playful. Mischievous. Otter-like creatures
Wild Goats	3	1-2	M	FA/FA	60	No/1	25	40MHo/30MBa/30MTs	Normal. Agile climbers and swimmers.
RIDING AND DRAFT ANIMALS									
Andamundar	7	2-20	H/La	FA/FA	325	RL/12	30	80HBa/80HHo/80HTs	Normal. Elephants, carry capacity: 1000 lb.
Devevi, runners	4	1-10	L	MF/MF	130	No/3	30	30MBi/25MBa/—	Normal. Camels, carry capacity: 225 lb.
, workers	3	1-10	L	MD/MD	110	No/3	10	40MBi/30MBa/—	Normal. Camels, carry capacity: 400 lb.
Elven Horses	10	1-2	L/I	BF/VF	180	SL/4	60	95MCr/80MTs/75MBi	Normal. Intelligent, carry capacity: 450 lb.
Horses of Mordor	9	1-9	L/I	VF/VF	210	SL/4	50	110LCr/95LTs/special	Hostile. Vicious, carry capacity: 600 lb.
Losandamundar	7	2-10	H/La	FA/FA	350	RL/12	25	85HBa/85HHo/85HTs	Normal. Elephants, carry capacity: 1100 lb.
Marsh Ponies	2	1-10	M	FA/MF	100	No/3	20	30MBa/30LTs/—	Normal. Sturdy, carry capacity: 200 lb.
Mearas	8	1-2	L	VF/VF	170	SL/4	50	100MCr/80MTs/70MBi	Normal. Intelligent, carry capacity: 450 lb.
Mûmakil	7	1-10	H/La	MF/FA	400	RL/12	25	95HBa/95HHo/95HTs	Normal. Elephants, carry capacity: 1400 lb.
Wild Horses	4	1-20	L	FA/FA	120	No/3	40	40MCr/30MTs/40SBi	Normal. Hardy, carry capacity: 300 lb.
Zûrafy	6	1-10	L	MF/FA	135	No/3	45	75MHo/60MCr/50MTs	Normal. Deer-like, carry capacity: 400 lb.

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
APSANAKÛNI (Meat-eaters)									
Black Bears	5	1-5	L/I	MF/MF	150	SL/8	20	65LGr/60LCl/40MBi/70MBa	Aggressive. Nocturnal hunters.
Black Minks	1	1-10	M	VF/VF	50	SL/3	60	50MBi/—/—	Aggressive. Fierce. Ignore stun results.
Blue Bears	7	1-6	L/I	MF/MF	200	SL/8	25	80LGr/70LCl/30MBi/90LBa	Aggressive. Nocturnal hunters.
Blue Otters	4	1-3	M	MF/MF	80	No/3	30	40MCl/40MBi/—	Normal. Eat fish and shellfish.
Cave Bears	12	1-5	L/La	MF/FA	300	SL/8	40	95HBa/90LCl/85LGr/90LBi	Normal. Huge, retiring creatures.
Chetmíg	5	1-2	L	FA/VF	150	SL/4	30	75LCl/90MBa/100LBi	Aggressive. Great cats, nocturnal predators.
Cliff Lions	5	1-2	M	FA/MF	140	SL/4	20	85LBi/70MCl/—	Normal. Snowy white, solitary creatures.
Death Shrews	1	1-5	T	MD/FA	2	RL/II	70	45TTi/disease/—	Aggressive. Emit a foul-smelling spray.
Dire Wolves, Adult	4	2-20	L/I	VF/FA	80	SL/3	45	75LBi/45MCl/—	Aggressive. Attack in cooperative groups.
,Young	2	1-20	M	VF/FA	60	SL/3	40	60LBi/—/—	Social animals, do not fear people.
Dunmen's Dogs	1	1-10	S	MD/MF	40	No/3	40	45SBi/—/—	Domesticated. Marginally capable.
Fishing Cats	1	1-5	S	VF/VF	50	No/3	50	30MCl/20SBi/—	Normal. Kittens can be domesticated.
Gích	2	1-2	S	FA/VF	45	No/3	50	40MBi/40SCl/—	Normal. Large Foxes, very common.
Giant Martens	4	1-2	M	VF/VF	75	No/3	50	60MBi/50MCl/—	Aggressive. Crazy, mean, fierce.
Glutani	4	1-2	S	FA/VF	50	No/3	50	50MBi/45MCl/—	Aggressive. Wolverine-like creatures.
Grass Cats	3	1-10	M	VF/VF	100	No/3	50	40MCl/60MBa/60MBi	Aggressive. Long-legged plains cat.
Grey Wolves	3	2-12	M	FA/FA	110	SL/3	30	55LBi/30MCl/—	Aggressive. Social, hunt in packs.
Highland Lynxes	3	2-10	M	VF/VF	70	No/3	55	45MCl/30MBi/—	Aggressive. Live and hunt in groups.
Hounds	3	1-20	M	VF/FA	65	No/3	40	45MBi/—/—	Domesticated. Found with Men/Hobbits.
Lisicavi	3	1-5	S	FA/VF	45	No/3	50	60SBi/—/—	Normal. Small, large-eared Foxes.
Madrat'ines	2	1-2	S	MF/FA	45	No/3	60	30SCl/25SBi/—	Normal. Shy, nocturnal cat-like foxes.
Marsh Mastiff's	3	1-8	M	MF/FA	60	SL/3	45	50MBi/—/—	Domesticated. Fearless, loyal Dogs.
Merisc Tyka	1	7-12	S	FA/FA	55	SL/3	40	45MBi/—/—	Normal. Wild, cowardly dogs.
North Bears	10	1-2	L/II	FA/FA	240	SL/4	45	75LCl/80LGr/90LBi/90LBa	Normal. White, excellent swimmers.
Red Foxes	2	1-2	S	FA/VF	45	No/3	50	40SBi/35SCl/—	Normal. Wily, canny thieves.
Red Wolves	5	2-20	M	VF/FA	130	SL/4	45	70LBi/55MCl/—	Aggressive. Intelligent, ruthless canines.
Sheep Hounds	5	1-5	M	VF/VF	140	No/4	55	80MBi/—/—	Domesticated. Loyal, intelligent, fierce.
Sloth Bears	11	1-5	L/La	SL/MD	325	SL/8	10	100HBa/95LCl/60LGr/60LBi	Normal. Huge sloth-like creatures.
Spotted Lions	5	1-5	M	FA/MF	140	SL/4	25	85LCl/70MBi/50MBa	Normal. Rare, extremely cunning.
Uncavi	3	1-2	M	FA/VF	100	No/3	35	80LCl/50LBi/—	Aggressive. Leopard-like cat.
Undarlaif	3	1-20	M	FA/FA	90	No/3	40	70MBi/30MCl/—	Aggressive. Large, black Jackals.
Vuk	3	6-30	M	FA/FA	110	No/3	30	70Bi/—/—	Aggressive. Wild hill Dogs.
War-wolves	7	1-10	L/I	VF/VF	170	SL/4	50	85LBi/65MCl/—	Aggressive. Bold, violent, cunning Dogs.
White Foxes	1	1-5	S	MF/MF	40	No/3	60	35SBi/25SCl/—	Normal. Rare, shy, live in burrows.
White Wolves	8	1-20	M	VF/VF	170	SL/4	70	90LBi/80LCl/—	Aggressive. Most dangerous of all Wolves.
OTHER DANGEROUS ANIMALS									
Boars	3	1	M	FA/MF	120	SL/4	30	50MHo/50MBa/40STs	Aggressive. Mean-tempered and solitary.
Fen Boars	2	1-2	M	FA/MF	100	No/3	30	40MHo/30MBa/20STs	Aggressive. Dangerous if cornered.
Grey Apes	5	1-10	L	MD/FA	100	No/3	20	50SBi/60LGr/70MBi	Normal. If LGr grasps foe, use MBi.
Majmun	1	2-200	S	MF/FA	25	No/3	40	30SBi/—/—	Normal. Attractive, lively Monkeys.
Slirdu	7	1-10	H/La	VF/FA	240	No/1	30	95HGr/120HPi/special	Aggressive. Squid-like. If HGr gets a Crit, use HPi.
Uvag-Aak	6	1-5	M	MD/MF	140	No/3	20	90MBa/65LGr/85LBi	Aggressive. Apes. If LGr grasps foe, use LBi.

8.2 MERP/ROLEMASTER MASTER MONSTER TABLE

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
DEMONIC WATER MONSTERS (All are Aggressive)									
Demon-whales	9	1-5	H/La	FA/FA	500	SL/8	25	120HBa/150HBi/—	Toothed, white denizens of the Ice Bay.
Fel Turtles	15	1	H/SL	MD/MD	250	Pl/19	35	120HPi/140LBa/—	Rare giant snapping Turtles.
Ninevet	5	1	L/I	MD/VF	130	SL/7	10	70LBa/80LGr/40MBa	If LGr gets a Crit, will try to drown prey.
RedJaws	4	1-10	M	FA/VF	90	SL/7	35	90LBi/50LGr/60LCr	Ugly, scaleless fish of the depths.
Vodyanoi	1	1-2	M	MF/MF	55	SL/3	35	60HBi/swallow/special	Aquatic carnivore. Resembles giant frog.
Watchers in the Water	35	1	H/SL	MD/MD	400	RL/11	40	150HGr/150HPi/—	Freshwater Kraken. 1-5 HGr attacks per
EVIL HUORNS AND TREES									
Evil Huorns	25	1-5	H/La	VS/VS	400	Pl/20	0	80HBa/70HGr/100HCr	Evil. If HGr grabs prey, HCr next round.
Evil "Trees"	3	1-10	L/I	—/MD	50	RL/11	10	20SGr(varies)/special/—	Hungry. Ignore "stun" results.
DEMONS									
Balrogs	30(60)	1	H/SL	VF/VF	400	Pl/20	90	275wh&th/120pa&ro/spells	Evil. May immolate.
Black Demons				(See specific Demons in Table 8.3.)					Evil. Lesser Maiar, allies of Morgoth.
Lassaraukar, Lesser	15	1-5	M/II	BF/BF*	175	RL/12	50*	120cb(2x)*/poison/—	Evil. * statistics are special, see text.
Greater	25	1	M/La	BF/BF*	225	RL/12	50*	150cb(2x)*/poison/100bolt*	Evil. * statistics are special, see text.
Vampires of Morgoth	25	1	M/La	VF/VF	210	No/3	80	spells/varies due to shape	Evil. Mighty shapechanging Demons.
				As a Giant Bat:				100LCl/90LBi/80LBa	
DRAGONS (These statistics are for Mature Drakes; Young Drakes will be weaker, Old Drakes will be stronger.) (Br indicates a "Breath" attack: a "Bolt" attack or a "Cone" attack with half the OB given. Type of attack is: I=Ice, F=Fire, C=Cold, W=Water, G=Gas.)									
Cave Drakes	13	1	H/SL	FA/FA	250	Pl/19	40	90HBi/50HCl/50HBa/80HHo	Small Cold-drakes.
Cave Worms	10	1	H/La	SL/MD	160	RL/12	20	90HGr/swallow/110HHo	Limbless Cold-drakes.
Cold-drakes	30	1	H/SL	FA/FA	500	Pl/20	50	120HBi/120HCl/120HBa/80HHo	Wingless.
Ice-drakes	30	1	H/SL	FA/FA	450	Pl/20	55	110HBi/110HCl/110HBa/100HHo/90IBr	Good swimmers.
Land Drakes	18	1	H/SL	VF/FA	350	Pl/19	40	100HBi/100HCl/100HBa/70HHo	Small Cold-drakes.
Winged Cold-drakes	30	1	H/SL	FA/FA	500	Pl/19	60	90HBi/130HCl/90HBa/100HHo/60CBr	Graceful fliers.
Fire-drakes	35	1	H/SL	VF/FA	450	Ch/16	50	100HBi/140HCl/110HBa/70HHo/100FBr	Spell-users.
Marsh-drakes	15	1	H/SL	BF/VF	200	RL/12	50	60HBi/110HCl/60HBa/70HHo/60GBr	Small Fire-drakes.
Rain-drakes	12	1	H/SL	FA/FA	200	RL/12	40	100HBi/70HCl/90HBa	Small Water-drakes.
Water-drake	18	1	H/SL	FA/FA	240	Pl/20	40	150HBa/120HGr/140HBi/100WBr	Sea Serpents
Sand Drakes	8	1	L/SL	FA/FA	150	No/4	25	100HBi/70HCl/90HBa	Solitary winged shapechangers.
Were-worms	8	1	H/SL	FA/FA	350	RL/12	50	110HBi/95HCl/90HBa	Powerful spell-users and shapechangers.
FLYING MONSTERS									
Crebain	3	3-30	S	FA/FA	25	No/3	50	20SPi/20SCl/—	Evil. Large black crows, excellent spies.
Fell Beasts	20	1-10	L/La	FA/FA	240	RL/12	50	90HCl/90LGr/90LBa/60LBi	Small. Dragon-related monsters.

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
GIANT RACES (wp = weapon, at least double normal damage, usually a club; ro(#) = rock thrown with # range)									
Giants	12	1-5	L/La	SL/MD	250	RL/11	20	95we/80LGr/110LCr/80ro(175')	If LGr gets Crit, use LCr. Triple damage with weapon; rock attack is a LCr.
Trolls, Cave	12	1-5	L/La	MD/MD	220	RL/11	25	100HCl/85we/80ro(150')	Hostile; rock attack is a LCr.
Forest	6	1-6	L/II	MF/MD	150	RL/11	10	70LCl/60LBi/40we/50ro(80')	Hostile; rock attack is a MCr.
Hill	10	1-5	L/La	SL/MD	175	RL/11	20	95LBa/85LCl/50we/60ro(120')	Hostile; rock attack is a LCr.
Mountain	11	1-2	L/La	MD/MD	240	RL/16	40	110we/100LBa/100ro(150')	Hostile; rock attack is a LCr.
Snow	13	1-2	L/La	MD/MD	180	RL/11	30	105HCl/80HBa/70we/80ro(150')	Hostile; rock attack is a LCr.
Stone	7	1-6	L/II	SL/MD	150	RL/11	15	80LBa/65LCl/40we/60ro(90')	Hostile; rock attack is a MCr.
Black (Olog)	9	1-5	L/La	MD/MD	250	RL/16	50	120we/80LBa/70ro(150')	Hostile; rock attack is a LCr.
PÛKEL-CREATURES (all Pûkel-creatures ignore "stun" and "hits/round" results)									
Colbran	18	1-2	L/La	VF/FA	200	Ch/16	70	150LBa/special/spells	Glowing attenuated manlike form.
Humdaen	15	1-6	L/La	MD/MD	200	Pl/20	30	100LGr/150HCr/—	Iron manlike form. If LGr grabs, HCr next rnd.
Humkennec	8	1-10	L/II	MF/MD	130	Pl/18	40	80MPi/65MHo/50MBa	Iron Giant Spider form.
Mendaen	10	1-10	L/La	SL/MD	150	Ch/16	20	80MGr/120LCr/—	Stone manlike form. If MGr grabs, LCr next rnd.
Mensharag	5	1-10	L/I	MF/MF	80	Ch/16	30	60LCl/50LBa/40MBi	Stone lizard-like form.
Pûkel-men	15	1-5	M/La	MD/MF	150	Ch/16	25	90we/60MBa/—	Stone manlike form.
Silent Watchers	35	1-2	H/SL	—/—	350	Pl/20	40	special/—/—	Huge, stone, bipedal figures on thrones.
GIANT SPIDERS AND INSECTS									
Giant Spiders, Lesser	8	1-10	M/I	MF/FA	160	SL/4	40	70LPi/75LSt/poison	Evil. Uses webs to trap victims.
,Greater	20	1	L/La	FA/VF	350	RL/12	60	120HPi/90LHo/poison	Evil. Very intelligent, many use spells.
Hummerhorns	3	1-20	M	VF/FA	35	No/1	50	50SSt/—/—	Aggressive. Resemble giant Wasps.
KingSpiders	3	1	S	MD/MF	55	Ch/16	20	40MPi/poison/-	Aggressive. Traps victims in pits.
UNDEAD BEINGS (all Undead Beings ignore "stun" and "hits/round" results; wp = weapon; RRs are allowed vs. CO drains)									
Barrow Wights	15	1	M/La	SL/VF	165	No/1	75	100we/90LBa/special	Protective. They haunt their own tombs.
Corpse Candles	7	1	M/I	—/—	100	No/1	30	spell/special	Cruel. Drain 4 CO/rnd (1 target).
Corpse Lanterns	s10	1	M/II	—/—	135	No/1	40	spell/special	Cruel. Drain 5 CO/rnd (1 target).
Ghosts, lesser	5	1	M/La	FA/FA	100	No/1	30	60MBa/50we/special	Belligerent. Drain 3 CO/rnd (10'R).
, greater	15	1	M/La	VF/VF	165	No/1	50	110we/90LBa/special	Belligerent. Drain 5 CO/rnd (10'R).
Ghouls, lesser	1	1-10	M/I	SL/MF	25	SL/4	10	25SBa/30SCl/20SBi	Protective. Stupid, infects wounds.
, greater	3	1-5	M/I	MD/MF	50	SL/4	10	40SBa/50SCl/45we	Protective. Stupid, infects wounds.
Lesinavi	2	1-10	M/I	MD/MF	50	No/1	20	80MBa/30SBi	Belligerent. Ghoul-like desert monsters.
Mewlips	4	2-20	M/II	FA/MD	60	No/1	35	50we/75MBi/special	Evil. Semi-aquatic Undead.
Sand Devils	3	1	L/La	FA/FA	75	No/1	10	Special/—/—	Hostile. Whirlwind, attacks as sandblast.
Skeletons, minor	1	2-20	M/I	VS/MD	25	No/1	0	25we/40MBa/—	Hostile. Will attack until destroyed.
, lesser	3	1-10	M/I	MD/MF	55	No/1	10	40we/50MBa/—	Hostile. Will attack until destroyed.
, greater	5	1-5	M/I	MF/FA	100	No/1	30	50we/60MBa/—	Hostile. Will attack until destroyed.
, Lord	8	1	M/II	MF/VF	135	No/1	70	95we/70LBa/spells	Hostile. Casts "Fear" (10'R).
Specters, lesser	5	1	L/II	FA/VF	150	No/1	100	40 Shock Bolt (5')/special	Hostile. Drain 8 CO/rnd (10'R).
, greater	10	1	L/La	FA/VF	200	No/1	75	80 Shock Bolt (5')/special	Hostile. Drain 10 CO/rnd (10'R).
Swamp Stars	9	1	S/La	VF/VF	30	No/1	70	special/—/—	Belligerent. Drain 6 CO/rnd (1 target).
Ta-Fa-Lisch	7	1-10	M/I	MF/VF	85	No/1	45	95MCl/70we/special	Belligerent. 5th level *Fear* spell.
Wargs	8	4-20	L/I	VF/VF	180	SL/4	60	75LBi/60LCl/—	Hostile. Affected by "stun" and "hits/rnd".
Werewolves	12	1	M/La	VF/VF	250	SL/4	75	120LBi/100MCl/—	Evil. Wolf-like creations of Morgoth.

8.3 MERP/ROLEMASTER SPECIFIC CREATURES TABLE

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
GREAT EAGLES & GREAT FALCONS & RAVENS & THRUSHES									
Thorondor	60	1	H/SL	VF/VF	550	RL/12	100	300HCl/250HPi/250HBa	Lord of the Eagles of Crissaegrim.
Gwaihir	45	1	H/SL	VF/VF	350	RL/11	80	180HCl/150HPi/150HBa	Lord of the Eagles of the Misty Mountains.
Landroval	35	1	H/SL	VF/VF	300	RL/11	90	150HCl/120HPi/140HBa	Brother of Gwaihir
Sûlroch	15	1	H/11	VF/VF	150	SL/4	80	110LCl/70MPi/60MBa	Mount of Sûlherok of the Court of Ardor.
Elros	20	1	H/11	VF/VF	180	SL/4	75	130LCl/90MPi/80MBa	Mount of Valkrist of the Court of Ardor.
Gilsûl	18	1	H/11	VF/VF	170	SL/4	75	120LCl/80MPi/70MBa	Mount of Valkrist of the Court of Ardor.
Roäc	6	1	S	FA/FA	30	No/3	40	55SCl/35MCl/—	Son of Carc of Erebor (from *The Hobbit*®).
The Old Thrush	3	1	T	FA/FA	15	No/1	50	25TPi/—/—	Old Thrush of Erebor (from *The Hobbit*®).
HORSES									
Nahar	45	1	L/SL	BF/VF	400	SL/4	120	200LCr/175LTs/150LBi	Elven Horse, steed of Oromë.
Nimros	15	1	L/1	BF/VF	200	SL/4	80	100MCr/80MTs/90MBi	Elven Horse, steed of Glorfindel.
Rochallor	25	1	L/La	BF/VF	300	SL/4	100	160LCr/110MTs/110MBi	Elven Horse, steed of Fingolfin.
Mordor Horse	9	1	L/11	VF/VF	210	SL/4	50	110LCr/95LTs/special	Mount of the Mouth of Sauron.
Felaróf	15	1	L/11	BF/VF	250	SL/4	70	150LCr/120MTs/100MBi	Ancestor of the Mearas.
Shadowfax	12	1	L/1	BF/VF	210	SL/4	60	120MCr/95MTs/90MBi	Mearas, steed of Gandalf.
Snowmane	10	1	L	VF/VF	170	SL/4	50	110MCr/90MTs/80MBi	Mearas, steed of King Théoden.
HOUNDS & BOARS & EVIL HURONS & TREES									
Huan	18	1	L/La	VF/BF	350	SL/4	120	220LBi/150LBa/—	One of Oromë's hunting Dogs.
Everholt Boar	7	1	M	VF/FA	190	SL/4	55	110MHo/90MBa/60STs	Boar of Everholt, slayer of King Folca.
Old Man Willow	25	1	H/La	—/VS	450	Pl/20	0	75HGr/95HCr/special	Huron. If HGr grabs prey, HCr next round.
Sleeping Root	50	1	H/SL	—/MD	600	Pl/20	0	60HGr/100HCr/special	Evil Tree. If HGr grabs prey, HCr next round.
DEMONS									
Gothmog	100(160)	1	H/SL	VF/VF	666	Pl/20	115	455wh&th/375pa&ro/spells	Chief of the Balrogs. Also 405ma.
Durin's Bane	36(66)	1	H/SL	VF/VF	420	Pl/20	90	275wh&th/120pa&ro/spells	The Balrog of Moria.
Lungorthin	90(120)	1	H/SL	VF/VF	566	Pl/20	100	415wh&th/325pa&ro/spells	Lord of Morgoth's Guard.
Slyardach	17	1	M/La	FA/VF	170	No/1	100	100da/150thrown da/poison	The Dindae of Nan Gulduin.
Demons of Aglarond	10	1-4	L/11	FA/FA	150	RL/11	40	150LCl/100MBa/100MBi	Remnants of Morgoth's scouting units.
Lesh-Y	30(50)	1	M/La	FA/VF	250	RL/11	80	250wh/200LBa/180we	Alchemist of the Court of Ardor.
Mourfuin	35(50)	1	L/La	VF/VF	300	RL/12	60	300th/250wh/—	The "Enforcer" of the Court of Ardor.
Razarac	20	1	L/La	BF/BF	250	RL/12	40	80HCl/120LBa/special	Desert Demon. 3 strikes/rnd.
The Winds of Taurang									
Aur	6	1	L/1	VF/FA	60	SL/4	20	70ky/50thr.ky/poison	Demons of the Wind and Air, they serve Tuarclax of the Court of Ardor. The "ky=kynac" attacks as a rapier and throws to a 150' range (the "thr.ky" attack).
Kax	12	1	L/1	VF/FA	100	SL/4	30	100ky/70thr.ky/poison	
Eos	18	1	L/1	VF/FA	130	SL/4	40	120ky/90thr.ky/poison	
Gan	24	1	L/1	VF/FA	160	SL/4	50	150ky/100thr.ky/poison	
Ior	30	1	L/1	VF/FA	200	SL/4	70	180ky/100thr.ky/poison	
Kel	36	1	L/1	VF/FA	240	SL/4	80	200ky/120thr.ky/poison	

Type	Lvl	#/ Enc	Size/ Crit	Speed	Hits	AT	DB	Attack (Primary/Secondary/Tertiary)	Notes
Ungoliant	450	I	H/SL	BF/BF	1238	Pl/20	275	450HPi/—/special	Before draining the Wells of Varda.
	500	I	H/SL	BF/BF	1625	Pl/20	325	520HPi/—/special	After draining the Wells of Varda.
Thuringwethil	35	I	M/La	VF/VF	230	No/3	90	spells/varies due to shape	Messenger of Angband and
					As a Giant Bat:			120LCl/110LBi/95LBa	Tol-in-Gaurhoth.
Dragons (all Fire-drakes are spell casters)									
Agburanar	31	I	H/SL	VF/VF	463	Pl/20	50	120HBi/130HCl/110HBa/80HHo	Black Cold-drake.
Ando-anca	49	I	H/SL	FA/FA	540	Pl/20	40	150HBi/120HCl/115HBa/90HHo/spells	Red Cold-drake.
Culgor	30	I	H/SL	VF/VF	401	Ch/16	40	120HBi/130HCl/110HBa/80HHo	Red-gold Cold-drake.
Emchangodogo	30	I	H/SL	VF/VF	300	RL/12	60	110HGr/70HCl/70HBi	White Cave-drake.
Gostir	40	I	H/SL	FA/FA	475	Pl/20	45	130HBi/125HCl/100HBa/75HHo/spells	White Cold-drake.
Haumfile	33	I	H/SL	VF/VF	456	Pl/20	55	115HBi/125HCl/130HBa/85HHo	Red-grey Cold-drake.
Hyarleuca	28	I	H/SL	VF/VF	329	RL/12	60	90HBi/100HCl/85HBa/75HHo	Brown Cold-drake.
Klyaxar	29	I	H/SL	VF/VF	365	RL/12	65	95HBi/105HCl/95HBa/70HHo	Brown-red Cold-drake.
Lamthanc	43	I	H/SL	FA/FA	510	Pl/20	55	145HBi/125HCl/130HBa/100HHo/spells	Grey-white Cold-drake.
Lastalaika	37	I	H/SL	VF/FA	487	Pl/20	45	135HBi/130HCl/100HBa/80HHo	Silvery-white Cold-drake.
Merkampa	47	I	H/SL	VF/FA	533	Pl/20	60	110HBi/1350HCl/120HBa/95HHo/spells	Light grey Cold-drake.
Niocúpa	30	I	H/SL	VF/VF	360	RL/12	70	120LGr/80HCl/75HBi	Pale grey Cave-drake.
Scatha	52	I	H/SL	VF/VF	555	Pl/20	65	150HBi/140HCl/120HBa/110HHo	Red Cold-drake.
Lomaw	35	I	H/SL	VF/VF	467	Pl/20	50	120HBi/125HCl/90HBa/60HHo/100IBr	Grey-white Ice-drake.
Nimanaur	33	I	H/SL	FA/FA	451	Ch/16	60	100HBi/100HCl/85HBa/50HHo/95IBr	Blackish-grey Ice-drake.
Baimnax	34	I	H/SL	FA/FA	447	Ch/16	50	140HBi/120HCl/100HBa/60HHo	Brown-red Cold-drake, winged.
Daelomin	33	I	H/SL	FA/FA	428	Ch/16	45	100HBi/120HCl/110HBa/70HHo/spells	Black Cold-drake, winged.
Dynca	35	I	H/SL	VF/VF	422	RL/12	70	125HBi/135HCl/95HBa/75HHo	Black-grey Cold-drake, winged.
Khuzadrepa	37	I	H/SL	MD/MD	460	Ch/16	60	130HBi/100HCl/160HBa/65HHo/spells	Black Cold-drake, winged.
Ancalagon	100(180)	I	H/SL	VF/VF	750	Pl/20	125	355HBi/325HCl/350HBa/275HHo/150FBr	Black Fire-drake, winged.
Angurth	36	I	H/SL	FA/FA	471	Ch/16	60	110HBi/125HCl/115HBa/65HHo/100FBr	Black-gold Fire-drake, winged.
Glaurung	85(120)	I	H/SL	VF/VF	600	Pl/20	110	285HBi/265HCl/310HBa/245HHo/130FBr	Black Fire-drake, winged.
Itangast	55	I	H/SL	FA/FA	590	Pl/20	60	160HBi/110HCl/135HBa/75HHo/90FBr	Black-blue Fire-drake.
Leucaruth	34	I	H/SL	FA/FA	435	Ch/16	50	125HBi/135HCl/100HBa/70HHo/90FBr	Red Fire-drake.
Ruingurth	36	I	H/SL	SL/SL	495	Pl/20	30	100HBi/95HCl/95HBa/50HHo/100FBr	Red-brown Fire-drake.
Smaug	66	I	H/SL	VF/VF	636	Pl/20	75	125HBi/130HCl/150HBa/95HHo/120FBr	Red-gold Fire-drake, winged.
Throkmaw	46	I	H/SL	FA/FA	523	Ch/16	60	110HBi/120HCl/125HBa/90HHo/100FBr	Black Fire-drake, winged.
Urulal	30	I	H/SL	MD/MD	439	Ch/16	55	105HBi/115HCl/100HBa/60HHo/90FBr	Red Fire-drake.
Utumkodur	75	I	H/SL	VF/VF	555	Pl/20	85	110HBi/155HCl/135HBa/95HHo/120FBr	Golden Fire-drake, winged.
Flying monsters & Giant Spiders & Undead Beings									
Fell Beast	25	I	L/La	VF/VF	285	RL/12	60	95HCl/95LGr/100LBa/85LBi	Fell Beast of the Witch-king.
Durclax	20	I	L/La	FA/FA	200	RL/11	70	80HCl/80LGr/60LBa/90LBi	Fell Beast of the Court of Ardor.
Enna Sar Sarab	25	I	L/La	FA/VF	375	RL/12	60	120HPi/95LHo/poison	Shelob's daughter, lives in Dol Guldur.
Shelob	50	I	L/SL	FA/FA	500	Pl/20	80	120HPi/100HHo/120HBi	HPi attack is poisoned. If HHo gets crit, HBi next round. Uses spells.
Ciran-Carach	16	I	L/La	VF/VF	200	Ch/16	50	130LBi/110MCl/—	Werewolf, Guardian of Dol Guldur.
Carcharoth	18	I	L/La	VF/VF	310	Ch/16	80	200LBi/200LCl/—	Werewolf, Mightest Wolf of Arda.
Draugluin	20	I	L/La	VF/VF	366	Ch/16	90	210LBi/210LCl/—	Werewolf, Greatest of the Werewolves

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	ssile OB	Missle Damage
Bats and Birds									
Barrow Owls	6	4	2	5	10	0	-3	—	—
Bitterns	-1	2	1	2	7	0	-3	—	—
Black Swans	2	1	0	2	17	1	0	—	—
Cavern Wings	5	4	2	5	4	1	-3	—	—
Chamber Birds	2	5	3	7	5	1	-3	—	—
Cliff Buzzards	3	4	2	6	15	1	-3	—	—
Crakes/Coots	6	4	2	6	7	0	-3	—	—
Echo Hawks	10	5	3	7	13	1	-3	—	—
FlyingFoxes	-2	4	2	6	5	0	-3	—	—
Great Eagles	11	10	8	12	150†	8	6	—	—
Great Falcons									
of Ardor	16	6	4	8	75**	6	6	—	—
of Mirkwood	16	6	4	8	50*	5	3	—	—
Golodos	2	1	0	1	20	1	0	—	—
Gorcrows	6	4	2	5	10	-1	-3	—	—
Grass Grouses	5	6	4	7	4	-2	-6	—	—
GreatBats	11	5	3	7	30	3	0	—	—
Great Green Pheasants	6	3	2	4	7	0	-3	—	—
Green-winged Crows	6	4	2	5	7	-1	-3	—	—
Hunting Bats	6	4	2	6	10	1	-3	—	—
Jatewoones	6	2	0	3	60*	5	3	—	—
Kingfishers	6	5	3	7	4	-1	-6	—	—
Kirinkir	7	4	2	5	2	-2	-6	—	—
Orao	7	2	0	4	60*	5	3	—	—
Pied Swans	3	1	0	2	17	2	0	—	—
Pond Bats	1	5	3	7	2	0	-3	—	—
Ravens	6	4	2	6	10	1	-3	—	—
Red Eagles	11	3	1	5	37	3	0	—	—
Sea Eagles	9	3	1	5	32	3	0	—	—
Short-eared Owls	6	4	2	5	10	1	-3	—	—
Thrushes	3	5	3	7	3	-2	-6	—	—
Vault Shrikes	3	5	3	7	2	-1	-6	—	—
Vereut Eagles	9	2	0	3	15	2	0	—	—
Water Beasts									
Carnantor	6	5	4	6	137†	6	6	—	—
Cherethrynd	7	5	4	6	275‡	6	6	—	—
ErisSquids	-3	4	3	5	10	1	-3	—	—
Lamprey	-4	2	2	2	7	1	-3	—	—
Leeches	-5	-1	-1	-1	2	-1	-6	—	—
Merchnithnis	0	2	1	2	32*	4	3	—	—
Mulkánar	none	5	5	5	112†	2	3	—	—
Nímaeargyrth	6	3	1	4	90	6	3	—	—
Pike	2	2	1	3	37	2	0	—	—
Sarnúmeni	2	5	4	6	105*	4	3	—	—
Sturgeon	6	1	0	2	70	3	0	—	—
Ulmodili	4	4	2	6	55	4	3	—	—
VessinoClams	none	3	3	3	2	-2	-6	—	—
Wels, Small	1	3	3	3	80	3	0	—	—
Large	1	1	1	1	130*	5	3	—	—
Potili (Insects, Arachnids, and Crustaceans)									
Cliff Hornet	-1	3	1	5	0	-2	-6	—	—
Gelyngyl	1	3	2	3	22	2	0	—	—
Ground Bees	-1	3	2	3	0	-2	-6	—	—
Mabelmaikli	2	3	2	4	77	4	0	—	—
Neckerbreekers	-4	3	1	4	0	-2	-6	—	—
Morgai Flies	-4	2	0	4	1	-2	-6	—	—
Ûlcercain	-4	4	2	6	1	-1	-6	—	—
Rávatsar (Amphibians & Reptiles)									
Andodailion	-1	3	2	4	27	0	-3	—	—
Angusaiwéli	-4	5	3	7	12	0	-3	—	—
Blue Terrapins	-3	3	2	4	75	3	0	—	—
Coireals	-3	3	3	3	15	1	-3	—	—
Égil's Vipers	-1	6	4	8	50	4	3	—	—

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
GreyFlyers	-4	1	1	1	2	-2	-6	—	—
Green Asps	-3	3	3	3	10	0	-3	—	—
Land Tortoises	-3	4	4	4	37	2	0	—	—
MarshAdders	-3	5	4	5	10	1	-3	—	—
Marsh Crocodiles, in water	-1	1	0	1	60	5	3	—	—
on land	-3	0	0	0	60	3	3	—	—
Nethairin	-3	1	1	1	15	1	-3	—	—
Nethairin Erdyr	-3	2	2	2	10	0	-3	—	—
Nethraich	-4	1	0	1	12	0	-3	—	—
Arnathrach	-4	2	1	2	37	3	0	—	—
Otrovativi	-4	2	1	2	15	0	-3	—	—
Petlavi	-4	1	1	1	60*	5	3	—	—
Rock Vipers	-3	4	4	4	7	0	-3	—	—
Sea Crocodiles	-2	4	3	5	122†	7	6	—	—
Shaking Asps	-3	4	4	4	7	0	-3	—	—
Slow-fangs	-1	4	3	4	60	5	3	—	—
Trusavi	-33	2	2	2	5	-2	-6	—	—
Umakavi	-4	2	2	2	4	-2	-6	—	—
Zankavi	-4	2	1	3	15	2	0	—	—
Zurkuvi	-3	3	2	3	12	0	-3	—	—
LASSANAKÚNI (Leaf-eaters)									
Astabanhéli	9	2	0	4	47	1	0	—	—
Astabanhéli	9	2	0	4	47	1	0	—	—
Aurych	5	1	0	1	70	3	3	—	—
Carn	9	3	1	5	35	1	0	—	—
Culcarnix	-1	-1	-2	-1	6	-1	-3	—	—
Cunara	-2	0	-1	1	5	-1	-3	—	—
Dappled Deer	8	3	1	4	25	1	0	—	—
Fiara	8	2	0	4	22	0	0	—	—
Fintónarki	7	0	-2	1	35	2	0	—	—
Goral	7	3	1	4	27	2	0	—	—
Kine of Araw	3	2	1	2	67	6	3	—	—
Losrandir	9	1	-1	2	45	2	0	—	—
Nimfiara	10	1	-1	2	55	3	3	—	—
Rútorassi	8	2	0	3	32	3	0	—	—
Stetanavi	2	3	2	3	25	2	0	—	—
Wild Goats	7	1	-1	2	30	2	0	—	—
RIDING AND DRAFT ANIMALS									
Andamundar	5	4	2	5	162†	6	6	—	—
Devevi, runners	5	2	1	3	65	2	3	—	—
workers	-1	0	-1	0	55	3	3	—	—
Elven Horses	9	6	4	8	90*	5	3	—	—
Horses of Mordor	8	5	3	7	105*	6	3	—	—
Losandamundar	5	3	1	4	175†	6	6	—	—
Marsh Ponies	3	1	-1	2	50	1	0	—	—
Mearas	12	5	3	7	85	6	3	—	—
Mûmakil	6	3	2	4	200†	6	6	—	—
Wild Horses	6	3	1	4	60	3	3	—	—
Zûrafy	6	3	2	4	67	4	3	—	—
APSANAKÚNI (Meat-eaters)									
Black Bears	2	2	1	3	75*	4	3	—	—
Black Minks	1	6	4	8	25	2	0	—	—
Blue Bears	3	2	1	3	100*	5	3	—	—
Blue Otters	2	2	1	3	40	2	0	—	—
Cave Bears	3	4	3	5	150†	5	3	—	—
Chetmig	7	3	1	4	75	4	3	—	—
Cliff Lions	6	2	0	3	70	4	0	—	—
Death Shrews	-3	8	7	8	1	0	-6	—	—
Dire Wolve , Adult	8	4	2	6	40*	4	3	—	—
Young	7	4	2	6	30	3	0	—	—
Dunmen's Dogs	3	3	2	3	20	1	-3	—	—
Fishing Cats	5	4	2	6	25	0	-3	—	—
Gich	8	4	2	5	22	1	-3	—	—
Giant Martens	0	4	2	6	37	3	0	—	—
Glutani	1	4	2	5	25	1	-3	—	—

8.4 LOR MASTER ANIMAL TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Grass Cats	12	4	2	6	50	2	0	—	—
Grey Wolves	7	3	1	4	55	2	0	—	—
Highland Lynxes	6	4	2	6	35	2	0	—	—
Hounds	8	3	1	5	32	2	0	—	—
Lisicavi	3	4	2	5	22	2	-3	—	—
Madratines	3	5	4	6	22	0	-3	—	—
Marsh Mastiffs	7	4	3	5	30	2	0	—	—
Merisc Tyka	7	4	2	5	27	1	-3	—	—
North Bears	3	4	2	5	120**	4	3	—	—
Red Foxes	3	4	2	5	22	1	-3	—	—
Red Wolves	7	4	2	6	65	3	0	—	—
Sheep Hounds	7	4	2	6	70	4	0	—	—
Sloth Bears	-1	1	1	1	162†	6	3	—	—
Spotted Lions	6	2	0	3	70	4	0	—	—
Uncavi	7	2	0	3	50	4	0	—	—
Undarlaif	2	3	1	4	45	3	0	—	—
Vuk	7	2	0	3	55	3	0	—	—
War-wolves	7	5	3	7	85*	5	3	—	—
White Foxes	3	5	4	6	20	0	-3	—	—
White Wolves	6	7	5	9	85	4	0	—	—
Other Dangerous Animals									
Boars	4	3	1	4	60	2	0	—	—
Fen Boars	5	2	0	3	50	2	0	—	—
Grey Apes	0	1	0	1	50	3	3	—	—
Majmun	1	3	2	4	12	0	-3	—	—
Slirdu	5	2	0	4	120†	6	6	—	—
Uvag-Aak	0	1	0	1	70	4	0	—	—

8.5 LOR MASTER MONSTER TABLE

Name	Movement	Normal	Charge	Flee	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Demonic Water Monsters									
Demon-whales	3	2	0	3	250†	8	6	—	—
Fell Turtles	4	6	5	6	125‡	8	6	—	—
Ninevet	1	1	0	1	65*	4	3	—	—
Red Jaws	3	3	1	4	45	4	0	—	—
Vodyanoi	-1	3	2	4	27	3	0	—	—
Watchers in the Water	0	5	4	5	200‡	9	6	—	—
Evil Huorns and Trees									
Evil Huorns	-1	3	3	3	200†	6	6	—	—
Evil "Trees"	none	2	2	2	25*	2	3	—	—
Demons									
Balrogs	6	12	10	14	200‡	15	6	8 (rock)	2x
Black Demons	(See specific Demons in Table 8.6.)"Evil Lesser Maiar, allies of Morgoth."								
Lassaraukar, Lesser	16	6	4	8	87**	6	0	4	x2
Greater	16	6	4	8	112†	7	0	6	x2
Vampires of Morgoth	6	7	5	9	105†	7	0	—	—
Dragons (These statistics are for Mature Drakes; Young Drakes will be weaker, Old Drakes will be stronger.)									
Cave Drakes	9	7	5	8	125‡	6	6	—	—
Cave Worms	2	3	3	3	80†	6	6	—	—
Cold-drakes	9	8	6	9	250‡	8	6	—	—
Ice-drakes	9	8	6	9	225‡	7	6	—	—
Land Drakes	12	7	5	9	175‡	7	6	—	—
Winged Cold-drakes	10	9	7	10	250‡	6	6	—	—
Fire-drakes	15	7	5	9	225‡	7	6	—	—
Marsh-drakes	8	6	4	8	100‡	5	6	—	—
Rain-drakes	8	5	3	6	100‡	7	6	—	—
Water-drake	8	7	5	8	120‡	9	6	—	—
Sand Drakes	24	1	-1	2	75‡	6	3	—	—
Were-worms	13	6	4	7	175‡	7	6	—	—
Flying Monsters									
Crebain	6	4	2	5	12	0	-3	—	—
Fell Beasts	28	6	4	7	120†	5	3	—	—

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Giant Races									
Giants	8	3	3	3	125†	5	3	-2(rock)	x2
Trolls, Cave	1	3	2	3	110†	6	3	-2(rock)	6
Forest	3	2	1	3	75**	4	3	3(rock)	0
Hill	1	3	3	3	87†	5	3	-1(rock)	4
Mountain	2	5	4	5	120†	6	3	0(rock)	5
Snow	2	4	3	4	90†	6	3	-1(rock)	5
Stone	2	2	2	2	75**	5	3	0(rock)	2
Black (Olog)	2	6	5	6	125†	7	3	2(rock)	3
Pûkel-Creatures									
Colbran	5	9	7	11	100†	8	3	—	—
Hurndaen	0	6	5	6	100†	6	3	—	—
Hurnkennec	1	7	6	8	65**	5	3	—	—
Mendaen	-2	4	4	4	75†	5	3	—	—
Mensharag	1	5	4	6	40*	4	3	—	—
Pûkel-men	0	4	3	4	75†	4	0	—	—
Silent Watchers	none	7	7	7	175‡	special	—	—	—
Giant Spiders and Insects									
Giant Spiders, Lesser	1	4	3	5	80*	3	0	—	—
Greater	6	7	5	8	175†	7	3	—	—
Hummerhorns	11	4	2	6	17	2	0	—	—
King Spiders	2	4	3	4	27	1	-3	—	—
Undead Beings									
Barrow Wights	4	6	6	6	82†	5	0	—	—
Corpse Candles	none	2	2	2	50*	special	—	—	—
Corpse Lantern	none	3	3	3	67**	special	—	—	—
Ghosts, lesser	4	2	0	3	50†	3	0	—	—
greater	6	4	2	6	82†	5	0	—	—
Ghouls, lesser	-2	1	1	1	12*	1	0	—	—
greater"	-1	1	0	1	25*	2	0	—	—
Lesinavi	2	1	0	1	25*	4	0	—	—
Mewlips	1	2	0	3	30**	2	0	—	—
Sand Devils	5	0	-2	1	37†	special	—	—	—
Skeletons, minor	-3	-1	-1	-1	12*	1	0	—	—
lesser	-3	0	-1	0	27*	2	0	—	—
greater	0	2	1	3	50*	2	0	—	—
Lord	2	6	5	7	67**	4	0	—	—
Specters, lesser	4	9	7	10	75**	3	3	—	—
greater	5	6	4	7	100†	5	3	—	—
Swamp Stars	8	6	4	8	15†	special	—	—	—
Ta-Fa-Lisch	6	3	2	4	42*	4	0	—	—
Wargs	4	6	4	8	90*	4	3	—	—
Werewolves	9	7	5	9	125†	6	0	—	—

8.4 LOR SPECIFIC CREATURES TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Great Eagles & Great Falcons & Ravens & Thrushes									
Thorondor	18	11	9	13	275‡	17	6	—	—
Gwaihir	17	9	7	11	175‡	11	6	—	—
Landroval	16	10	8	12	150‡	9	6	—	—
Sûlroch	15	8	6	10	75**	7	6	—	—
Elros	16	7	5	9	90**	8	6	—	—
Gilsûl	14	7	5	9	85**	8	6	—	—
Roäc	8	3	1	4	15	1	-3	—	—
The Old Thrush	3	4	2	5	7	-1	-6	—	—
Horses									
Nahar	12	12	10	14	200‡	11	3	—	—
Numros	11	8	6	10	100*	6	3	—	—
Rochallor	10	10	8	12	150†	9	3	—	—
Mordor Horse	9	5	3	7	105**	6	3	—	—
Felaróf	11	7	5	9	125**	8	3	—	—
Shadowfax	10	6	4	8	105*	7	3	—	—
Snowmane	10	5	3	7	85	6	3	—	—

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
HOUNDS & BOARS & EVIL HURONS & TREES									
Huan	10	12	10	14	175†	12	3	—	—
Everholt Boar	6	5	3	7	95	5	0	—	—
Old Man Willow	none	3	3	3	225†	5	6	—	—
Sleeping R t	none	3	3	3	300‡	5	6	—	—
DEMONS									
Gothmog	8	14	12	16	333‡	24	6	14	5
Moria Balrog	6	12	10	14	210‡	15	6	6	4
Lungorthin	7	13	11	15	283‡	22	6	12	3
Slyardach	6	9	7	10	85†	5	0	6	-1
Demons of Aglarond	6	5	3	6	75**	8	3	—	—
Lesh-Y	6	9	7	10	125†	12	0	6	0
Mourfuin	7	7	5	9	150†	16	3	10	0
Razarac	9	5	3	7	125†	5	3	—	—
THE WINDS OF TAURANG									
Aur	8	2	0	4	30*	4	3	3	1
Kax	8	3	1	5	50*	6	3	4	1
Eos	8	4	2	6	65*	7	3	5	1
Gan	8	5	3	7	80*	8	3	6	1
Ior	8	7	5	9	100*	10	3	6	1
Kel	8	8	6	10	120*	11	3	7	1
Ungoliant	9	30	28	32	619‡	24	6	—	—
	10	35	33	37	812‡	28	6	—	—
Thuringwethil	7	8	6	10	115†	7	0	—	—
DRAGONS (all Fire-drakes are spell casters)									
Agburanar	9	8	6	10	231‡	8	6	—	—
Ando-Anca	7	7	5	8	270‡	9	6	—	—
Culgor	9	6	4	8	200‡	8	6	—	—
Emchangodogo	9	7	5	9	150‡	7	6	—	—
Gostir	7	7	5	8	237‡	8	6	—	—
Haurnfile	9	8	6	10	228‡	7	6	—	—
Hyarleuca	9	7	5	9	164‡	6	6	—	—
Klyaxar	9	7	5	9	182‡	6	6	—	—
Lamthanc	7	8	6	9	255‡	9	6	—	—
Lastalaika	9	7	5	9	243‡	8	6	—	—
Merkampa	9	9	7	11	266‡	7	6	—	—
Scatha	9	9	7	11	277‡	9	6	—	—
Lomaw	9	8	6	10	233‡	8	6	—	—
Niocúpa	9	8	6	10	180‡	8	6	—	—
Nimanaur	7	8	6	9	225‡	7	6	—	—
Bairanax	7	7	5	8	223‡	9	6	—	—
Daclomin	7	6	4	7	214‡	7	6	—	—
Dynca	9	8	6	10	211‡	8	6	—	—
Khuzadrepa	5	8	7	8	230‡	8	6	—	—
Ancalagon	20	15	13	17	375‡	19	6	—	—
Angurth	15	8	6	9	235‡	7	6	—	—
Glaurung	17	14	12	16	300‡	16	6	—	—
Itangast	15	9	7	10	295‡	10	6	—	—
Leucaruth	15	7	5	8	217‡	8	6	—	—
Ruingurth	-1	6	6	6	247‡	7	6	—	—
Smaug	15	10	8	12	318‡	8	6	—	—
Throkmaw	15	8	6	9	261‡	7	6	—	—
Utuial	6	7	6	7	219‡	7	6	—	—
Utumkodur	17	11	9	13	277‡	7	6	—	—
FLYING MONSTERS & GIANT SPIDERS & UNDEAD BEINGS									
Fell Beast	28	7	5	9	142†	5	3	—	—
Durclax	26	8	6	9	100†	5	3	—	—
Enna San Sarab	10	7	5	8	187†	7	3	—	—
Shelob	9	11	9	12	250‡	7	3	—	—
Caran-Carach	10	7	5	9	100†	7	3	—	—
Carcharoth	10	10	8	12	155†	11	3	—	—
Draugluin	12	11	9	13	183†	11	3	—	—

* — For these creatures treat "U" results as "25 damage" and for "K" results roll one die: on a 3-6 the result is a "K," otherwise the result is "30 damage."

** — For these creatures treat "U" results as "20 damage" and for "K" results roll one die: on a 4-6 the result is a "K," otherwise the result is "25 damage."

† — For these creatures treat "U" results as "15 damage" and for "K" results roll one die: on a 5-6 the result is a "K," otherwise the result is "20 damage."

‡ — For these creatures treat "U" results as "10 damage" and for "K" results roll one die: on a 6 the result is a "K," otherwise the result is "15 damage."

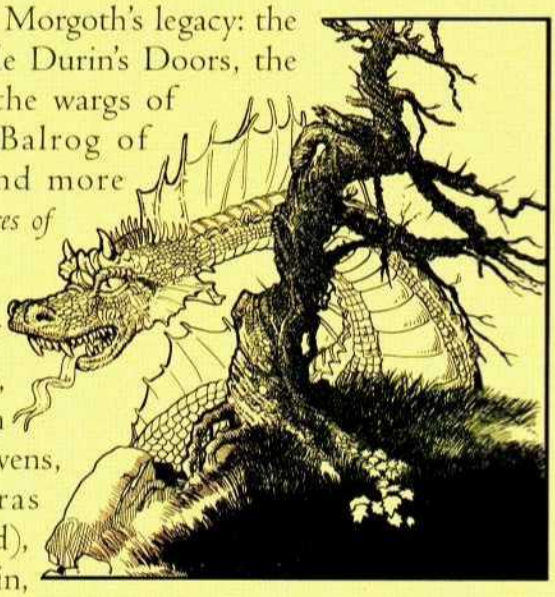
Creatures of™ Middle-earth

"Then Bard drew his bow-string to his ear. The dragon was circling back, flying low, and as he came the moon rose above the eastern shore and silvered his great wings...

"The dragon swooped once more lower than ever, and as he turned and dived down his belly glittered white with sparkling fires of gems in the moon—but not in one place. The great bow twanged. The black arrow sped straight from the string, straight for the hollow by the left breast where the foreleg was flung wide. In it smote and vanished, barb, shaft, and feather, so fierce was its flight. With a shriek that deafened men, felled trees and split stone, Smaug shot spouting into the air, turned over and crashed down from on high in ruin."

—*The Hobbit**

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