

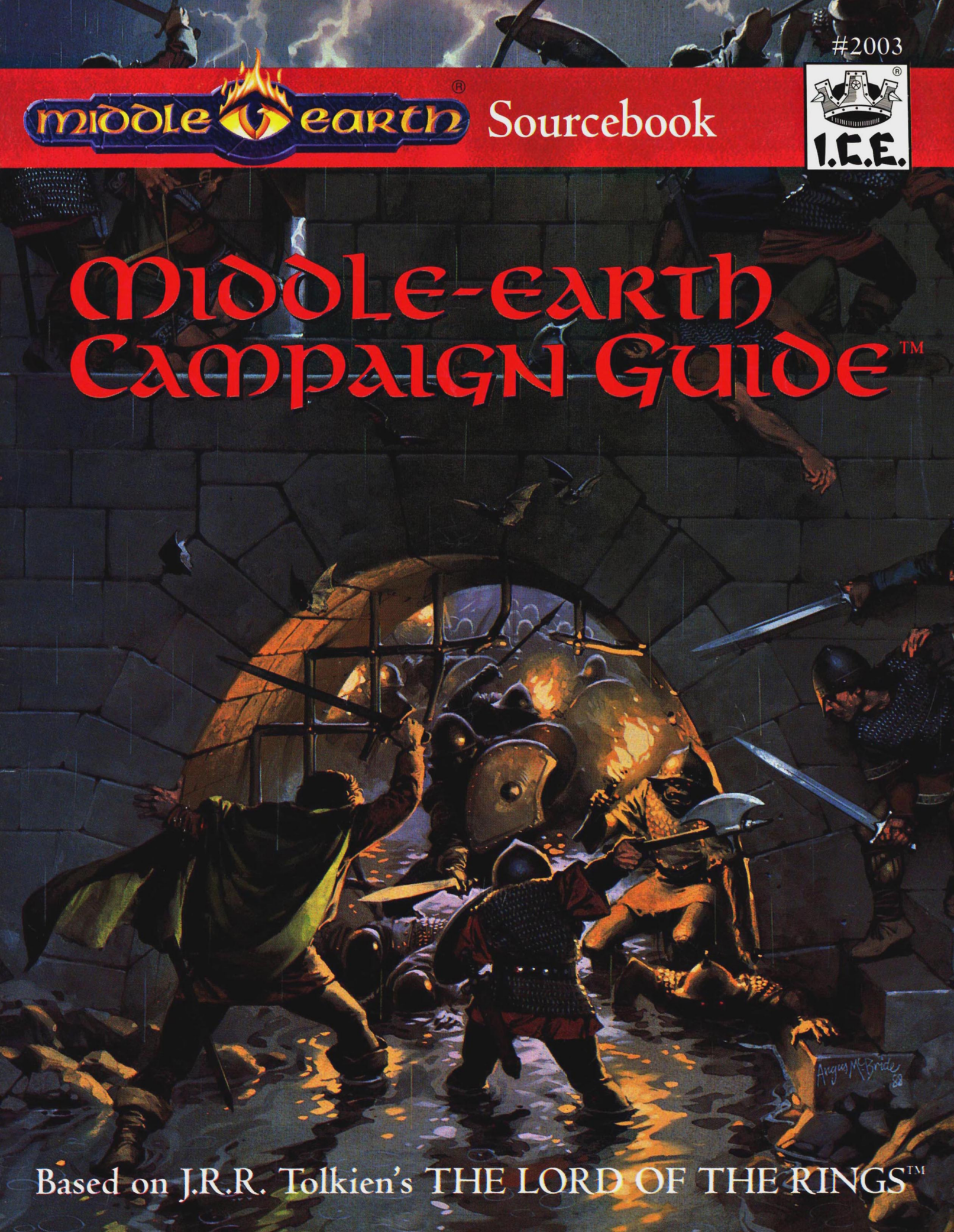
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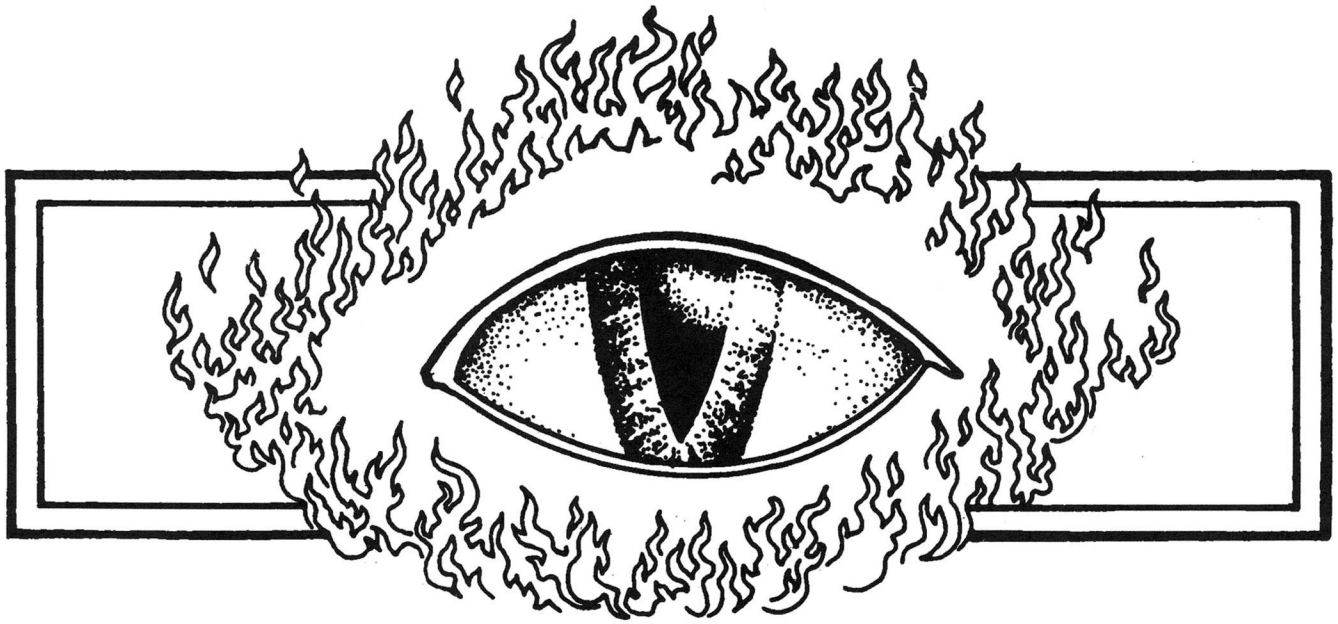
Sourcebook



MIDDLE-EARTH CAMPAIGN GUIDE™



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



Middle-earth Campaign GuideTM

MIDDLE-EARTH CAMPAIGN GUIDE™

2

*Celebrimbor
defending the
Gates of the House
of the Mírdain*

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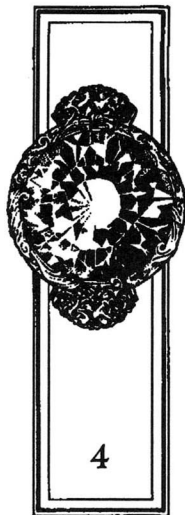
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Note: ICE's "Middle-earth Campaign Guide" is a revised compilation of material previously published as part of two works: "A Campaign and Adventure Guidebook for Middle-earth" (aka "Middle-earth Adventure Guidebook I") and "Middle-earth Adventure Guidebook II." While ICE has added some new material and reorganized the data, most of the prose here was already in print when we began our revision.



Dúnadan Ranger



I.0 INTRODUCTION

John Ronald Reuel Tolkien's legacy is truly monumental. His works of fantasy are masterpieces of imagination—consistent, thorough, colorful, stirring and, most of all, thought-provoking. Each of us who has delved into his world has developed his or her own impressions of the flora, fauna, and landscape, building upon these images by wondering about those things that received relatively little, or no, attention in the texts and appendices. By creating such tremendous depth in his fantasy, Professor Tolkien left us with both a broad world foundation and a host of unanswered questions.

This campaign guide is intended as an aid for those wishing to explore J.R.R. Tolkien's Middle-earth and integrate this marvelous world into their fantasy role playing games. As you may already know, role playing is akin to playacting a living novel. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. A collection of adventure episodes is called a campaign. Over the years, gamemasters have chosen Endor, Middle-earth, as the setting for countless role playing campaigns. No fantasy world exceeds Professor Tolkien's creation in terms of depth, flavor, and consistency. It provides an ideal adventure gaming locale.

ICE's *Middle-earth Campaign Guide* is a tool to help both gamemasters and players learn about Endor's basic nature and themes. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, especially ICE's Middle-earth® series. Those wishing to venture out into Endor's lands, experience its magic and politics, discover new cultures, and build upon its wondrous structures and settings will find this work invaluable.

We begin this work with generalized discussions of Middle-earth's geography, climate, politics, histories, peoples, and languages. Then, we provide guidelines for using Elvish, as well as a brief Elvish dictionary for people interested in translating Tolkien's startlingly real vocabulary. The Guide also contains discussions of magic, religion, and role playing. Finally, you will discover a comprehensive glossary of terms, places, and names. A host of maps and illustrations help illuminate each theme. Besides charting the well-documented

reaches of northwestern Middle-earth, this material also touches on the shadowy lands that comprise the rest of the continent.

This work is based on extensive research. We attempt to meet the high standards associated with J.R.R. Tolkien and his legacy by employing rational linguistic, cultural, and geographical data. Interpretive material has been included with great care. It fits into defined patterns and schemes. ICE does not intend it to be the sole or "proper" view; instead, we hope to give you a little insight into the ways Tolkien created things, the thrust of his creative process. We publish guidelines, not absolutes. This kernel of understanding should help you solve some of your own mysteries and fill in some of the gaps in Middle-earth's fantastic landscape.



2.0 THE SOURCES

Tolkien's Middle-earth ("Endor") has been documented by a variety of commentators, including his third son, Christopher R. Tolkien. Certain aspects of the world and its associated histories are described in immense detail, while others remain shrouded in varying degrees of uncertainty. Most commentaries center on the West (actually the Northwest) of Endor, the middle continent of Arda. These works allot little or no space to outlying regions, aside from examining incursions of invaders or noting the vague activities of the Dark Lord. When handling events and settings in the East, North, or South, then, one is very much on his own. The creative rules of thumb, however, are simple. One should (1) derive an understanding of "western activity" and the overall world setting, and (2) make sure the research shows little or no conflict with the sparse data found in primary sources—the actual writings of J.R.R. Tolkien and those edited by his son Christopher. Adventures set in the West are necessarily more restricted.

A brief list of the most helpful primary and secondary sources which will provide invaluable for any Middle-earth fantasy role playing (FRP) game follows. Should you want to explore Endor in greater depth, refer to the complete bibliography located in section 14.0.

PRIMARY SOURCES

Tolkien, J.R.R. *The Fellowship of the Ring*. Boston: Houghton Mifflin Co., 1965. Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1982 by Christopher R. Tolkien, Michael H.R. Tolkien, John F.R. Tolkien and Priscilla M.A..R. Tolkien.

_____. *The Hobbit*. Revised Edition. New York: Ballantine Books, 1966. Copyright © 1937, 1938, 1966 by J.R.R. Tolkien.

_____. *The Return of the King*. Boston: Houghton Mifflin Co., 1965. Copyright © 1955, 1965 by J.R.R. Tolkien. Copyright © renewed 1983 by Christopher R. Tolkien, Michael H.R. Tolkien, John F.R. Tolkien and Priscilla M.A..R. Tolkien.

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Fonstad, Karen Wynn. *The Atlas of Middle-earth (Revised Edition)*. Boston: Houghton Mifflin Co., 1991.

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Foster, Robert. *The Complete Guide to Middle-earth*. New York: Ballantine Books, 1978. Copyright © 1971, 1978 by Robert Foster.

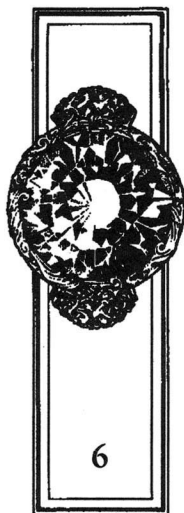
Tyler, J.E.A. *The New Tolkien Companion*. New York: Avon Books, 1978. Copyright © 1976, 1978 by J.E.A. Tyler.

Always remember that the published works of Professor J.R.R. Tolkien remain the ultimate sources of information about Endor. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth, although much of this material is of unclear value and much of the data was superseded by the aforementioned "Primary Sources."

This work is based on *The Hobbit* and *The Lord of the Rings*, particularly the appendices from *The Return of the King* (the third volume of the trilogy). Great pains have been taken to assure no conflict with any other primary source material. Since the material in ICE's series is derived from the histories of the Third Age, *The Lord of the Rings* stands as our most instrumental resource. *The Silmarillion* and *Unfinished Tales* provide crucial data for campaigns set in the First or Second Ages of Middle-earth. The former is certainly key to any in-depth cosmological overview.

Those wishing to integrate J.R.R. Tolkien's Middle-earth into their fantasy role playing game can also refer to other works in ICE's Middle-earth series. These publications comprise a host of adventure game supplements organized into sub-series such as "Peoples of Middle-earth," "Realms of Middle-earth," "Citadels of Middle-earth," etc. Each supplement is a handy reference unit focusing on Third Age concepts useful to both role players and Middle-earth enthusiasts. ICE's offerings include statistical information based on the *Middle-earth Role-Playing™ (MERP)*, *Lord of the Rings Adventure Game™ (LOR)*, and *Rolemaster™ (RM)* fantasy systems. This material is, however, adaptable for use with most major role playing games.





3.0 TERMINOLOGY

Since this work is intended to be a resource for those wishing to engage in fantasy role playing in Middle-earth, it uses a handful of terms pertaining to the game aspects of the hobby. Definitions are provided below to clarify their meanings. The many unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; rather, they are located in the Glossary in Section I3.0.

Armor Type (AT) — Armor is a covering that provides protection to its wearer. *Armor Type* refers to the specific kind of covering used by a character or creature.

Channeling — Channeling is the action of manipulating power drawn from those on high; in Middle-earth, from the Valar. FRP professions using Channeling include: cleric, healer, animist, ranger, astrologer, and sorcerer.

Character — see *Player Character* and *Non-player Character*.

Fantasy Role Playing (FRP) — A form of gaming where the players determine and act out the part of specific “characters.” The interaction between these characters and the fantasy setting is monitored by the Gamemaster, who determines results and events by using a set of role playing game rules.

Gamemaster (GM) — Also known as the Referee, Judge, Dungeonmaster, DM, etc. The GM is the ultimate authority in a given fantasy role playing game. He is responsible for giving life to the game by monitoring world events and providing the necessary imaginative aids. Besides documenting the world, the GM interprets game rules, controls creatures and non-player characters, and maintains the flow of play.

Non-player Character (NPC) — A being or creature interacting in a fantasy role playing game who is controlled by (i.e., “run” or “played by”) the Gamemaster or a player but who is not synonymous with any given player. Essentially any character that is not a “Player Character,” an NPC has no identity with any human participant. Since the NPC is not identified with anyone, his death or departure will not result in anyone leaving the game or having to generate a new character.

Player Character (PC) — A being or creature controlled by (i.e., “run” or “played by”) and identified with one of the players in a fantasy role playing game. In the game context, the PC is the player and vice versa.

4.0 GEOGRAPHY

Middle-earth is a largely undefined continent in both geographical and cultural terms. What Tolkien thoroughly documented was the scene for the events that dominated the whole “life” of the land mass and its inhabitants. This struggle against Darkness centered in the Northwest. There, those of greatest power came to clash.

The undefined lands and their inhabitants are largely unknown. What is mentioned of them consists of brief, scanty references relating to the “vast East,” or creatures and Men “from the South,” etc. It is obvious, though, that the Mûmakil (elephants) came from the reaches south of the great desert (beyond that area of the Haradwaith). They necessarily lived in an ecological niche conducive to their survival. Thus, we can reconstruct the region utilizing geological and meteorological patterns. There was a relatively lush region beyond the desert to the south of “Far Harad” which can be explained due to the weather patterns blocked by an intervening mountain range. Many of the Dark Lord’s warriors came from the area, and its coast was explored and/or colonized by the great captains of Númenor.

We know the Elves came out of the East and that a great number of their kind passed to the West during the First Age. Their journey led them to the northwestern area of Middle-earth. Later, Men such as the Balchoth and Wainriders (both “Easterling” peoples) came out of the East. They hailed from regions beyond Rhûn and migrated under pressure from groups further east. Geographical considerations channeled them into the territory of Rhovanion and lands immediately north of Mordor. Thus, we begin to get a picture of expansive eastern territories beyond Rhûn.

This image accounts for geography that (1) funnelled groups through Rhûn and toward Rhovanion, and (2) fostered the great desert of Harad. There were mountains east of the desert and regions beyond them where Sauron’s shadow took hold. They were described as “vast.” The Men of Khand dwelled west of these mountains and southeast of Mordor. Dominated by the overlord of Mordor, these ruthless folk had contact with the “Easterlings,” at least when the latter migrated westward. Their attentions focused on the Dark Land, however, due to the power of the Shadow and the geographic constraints of their homeland.

Mordor's two mountain ranges—the Ephel Dúath (“Mountains of Shadow”) on the western and southern borders and the Ered Lithui (“Ash Mountains”) which formed the northern border—can be explained by volcanic activity plentiful in Mordor). Natural and/or Sauronic sources spawned both uplifts. Given the continental divide to the west (for the Anduin crossed between the White Mountains and Mordor), these ranges formed part of a tectonic plate and a network of mountains that ran further east. Leaving a substantial gap for the flow of people between Khand and the plains south of the Sea of Rhûn, we can recreate the flow of the mountains bordering the eastern edge of Harad's great desert.

Other specific standards, such as the reference to the Sea of Rhûn being the largest “inland sea” in Middle-earth, enable the a cartographer to judge the scale of formations, in this case lakes and freshwater “seas.” We also know that the Ice Bay of Forochel was one portion of a “much larger bay.” The cold wastes of the North extended artificially southward in the area of the lost realms of Arnor and Angmar, and one can judge this boundary as the southernmost limit of consistently frigid weather.



Therefore, we can derive a viable interpretive view of the “wild” lands of Endor, regions that occupy most of the land mass. These areas spawned limited “civilizing” influences and played a lesser part in Middle-earth's cultural, political, and military affairs, but they comprised a more significant portion of the continent than the well-defined “West.”

4.1 LOCATING ENDOR ON ARDA

Middle-earth is located on Arda. It is situated north of the dark continent of Mórenorë and east of the broad land of Aman. Passage between the Endor and Aman is difficult, for since S.A. 3319 the seas between have been “bent.” Those who sail westward toward Aman reach a successful landfall only by leave of the Valar.

During the Second Age, Men occupied the island continent of Númenor that rose out of the Sundering Sea (“Belegaer”) separating Endor and Aman. It was closer to the latter continent, but most ships anchoring in the island's fine harbors travelled between Númenor and Middle-earth rather than plying the waters further east.

Arda is a sphere during the Third Age, although some legends suggest that the continent of Aman remains on a flat plain.

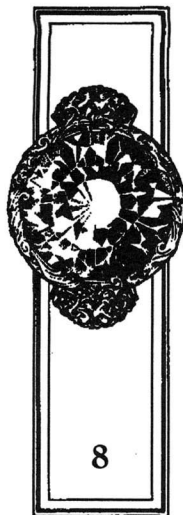
4.2 THE COLOR MAP OF ENDOR

ICE's color map of Middle-earth depicts Endor in the Third and Fourth Ages. It is by nature interpretive. We have chosen to use real distances rather than conforming to a flat projection, so that it is easier for GMs to determine the relative locations of key areas. Pay particular attention to the significant features which may dominate the flow of events in a fantasy role playing game.

The terrain symbols represent relative changes in grade, and depict only the larger features of a given variety. Small lakes and streams, the rolling countryside, mountain foothills, etc. are not given distinct coverage. Elevations vary considerably, and what appear to be hills in one area may actually be higher than mountain uplifts elsewhere. With respect to the high plains around them, the former heights are hilly.



*Swamps
of Rast Vorn*



4.3 THE MOUNTAINS

Western Middle-earth's highest mountain range is the Misty Mountains, an uplift created in part by Morgoth's shenanigans in the days when the Elves were just awakening. They are an excellent example of the power of the secondary forces that helped shape the land. Their overall height is apparently unparalleled, although specific areas of the White Mountains and the Orocarni (Q. "Red Mountains") of the East reach comparable heights. The width of the Misty Mountains is modest, but the foothills stretch westward for many leagues.

Both the Misty Mountains (S. "Hithaeglin") and White Mountains (S. "Ered Nimrais") are snow capped year round. Coupled with the high elevation, the cold, moist weather fosters large snow fields and glaciers in the Hithaeglin. Glacial activity in the northern reaches of the Misty Mountains accounts for the area's numerous lakes and scree fields. Snows in the White Mountains are more a factor of height than climate or latitude.

Low and warmed by the neighboring deserts, Mordor's mountains—the Ered Lithui (S. "Ash Mountains") and the Ephel Dúath (S. "Fence of Shadow")—lack snow. An associated range, the Ered Ormal (S. "Hot-gold Mountains"), also presents a low profile and receives no snow. Its location astride natural weather patterns, however, invites some rainfall (mostly on its eastern side). The Ered Luin (S. "Blue Mountains") and the Ered Mithrin (S. "Grey Mountains") are also low chains, but they are blanketed with snow caps. Given their northerly latitude and proximity to the cold weather (a legacy of Morgoth), both ranges receive ten to twenty feet of snow each winter. The taller Yellow Mountains (S. "Ered Laranor") of southern Endor, on the other hand, rarely harbor snow.

Most mountain ranges have a steep side and an opposing gentle incline. Hills are less prominent on the side with the severe face, where the peaks drop quickly onto gentle lowlands. Foothills adjoin the high peaks on the opposite side of the range. The bulk of the runoff from alpine rains and snows normally sweeps down these gentle slopes, since the divide is located along the mountain spine and is generally very close to the base of the steeper face. The largest highland surface area is along the gradual incline.



Both the Blue Mountains and Mountains of the East are remnants of ranges which were torn apart by the changing of the land after the First Age. The former chain once formed the east wall of Beleriand, and separated those now sunken lands from the expanse called Eriador. In the East, the Orocarni and the Orosúlo (Q. "Mountains of the Wind") to the south once formed a single chain. These peaks stretched across a land with a gentle shoreline, separating the ocean from the Inland Sea of Helcar. As a result of the cataclysm at the end of the First Age, though, both the Ered Luin and the eastern mountain ranges became sundered. They now have large passes and gaps. Indeed, the Ered Luin is actually two separate chains. The Gulf of Lhûn cuts through the Blue Mountains and drains part of Eriador.

The regions of principal volcanic activity are: (1) Mordor, where many of the mountains owe their origin and black appearance to volcanoes; (2) certain areas of the Ered Ormal (aka the Central Range); and (3) the scattered peaks and highlands of the Far North, where once lay the Ered Engrin (S. "Iron Mountains") of old. Nearly all the precipitous terrain of the North, including the Grey Mountains, once was connected to the Iron Mountain chain. This region remains violently active, for it is the bequest of Morgoth that no land touched by him shall be easily renewed.

4.4 THE WATER

Endor is a large continent and is naturally endowed with well-watered areas, particularly where the climate and topography join to frequently replenish the land. No region is absolutely devoid of rainfall. Even the particularly dry locales in Mordor or the middle of the Great Desert are crossed by wadis or channels cut by sometimes violent periodic streams.

THE OCEANS

Traditionally, two seas surround Endor: the Belegaer (S. "Great Sea") to the west, and the Ekkaia or Encircling Waters to the east, north, and south. The Belegaer contains all the seas separating Endor from Aman, and therefore touches only the western shores of the Middle Continent. All the other seas are considered sections of the Ekkaia.

The Ekkaia is really three distinct bodies of water. To the south, it is called the Haragaer, and it separates Middle-earth from the nearby continent of Mórenorë. The great Bay of Ormal is the largest gulf adjoining these waters. To the east, the Elves refer to the Ekkaia as the Romenëar, or "East Sea." North of Endor, the Encircling Waters become the Helkëar, the "Ice Sea." Noted for two great gulfs, the Sea of Illuin and the Bay of Utûm, the Helkëar is also commonly called the Khelegaer (S. "Icy Sea") or Forogaer (S. "North Sea").

Local groups have their own labels for the ocean. Númenórean maps, for instance, employ names for the individual seas, so the terms Belegaer and Ekkaia can be viewed as generalized collections of lesser salt water bodies. The GM may wish to discuss the oceans in terms of groupings of smaller regional seas.

Keep in mind that the cataclysms accompanying the passing of the Spring of Arda and the end of the First Age radically changed the coastline of Middle-earth. All of this activity helps account for the rugged nature of the coastal landscape. The first tumultuous event marred the northern and southern shores, for the destruction of the

Great Lamps brought forth awesome forces (creating the Bay of Ormal and Sea of Illuin). In addition, the planned symmetry of the continent was altered during the associated struggles between Morgoth and the Valar. Later, the whole of the north coast was ripped apart by the War of Wrath and the fall of the Black Enemy. Northwestern Endor—including Beleriand and Morgoth's domains in and beside the Iron Mountains to the north—sank beneath the sea. Much of this region formed the new continental shelf. The strait called Helcaraxë (Q. "Grinding Ice") widened, allowing ice-free passage from the Belegaer into the Helkëar during the warm months of summer. In the Northeast, the ancient Inland Sea of Helcar became part of the ocean.

The currents around Endor are difficult to generalize. A basic clockwise pattern dictates most of the flow, but this rule is disrupted by significant localized counterclockwise currents in the southwest and above the northern coast. A counterclockwise ocean channel also strikes the shores near the western cape of Andrast. This strong current helps account for the area's terrible storms.

As water becomes colder, it gets denser: it retains less salt and sinks below the warmer water it encounters. Therefore, the northern Belegaer, which receives more cold currents, is a fresh, cool sea even where warm surface streams predominate. The clash of warm and cold flows also result in terrific undertows and interesting whirlpools.

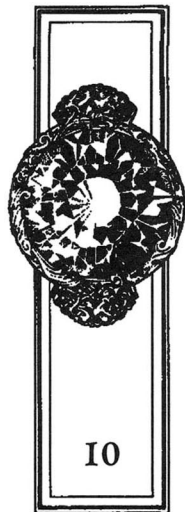
INLAND WATER

During the Third Age, the Sea of Rhûn is the largest inland body of water in all of Endor. It is a small freshwater sea set in a low, wide basin, with no outlet to the oceans; higher surrounding lands channel its waters. (Although it contains some salt, it is exceedingly potable.)

GMs studying the color map showing drainage regions should note that there are a number of land-locked lakes in the high plains of eastern Middle-earth. They owe their existence to the same cataclysm that broke the eastern mountains and reformed the continent at the end of the Elder Days. Underground streams empty some of these lakes, but others are deep, stagnant pools.

Elsewhere, Endor's fresh water makes its way down to the oceans. The two principal rivers—the Anduin (S. "Great River") and Talathrant (S. "Plains Course")—flow southward and northward, respectively, largely because of a highland spine that runs southeast across Endor. They drain the bulk of the deep interior. The Talathrant is the longest river system in Endor, and carries water from the Ered Ormal to the Bay of Utûm. Of all the rivers, the Anduin is the mightiest, considering its length, volume, and importance as a geographic barrier. All others should be measured by it.





Nûrnen in Mordor is the largest body of saltwater in Middle-earth. Saltwater lakes normally occur where the weather is warmer. There, evaporation is relatively quick and the water holds more salt. Naturally, salt deposits located close to the land surface are also a significant determinant. A number of small briny lakes dot the Great Desert and the surrounding Harad lowland, although most are intermittent.

4.5 THE LANDSCAPE

Endor is home to every sort of terrain, from steep fells to gentle plains. It is as varied and surprising as our own world.

THE GREAT DESERT

The vast desert region of Harad is an amazingly dominant feature, for it seems to have contributed heavily to the isolated nature of the well-documented West. Its character is akin to those deserts able to support limited, but not insignificant populations (trade and settlement are evident even in deep areas); nonetheless, it is an unkind expanse. In the eastern foothills, along the flanks of the Ered Ormal and southeastern edge of the Ephel Duath, the land can support fair numbers. The coastal refuges of Umbar and some of the southern bays frequented by the men of Númenor embrace also inviting town sites. Home to some of Endor's finest ports, the area is renowned for both its seaborne trade and piracy. Some of Sauron's greatest servants hailed from the region. On the south side of the desert, the Mountains of the South (Ered Laranor) rise abruptly from the plain. The dearth of runoff limits the flow of local rivers and the scarcity of northern foothills restricts the number of fortifiable sites. Here, good town-places are precious.

THE FORESTS

The primary forest of old, of which Mirkwood and the Old Forest were a part, once covered much of Middle-earth. Certainly, nearly the whole of Eriador and Rhovanion was blanketed by trees. It was a dense, mixed forest. The cataclysm at the end of the First Age and the great Númenórean tree harvests of the Second Age combined to clear most of these noble woodlands.

Now, the northwestern forests are scattered and more specialized (e.g., oak woods in one area, beeches elsewhere). Larger stands, such as Mirkwood, Fangorn, and the Eryn Vorn retain a somewhat varied character, but most of the region's timberlands have a more uniform (and fragile) nature.

Mixed deciduous forests cover much of the temperate East. Hardwoods abound along the flanks of the eastern mountains and cover much of the coastal lowlands. Exotic varieties of trees predominate in the Southeast.

The extensive taiga (coniferous forests) of our world are absent except in the far northeastern sections of the continent. This is due to the extreme cold that reaches far southward along most of Endor's northern frontier, a legacy of Morgoth's foul hand. Some regions normally covered by great conifers in Middle-earth are periodically beset with perpetual cold. An absence of active malevolence (e.g., when Angmar is dormant) lessens the chill, but the frigid curse of Melkor remains omnipresent.

Mirkwood is represented as a pine forest on the color map, although it is mixed in most all of the lowland areas. Tremendous stretches of pine and spruce, together with a heavy mix of needle-leaf evergreens in areas where there are deciduous trees, have resulted in the use of the fir symbol. This is also the area where secondary forces are strongest; Sauron's influence has given the forest its new name.

In the Far South, beyond Harad, the Great Desert, and the Mountains of the South, live the Mûmakil or "Oliphaunts." Their homeland, and indeed all the nearby area, is interspersed with mixed forest and jungle. The humid and well watered lowlands along the shores of the Haragaer accommodate the greatest concentration of life in all of Endor.

THE PLAINS

Plains predominate in much of the East, North, and South. The central continent is relatively unbroken, arid, and uninviting. Coupled with the mountain barrier, the vast central plains isolate the West from the East. Extremely fertile areas are present here, but the harsh weather and the Easterlings' limited technology make agriculture a true adventure. Well watered, the region called Rhûn is an obvious and traditional settlement site. Nonetheless, few peoples plow the area's high coarse grass.

Grassy plains of varying types extend across the East between the central and eastern highlands. Northern tundra and ice plains lie beyond of the broken ranges that mark the polar boundary. They also stretch across the so-called "northern wastes," the region occupied by the Forodwaith and the Umli.

Central Mordor is divided into two plains: Gorgoroth, which is actually a high and broken plateau, and Nûrn. Gorgoroth is a rocky land covered with volcanic debris. It is a desert wasteland. While Nûrn's soils are also volcanic, this region is relatively fertile, particularly around the Sea of Nûrnen. West and northwest of Mordor, there are no great expanses of true plain; rather, the unforested lowlands are generally broken by rolling hills and occasional wooded stands. Much of this land was cultivated in the days before the Great Plague. Many of the hills are rather treacherous and extreme in their features. Others, such as the down-lands found in Eriador and the Wold, are relatively gentle.

5.0 CLIMATE AND WEATHER

The climate of Endor combines natural and secondary powers. A few basic continental trends follow.

WINDS

Most Endorian winds are westerly, sweeping out of the West and the Belegaer. They begin traveling toward the Northeast as they leave the ocean; then they arc, so that by the time they reach the Gaer Rhúnen, they are heading toward the East or Southeast. Cold northerly winds come out of the Far North, pushing southward as far as the Grey Mountains and the northern plains. A third group of winds, the "northeasterly" trades, originate in the southern interior and push southwestward.

MODERATING FORCES

The winds coming off the oceans bring moisture and moderation to the lands of Middle-earth. As one leaves the coasts, temperatures become harsher, accentuating normal regional trends. In the East this variation is more extreme, for the winds driving through the interior have generally traveled a considerable distance. Local coastal breezes moderate the climate of the shores, but prevailing westerlies and mountains keep these winds from penetrating into the interior.

TEMPERATURE CURVES

Generally, northern latitudes enjoy a wider variety of seasons, and have more radical temperature shifts over the course of a year. As one moves south, the degree curve gets flatter, with uniformly higher temperatures varying relatively little from summer to winter.

MOUNTAIN INFLUENCES

At higher altitudes, the surface air is thin and exposed colder climes. Lower temperatures and pressures foster condensation. Here, the winds quickly shed moisture. Whenever warm, moisture-laden air flow rises and reaches a cooling belt, precipitation results.

Mountainous locales standing in the path of wet or reasonably moist winds are therefore well-watered. Higher ranges, however, actually shed their runoff in an unbalanced fashion. Rains usually fall on the windward side of the highlands, leaving the leeward side drier. Grasslands, or even desert, typically lie along the leeward flanks.

This is not always true. In certain cases, the leeward face can be even more moist than that facing the wind. Where the drop on windward side is sudden and the mountains are relatively low, the rain may fall near the ridgeline and run off in the leeward direction. There is less horizontal surface area for rain to drop on where the face is precipitous. The dew point may also be delayed by a relatively long cooling period. When the winds originate in a dry clime, saturation may not occur until they reach a higher altitude.

WHERE AIR MASSES MEET

In the mid-latitudes, warm air masses from the South meet the cold air of the North. A series of rotating weather patterns result. They move west to east, with the prevailing winds. Weather fronts move accordingly: warm fronts, with warm, light summer showers; harsh, stormy cold fronts; and occluded, or grinding, jaw-like fronts, resulting in long wintertime rains and snows.

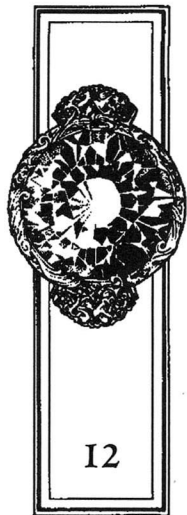
THE EFFECTS OF SECONDARY POWER

Morgoth and Sauron have had profound effect on certain areas of Middle-earth. In the Far North, the Black Enemy left a legacy of everlasting cold by denuding and then enchanting the land. Cold polar winds sweep farther south than would otherwise be expected. Only the volcanoes and polar sea breezes have any moderating influence. Sauron, on the other hand, has produced two approaches to the perversion of climate. In Angmar his hand has increased the cold that already besets the northwestern Misty Mountains. In Mordor, the driving heat combines with bizarre freezes. In both cases, the air has been depleted of much of its precious life-giving quality. Awful fumes and corrosive smoke add to the plight in Mordor, particularly on the plateau of Gorgoroth.



MAJOR MOUNTAIN CHAINS OF MIDDLE-EARTH

Range	Sindarin Name	Quenya Name	Location	Snow	≈Altitude	Windward Side	Steeper Face
Ash Mountains	Ered Lithui	Orolithui	Mordor/Rhovanion	None	≈6,000 ft	North	North
Blue Mountains	Ered Luin	Oroluinë	Lindon/Eriador	Autumn-Spring	≈8,000 ft	West	East
(Hot) Gold Mountains	Ered Ormal	Úrmaldoronti	Central Endor	None	≈5,000 ft	Northwest	East
Grey Mountains	Ered Mithrin	Oromisti	Rhovanion	Year-round	≈6,000 ft	North	South
Iron Mountains	Ered Engrin	Oronangri	NNE Endor	Year-round	≈9,000 ft	North	South
Misty Mountains	Hithaeglir	Hísioronti	Eriador/Rhovanion	Autumn-Spring	≈13,000 ft	West	East
Red Mountains	Ered Ceren	Orocarni	Eastern Endor	Winter-Spring	≈11,000 ft	West	West
Shadow-fence	Ephel Duath	Peldaio	Ithilien/Mordor	None	≈7,000 ft	Southwest	West /South
White Mountains	Ered Nimrais	Oroninquë	Rohan/Gondor	Winter-Spring	≈11,000 ft	Southwest	West
Mountains of the Wind	Ered-i-Sûl	Orosúlo	ESE Endor	Winter	≈10,000 ft	Northeast	West
Yellow Mountains	Ered Laranor	Orolanari	SSW Endor	Some Winters	≈7,000 ft	Southeast	North



6.0 NATIONS AND POLITICS

This section is devoted to background material for campaigns run in Middle-earth. The timeline in 6.1 covers events in the West or "Great Lands," while 6.2 involves a generalized discussion of the rest of the continent.

6.1 A HISTORY OF THE WEST

The following is an abbreviated timeline which covers certain significant events as recorded in Elven tales or the histories of the Free Peoples. That which took place before the Count of Time is discussed in past tense.

BEFORE TIME

Before Time there was nothing but Eru, the One. From his thought came the Holy Ones, servants, of whom the Valar and Maiar are best known.

The kindred of the Holy Ones gave birth to a Great Song which filled the Void and was the next creation of Eru. From the Song came Eä, all that is of the heavens and the world. Fate was also derived from the Song, and the beings that would fill the world were deemed tied to the Music and to a fate so drawn—except Men, for they were to follow their own course.

One of the Valar, however, saw fit to weave his own thoughts into the patterns set down by Eru, and there was great discord. The One became displeased with the Vala called Melkor (Q. "He Who Arises in Might"), the one we now call "Morgoth" (S. "Black Enemy").

Eru envisioned his children and spoke to the Holy Ones of their coming. A place was to be made for the Elves and Men. So arose a need for Arda, and many of the Holy Ones set about the work of shaping the Earth. Those who did so are now called Valar, and of them, Morgoth was the greatest. From Morgoth's desire came Evil, and a war was fought over the shaping of the new land. That which was to be temperate and symmetrical became varied, although Arda remained essentially circular and flat.

THE FIRST AGE

The beginning of the First Age was marked by the creation of the Light of Arda.

THE SPRING OF ARDA: THE YEARS OF THE LAMPS

Morgoth's discord was stayed for a time, and during the respite the other Valar sought to fill the new land with light. Two huge lamps wrought by the Smith Aulë were set upon great pillars in the Encircling Sea. Illuin stood to the north, and Ormal to the south, and both were beside the middle continent of Endor. They illuminated the land, and plants and beasts began to fill Arda with a quieter song. Still, the Elves and Men slept.

The Valar (who now excluded Morgoth) made their home on the isle of Almaren, in the wide lake that sat in the midst of Endor. While they resided in peace, their enemy Morgoth began delving deep beneath the North of Middle-earth, carving vast caverns out of the hollows of the rock. He called his lair "Utumno." There, at the edge of Illuin's reach, Morgoth dwelled. He spawned a great host of monsters from those beasts of Arda he was able to pervert. Spiders were bred for the first time, and a number of evil Maiar, notably the Balrogs, joined in the rebellion.

When the other Valar had relaxed their vigil, Morgoth struck. He tore down Ormal and Illuin. The engulfing flames unleashed from the broken Lamps slaughtered those poor animals that escaped the rising of the Sea. Middle-earth was forever marred, for the Valar's dream of symmetry was destroyed in the wake of the flood. Almaren was no longer.

The Valar responded with a vengeance and assailed the Black Enemy's army. Manwë, Lord of the Valar, called forth his brethren, forcing Morgoth to flee into Utumno under the cover of the awful darkness. The terrible hold remained safe, since the Valar were hard pressed to restrain the destruction above.

THE RISE OF AMAN

When the cataclysm ended, the Valar left Middle-earth and established their new home in the westernmost lands of Arda, the immortal reaches of Aman. Behind the highest of all mountains (the Pelóri) they built their Blessed Realm; and Aman embraced, from that time on, the Undying Lands of Valinor. Morgoth was left to walk the crippled wilds of the reshaped Middle Continent. Only the stars set in the sky by Elbereth ("Varda") lit the land.

When Valinor was complete, and the beautiful city of Valmar (Valimar) had been finally established, a new gift from Arda sprang forth. In the mound of Ezellohar, outside the western gates of the Valar's city, two saplings sprouted. Nurtured by the Valar, they grew and flourished, and began to glow with a fabulous light which waxed and waned in a staggered dance. The light filled Aman, and the Two Trees—the white Telperion and Laurelin the Golden—marked the twelve hour Valinorian day with the flow of their light. Their first full day began the Count of Time.

THE YEARS OF THE TWO TREES

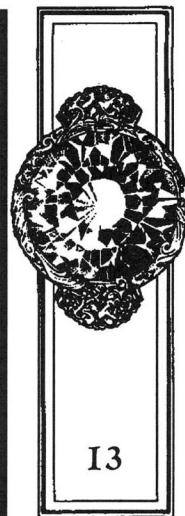
The following are the major events after the birth of the Count of Time, in rough chronological order:

- Countless years pass. All the while, Morgoth rebuilds his armies and renews his attempts to seduce the Valar. It is at this time that one of the most powerful Maiar, Sauron (S. "Gorthaur the Cruel"), joins the Evil.

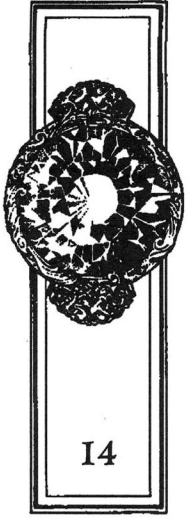
- The Vala Aulë (the Smith) creates the Khazâd (Dwarves) from earth and stone, and he begins to teach them and give them speech. Eru intercedes, since the Dwarves were not according to his plan; Aulë's Children are allowed to live, but they are cast into a deep sleep. The Elves would be Firstborn.
- The Valië Yavanna (Q. "Giver of Fruits"), spouse of the Smith Aulë and "Queen of the Earth," renews the planting and growth of the living things in Middle-earth. The Ents, or "Shepherds of the Trees," first walk the land.
- By Cuiviënen, in the northeast of Middle-earth, the Elves awaken. They call themselves Quendi, or "Speakers," for they speak with voices unlike all the other Kelvar (S. "Growing-things That Move"). Of all the Free Peoples, they are the Firstborn.
- The Seven Fathers of the Dwarves awaken. Their tribes divide and go their separate ways.



- The Elves begin to explore the land around their birthplace and develop language. Meanwhile, the Valar are unaware of their awakening. Morgoth discovers their presence and seeks to waylay them. He instills in them a fear of the other Valar.
- On one of his journeys across Endor, the Vala Oromë (the Hunter) realizes that the Elves have awakened in accordance with Eru's prophecy. Many of the Elves, however, are filled with dread when they first encounter him.
- Orcs are made by Morgoth from the captive or evil Elves that find their way to the breeding pits of Utumno. Morgoth continues his quest to enslave Eru's Children.
- Morgoth builds a huge fortress in the Northwest of Middle-earth; it is called "Angband" (S. "Iron Prison"), and designed to "protect" Endor from the Valar of Aman. Sauron, the Black Enemy's chief lieutenant, commands the underground complex.
- Yavanna and Oromë convince the Valar of Morgoth's plan to seduce the Elves and rule Endor.
- The Battle of the Powers brings the Host of Valinor back to Middle-earth. They drive Morgoth into Utumno and place a guard on Cuiviënen. Utumno is besieged and razed; Morgoth is captured and chained by the Vala Tulkas. The Black Enemy is imprisoned.
- Prodded by Oromë, the Elves send envoys to Valinor, led by the brothers Ingwë, Finwë, and Elwë. The envoys return and tell their brethren of the wonders of Aman.
- The Three Kindreds of the Eldar—the Vanyar, Noldor, and Teleri—begin the Great Journey westward in search of the light of the Two Trees and the shores of Aman. Those Elves unwilling to make the journey become known as the "Avari" (Q. "Refusers"); they become the various groups of "Silvan Elves."
- Part of the Teleri, the Nandor under Lenwë, remain east of the Misty Mountains and move south along the Anduin.
- The Three Kindreds arrive in Aman. The Vanyar are the first to land in Aman. They are followed by the Noldor.



Half-troll



- The Teleri remain in Middle-earth for a time, but most finally complete the journey. This group becomes known as the Sea-elves. They are led by Olwë.
- Another group remains in Middle-earth with their lord Elwë. A romance with the Maia Melian, and a love for the land of Beleriand, make Elwë stay. Those who remain with him become known as the Sindar (Q. "Grey-elves"), and their lord adopts the name "Elu Thingol." He weds Melian and founds the Kingdom of Doriath. One of Thingol's greatest followers is Círdan the Shipwright.
- All Three Kindreds first settle in the eastern coastal realm of Eldamar (Q. "Elvenhome"), an area separated from Valinor by the Pelóri Mountains. Tirion becomes the city of the Noldor, while the Teleri choose Alqualondë by the sea. The Vanyar later wander westward into the mountains and the bright land of Valinor.
- The Sindar of Thingol first meet the Dwarves (Kh. "Khazâd" or S. "Naugrim") as the latter begin crossing the Blue Mountains (S. "Ered Luin").
- Rúmil, a Noldo of Tirion in Eldamar, develops the first writing system and records the first history.
- The Noldor create a number of great works and become proud. One, Fëanor, revises Rúmil's script; he also makes great strides in the making of gems. It is Fëanor who first calls Melkor "Morgoth."
- Morgoth publicly repents, although in his heart he plots escape. The Valar believe his apologies and, after "three ages" in the Halls of Mandos, the Black Enemy is released. Manwë pardons him before the gates of Valmar.
- An uneasy period passes. Morgoth walks Valinor under the suspicious gaze of Tulkas, the Valiant, and Ulmo (Q. "Pourer"), the Lord of Waters. The Black Enemy teaches the Noldor and many succumb to his pleasing ways.
- Fëanor creates the three Silmarilli, nearly indestructible jewels that embody and preserve the light of the Two Trees. They are the most precious and powerful of all Elda creations.
- The Noldor, persuaded of the Valar's lust for the Silmarilli by the lies of Morgoth, arm and begin to speak of rebellion. Finwë — the Noldor Lord, and father of Fëanor and Fingolfin — informs the Valar of his people's plight.
- Morgoth attempts to steal the Silmarilli from Fëanor's home in Tirion through guile, but is driven away.
- The Valar realize Morgoth's plans and believe he has left Arda. They place a watch to the north of Valinor and Eldamar. In reality, however, Morgoth assumes a disguise and sneaks to Avathar in the southeast of Aman. There, in the darkest land in all the world, he encounters the evil demon Ungoliant.

THE LONG NIGHT (SUNLESS YEAR)

- Morgoth conspires with Ungoliant to destroy the Two Trees. The hideous demon assumes a spider shape and, under cover of her Unlight, the two slip into Valinor. Morgoth wounds the trees with his spear, and their sap spills forth. Ungoliant sucks up the sap, poisons the Trees, and drinks dry the Wells of Varda.
- Morgoth breaks into Finwë's treasury at Formenos in the northeast of Aman. He steals all its wealth, including the three Silmarils, and then slays Finwë himself.
- As the Two Trees perish, Morgoth and Ungoliant flee across the icy straits of the Helcaraxë and into Middle-earth. The Unlight stays the pursuit. Valinor is Darkened with a night unparalleled.
- The Great Spider makes demands of all the power and light stolen from Aman. Morgoth realizes he cannot elude her and attempts to use the jewels of Formenos as payment; the Silmarils are withheld, however. Ungoliant consumes the jewels and grows. She demands the Silmarilli. Morgoth is threatened and calls forth a guard of Balrogs, who drive Ungoliant southward.
- Fëanor claims lordship over the Noldor, for he is the eldest survivor of Finwë. His sons join him as he arouses the Noldor. They all swear vengeance against any who would seek to covet the Silmarilli. Fëanor's brother Fingolfin, and the latter's second son Turgon, try to cool their fellow Noldor, for they seek no break from the Valar. Fëanor's host prepares to go to Endor. Civil strife threatens the Eldar as tempers rise. Fingolfin's first son, Fingon, urges his father to join Fëanor and march on Morgoth. Fearing a sundering of the Noldor, and seeing that the majority of his own people concur with Fingon and the Fëanorian faction, Fingolfin agrees to lead his people back to Middle-earth. Finwë's third son Finarfin attempts to remain neutral, but reluctantly takes part in the quest.



- The Host of the Noldor move northward out of Eldamar. Manwë's messenger cautions against the expedition, for the Valar predict doom. Nonetheless, only a few Noldor remain in Tirion. Fëanor's force departs first; Fingolfin follows with the greater part of the people. Finarfin and his first son Finrod bring up the rear, allowing Fingolfin to command their contingent. Fëanor wearies, however, and his hatred of Morgoth drives him to seek a quicker route into Endor. He shuns the long journey across the northern straits of the Hecaraxë.
- Fëanor diverts his force and marches to Alqualondë. There he asks Olwë, King of the Teleri, to join him and allow the whole of the Noldor to set sail on the White Ships. Olwë refuses, for he trusts the Valar and has never listened to the crippling words of Morgoth. Fëanor's Noldor attempt to seize the ships by force, but are beaten back by the Teleri. Fingolfin's host arrives in mid-battle and fall into the fray on behalf of their brethren. Not knowing the reason for the kin-slaying, the elite of Fingolfin's army turns the tide. The Noldor head northward along the coast of Aman, some by land and others by sea.

- A huge storm brought on by an angry sea destroys a number of the White Ships, but the majority of the Noldor survive. The Valar prevent any of their followers from barring the passage of the rebels, and the Noldor are spared from destruction at the hands of Ulmo or his helpers.
- At the edge of the cold expanse called Araman, the Noldor encounter a dark figure who calls to them with words of warning, the "Prophecy of the North." As before, great pain is predicted, and some hold that Manwë himself is the doomsayer. Fëanor reacts with passion and sets sail eastward across the Belegaer (S. "Great Sea"), leaving the hosts of Fingolfin and Finarfin on the rocky shores of northeastern Aman. The sorrowful Finarfin returns to Tirion (where he is forgiven, and remains to rule the Noldor of Aman). Fingolfin perseveres; his people continue their journey to Middle-earth.
- Morgoth builds his new kingdom in the Ered Engrin (S. "Iron Mountains"). He delves into the landscape beneath the peaks, strengthening the subterranean complex of Angband. From the slag and debris drawn out or involved in the completion of Angband, he builds the mountain-fortress of Thangorodrim, a terrible triad of uplifts which sits over the main gate to the Black Enemy's underground home. At least twelve lesser gates to Angband are cut into the southern side of Thangorodrim.

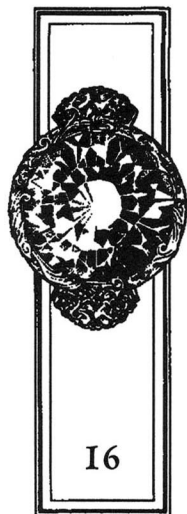
- The Noldor arrive in Middle-earth.

THE YEARS OF THE SUN AND THE MOON

This period is marked by two wars between Morgoth and the Free Peoples. Five major stages or "Battles" occur before the end of the long first war. The second conflict, the War of Wrath, is a continuation of the first contests and involves one Great Battle.

- First Battle: During the Flight of the Noldor, Morgoth strikes into Beleriand in northwestern Middle-earth. The Sinda kingdom of Thingol repels the Black Enemy's eastern armies with the aid of the Nando Elves of Denethor (son of Lenwë) and the Dwarves of the Blue Mountains. The western host of Morgoth besieges Círdan's coastal Sindar.

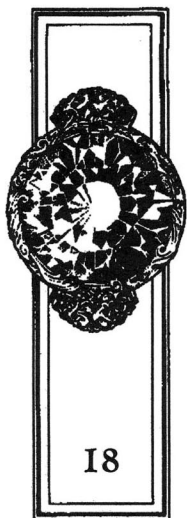




- While the Elves of Fëanor sail eastward, and Fingolfin's folk make their way across the cold wastes of Araman and the Helcaraxë, the Valar seek to preserve what they can of the light of the Two Trees. Aulë places the last flower of Telperion in a vessel, thus creating the Moon.
- The Valar place the Moon in the sky in order to guide the way of the noble Fingolfin and reduce Morgoth's terrible darkness. The Moon first rises during the night of Fingolfin's arrival in Middle-earth.
- After the Moon has risen seven times, a new "star" appears in the sky. It is the Sun, created out of the last fruit of Laurelin, and it ascends on the day Fingolfin enters Mithrim.
- Men (Q. "Atani;" S. "Edain") awaken at Hildórien in eastern Middle-earth. They are called the Secondborn and begin spreading to the north, south, and west.
- Second Battle (Dagor-nuin-Giliath, or "Battle under Stars"): Morgoth sends another host westward to meet the Noldo Elves marching through Mithrim. He desires to destroy them before they can establish any hold in Endor. The Noldor defeat the main Orc army, and turn on the reinforcing groups that abandon the siege of Círdan's Sindar. Fëanor's Noldo army drives the Orcs across the plains of Ard-galen, and toward Thangorodrim. The Orcs turn on their pursuers and, reinforced by a group of Balrogs, stop Fëanor. They slay the High King. Fëanor's sons turn the tide, but the battle proves indecisive; still the Orcs retire and the Noldor are able to join their Sinda brethren in Beleriand. Fingolfin becomes High King of the Noldor.
- Men first encounter the "Dark Elves," an Avar (Silvan) group found in the Far East. Morgoth also learns of mankind's coming, and he sets out to seduce them. Many of the Men and Avari fall under the spell of Darkness, fearing or worshiping the Black Enemy.
- The Noldor settle throughout Beleriand in the northwest of Middle-earth. The Sindar under Thingol and Círdan still maintain their own kingdoms along the coast and at Doriath, respectively.
- About fifty years after the Noldor's coming, Ulmo speaks to Finrod and Turgon about the founding of hidden kingdoms.
- Galadriel (S. "Lady of Light") sister of Finrod, remains in Doriath. There, she marries the Sinda Celeborn. He is of Thingol's family.
- Third Battle (Dagor Aglareb, or the "Glorious Battle"): Flames pour forth from the gates of Thangorodrim, and a three-pronged assault is launched against the newly founded kingdoms in Beleriand. The Orcs are utterly defeated. The Elves place a watch on Angband and Thangorodrim.
- Glaurung, the first evil Worm and "Father of Dragons," appears. Although still young and only half grown, he drives the Elves away from the vicinity of Thangorodrim and south across Ard-galen. His pursuit is stayed, and he returns home, having reduced the pressure on Angband.
- The Siege and Long Peace of nearly four centuries enables the Elves to build their hidden kingdoms (Gondolin and Nargothrond) and complete their defensive plans.
- Men (of the Aravado families) appear from the East. The Adan (pl. Edain) houses of Bëor, Haladin, and Marach — together with the "Swarthy Men" of Bór and Ulfang — settle in Beleriand.
- Fourth Battle (Dagor Bragollach, or the "Battle of Sudden Flame"): An awesome outpouring of flames issues from Thangorodrim's gates and engulfs the plain of Ard-galen (which is renamed Anfauglith or the "Gasping Dust"). The rivers of fire wipe out the watch positions. Balrogs and Orcs, accompanied by the grown Glaurung, drive southward and overwhelm much of Beleriand. Hithlum and the hidden kingdoms escape assault, but large areas of eastern Beleriand are razed. The Noldor's High King Fingolfin rides to the gates of Thangorodrim and challenges Morgoth to mortal combat. He wounds the Black Enemy (who is by now tied to his body), but is killed in the process.



- Beren, son of the lord of the first Adan house, falls in love with Lúthien Tinúviel, an Eldarin princess of Doriath (and the daughter of Thingol and Melian). Together they go to Thangorodrim on a quest for the Silmarilli. Lúthien sings a song which, together with the weight of the Iron Crown, puts Morgoth to sleep. Beren cuts a Silmaril from the crown. The two attempt escape with the aid of Thorondor the Eagle-lord, but Beren loses a hand (and the Silmaril) in a struggle with Carcharoth (the Demon-wolf). Carcharoth swallows the Jewel and flees. Thingol accepts Beren as his daughter's suitor and the two lovers wed. Carcharoth is later slain by Huan, the Hound of Valinor, but not before the Wolf mortally wounds both his slayer and Beren. Mablung cuts the Silmaril out of Carcharoth and returns it to the dying Beren. Beren dies. Lúthien surrenders her immortality and their spirits reunite. The two live for a time again, dwelling at Tol Galen.
- While Beren and Lúthien dwell on the Green Isle, the Silmaril is taken by the Dwarves of Nogrod. The Naugrim set the Jewel into the Nauglamir, a necklace designed for Finrod son of Finarfin. The necklace changes hands frequently, but finally ends up in Doriath, where the princess Elwing (daughter of Dior) possesses its beauty.
- Fifth Battle (Nirnaeth Arnoediad, or "Tears Unnumbered"): The war continues with Maedhros, eldest son of Fëanor, taking charge of the Noldor. Fingon leads a counter-offensive into western Anfauglith as part of a coordinated assault with Maedhros' eastern army. He is reinforced by Turgon, the lord of the hidden kingdom of Gondolin. This western army is trapped by Morgoth's armies and awaits Maedhros' arrival. Maedhros is delayed by spies and traitors, but finally reaches the main battle; he is supported by Men and Dwarves. Unfortunately, the betrayal by the treacherous mannish house of Uldor results in the Elves' defeat. Uldor falls on their rear at the height of the fray, and Morgoth's armies overrun all of northern Beleriand except Gondolin. Turgon's city remains a mystery to the Black Enemy.
- Gondolin's secret location is betrayed. All but one of the passes into its hidden valley (that of Tumladen) are revealed to Morgoth. The city—the last realm founded by the Noldor in Beleriand—is attacked and destroyed by a host of Orcs, Trolls, Dragons, and Balrogs. Gothmog (the Balrog-lord) dies, but the Elf-city perishes. The Noldo Doom appears complete.
- Elwing flees Doriath with the Silmaril. Eärendil, the Sea-lover, escapes from Gondolin. He later weds Elwing at the Mouths of Sirion. She bears two sons: Elrond and Elros. As lord of Arvernien by the sea and friend of Círdan the Shipwright, Eärendil commissions the construction of the fabulous ship Vingilot. He then embarks in search of his lost parents (Tuor and Idril) and in hope of finding Valinor. When his coastal home is assaulted by Elves seeking Elwing's Silmaril, Eärendil is at sea. His wife takes the Nauglamir and casts it and herself into the sea; yet the Vala Ulmo changes her into a bird and aids her flight to Eärendil's side. Mourning the loss of his kingdom and the capture of his sons, Eärendil takes the Silmaril and sets sail for the Undying Lands. The Jewel insures his passage is successful. Seeking aid against Morgoth, he breaks the Valar's ban. The Valar receive him, but he is forced to face his doom. As both a Man and a Noldo Elf, both he and his heirs are permitted a choice regarding their mortality. Eärendil chooses an Elven fate but is weary of the world. So too is Elwing, to whom he returns. They return to Aman. Eärendil and the Silmaril of Elwing are placed in the sky, to journey in a remade Vingilot as the brightest of the lesser stars. Elwing finds a home in a white tower by the Belegaer. She and her spouse unite whenever Eärendil passes close to Arda.
- War of Wrath (The Great Battle): Sympathy for the pleas of Eärendil prompt the Valar to assemble a great army and sail to Middle-earth. The Noldor of Aman, the Vanyar, and the ships of the Teleri accompany the Host of Valinor. They land in Beleriand and are joined by the mannish Edain. The Elves of Endor, however, do not come forward. Eärendil and a force of Great Eagles led by Thorondor are also part of the Valar's army. Thangorodrim and Angband are attacked. Morgoth sends forth an awesome army, but it is defeated. Ancalagon the Black, greatest of all the Dragons, duels with Thorondor and is slain by Eärendil; the Worm's fall levels Thangorodrim. Cataclysmic forces shake the land and Morgoth is vanquished, but much of northwestern Endor is torn from the continent and perishes beneath the sea. Of all of Beleriand, only two sections of Lindon remain. They comprise the remnants of the land west of the Blue Mountains.



- The other two Silmarilli end up in the waters and beneath the land of Arda. Fëanor's sons Maedhros and Maglor, bound by the Oath of their father, refuse to return the recaptured Silmarilli to Aman. Each is overwhelmed by the power of the jewel within his possession. Maglor casts his into the Sea, while Maedhros is driven insane and throws himself into a fiery chasm, bearing the Silmaril to his death.
- Morgoth is cast into the Void until the end of time, but many of his servants (e.g., Sauron) escape or are buried deep beneath the land. They remain in the vast caverns that lace the depths of Endor.

THE SECOND AGE

The Second Age is marked by two great periods, one before, the other following, the Downfall of Númenor. The events listed before S.A. I occur at unascertainable points during the period just following Morgoth's defeat.

For the Men of Middle-earth, the Second Age is a dark time. The Edain prosper in the full light of knowledge, but their departure and the exodus of the Elves results in a sorrowful decline in mannish technology.

BEFORE THE DOWNFALL

The Vanyar and majority of the Noldor return to Aman after the War of Wrath. Galadriel remains in Middle-earth with her Sinda husband, Celeborn.

As thanks for their aid in the War of Wrath, the Valar give the Edain their own island in the Great Sea west of Endor. At the same time, a restriction against travel west to the coasts of Aman is placed on all of mankind; this is the Ban of the Valar.



Sinda Elves

I — Elves found the Kingdom of Lindon in what is left of Beleriand (Forlindon and Harlindon). The Vanyar and majority of the Noldor return to Aman after the War of Wrath. The Sindar and those Noldor who remain swear allegiance to Gil-galad (S. "Star of Radiance"), Lord of Lindon. They acknowledge him as High King of the West. Círdan the Shipwright founds Sinda settlements at the Grey Havens on the Gulf of Lune (S. "Lhûn").

ca. 2-1000 — Sinda migrations result in a great number of the Grey-elves moving to the East. Meanwhile, the Noldor discover mithril in the Misty Mountains at Moria, in the earth beside the ancestral Dwarven hall of Khazad-dûm.

ca. 3-40 — Dwarven migrations from the Blue Mountains swell the population of Khazad-dûm. The nearby Noldor of Eregion begin trading with the Dwarves. Unlike the Sindar, the High Elves have little problem interacting with the Khazâd.

32 — The Edain land on Númenor, a great isle about 300 leagues (900 miles) west of the Cape of Andrast. They become known as the Númenóreans (S. "Men of the West"), and found a kingdom under Elros, mortal son of Eärendil and brother of the immortal Elrond.

442 — Death of Elros Tar-Minyatur, first King of Númenor.

ca. 500 — Sauron resurfaces in Endor.

600 — Númenórean ships are first spotted off the coast of Middle-earth.

600-1200 — Númenórean explorers sail along the coasts of Middle-earth, and travel up a number of major rivers in the East and South. Their voyages touch nearly every shore. They instruct Men in the ways of agriculture and building.

750 — Following a significant influx of Elves from Lindon, a Noldo kingdom is founded in Eregion under Celebrimbor (S. "Silver Hand").

ca. 800 — A large group of Sindar migrate out of western Eriador and enter Eregion. They are led by Oropher and his son Thranduil. Relations between the Sindar and Dwarves of Khazad-dûm are cool.

ca. 850 — Oropher's Sindar leave Eregion and cross over the Misty Mountains. For a time, they settle among their kinsmen in Lórinand (those Sindar once called Nandor).

ca. 950 — Oropher's Sindar cross the Anduin and move northward through Greenwood the Great. They settle among the Silvan Elves of Mirkwood. Oropher becomes King of the Woodland Realm.

ca. 1000 — Sauron secretly occupies Mordor and begins work on Barad-dûr (S. "Tower-dark").

1200 — The first Númenórean havens are established along the western coast of Endor. Sauron takes on a fair guise and, as the "Lord of Gifts," attempts to win the favor of the Eldar. Gil-galad mistrusts him, and refuses to deal with the Evil One. The smiths of Eregion, however, are seduced by his knowledgeable ways and wondrous gifts.

1200-1500 — Númenórean fleets begin building towers and havens all along the southern, eastern, and southwestern flanks of Middle-earth. Sauron instructs the Elven smiths of Eregion in new ways of forging.

ca. 1350-75 — Sauron persuades the smiths of Eregion to rebel against the restraint of Galadriel. Celebrimbor, desirous of rivaling the skills of Fëanor and coveting Dwarven craft lore, becomes "King" of Eregion.

ca. 1375 — Galadriel enters Khazad-dûm and journeys through the Misty Mountains to Lórinand. There she founds the Kingdom of Lórien. Many Noldor follow her, but Celeborn remains.

ca. 1500 — The Elven smiths of Eregion, now at the height of their power, begin making the Rings of Power. Sauron's clever suggestions begin to take form.

ca. 1500-80 — A number of greater and lesser Rings of Power are forged. Sauron returns to Mordor.

ca. 1590 — Celebrimbor completes the Three Rings of Power: Narya, Narya, and Vilya.

ca. 1600 — Sauron secretly forges the One Ring in Orodruin (Mount Doom), placing a good deal of his own power into its making. When the Dark Lord slips the Ring on, Celebrimbor realizes the truth. The Elves avoid wearing their Rings of Power in order to escape enslavement. With the One Ring, Sauron completes the fortress of Barad-dûr. Its foundation is forever tied to the Ring's destiny.

ca. 1601 — Sauron demands that the Elves hand over the Rings of Power. The Firstborn refuse his request.

1693 — War between the Elves and Sauron begins. The Elves hide the Three Rings. Elven emissaries are sent to Lindon, seeking aid against Sauron's Orc armies.

1695 — Sauron's host invades Eregion. Gil-galad of Lindon sends Elrond, the immortal Half-elven son of Eärendil (brother of the deceased Half-elf Elros), to aid Celebrimbor.



1697 — Celebrimbor is killed and Eregion falls. Sauron fails to secure the Three Rings, but still manages to seize sixteen other Rings of Power. Elrond retreats with the remaining Noldor, abandoning Eregion. The Dwarves shut the gates of Moria. Elrond founds Imladris (Rivendell) as a refuge. Celeborn goes to Lórien with a number of Noldo refugees. There, he fortifies the realm against Sauron.

1698 — Galadriel leaves Lórien and goes to Lindon to join Gil-galad's efforts.

1699 — Sauron expands the war to all of Eriador, and his armies overrun the region.

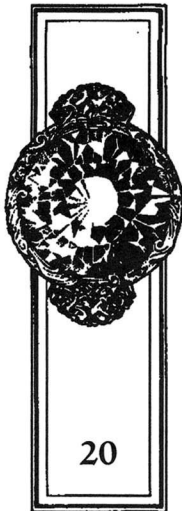
1700 — A great fleet from Númenor lands at Lindon. The Men and Elves defeat Sauron. Eriador is freed the next year.

1701-1800 — Sauron maintains his guard against the West, but turns his attentions eastward in hopes of bringing more Men into his fold.

ca. 1780 — At a council in Imladris, Gil-galad passes the mightiest Elven Ring, Vilya, to Elrond. Amroth, the son of Galadriel and Celeborn, remains in Lórien as master of that realm.



Carcharoth



- ca. 1800 — The Númenóreans begin to expand their footholds in Endor. They found new colonies. Many havens become dominions. The first settlers arrive in Gondor, displacing the indigenous lowlanders.
- ca. 1800-2251 — An insidious Darkness creeps into Númenor. The Númenóreans begin to quarrel. Many believe the Undying Lands to be the source of immortality and question the Elven domination of so holy a place. Dúnadan jealousy results in a longing for life in Aman. Many oppose the Ban of the Valar. Some begin to see the Elves as enemies, while others remain Faithful. During the reign of Tar-Ciryatan (1869-2029), the Númenóreans begin to exact tribute from the people of Endor.
- ca. 2000 — The captured Rings of Power are handed out to select lords among the Dwarves and Men. Seven are taken by the Khazâd, while nine pass into the hands of Men. The Evil One discovers that the Dwarves are affected differently than planned. Their pride and greed are intensified, but no immortality is bestowed upon them, nor are they enslaved. The Dwarves refuse to serve him, so Sauron swears vengeance on all their kind.
- 2251 — Outright rebellion against the Elves and the Valar of Aman occurs in Númenor as Tar-Atanamir takes the throne of Númenor.
- ca. 2251 — The Nazgûl first appear in Middle-earth. Three—Adûnaphel, Akhûrahil, and Mûrazôr—are Black Númenórean lords.
- 2280 — The haven of Umbar is strengthened and expanded. A great fortress is built, and the port becomes the principal Númenórean base in Endor. Its location is ideal, for it is a well protected harborage astride the coastal land route. Umbar also guards the junction-point of the main ocean currents between Númenor and Middle-earth.
- 2350 — Pelargir is built at the confluence of the Anduin and the Sirith. It quickly becomes the chief haven of the Faithful in Endor.
- 2899 — Ar-Adûnakhôr (A. "Lord of the West") becomes King of Númenor, takes an Adûnaic name, and begins persecuting the Faithful. Public use of Elvish is outlawed. The next three Kings continue the policy in varying degrees.
- 3175 — Tar-Palantir (Q. "Far-sighted") ascends the throne of Númenor, and attempts to stay his people's rebellion against the Valar and the Elves. He supports the views of the Faithful, but his younger brother (Gimilkhâd), his nephew (Pharazôn), and the majority party (the "King's Men") oppose him. Civil war erupts.



- 3255 — A weary and saddened Tar-Palantir dies, leaving his daughter Míriel the throne. She becomes Tar-Míriel. Unfortunately, she is forced into a marriage with her cousin Pharazôn. Her husband quickly declares himself King, calling himself Ar-Pharazôn (A. "the Golden").
- 3261 — Ar-Pharazôn leads an army across the sea and lands at Umbar with the intention of crushing Sauron.
- 3262 — The display of Númenórean might convinces Sauron to surrender. Sauron is taken in chains to Númenor.
- 3262-3310 — Sauron finds favor with the King and corrupts the latter's kingdom. The Númenóreans are convinced that the Ban of the Valar is a ploy to protect the Elven rights to the Undying Lands. They believe that Aman will give any of its residents immortality.

3310-19 — Ar-Pharazôn builds the Great Armament.

3319 — Led by their King, the Númenórean fleet sets sail westward for Aman, defying the Ban. The Valar lay down their active guardianship of Endor and call upon Eru to cleanse the world. Upon setting foot on the shores, the greatest host in the history of mankind is swept backwards into a great chasm that opens up in the sea between Aman and Númenor. Númenor itself is overcome by fire and waves, and only the tip of the highest peak (the Meneltarma) remains dry. All but the Faithful perish. Sauron's body is destroyed. Led by Elendil and his sons Isildur and Anárion, a fleet of the Faithful escape and set out toward Endor. Aman is removed from the plane of Arda as the world is changed; no longer can one sail directly to the Undying Lands and hope to reach a landfall. The immortal Elves reach Aman with the consent of the Valar.

AFTER THE DOWNFALL

3320 — Sauron returns to Mordor in a hideous form, for he can never again take fair shape. The Realms in Exile are founded: Arnor is established in northern Eriador, where the ancient Edain once laid down their lords in sacred ground, and the cool hills resemble the highlands of Númenor. Gondor is constructed along the northern shores of the Bay of Belfalas, and quickly reaches up the lower Anduin valley. The seven Palantiri (Seeing-stones) are placed in special towers scattered across both Realms. Elendil elects to live in Arnor, but the Master Stone is situated in Osgiliath, the capital of Gondor.

ca. 3325-3441 — Most of the Dunlendings and other related mannish groups migrate northward out of the foothills and vales of the White Mountains. Many settle in Dunland, while others move into Eriador or locate along the northeastern flank of the Misty Mountains. The tower of Orthanc is built by the Dúnedain as a stronghold and link between Arnor and Gondor.

3429 — Sauron's rebuilt army swarms into Ithilien, sweeping the Gondorian army back over the Anduin. Isildur escapes to Arnor, where he finds aid. Anárion defends Gondor.

3430 — Gil-galad and Elendil form the Last Alliance of Elves and Men.

3431 — The Alliance arrives in Rivendell, and prepares for war.

3434 — The Alliance crosses the Misty Mountains and passes over the Anduin. At Dagorlad (S. "Battle-plain"), just north of the gates to Mordor, they defeat the main field army of the Lord of the Rings. Sauron's forces retreat into Mordor. The pursuit lays siege to Barad-dûr. The Elf-king Oropher dies in the initial assault on the Dark Tower. His son Thranduil becomes King of Greenwood the Great.

3440 — Anárion is killed by a stone cast from the Barad-dûr.

3441 — Barad-dûr falls. Sauron is overthrown when Isildur cuts the One Ring from the Dark Lord's hand, but both Elendil and Gil-galad are slain in the melee. The Ringwraiths pass into the Shadows. Barad-dûr is razed, but the foundation cannot be destroyed while the Ring exists. Isildur elects to keep the Ring.

THE THIRD AGE

Since this series concentrates on Endor in the Third Age, we document most of the events in the West in the supplements covering specific areas of the region. A proper summary can also be found in *LotR III, The Return of the King, Appendix B*.

I — A watch is placed on Mordor.

I-500 — A series of migrations results in most of the Eriadoran Northmen resettling in Rhovanion, east of the Anduin.

2 — Isildur, now King of both Gondor and Arnor, is killed at the Gladden Fields while en route north along the Anduin. All three of his sons perish, and the One Ring ends up at the bottom of a riverside pool. The Realms in Exile are sundered and Gondor begins to pursue a separate course. For the next millennium, Gondor expands rapidly.

ca. 250-850 — Arnor is in general decline. The capital is gradually shifted from Annúminas to Fornost Erain.

490 — First Easterling invasion into Rhovanion.

748 — Gondor absorbs all the lands east of the Anduin, north of Mordor, south of the Greenwood (Mirkwood), and west of the Sea of Rhûn. The Gondorians call the area "Dor Rhúnen."

ca. 830 — Conflict begins between Gondor and the Black Númenórean Kingdom of Harad.

861 — Arnor is divided into three lesser kingdoms: Arthedain, Cardolan, and Rhudaur.

ca. 913 — First major Gondorian campaigns against Harad.

933 — Gondor takes the Black Númenórean port of Umbar, capital of Harad. Soon thereafter, the lords of Harad lay siege to the city.

ca. 1000 — Sauron stirs once again. The Valar send five Maia Istari (Wizards) to Middle-earth in order to maintain the balance of things.

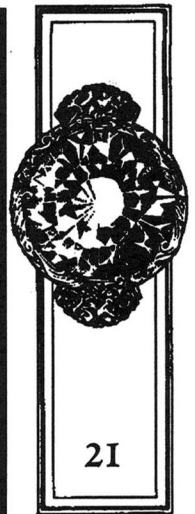
1015-1149 — Gondor reaches the height of its power during the reign of King Ciryaher (aka "Hyarmendacil I").

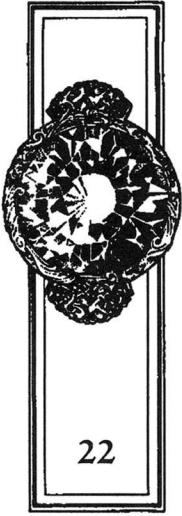
1050 — Gondor's armies crush the Haradrim.

ca. 1050 — The Nazgûl reappear. Sauron resurfaces and goes to Dol Guldur. The Greenwood gradually falls under the Shadow. It slowly becomes "Mirkwood."

ca. 1050-1300 — The three Hobbit tribes migrate westward across the Misty Mountains to Eriador.

ca. 1300 — The Nazgûl are sighted once again. Their leader, the Witch-king, founds Angmar in the northern Misty Mountains. He plots against Arnor's three successor states.





- ca. 1301-50 — Rhudaur falls under the Shadow. Dunlendings seize control and ally themselves with Angmar. War erupts between Arthedain and Cardolan and their common enemies, Angmar and Rhudaur.
- ca. 1400 — The Stoor Hobbits recross the Misty Mountains and settle by the Gladden Fields.
- 1409 — Cardolan is overrun by the armies of Angmar. Rogrog slays Ostohor, the last Lord of Cardolan, during the fighting on the Barrow Downs (S. "Tyrn Gorthad"). Arthedain barely weathers the assault.
- 1409-1636 — Cardolan ceases to exist as a political state.
- 1432-47 — The Kin-strife in Gondor. Led by Castamir of Pelargir, the Sea-lords of the South seize control of the kingdom. King Eldacar flees to Rhovanion.
- 1447 — After a ten year exile, Eldacar returns to reclaim the throne of Gondor. His army of Northmen and Gondorian loyalists vanquish Castamir's rebellious forces at the Crossings of Erui. The rebels flee by sea and seize Umbar, beginning the rule of the "Corsairs."
- 1600 — Hobbits are allowed to settle a part of Arthedain; their fief is called the Shire. The next few decades see a considerable influx of new settlers.
- 1635-37 — The Great Plague, a collection of devastating diseases and pestilences, sweeps through Rhovanion, Gondor, and Eriador. Calenardhon (the northern territories later called Rohan) is gradually abandoned after this time. The tower of Orthanc (Isengard or Angrenost) remains guarded, but its use becomes continually less frequent.
- 1640 — The capital of Gondor is moved from Osgiliath on the Anduin to nearby Minas Anor. Osgiliath, already depopulated by the Plague, continues to decline slowly.
- 1810 — Gondor drives the Corsairs from Umbar.
- 1856-99 — An Easterling confederation, the Wainriders, enters Rhovanion and drives the armies of Gondor westward across the Anduin. Gondor abandons its eastern holdings. Northman refugees gather in the Anduin Valley, north of the Gladden Fields.
- ca. 1900-1975 — The Northmen of the Anduin Vales become the Éothéod.
- 1974 — The armies of the Witch-king overrun Arthedain.
- 1975 — Arvedui, the last King of Arthedain drowns in the Ice Bay. Two of the Palantíri (those of Annúminas and Amon Sûl) are lost when his ship sinks. An army composed of troops from Gondor and their Eriadoran allies defeats the Witch-king. Angmar falls.
- 1977 — The Éothéod migrate northward to the upper Anduin Valley.
- 1980 — The Witch-king reenters Mordor and gathers his fellow Ringwraiths. The Balrog of Moria comes forth and kills Durin VI.
- 1981 — The Dwarves abandon Khazad-dûm.
- 1999 — Refugees from Khazad-dûm found a settlement in Erebor (the Lonely Mountain).
- 2000 — The Nazgûl besiege the Gondorian mountain city of Minas Ithil.
- ca. 2000-2200 — Dwarves of Durin's Kindred begin settling in the southern part of the Grey Mountains. They avoid contact with the Dragons breeding in the Withered Heath.
- 2002 — The Nazgûl take Minas Ithil and secure its Palantír (the Ithil-stone). The place is renamed Minas Morgul. Minas Anor is renamed Minas Tirith (S. "Tower of Guard").
- 2050 — The Witch-king slays King Eärnur of Gondor outside Minas Morgul, ending the line of the Kings of Gondor. Mardil, the first of the Ruling Stewards, begins ruling the South Kingdom. Orthanc is locked and the keys taken to Minas Tirith. A small hereditary force is left to guard the tower.
- 2063-2460 — Sauron is in the East. The Watchful Peace settles upon northwest Endor. Wolves from Forodwaith and the northern foothills of the Misty Mountains begin to plague Eriador.
- ca. 2460-2510 — The Balchoth, another wave of Easterling invaders, assaults Gondor and crosses the Anduin at the Undeeps. Much of Gondor's northern territories are ravaged, but the Balchoth fail to crush the Dúnedain. The invaders are finally defeated at Parth Celebrant when they meet a Gondorian army supported (at a crucial moment) by the Éothéod of Eorl. The Northmen of the Éothéod are given the land of Calenardhon, although Gondor retains control of the valley around Orthanc. The Horse-lords claim Calenardhon as the Riddermark. Others call the area "Rohan."
- 2463 — A Stoor Hobbit named Dëagol finds One Ring in the murky waters of the Gladden Fields. His cousin, Sméagol (Gollum), murders him and takes the Ring.
- 2475 — Orcs overrun Osgiliath. The population flees westward. Although liberated, it remains a deserted outpost until the end of the Third Age.
- 2590 — The Dragons of the Grey Mountains begin stirring, and the Dwarves are driven out of the area. Some of the refugees return to Erebor, while others head east to the Iron Hills.
- 2758 — A Dunlending army out of Dunland invades Rohan and overruns the lowlands. King Helm is driven into Helm's Deep (Ostirias), and the citadel is besieged. Meanwhile, Haradrim fleets from Umbar strike at Gondor.



2758-59 — The Long Winter. There is terrible suffering throughout Eriador, Rohan, and certain parts of Rhovanion.

2759 — Helm, last of the first line of Kings of the Mark, dies. A second line of Kings begins. The Dunlendings are driven out of Rohan. Saruman the White is given access to Orthanc. The Wizard continues his gradual study of, and immersion in, the ways of Darkness.

2770 — Smaug the Golden, a great winged Dragon, flies southward out of the Withered Heath. He destroys Dale and devastates the surrounding area, driving the Dwarves out of Erebor. The Naugrim flee to the Iron Hills. The Men of Dale take refuge to the south, at Esgaroth (Lake-town) upon the Long Lake (Annen).

2793-99 — The Great War Between the Dwarves and Orcs takes place along the eastern flank of the Misty Mountains.

2845 — King Thráin II, King of Durin's Folk, is captured by Sauron and imprisoned in Dol Guldur. The last of the Seven Rings of the Dwarves is lost with him.

2850 — Seeking Thráin, Gandalf the Grey slips into Dol Guldur. The Wizard discovers the true identity of the Necromancer.

2885-3019 — The Haradrim of Umbar and Harad proper launch a continuing series of attacks on Gondor's coasts.

2901 — Gondorian citizens begin to abandon Ithilien and move westward across the Anduin.

2911-2912 — The Fell Winter strikes Eriador and Rhovanion. The White Wolves appear in force. Waters from the melting snows flood the lowlands. Tharbad, the last remnant of old Cardolan, is finally abandoned. Trade between Eriador and Rohan/Gondor, already sporadic, all but disappears.

2939 — Saruman discovers that the One Ring lies near the Gladden Fields and that Sauron has begun searching that area. The White Wizard guards the knowledge.

2941 — The White Council (composed of the Wizards, Elrond, Círdan, Galadriel, and the other lords of the Eldar) drives Sauron from Dol Guldur. Bilbo the Hobbit acquires the One Ring from Gollum. Smaug is killed while attacking Esgaroth. Dwarves reoccupy Erebor and, with the aid of the Great Eagles and Thranduil's Elves, defeat a major army of Orcs and Wargs at the Battle of Five Armies.

2944 — The Northmen complete the rebuilding of Dale.

2951 — Sauron, now in Mordor, makes himself known and declares his intentions. Dol Guldur is reoccupied by the Nazgûl, and the Dark Lord begins to rebuild Barad-dûr.

2953 — The White Council meets for the last time. Saruman lies about the location of the Ring. Orthanc is strengthened and refortified.

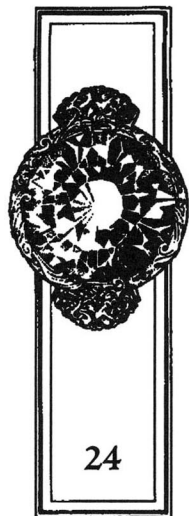
2954 — Ithilien is completely abandoned. The Orodruin (Mount Doom) erupts into flame once again.

3000 — Saruman uses the Orthanc-stone (a Palantír) for the first time. Using the Ithil-stone, Sauron takes a hold of the White Wizard's mind.

3018-3019 — The War of the Ring. Saruman passes from Endor. Sauron is cast out. The One Ring is destroyed. All that is, or who are, tied to it are destroyed or rendered powerless.

3021 — The Third Age ends. After mid-year the Fourth Age begins.





6.2 A HISTORY OF THE WILD LANDS

The black names found on the color campaign map represent the "wild peoples" and their associated territories during the Third Age of Middle-earth. These cultures embrace varying amounts of civilization. Some, like the Womaw, are certainly more sophisticated than the less noble Men who live in the more defined areas of north-western Endor, so blanket generalizations are difficult and should be carefully considered.

THE WILD LANDS BEFORE T.A. I

During the early days of the First Age, Endor's history is marked by migrations of Peoples out of the East, for that is where Elves and Men first appear. The Avar (Silvan) Elves of northeastern Middle-earth leave Cuiviënen and filter down along the coasts. They journey through the wild forests of the interior, spreading their culture and gifts. Men awaken in Hildórien, multiply quickly, and occupy vast areas in a relatively short time.

About four hundred years after the awakening of the Secondborn in Hildórien, the first kindreds of (Lintado) Men reach the northwestern coast of the continent. There, they encounter the Eldar. The Aravado kindreds occupy southern Middle-earth at a much later date. Barriers like the Ered Harmal, the deserts of Harad, and the Bay of Ormal delay their passage. Many centuries after the Edain meet the Eldar, the Aravador finally struggle across the Yellow Mountains (S. "Ered Laranor") of the South and complete their occupation of the continent.

Throughout this period, the history of both Men and Elves is marked by two principal factors: the continual presence of Morgoth and his servants, and the rise of a wide variety of sub-groups, kindreds, tribes, and races. By the middle of the Second Age, Sauron replaces Morgoth as the main secondary power in Endor. A third influence becomes prominent, as the captains of Númenor bring their culture and power to the shores of Endor.

THE INFLUENCE OF DARKNESS

Morgoth's Darkness takes hold of many Aravador (and Avari) during the early days of Endor. His armies are supported by Men who worship a multitude of manifestations of ignorance, hatred, and fear. He breeds Orcs using corrupt or perverted Elves, most of whom are Avari. (The Eldar for the most part escape this terror, and generally hold that Orcs are derived from Men.) The majority of Morgoth's minions migrate northward to participate in the wars against the Eldar and Free Peoples. Others remain roaming in their homelands or along their nomadic courses, respecting power and little else, embarking upon campaigns of conquest. They rely on force rather than diplomacy, a strategy that results in infrequent and fleeting alliances and continuous infighting.

With Morgoth's fall, the sole tie binding his minions dissolves. The wild kindreds go separate ways, still warring. Some of the larger groups form tribal confederations and secure considerable territory. Since most begin in the older areas of the Farthest East, their expansions or migrations push their neighbors westward. This process of channeling the weak toward the West or Southwest is also a result of the existence of better organized societies along Endor's eastern coasts. When they are strong, these civilizations resist the invasions of nomadic peoples much more effectively than the thinly-spread tribes of the interior.

The rise of Sauron results in the intrusion of another unifying force. Once again a great power is able to gather varying groups together. Some are incorporated into the armies of Mordor, but most simply worship the Dark Lord in their own peculiar fashion, serving his wishes and paying tribute.

THE SPREAD OF PEOPLES

The peoples of Endor are a many and varied folk. With the passage of time, some are exterminated or assimilated. Their departure, though, is (at least during the early years) more than offset by the generation of new kindreds and sub-groups. This spread of new tribes and races occurs as some folk leave their brethren and seek new lands, or when the development and expansion of a culture allows for the birth of distinct sub-cultures. New lands and new environments naturally invite different approaches and norms. The history of Men is thoroughly intertwined with this process, and the populations of Men exceed those of the other peoples by the later years of the First Age. The spread of Elves is noticeable and significant, but tails off rapidly with the passage of time.

The Second Age is a period of cultural decline among the Men of northwestern Endor (i.e., the Lintador). This is largely due to the loss of virtually all of the Adan folk. The most learned and sophisticated of Men, the Edain remove much of the Hildor's talent to Númenor.

The eastern and southern Hildor, the Aravador, notice no such relative decline. After all, they were never given the gifts of their Adan brothers. Their knowledge was derived without Elda tutors. During the Second Age they expand or migrate, and begin learning new ways in their new homes. The higher population concentrations in the East pressure many Aravado peoples to move west or south, although this factor becomes less significant as the whole continent is settled. Eventually, the worth of the land, not its geographic proximity, dictates the number of inhabitants. Some of the Men and Elves of northwestern Middle-earth even move eastward.

Those Men who are lucky enough to encounter the Silvan Elves are heavily influenced by the knowledge and more enlightened culture of the immortal Firstborn. Others build civilizations with the aid of the Númenóreans, who establish nearby havens after S.A. 1200. The result is a much wider variety of culture for both Men and Elves.

Another faction appears on this stage during the three centuries preceding S.A. 2251. The Dark Lord of Mordor becomes directly involved with the Númenórean politics. Sauron's desire for complete dominion of the world, his respect for Dúnadan prowess, and his fear of the Kings of Númenor, lead him to approach carefully chosen Númenórean lords with an offering of the Rings of Power. Naturally, the more isolated colonial lords prove fine targets for his plan. Three "Black Númenóreans" take Rings and, together with six other fallen monarchs, become Nazgûl. Already independent and powerful, the Númenórean lords seek their own avenues of power and continue to carve out their own empires. Unlike the other greedy or disgruntled masters of Númenor's colonies, they become ensnared in a web of terror far greater than that posed by an avenging fleet from the homeland.

The era S.A. 2250-3319 is marked by a series of revolts and covert separations involving Númenor and her Endorian possessions. Most colonies remain in tow, but others become states unto themselves. They take on the character of true nations, cultivating their own unique racial and ethnic identities. Independence hastens this process. With the Downfall of Númenor, all the old colonies are left to forge their own futures. Most survive and, by the end of the Second Age, a varied collection of "successor states" hold sway in a number of coastal and riverine locales throughout Middle-earth's wild lands.

NÚMENÓREAN FOOTHOLDS IN THE WILD LANDS

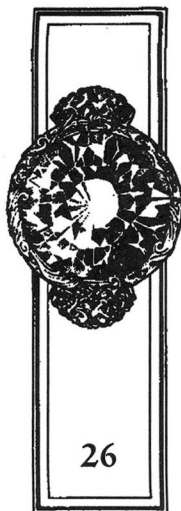
After S.A. 600, the Númenóreans embark on a series of exploratory voyages to Middle-earth. Since their sailing and ship-building skills reach the highest level mankind has ever known, they have little trouble sailing around the continent. They discover and exploit nearly every major anchorage and navigable trade route. During the next six centuries, they penetrate Endor's interior by traveling up rivers and inland waterways. There they encounter a variety of Elves and Men. For the peoples of these lands, these initial contacts are exceedingly valuable: Númenórean agricultural and building techniques are imparted, and the new knowledge becomes the core of a number of budding civilizations. After all, aside from the Eldar, the Men of Númenor are the most learned inhabitants east of Aman.



Dúnadan Lady

By the middle of the thirteenth century S.A., the Númenórean presence becomes much more fixed. Permanent "havens" are established around key harbors, enabling the Men from the Western Isle to refit and resupply their great ships. The Númenóreans ship raw materials home and bring finished goods back to Middle-earth. They create a trading empire. In certain areas, a gradual blending of the local and Dúnadan cultures becomes evident during the following six centuries. However, the transient nature of the havens' occupants preserves the independent character of most of the villages, citadels, and way-stations.

Around S.A. 1800, changes in the domestic policy in Númenor provoke an ambitious shift in attitudes toward the peoples in Endor. The havens become the focal points of colonization in Middle-earth, and Númenórean settlers begin securing lands near the old refuges. In time, military expeditions subdue hostile neighbors and conquer modest areas, new fiefs for their increasingly self-centered Kings. The Men of Westernessee exact tribute with greater vigor during each successive reign.



The invaders' culture prevails wherever they settle. In time, though, indigenous ways permeate the Dúnadan colonies, making each ever more distinctive. Local politics sometimes mirror the trouble at home, with the Faithful remaining true to the Eldar and the growing majority questioning the Ban of the Valar. Other problems also come to the fore. The lords of the colonies begin to wrestle with their own concerns more frequently. Detestable taxation, coupled with increased cultural blending, begins to spur thoughts of independence. Númenor's selfish, aggressive policies provide poor examples for their own representatives in Endor. By the end of the twentieth century S.A., some of these colonies begin to expand on their own, embarking on separate courses. Open revolts are few, for Númenor's arms are too great, but some bold, remote lords pay little heed to their King. This trend is accelerated as politics become more rabid and the administration of Númenórean holdings is gripped by growing disorganization. Coveting power, these lords strive toward independence.

THE WILD LANDS AFTER T.A. I

After T.A. I, the continent settles into a thousand year long period of relative respite. Sauron is gone, and his influences wane. Wars and migrations continue, and some old coalitions and disputes directly or indirectly tied to the Dark Lord still make themselves known; but overall, this is an era during which the peoples of the wild lands turn toward themselves.

Númenórean influence, once great in the areas where havens, and later, fortresses, colonies, and successor states were established, also declines during the first millennium of the Third Age. A blending of cultures characterizes much of this period's history, particularly along the coasts. Black Númenórean strongholds continue to exercise their power, but most become entirely absorbed into the surrounding populations. The lords of Dúnadan descent, most racially mixed by T.A. I, lose their distinctive racial character with alarming speed. In the area of Harad, the masters of Umbar and its associated states take on the dark skin of their subjects and begin to look, as well as act, like indigenous Kings. Generally, no awesome external powers remain to create great conflict.

Unfortunately, this placid era ends with Sauron's reappearance. After T.A. 1050, the servants of Darkness stir again with renewed strength, spreading fear and ignorance. Whole nations fall under the spell of the Evil One. With Sauron's departure from his base at Dol Guldur in T.A. 2063, this trend accelerates. For nearly four hundred years (until T.A. 2460), the Dark Lord is in the East directing his conquests (albeit with a modest profile). After satisfying his needs, he returns to the West, but not before driving whole populations into the civilized territories of his enemies. The arrival of the Easterling confederation known as the "Balchoth" in Rhovanion about T.A. 2460 is no coincidence.

Two other great Maia lords also enter the wild lands after T.A. 1000. The two "Blue" Wizards, Alatar and Pallando, arrive with the general purpose of maintaining the balance of things. For a time, Saruman accompanies them, for the White Wizard is the lord of the Order. Soon, however, Saruman returns to the West, leaving his companions to pursue their own courses.

MIGRATIONS

Below is a list of the primary forces which act to create the migrations and related conflicts during the Third Age. Most of the wars and shifts result in chain reactions that affect areas far from the point of initial change. This will aid the GM to construct the relevant forces shaping the grander scheme of population movement.

- (1) **Secondary Powers:** Sauron and his servants, the surviving minions of Morgoth, and the Istari all have the capability of directly or indirectly affecting the politics and goals of peoples, thereby causing conflicts or movements. Their tools are as many as the imagination can muster.
- (2) **Territorial Need:** As populations swell, they can no longer feed themselves. They seek new land. Some migrate after exhausting the resources of the locality they control. Famine is an ideal reason to pick up and head elsewhere, especially where a society is already somewhat mobile.
- (3) **Plague:** Disease and pestilence constantly exist in an active or dormant state, and most kindreds develop immunities or resistance to those ills they frequently face. The diseases, however, adapt to new conditions so that they can perpetuate themselves. As new peoples are first exposed to these diseases, they often fall victim to their lack of internal defenses, and a plague begins to move through their population. This can set off a series of plagues which beset a number of kindreds. Each illness weakens its host and makes him susceptible to further disease. When a new group enters an area, particularly when the region differs significantly from their homeland climate, they are receptive to the local diseases. Warmer areas hold the greatest danger, since most organisms find them more comfortable.
- (4) **Cultural Drive:** Some societies are considered warlike. This is often a circumstantial case, but in many other situations it is due to the nation's cultural experience. Where a society has few conflict solving mechanisms, violence is often the norm. In addition, nomadic and semi-nomadic groups need large areas with which to perpetuate their ways. They invariably come into contact with disagreeable situations and potential enemies much more frequently than more settled folk. With the passing of time, these nations become capable of waging war effectively and often continually. They pose great dangers for others and often set into motion a series of migrations, as they seek to solve their problems by crushing their neighbors.

7.0 ENDOR'S INHABITANTS

Traditionally, the inhabitants of Middle-earth are classified as either "Free Peoples" or "Servants of Darkness." The latter group comprises the evil races, or minions of the Shadow.

7.1 THE FREE PEOPLES

This section includes a listing of the various Free Peoples. Aside from the more familiar groups, it details the multitudinous folk who often, or usually, live in ignorance. These groups are more properly bound to their own beliefs and culture. Some follow the word of Sauron because of fear or recent politico-religious changes, but they are by no means evil. A GM should be reluctant to consider them "Servants of Darkness."

ELVES (QUENDI)

Though basically similar to Mortal Men in most ways, Elves have several important, if subtle differences. They are taller and slighter than most Secondborn, with males averaging between 6 feet and 6'10" in height yet weighing but 150-230 pounds. Female Elves range from 5'6" to 6'2", and are also slim. Elven males have no facial hair and, as a rule, have less body hair than Men. Highly resistant to extremes of natural heat and cold, their clothing is usually for decoration, camouflage, or modesty. Generally, Elves are fairer in appearance than their mortal brothers, having finer features and unmarred skin. Their senses are extremely keen, especially their hearing and sight. They are able to see on a clear, star-or-moonlit night, as if in full daylight. Their vision is correspondingly restricted with less light, down to but a few feet in what a man would call "pitch black."

Most importantly, Elves do not grow old. They are immortal, and their bodies are immune to all bacterial and viral infections. Save a violent or voluntary death, they live forever. Of those that do die, most will themselves away, wearying of a life without obvious purpose or temporal incentive. Elves suffer wounds but heal quickly (although they do not regenerate limbs). They show no scars and age gracefully until maturity.

Elves do not need sleep. Instead, they receive rest through meditation involving memories, past events they recall with remarkable vividness. Normally they go into this trance-like state for approximately two hours each day, although they can function for many days with little or no relief. While in their meditative state, Elves are extremely difficult to awaken; they rise at a point previously decided.

There are two groups of Quendi: the Eldar and the Avari. The Avari are often called Silvan Elves. Their kindreds are too numerous to assess individually. There are three most distinct divisions among the Eldar.

THE ELДАР

The three Elda kindreds include the Vanyar, Noldor, and Teleri. These groups are synonymous with the followers of Ingwë, Finwë, and Elwë (respectively).

Vanyar: The "Fair Elves" are the highest and most lordly of the the Elda kindreds. They migrated soon after the coming of the Valar to Valinor (The Undying Lands) and still dwell in Aman. They have golden blond hair, blue eyes, and fair skin, projecting a visible aura at all times. They are, as a rule, musically talented and given to wearing garments of white, silver and gold.

Noldor: The High Elves, or Noldor, are more sturdy of build (yet still more slender than humans) and darker than their Vanya cousins. Their complexions are fair, but some look as if they are "lightly tanned." Noldo hair is black or dark brown, with few exceptions. Their eyes can be of any color, although brown or hazel predominates.

High Elves are (perhaps overly) proud builders and craftsmen. Of the three Elda branches, they are the most skilled in fine metalwork: weapons, armor and beautiful jewelry. Their jewel-craft is also unsurpassed. Noldor are also the most likely to live in cities, building graceful, marble-walled towns for themselves. They are also the most curious—possessed with a desire to learn all about their surroundings at any cost. This instinctive passion has more than once caused a Noldo to fall from the path of light.

Teleri: The third and least noble of the Eldar, the Teleri are also the most numerous. This kindred includes many sub-groups, the most famous of which is the Sinda (or "Grey") Elves.

The Teleri actually began the great migration with their brethren, but many Teler tribes broke away as they journeyed through northwestern Endor. After entering Beleriand, the largest grouping of their host, the Sindar, refused to pass over the sea and into Valinor. They remained in Middle-earth, living in Doriath under King Thingol. At the end of the First Age, many of the Sindar sailed west or dwelled in Lindon or Lórien, under the rule of Noldo leaders.



Physically, Grey Elves greatly resemble the Silvan Elves, although they tend to be more muscular. Most Sindar have pale blue or grey eyes. As their name suggests, they also prefer clothing of an neutral grey color. Such garb has amazing camouflaging powers, particularly under the moonlight.

THE AVARI

The Avari include all of the Quendi who refused to make the Great Journey. They are numerous, varied, and spread throughout Middle-earth. Some, like those of Mirkwood, even live among the Eldar. Their sea-longing is less than that of the Eldar, for they have never seen the light of Aman. (Even the Sindar have "tasted" this light.) Instead of being associated with the sea, the Avari possess an affinity for the wilds—especially the forests—of Endor. In the West, they are commonly referred to as Silvan Elves, or "Wood-elves."

Avari are more numerous and "rustic" than their brethren. They tend to be ruddy of complexion, with sandy hair and blue or green eyes. Not as tall as the other Quendi, they are still quite light of build. Silvan Elves are very adept at moving silently, especially in the forest. They are also musically talented, although not as much so as the Fair Elves.

Avar groups prefer wearing forest green, grey, or brown garb. Their clothes are much more functional in design than the draped robes and tunics of the Fair Elves. These trappings are uniformly well-made and subtly adorned.

DWARVES (KHAZÂD)

The Dwarves, or "Naugrim," are descendants of the Seven Fathers of the Khazâd, who were created by the Vala Aulë (The Smith) out of stone. Their seven lineages or houses settled in separate areas, but always in or by the mountains. All Dwarves consider mountains sacred. They also worship Aulë, whom they call "Mahal."

Dwarves are rather short, stocky, and have a ruddy complexion. Males average about 4 to 5 feet in height. They have deep-set eyes, dark hair, and beards (which they grow long and often decorate or braid). Resistant to diseases and extremely strong, they live an average of 150-250 years. Some reach the age of 400.



The Naugrim have superior sight underground and in places of near total darkness. Their crafts are superb, and they are unsurpassed workers of stone. Like Orcs, they are masters of metalwork, although Dwarven works embody a sense of beauty as well as strength and utility. No race mines as well as Dwarves.

Relatively infertile and slow to marry or reproduce (females constitute less than a third of their kind), Dwarves rarely sire young. They know of magic and certain enchantments, but generally scoff at the ways of conjurers or the use of spells, preferring instead to use such power in the making of physical items.

Dwarves speak Khuzdul, a guarded tongue known by virtually no one but themselves. They inscribe using the Angerthas Moria, a variant of the Cirth (a runic script). Khuzdul is marked by harsh consonants and uses three-consonant patterns to denote common concepts. For example, "KZD" structures refer to the Dwarves or things essential to the Dwarven identity (e.g., Khazâd — Dwarves, Khuzdul — Dwarvish).

The most famous line is that of Durin the Deathless, the oldest and most revered of the Seven Houses. Identified by their unusually long, forked beards (which are often braided and worn tucked into their belts), the Dwarves of Durin's Folk are often called "Longbeards." They favor colorful, hooded clothing and hand weapons. Although many are proficient with standard bows, they generally employ crossbows when a need for missile weapons arises. Dwarves like mechanical devices. The ancestral home of Durin's Folk is at Khazad-dûm ("Moria" or "Hadhodrond" among the Elves).

ENTS (ONODRIM)

Though the oldest of all the speaking peoples, the Onodrim ("Enyd") were dormant until the coming of the Elves. The Quendi taught the Ents to speak, and inspired them to become mobile.

The shepherds of the forests, Ents resemble trees. Their sub-groups resemble specific tree species. They display astounding variation in both size and character. Ents are exceedingly wise, although not very quick of thought. Accordingly, they are slow to take any rash action.

Ents are basically gentle by nature, but when angered they can be tremendously fearsome. Even as the roots of trees can crack huge rocks, so can the Ents—in a matter of seconds. Onodrim are also exceptionally tough. They almost impossible to kill, except by intense fire.

A dwindling race, Ents have a tendency to revert to their dormant, "treelike" form. They do not reproduce, for the males and females became sundered long ago. The disappearance of the Ent-wives—who, over a span of many years, have virtually vanished from the pages of history—threatens the survival of this very special species.

The Huorns, or tree-spirits, are guarded by, and closely related to, the Ents. These wild creatures are Ents who never stirred or who lost track of their cultural heritage (due to weariness, forgetfulness, or simple bitterness). It is possible, over time, for an Ent to become a Huorn, and vice versa.

HOBBITS (KUDUK)

Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be pudgy or even fat. They have large, very hairy feet (to the point of being "furry"), which are almost immune to cold; and so they go about almost always barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time at inns and friend's houses, eating.

Able to move very quietly, Hobbits possess a high level of manual dexterity. The Kuduk also enjoy an amazing constitution. They can resist even the most powerful magical and physical damage for extended periods.

There are three principal varieties, or tribes, of Hobbits: the Harfoots, Stoors, and Fallohides. The tall, slim, fair Fallohides are the least numerous and most adventurous Halflings. They are also the closest to Elves and Men. The smaller, browner Harfoots are the most common Hobbits. They are the closest to Dwarves, for both races enjoy rugged highlands and hills. The Stoors fall somewhere in between in size and numbers. It is this tribe that returned to Wilderland during the 15th century T.A., settling by the Gladden Fields (near the Anduin's west bank).

MEN (HILDOR)

Men, or "Hildor," are also known as the Secondborn. They are a mortal race comprised of countless groups. Culturally, they quickly sundered into the Lintado and the Aravado kindreds. Familiar only with the Lintador of the West, the Eldar classify them according to different criteria. The distinguish "High Men" (i.e., Elf-friends) from the more rustic "Common Men."

The High Men, or "Edain" (sing. "Adan"), tend to be even taller than Elves. Males usually range from 6'-7" in height. They are also heavier-boned and physically stronger, albeit less nimble, than the Firstborn. Their hair is dark-brown or coal-black, and their eyes blue, grey, or black. Dúnedain tend to be fair-skinned and are almost always clean-shaven.

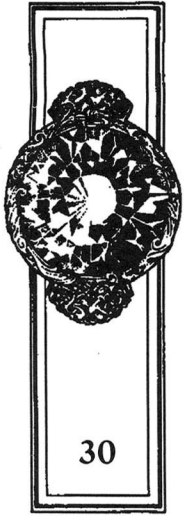
Common Men are shorter. Males average 5'6" to 6'4", females 5' - 5'10". As a rule, they are stockier than the Dúnedain. Their hair and eyes run the spectrum of normal shades (although the coal black hair like that of the High Men is rare). They are less lordly in appearance than the High Men, and males often wear beards or mustaches.

The Adan lifespan is long, up to 250-300 years in those of pure descent. They are great warriors and builders of empires, for their initiative matches their physical stature. Nonetheless, the majority of the Endorian Edain have gradually lost their identity. By the Third Age, the only Adan group of any consequence is the Dúnedain, or "Edain of the West."

DÚNEDAIN

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. Like other Edain, they possess a relatively advanced culture and traces of Elvish blood.





If you recall, the Dúnedain (Sing. "Dúnadan") originally settled on the island continent of Númenor (Andor), far to the west of Middle-earth. They conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among other Men. Unfortunately, their growing lust for power (among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar.

Those called the "Faithful" opposed the policies and hatred of Elves which led to the Downfall. Thus, they were saved when Númenor sank beneath the Sundering Sea. The Faithful escaped the cataclysm and later founded the Kingdoms in Exile: Arnor and Gondor. Many "Unfaithful" groups also survived, mostly in the various Dúnadan colonies elsewhere in Middle-earth.

The "Black Númenóreans" of Umbar are the most famous of these peoples. The label "Black Númenórean" refers to their political and social views, not their appearance, although they later became assimilated into the dark-skinned populations in certain areas, notably Harad.

DUNLENDINGS

Also called "Hillmen" or "Dunmen," the Dunlendings originally occupied the hills and vales in and around the White Mountains (Ered Nimrais). Dunlending groups moved northward during the Second Age, settling along the western flank of the Misty Mountains and in certain areas of Eriador (e.g., around Bree). Their principal home is in Dunland (Du. "Dunfearan"), in the eastern part of Eriador, where the southwestern foothills of the Hithaeglir overlook the Gap of Rohan. There, their ways remain fully preserved. Elsewhere, most Dunlendings adopted the manners of the lands in which they settled.

Dunlending culture is derived from that of their forefathers, who (like many Dunmen) called themselves the Daen Lintis. (The Undead of Dunharrow were remnants of one of the ancient Daen armies.) Dunnish places of worship indicate a superstitious rather than religious folk. Nonetheless, they are quite civilized. Skilled in the use of stone and capable of erecting monumental earthworks, they live in well-protected, highland communities. There, they produce a variety of crafts. Nearly all of their intellectual traditions, however, are oral.

Dunlendings produce fierce warriors and frequently war on their neighbors, as well as one another. While their military organization is poor, they offer quite a threat to their enemies, particularly the Drúedain (Woses) and the Northmen (including Rohirrim).

Dunlendings are moderately tall and dark and relatively "primitive." Swarthy Men, they adorn themselves in colorful woolen clothes and jewelry and color their hair. Many bear tatoos. They are superb "mountain men" and accomplished masons and stone-carvers.

DRÚEDAIN (Woses)

Woses call themselves "Drughu." Elves call them "Drúedain," which means "Wild Men." Also called "Drûgs" or "Wild Men of the Wood," they are masters of woodcraft. This ancient mannish race occupies the Drúadan Forest of Anórien and wild areas of Andrast in the Third Age. Their original territories were quite extensive, but they are rather unique and do not assimilate or cohabitate well with other Men. They are the enemies of both Dunlendings and the Northmen (Rohirrim may have hunted them for sport).

Short, stocky, fairly fair, and lacking much body hair, the Woses are entirely alien to both Northmen and Dúnedain. They speak a language which is an offshoot of the "southern coastal tongues" of northwestern Middle-earth. It is related to the Dunael tongue of the Dunlendings.

The Woses employ certain powers of enchantment, unique forms of magic borne out faith in nature and their own strong ancestral spirits. Drûgs guard their sacred places with bizarre carved images of themselves. These Pûkel-sculptures possess "powers associated with life," such as sight and mobility.

EASTERLINGS

A generalized term, the label "Easterlings" commonly refers to all the races of Men occupying the area east of the western shores of the Sea of Rhûn and northeast of the Ered Harmal. This encompasses a tremendous variety of cultures and peoples. The GM should note that the term is one of convenience. It is couched in the viewpoint of one from northwestern Middle-earth. The term essentially corresponds to any group of Men "whose ways are alien and whose lands are essentially unknown."

HARADRIM

Haradrim, Haradwaith (which also refers to their territory), and Southrons are synonymous terms. "Haradrim" means "Southmen" in Sindarin. This is a collective grouping of Men who make their homes in and around the Great Desert of Harad. Residents of northwestern Endor, however, also call Men beyond the Yellow Mountains (even further south) by the same label.

The Haradrim tend to be slender and very dark, and often ascribe to the nomadic ways associated with their semi-arid homeland. They are excellent riders. Haradan cultures vary too much to describe in this short volume, but most tribes share certain physical characteristics and speak a tongue related to one of two language groups.

Númenórean colonization in western Harad (e.g., Umbar) created a fusion of Dúnadan and Haradan cultures and varying amounts of interbreeding. The result is that some Haradan peoples resemble the Black Númenóreans, or even Dúnedain of Gondor. Gondor's conquests in the region acted to reinforce this trend.

LOSSOTH

The Lossoth tribes fish and hunt in the taiga and tundra of the Far North. Stocky and relatively short, these nomads are often called the "Snowmen" or "Forodwaith" (a term which also refers to their territory). They are a poor and primitive people who live on big game and whatever creatures of the Bay of Forochel they can acquire. Lossadan culture is based around hunting or fishing bands, so they live and travel in small groups. Some work copper or stone, but most make tools out of hide, bone, fur, and gut. Their contact with Elves and other Men is limited, so they usually trade amongst themselves.

NORTHMEN

Northmen are also called Northrons. They are a grouping of tall, strong, fair, and hairy peoples that include the Rohirrim of Rohan. Their culture predominates in the region stretching from Dorwinion, across northern Rhovanion, and to the eastern edge of the Blue Mountains. Northmen occupy the "Vales of the Anduin," certain passes and foothills in and around the northern Misty Mountains, and most of northern Eriador.

An independent lot, Northmen make fine hunters and warriors. Through their contacts with other Free Peoples—Dwarves, Elves, and the Edain—their culture has been somewhat heightened. Some groups adhere to their own tongues (Atliduk, Nahaiduk, Gramuk, Rohirric, etc.), while others (e.g., Dale-men) speak Westron.

VARIAGS

The Variags are a dark-skinned people who occupy the land of Khand, a semi-arid plateau located southeast of Mordor and northwest of Harad. Khand is an upland area which straddles the main trade route entering the Great Desert from the East. Since it is elevated and lies near the base of two mountain massifs, it is quite habitable. Khand's small rivers and moderate temperatures accommodate a high population concentration by the standards of neighboring locales.

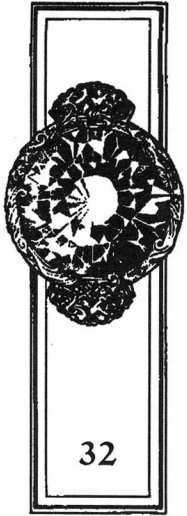
The Variags are the dominant group in their region. They are exceedingly mercenary, often brutal, and exceptionally warlike. Variag diplomacy is simple, involving conspiracy, betrayal, and war. Whether or not this is a recent development, stemming from close and prolonged contact with Mordor, the Variags deserve the reputation for being the cruelest race of Men in all of Endor.

Variags are accomplished horsemen and herders. They also deal in asses and camels. Nonetheless, much of their fighting force is composed of footsoldiers. Common Variags keep herds of goats, sheep, and horses. They grow barley and, like related groups further south, some produce specialized varieties of cotton. Still, the Variags prefer trading, herding, and raiding to what they consider the mundane pastime of farming.



A Dunman

Having limited access to wood, they work in stone, mud-brick, and sometimes use hide or felt tents. Variag metal-craft is quite stunning, and their weapons are among the best of their kind.



7.2 SERVANTS OF DARKNESS

The forces of Darkness have constantly sought to use others as tools of Evil. Since they cannot create life, they merely breed their minions. They pervert and persuade those already living. This has led to the hordes of Orcs, Trolls, Wargs, Dragons, Fell Beasts, etc. that have plagued the Free Peoples of Middle-earth throughout history. None of these races were inherently evil in the beginning, although many of their kind were predisposed toward Darkness. Instead, Morgoth bred them, and in doing so, instilled passions and ways which resulted in their present beliefs in fear, hatred, and killing. As of late, Sauron has continued to breed new and more terrible stock, all with the intention of conquering Endor.

Form follows feeling in Middle-earth, and one's essential character usually has a good deal to do with one's appearance. After a time, truly evil creatures begin to appear as hideous images of their inner selves, and it takes great power to disguise this erosion. Balrogs soon found themselves unable to assume pleasant shapes, and quickly became tied to their awful bodies. This process was much slower for Sauron and his master Morgoth. With each creation or work which involved their power, they weakened and, in the end, they too were tied to a foul (albeit amorphous) form. To this day, Sauron exists in his own living prison of fiery blackness.

The following groups comprise most of the principal non-human (or undead) servants of Darkness. Those more properly called "beasts" or "monsters" (e.g., Dragons, Fell-beasts, Were-worms, Cold-drakes, Wargs, Crebain, etc.) are discussed in more detail in ICE's *Creatures of Middle-earth*.

BALROGS (VALARAUKE)

"Demons of Might" are masters of terror and brute force. Maiar, they are beings whose power transcends the usually accepted strength of other mythological demons. They are beyond the pale, the ultimate physical servants of darkness.

Of all the single dark entities (save Sauron and possibly Saruman, if you consider the latter so tainted) in Middle-earth, none possessed greater physical power than these creatures. Originally, they came from the Undying Lands, like the Istari and Sauron. Their relative strength when compared to the inhabitants of the Middle Continent is enormous. Even Dragons fear their coming.



Balrogs have been described in many ways by the few who lived to tell of their passing; they were both flame and shadow, huge and changing, winged and slimy, stronger than the greatest serpent's grip, bearing a red flame as a sword and a great whip with many tails. As a foe, they were called by Legolas the greatest bane of the Elves, save the Lord of the Dark Tower. Gandalf (see the Istari below) struggled for some ten days with the Balrog of Moria.

In an adventure gaming context, Balrogs should be considered stronger than any single being which one might face. They overshadow most small armies. Characters who happen across them should normally make a "morale check" (or "resistance roll") of some kind to determine whether they flee, cower, submit, or simply go into intense shock. Should a bold or insane adventurer actually stand to face a Balrog (and be able to fight), they will face a being with many weapons. A Balrog possesses (1) a great sheath of flame about his body which can be ignited nearly at will unless immersed in water; (2) a sword of flame in one hand and a huge whip in the other—both at least two-hand weapons with respect to humanoid combatants; (3) awesome physical strength; (4) the ability to manipulate his size; (5) "wings" which enable him to fly unless forcibly confined or upended; (6) a shadowy body of amazing resilience which can withstand falls of literally thousands of feet into water (which would still smart); and (7) a presence embodying sheer terror.

No creature should take more damage, withstand greater magic and weaponry, or absorb more temperature and elemental extremes than a Balrog—except Sauron and, possibly, the Wizards (Istari) or certain Dragons. (Player characters, even of the greatest level, have little chance of success against such power.)

NAZGÛL (ÚLAIRI)

Also called the “Ringwraiths” or simply “The Nine,” the Nazgûl were once nine great lords of Men. Enslaved by Sauron in the Second Age, each coveted great power and accepted one of the Nine Rings of Men. Since these Rings of Power are ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves of the Evil One.

The Nazgûl are in a sense immortal. Undead, they no longer possess bodies associated with the living. Essentially, they live in the “Shadow-world” ruled by the Lord of the Rings. They act individually, and collectively, as an extension of their master, who can “feel” through them. They are Sauron’s most trusted lieutenants.

The Witch King of Angmar, also called the Lord of Morgul, is chief among the Nazgûl. He is the Lord of the Úlairi and possesses the greatest power of independent action.

The Nazgûl are afraid of water, some fires, and the name “Elbereth.” They are virtually blind by usual standards, but possess amazing senses of smell, etc. which help offset this weakness and provide them tremendous advantages in darkness. Their power is lessened during the day, and Khamûl, the second of the Nine, actually fears light. Some of the others share all or part of this flaw. Nonetheless, these Wraiths generally overcome their weaknesses.

ORCS (YRCH)

Originally bred by Morgoth in the First Age, Orcs quickly became servants of Darkness. Thus, the Yrch were culturally and mentally predisposed toward the “foul life.” Their ancestors were fallen Elves, who were twisted in mind and body by the Black Enemy.

Orcs are of two types. Most are lesser or common Orcs, who average about four to five feet in height and sport grotesque, fanged faces. Greater Orcs, or Uruk-hai, reach heights of up to six feet and have more “human” features. Both groups are heavy of build and have long, thin appendages and thick hides.

Bred as laborers and warriors, Orcs respect little but brute force and are most potent when serving under a “focused will.” They are without exception cannibalistic, blood-thirsty and cruel, and care little for social organization. Generally, smaller tribal/clanal units are the norm, based on a strong leader; each employs its own dialect. Most are stellar smiths. Their ability to work with metal is notable. (As a whole, only the Dwarves and Noldor display greater skill.) Although the appearance of their items is often poor, they exhibit a high level of utility. Orc weapons perform well in battle, even if they look crude. Orcs rarely make items unassociated with labor or fighting, so beauty is hardly a consideration.

Lesser Orcs are born, live, fight, and die in darkness. They abhor light and are blinded by the unshielded sun. Greater Orcs are most carefully bred and can operate in daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the Uruk-hai are products of Saruman’s White Hand, and were first spawned from Orcs and Men. It appears, however, that they first arose in Mordor, and that their lineage has nothing to do with the Secondborn. While the lesser Orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms.

TROLLS (TEREG)

In building his kingdom of awful ire, Sauron has carefully selected capable instruments of terror. Just as his master Morgoth once molded peoples into mockeries of Éru’s children, Sauron has sought to develop new warrior stock from those creatures he has at hand. Although he cannot create life, his mastery of breeding and manipulation has enabled him to forge stronger servants through selective spawning. The Dark Lord has forever sought to increase the wits and strengths of the Orcs and Trolls who have composed the bulk of his armies since his rise in Mordor around S.A. 1000.

Like the Orcs, the Trolls (S. “Tereg”) were originally bred by the Black Enemy (S. “Morgoth”) during the First Age of Middle-earth. They were created as hideous reflections of Ents. At first, they were as stupid as the stone from which they came, although later they became able to speak in dull, guttural ways. No intelligent action could be associated with their kind, but it did not matter; they were huge (up to 10’ tall), broad, and strong like rock. Trolls crushed their foes with brute force. Subtlety was not their mark.

Sauron sought a better breed, however, and with his rise in the Second Age he resolved to forge an unstoppable Troll-host. Since that time, he has remolded the works of his master. With his last coming, he renewed his efforts in secrecy. Now he has begun fielding a small but growing force of “Mortereg” (S. “Black Trolls”). Relatively quick and capable of making decisions, these formidable creatures can operate at any hour.

Unlike their slow Hill- and Stone-troll kinsmen, Black Trolls can operate on their own and survive the light of day without fear (although they despise it). On the other hand, Hill-trolls become blind when they become exposed to sunlight. Stone-trolls return to the rock from which they were made.

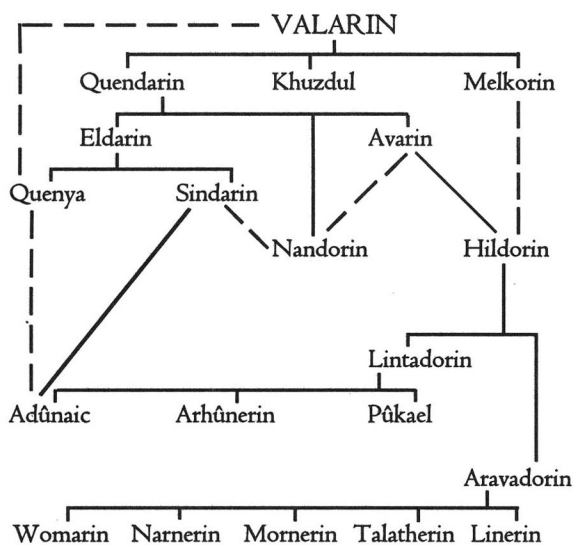


8.0 LANGUAGE THEMES

As Tolkien (who was, among other things, a philologist and linguist) often noted, both *The Hobbit* and *The Lord of the Rings* began as component parts of a rich background for a much vaster history of Elvish tongues. Every Endorian culture Tolkien described in any detail received a distinct language. Language dictated the flavor of society in Middle-earth, just as it does in our world. Besides providing a unique and consistent element of fantasy, it was the driving force behind Tolkien's creative efforts.

Thus, a good GM should glean an understanding of the underlying linguistic patterns in Middle-earth. For instance, it is an important fact that Elvish tongues gave birth to Adûnaic and certain other languages spoken by more advanced Men. This linguistic connection exemplifies a broader relationship: the cultural bond between the Eldar and the Edain. In other words, related groupings of speech provide the GM with a picture of how cultures evolve and interact.

The following diagram is a very simplistic summary of the evolution of Endorian language. You can see that spoken tongues like Adûnaic were influenced by more than one source. These linguistic influences reflect parallel cultural intermixtures.



The following is a helpful, albeit brief, guide to the important patterns of language in Middle-earth.

8.1 LANGUAGE IN THE WEST

During the late Third Age, most Men residing in northwestern Endor speak a language based on either Sindarin (Grey Elvish) or Westron (the Common Tongue). These two, distantly-related language groups are both descended from Quendarin, one of three "original" languages. A gift from Eru, it was conferred upon the Elves by the Vala Oromë.

The other two ancestral tongues, Khuzdul and Melkorin, originated with the Valar Aulë and Melkor (respectively). Aulë taught the Dwarves Khuzdul. To this day, it remains essentially "hidden" and unchanged. Melkorin evolved into a number of languages, most of which are dead. Sauron's Black Speech draws some of its roots from this strange linguistic family.

ELVISH TONGUES

Eldarin, the language of the Eldar, is the "mother of tongues" in northwestern Endor. It gave birth to both Quenya and Sindarin, as well as a host of mannish languages. It influenced nearly every other tongue, for its vocabulary and associated lore provide rich and powerful imagery.

Prior to the Great Journey of the Elves across Middle-earth, there was one ancient Elvish tongue (Quendarin). This situation changed, however, as the First-born began to go separate ways. The Eldar that migrated out of eastern Endor in search of the light of Aman developed Eldarin, which was influenced by their travail, and by contact with the Valar and Maiar. The Avari of the East retained the old tongue, which developed into Avarin—Silvan Elvish.

Eldarin quickly evolved into two language families, Quenya and Sindarin, the former spoken by the Vanyar and Noldor that settled in Aman, and the latter spoken by the Teler groups that failed to cross the sea. These two languages evolved away from one another until the time when most of the Noldor returned to Middle-earth.

QUENYA (HIGH ELVISH)

Quenya is a beautiful language marked by fluid, joyous tones and patterns. Developed in the Undying Lands, it was affected by the great Valar themselves. (In other words, it was "reinfluenced" by Valarin.) It is the language of the Vanyar, Noldor, and many of the Teleri of Aman.

Quenya is spoken in Middle-earth, but only rarely in everyday speech. The Ents and the Noldor are the only groups who utilize it in normal conversation. It is considered the "first tongue" among the Noldor of Lórien and in the coastal areas of Lindon (particularly in Forlindon and near the Grey Havens), although these proud Elves also speak Sindarin. Both of these Noldo groups are small and quite elusive, so most Men rarely hear Quenya spoken during their brief lives.

The Dúnedain are the only Men who regularly come into contact with Quenya. High Elvish was revered as the language of the court in Númenor, where Quenya was used in all official speeches and texts—at least until the Númenóreans began revolting against Elven influences. After the Downfall of Númenor, the Faithful who founded Arnor and Gondor retained Quenya as their royal tongue. Commoners continued to speak Adûnaic, as they had in Númenor. (Adûnaic eventually spawned and was replaced by Westron.)

Both the Sindar and Avari use Quenya, but only as a language of lore. Some lend it an almost spiritual quality. Generally, though, Quenya represents Noldo culture, which is scorned by most Endorian Elves.

SINDARIN (GREY ELVISH)

Sindarin is the language of the Grey Elves, who also developed the Certar (Q. “Runes”), or “Cirth.” A practical tongue, it is less lyrical than either Quenya or the older Eldarin. It developed further away from Eldarin than Quenya, for the changefulness of mortal lands invited innovation and evolution.

The Sindar developed Grey Elvish in northwestern Middle-earth, and it remains the principal Elven language in much of Endor. Sindarin has had a heavy influence on Mannish speech, particularly that of northern groups. The original Edain adopted Sindarin as their own language. Even the Dúnedain, who have always revered Quenya, speak a tongue based on the Grey Elvish of their ancestors. Dúnadan names are typically Sindarin.

Sindarin is spoken by all Endorian Eldar as a first or second tongue. Grey Elvish is also spoken by Silvan groups (e.g., the Wood-elves of Mirkwood) whom the Eldar control or dominate. In addition, it is often spoken by the Dúnadan aristocracy of Gondor and Eriador, as well as by learned Men whose cultures, economies, or politics have been influenced by the Dúnedain.

Sindarin is spoken with countless accents and is often hard to identify as Grey Elvish, but it remains the “basic Elvish” of the West. It is the most accessible, intelligible, and familiar Elven language. Even Westron incorporates a number of Sindarin words, mostly via Adûnaic. Sindarin lore is prevalent in many of the cultures associated with Westron.

SILVAN TONGUES (AVARIN)

The extent of Silvan, or “Avarin,” dialects spoken in the West is unclear. They certainly predominate among the Elves of northern Rhovanian (specifically in Mirkwood). It is clear, though, that Silvan Elves carried Avarin into the forests and mountains wherever they settled: the Silvan tongues comprise the prevalent Elvish language family found in most of Middle-earth.

Even in the West, the Avari outnumber the Eldar, for there are majority Silvan populations in Elda-ruled areas like Lórien and the Woodland Realm. Thus, Avarin, the so-called “Wood-elf” tongue, is common even in regions traditionally associated with the Sindar. The Sindar often employ the Silvan tongue as a second or third language, because they need to communicate with their subjects.

Of the three branches of Elvish, Avarin is the least “noble” and most varied. Avarin dialects can be nearly as beautiful and melodic as Quenya or nearly as harsh as the Varadja spoken by the Variags.

THE TENGWAR

Two writing patterns are dominant in areas of the West where Elvish or Westron based languages hold sway. The older of the two, the Tengwar (“Letters”), was developed by the Eldar in the Undying Lands and was originally associated with Quenya. It (traditionally) has thirty-six symbols, which have been used to represent a variety of writing constructs. Tengwar is now found wherever people write in Westron. Originally a phonetic structure, it began with symbols corresponding to consonants. Some Elves and Men have injected vowels, while others have used diacritic marks to achieve necessary vowel sound representations. The fluid Tengwar are ideal for brush or pen writing, but they are too curved for easy chiseling.

THE CIRTH (CERTAR)

The angular Cirth (“Certar” or “Runes”) were developed by the Sindar and are ideal for rune inscriptions. Like the Tengwar, the Cirth has spread throughout Middle-earth in various forms. One, the Angerthas Moria (“Long Runes of Moria”), is the script employed by the Dwarves for representations of their own Khuzdul. Even Men utilize various forms based on the Sinda Runes.

Those acquainted with a particular form of writing associated with the Tengwar or Cirth will not necessarily understand the nuances of script employed by other languages using these forms. Both writing forms vary wildly, for they are modified according to the tongue they represent. A GM should not allow a character too much freedom reading writings based on either script if he is attempting to decipher a language that is in whole or part unfamiliar.

NORTHERN MANNISH LANGUAGES

The languages of the Men are all descended from Hildorin, the speech of Hildórien. Hildorin spawned two major linguistic families: (1) Lintadorin, which includes most of the languages of northwestern Endor; and (2) Aravadorin, which includes both the southern linguistic sub-groups and the language of the Snowmen of the Far North. Aravadorin tongues are also prevalent elsewhere in Middle-earth (see Section 8.2).



WESTRON

Also called "Common Speech," Westron is spoken by most Men in the West, the chief exceptions being the Woses, Dunlendings, and Rohirrim (Men of Rohan). Dwarves use Westron or, to a much lesser degree, Sindarin while "in public." Where a number of different races meet in council or to discuss affairs, Westron is employed as a common ground.

Westron is actually a mixture of debased Adûnaic and various Endorian dialects. While it incorporates numerous Sindarin, Northman, and Southron influences, Adûnaic provides most of the vocabulary.

ADÛNAIC

Adûnaic was the language of the Dûnedain of Númenor and is descended from the Sindarin speech spoken by the early Edain. It is the parent tongue of Westron and is still spoken among the noble classes of Gondor, but only very rarely. Related to the Northman tongues, Adûnaic also has vague connections to the speech found among Men in the Vales of the Anduin. It is extremely uncommon and inaccessible, although by no means "dead."

ROHIRRIC

The Rohirrim of Rohan speak a distinct Northman (Foradanin) tongue distantly related to the language of the Edain (which spawned Adûnaic). Both groups are derived from a common source. Rohirric is a relatively unchanged tongue, for the Rohirrim have a very conservative culture, and theirs is a language that closely follows the patterns of their ancient predecessors. Developed in Rhovanion and refined in the Upper Vales of the Anduin, it is more archaic in nature than most other Northman languages. In fact, the Men of Rhovanion (Mirkwood and the surrounding environs) usually speak Westron. Most of their older dialects have been incorporated, abandoned, or displaced in common use.

HOBBITISH

The Hobbitish of the late Third Age is a peculiar dialect of Westron. There is no record of a distinct Hobbit (Kuduk) tongue, and Hobbits have apparently always relied on a dialect based on the speech of neighboring Men. Early Hobbitish (speech of their pre- and early Shire years) was actually a dialect of Rhovanion Northman. This older form was abandoned, however, for the years in the Shire saw a gradual adoption (and modification) of Westron.

SOUTHERN MANNISH TONGUES

The patterns and relationships of Haradanin, the southern tongues, are hazy. At least two related groupings are apparent. Note that neither is related to the languages of the "Southrons," or "Haradrim," the peoples of Harad.

SOUTHMAN SPEECH

This grouping of Haradanin tongues includes both the tongues of the Dunlendings (Dunael) and the Bree-landers (Breeish). It also influenced Kuduk (ancient Hobbitish). Developed from the speech found in the vales of the White Mountains (Ered Nimrais) in the Elder Days, Southman dialects are prevalent throughout the highlands of the northwest. Dunael, the speech of the Dunlendings, is found wherever they abound, notably in Dunland. Lesser dialects may be scattered throughout the region of the southern Misty Mountains and western White Mountains. None bear any resemblance to the speech of the Northmen or the Dûnedain.

The language of the Bree-men was an early offshoot of the Southman line, but it has since been superseded by Westron (e.g., they now speak Westron in Bree).

WOSE SPEECH

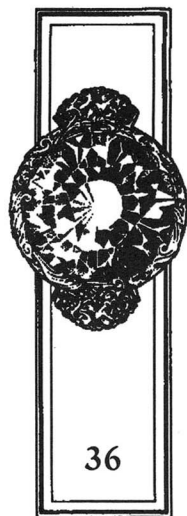
The Woses, or "Wild-men of the West," are often confused with the Dunlendings. These two peoples once coexisted in the White Mountain highlands. Woses differ heavily in build and character from the Dunmen, however, and the guttural Wose language (Pûkael) is quite distinct. While Pûkael gave birth to Daenael, the common ancestor of both Dunael (Dunnish) and the coastal tongues of Gondor (before the coming of the Dûnedain), it is alien to the Dunael-speaking Dunlendings.

Pûkael is spoken in the Drúadan Forest, which lies along the northern edge of the White Mountains (west and slightly north of Minas Tirith). Related Pûkael dialects are present in Andrast, the peninsula of western Gondor.

KHUZDUL ("DWARVISH")

Of all the languages of Middle-earth, Khuzdul is probably the most inaccessible. Few non-Dwarves ever hear it spoken; fewer still ever learn it. Among the Khazâd, it is the language of lore and high speech. The Naugrim are careful to use Westron or some other mannish dialect when conversing with Men or Elves. Dwarves go so far as adopting "public" names for occasions where they must deal with non-Dwarven folk. They guard their given or "inner" names with zeal. This practice has resulted in a shrouding of certain histories, for their inscriptions do not make use of the language. A few place names and some utterances amidst the heat of battle give us our only insight into the nature of the tongue.

Khuzdul is a relatively harsh-seeming speech marked by throaty words and the frequent use of distinct, drawn out "h" sounds (aspirates: e.g., Khazâd = K-ha-zade; th = T-ha). The construction of words employs a combination of vowels inserted into a base of three "root" consonants. Consonants frame a concept, while vowels indicate the specific idea related to that general idea.



Example: K(Kh) + Z + D = the basic concept of Dwarvishness, and Khuzdul (Dwarvish language), Khazad — (Dwarvish), and Khazâd (Dwarves) are variations on that theme. K(Kh) + L + D = the basic concept of glassiness (e.g., kheled = glass).

Few other elements of this strange language have been deciphered. It does, however, seem that Dwarves indicate possession of an object by moving the object's noun (the genitive noun) behind the noun indicating the possessor and then hyphenating the pairing (e.g., "Khazad-dûm" = "Dwarf-hall").

Writings in Khuzdul are angular and rune-like, since they are made using the Angerthas Moria, a variant of the Cirth.

OTHER TONGUES OF THE WEST

Most of the other languages found in the West were in some way affected by those above. Nonetheless, these groups are distinct and are not part of any linguistic family so far discussed.

ENTISH

Ents have their own home tongue which was born in times before history. This speech is akin to other aspects of Ent culture. It is spoken extremely slowly and is unique to a degree as to be unintelligible as far as normal Men, Elves, Dwarves, and others are concerned. In rare inter-racial conversations, or even among themselves, Ents most often speak Quenya, a language taught them by the Noldor. They know other tongues but rarely use them.

BLACK SPEECH

The Lord of the Rings invented Black Speech in the Second Age. While influenced by the Melkorin tongues of Utumno and Angband, it is infused with Eldarin concepts. Sauron's fall at the end of the age corresponded to a decline in the usage of his language. It remains a tongue rarely used in its purer form. Only the higher servants of the Dark Lord employ it on an everyday basis. Dialects, however, are rather common, although they are for the most part debased. Certain Orc groups speak variations of Black Speech or combinations of Black Speech and Westron. The terrible Olog-hai (Sauron's elite "Troll-race") use it in a relatively proper manner. Most of the human residents of Mordor use their own tongues. The Men of Núrn (Nûrniags), for instance, speak Mordorin. (This is an Aravadorin language descended from Talatherin and Ioradja.)

ORKISH (ORCISH)

Orkish is not one language or even a language family; rather it is a number of tribal tongues whose common bond is the large shared vocabulary made up of curses. No grammatical structure for Orkish has ever been devised. Instead, Orcs speak dialects based on either Westron or Black Speech or both. Some tribes may use a Southron based form. As a result of this diversity, communication between Orc tribes is exceedingly difficult, although some enlightened Orcs have been known to employ an intelligible form of Westron.

There are few recorded examples of Orc-speech. A rare translation of Orkish follows:

Uglúk u bagronk

"(Uglúk) to the dungpit"

sha pushdag Saruman-glob

"with stinking Saruman-filth"

búbbosh skai!

"pig-guts gah!"

—from the "Uruk-hai" chapter of *LotR II* (see p. 59).

An untranslated song provides us a little additional insight into Orkish sounds and cadence:

1 — *Ta-ruta dum-da dum-da dum /*
ta-rara dum-da dum-da bum

2 — *Da-duda rum-ta rum-ta rum /*
ta-dada rum-ta rum-ta dum /

3 — *Ta-bumba romba bunda-romba banda-romba*
bum-ta bum

Da-dura dara lamba bum / ta-lamba dum
rumta rum!

Ta-bum-da-dom / ta-rum-ta-rom /
ta-bum-ta-lamba dum-da-dom //
ta-bum / ta-rum / ta-bum-ta lamba dum //

—from an unpublished inscription by J.R.R. Tolkien.

THE LANGUAGES OF HARAD

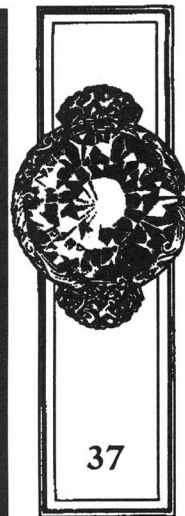
The extent of the penetration of Westron into the region known as Harad is unknown. There is little doubt that it is spoken among Men of commerce and political persuasion, even in the deep desert. This is due in part to the great trade routes. Westron is even used in Khand. Of course, in isolated or non-cosmopolitan areas (and among the unlearned) Westron will be of little use.

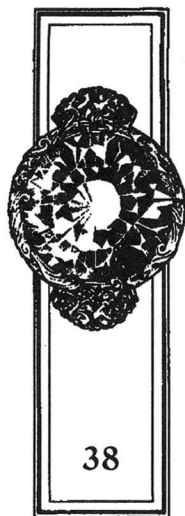
The Haradrim, however, generally rely on their own Narnerin linguistic heritage. Northern Haradrim speak Haradaic, southerners Apysaic. Both of these language groups have common Hyaraic roots, meaning that they are part of the Aravadorin language family. Adûnaic, Westron, Dunael, and Pûkael, on the other hand, are part of the Lintadorin language family.

The Variags of Khand are a distinct race and maintain their own culture and tongue. They speak Varadja, which is also an Aravadorin language. Although influenced by Narnerin, it is part of the Talatherin sub-family. Varadja is descended from Ioradja and has more in common with the language of the Men of Núrn (Mordorin) than it does with the speech of the Haradrim (Hyaraic).

THE LANGUAGE OF THE FORODWAITH

The Lossoth, or "Forodwaith," inhabit the area known as the "Northern Waste." Commonly referred to as "Snowmen," the Lossoth reside in remote and frigid areas where no other Men dare tread. They speak Labba, an obscure Aravadorin tongue of the Mornerin branch. (Labba's sole relative is Urdarin, which is spoken in the far northeast of Endor.) Since Labba is quite foreign to other western ears, many of the Lossoth also employ Westron.





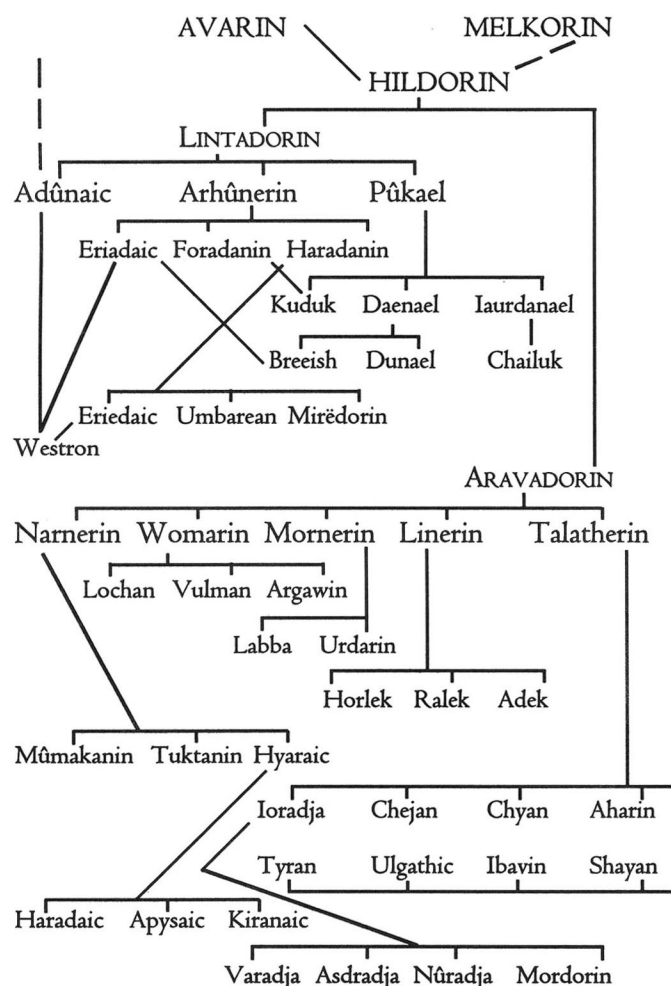
Labba reflects the poor, harsh Lossadan lifestyle. It is shaped by their culture, so they have no word for certain concepts familiar to other Men (such as "desert"). On the other hand, they use a thousand different words for concepts based on snow and ice.

8.2 LANGUAGE IN THE WILD LANDS —EAST, SOUTH & NORTH

Generalized language guidelines are more appropriate when speaking of the East, South, or North. After all, here we lack detail. Creative interpretation is at a premium when attempting to discern specific linguistic or cultural patterns in these areas.

There are no distinct dividing lines when it comes to language and culture on a continental land mass. Neighboring groups invariably interact, borrow, and integrate to some degree. We do know that Silvan Elvish, not Sindarin, had the greater effect outside western Endor. Thus, Men speak tongues spawned by the Silvan-inspired Aravadorin language family. Despite their numbers, though, their influence is considerably less significant than that of the Lintadorin speakers of the West.

The following diagram is a theoretical summary of the development of the principal language families found outside northwestern Endor:



Lintadorin tongues, particularly Adûnaic and Westron, have actually had profound impact in the East and South. Their influence is definitely felt in border areas and in the coastal regions exploited by the Númenóreans. For example, Westron is spoken by well-educated people in areas well to the east of the Sea of Rhûn or south of the River Poros.

The underlying characteristic of all regions outside the West is diversity. Unlike the northwestern section of Middle-earth, these areas are relatively disorganized and/or primitive, having only minor impact on continental affairs. The reasons for this are many, but two spring immediately to mind: (1) Elven influence was limited due to the departure of many on the Great Journey and subsequent fragmentation of remaining groups; and (2) a lack of a dominant Men like the Edain meant that no one was capable of unifying vast areas. There is less cultural and political unity and no powerful world force in the Wild Lands.

Only the West was "near" the Undying Lands and was able to concentrate large numbers of organized Elven groups at a time when Men were common. The combination of intense Elvish culture and masses of Men led to cultural transfer in the First and Second Ages—resulting in a forceful Adan culture that later spawned the kingdoms of Númenor and its successor-states (Arnor and Gondor). Thus, while the West saw the creation of unifying, widespread cultural constructs like Westron ("Common Speech"), the Cirth, and the Tengwar, the so-called "Wild Lands" were populated with fragmented groups embracing a multitude of lesser tongues and scripts. There was certainly Elven influence outside the West, for many Silvan Elves occupied the eastern forests, but their presence was less pervasive. The great captains of Númenor and her colonies founded towns and citadels along Middle-earth's eastern and southern coasts, but no vast kingdoms were established.

LANGUAGES OF THE EAST AND SOUTH

The East and South are subject to numerous shifts in population, and it is important to realize that the cultural mosaic is ever-changing. When attempting to construct cultures and language groups in these territories the following guidelines should prove helpful:

- (1) Societies are generally isolated cultural constructs with primitive political and technological organization and have few unifying elements (e.g., no great "common speech"). This is less true in the more organized areas where the influences of the Elves, Sauron, or Dúnadan colonists are significant.
- (2) Communication and travel are more difficult; roads and trade routes are generally less developed, and large urban areas are much rarer.
- (3) Language and writing have more variations, and literacy rates are lower.
- (4) Wars are more frequent but smaller. Armies are many and often large, but they are less sophisticated.
- (5) Trade routes, although fewer and less comfortable, dominate international affairs. Commerce is the inter-societal language.
- (6) Individual political figures affect smaller regions.

LANGUAGES OF THE NORTH

Both the Forodwaith (described above) and the Umliri reside in the North. Their languages and cultures are unique and bear little resemblance to those of other groups. They are relatively poor and scattered, living in isolated familial or clan groupings. The level of their technology is low. Their homeland is a land of intense cold—in some places, "everlasting cold." Few Men interact with these peoples, much less influence them.

Cultural groups found in the North may have southern brethren, just as they do in our society. Nonetheless, these "related" cultural units will differ widely. They do not share subsistence techniques, neighbors, or geographical influences and necessarily rely on different cultural standards and patterns.

PLACE NAMES OUTSIDE THE WEST

As noted, the penetration of Elvish and Adan (e.g., Adûnaic) influence outside the West is limited but not inconsequential. Silvan dialects, which are less musical than those devised by the Eldar, are much more important. Therefore, the "softening" influences found in Western languages are less evident, and the tongues tend toward harsher sounds. This trend is strengthened by the effects of various dialects of darkness. Most of the peoples outside the West have lived under the yoke of Morgoth or Sauron at one point or another.

The names on the color map of Middle-earth reflect this situation. Variety abounds, but most of the labels seem relatively harsh or guttural because they are Silvan or Aravadorin in nature, or because they have been influenced by Black Speech.

9.0 USING ELVISH

Many a traveller bent to the aims of the Free Peoples of Endor longs to take his ease at Rivendell, listening to Elvish minstrels making sweet music in the Hall of Fire. All the while, the Silvan mage wishes to return home to feast with the woodland king under the noble boughs of Greenwood the Great. And the spent Elf-warrior hopes for healing beneath the blossoming mallorns of Lothlórien in spring. The following materials aid the GM in providing PCs with authentic experiences among the Eldar and throughout the lands influenced by Elvish thought and language.

The section contains notes on Elvish pronunciation and grammar and an Elvish dictionary, divided into two subsections: the first giving the meaning of Sindarin and Quenya words and syllables in English, the second translating English words into the Eldarin tongues. Used together, the subsections allow the GM to create authentic names for the Eldar and their sites, to sprinkle the speech of Elven Lords with phrases from Quenya or Sindarin, and to decipher the meaning of terms such as Annon-in-Gelydh and Rammas Echor.

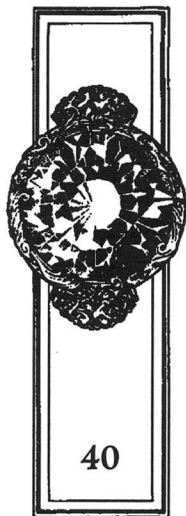
9.1 ELVISH PRONUNCIATION

The following text is intended as a guide to the correct pronunciation of Eldarin words. In the interest of accuracy, we have derived the material from Tolkien's notes on the subject on pages 487-492 in *The Return of the King*. More complete information on the evolution of phonemes from the primeval Elvish tongue into Quenya and Sindarin is available in *The Lord of the Rings, Appendix E*.

CONSONANTS

- C always has the sound of the *k* in *kin*, never of the *s* in *simple*. *Celebrimbor* is pronounced "Kelebrimbor," not "Selebrimbor." Sometimes (*kelvar*, *kalina*), a *k* is used in spelling.
- CH the *ch* in Scottish *loch* or German *bach*, never the *ch* in English *chime* or *lurch*. Examples: *echiant*, *echuir*.
- DH the voiced or "soft" *th* of English. It is, the *th* in *these*, not the *th* in *throw*. Examples: *dannedh*, *galadh*, *habodh*.
- F the *f* in *feather*, except finally, where it represents the *v* of English *of*. Examples: *Nindalf*, *Fladrif*.
- G always the *g* in English *gone*, never that in *regimen*. *Region* and *Eregion* are not pronounced like English *region*, ("ree-jin"), but like *regal*. Example: "Reg-ee-on." The first syllable of *girth* is like the English *gear*, not *jeer*.
- H the *h* in *horse* or *behest* if standing alone with no other consonants. The Quenya combination *ht* is like the *cht* of German *acht*. Examples: *habta*, *tehta*, *ohatar*.
- I if preceding another vowel at the beginning of a word in Sindarin, only the consonantal sound of *y* in English *yonder*. Example: *Iâvas*.





- L** similar to the *l* in English *limb*. It is "palatalized" between *e* or *i* and a consonant. The Eldar would transcribe English *fell* and *till* as *feol* and *tiol*.
- NG** the *ng* in *linger*, except at the end of a word when it sounds like the English *bring*. The latter sound occurred initially in Quenya in earlier ages, but evolved to *n* by the Third Age. Thus, *Gnoldo* became *Noldo*.
- PH** the *f* in *fish*. It is used (1) where the *f*-sound occurs at the end of a word, as in *alph* "swan;" (2) where the *f*-sound is related to or derived from a *p*, as in *i-Pheriannath* "the Halflings" (*perian*); and (3) in the middle of a few words where it represents a long *ff* (from *pp*) as in *ephel* "outer fence."
- QU** represents *cw*, a combination common in Quenya. Nonexistent in Sindarin.
- R** always a trilled *r*. The sound is not lost before consonants, as in the English *part*. The back or uvular *r* used by Orcs and some Dwarves was distasteful to the Eldar.
- S** the voiceless *s* in *sew* and *cease*. The voiced *s* in *reason* does not occur in the Quenya and Sindarin of the Third Age.
- TH** voiceless *th* in the English *thought* and *thorough*. In Quenya, this evolved to *s* when spoken. Example: *Q. sil, S. thil* "shine."
- TY** similar to the *t* in the English *tune*. Examples: *tyar, tyulma*.
- V** the *v* of *value*, but not used at the end of a word.
- W** the *w* in *warm*. *HW* is a voiceless *w* as in *white*.
- Y** in Quenya, represents the *y* in *yard*. In Sindarin, *y* is a vowel. *HY* signifies the sound in the English *bue* and *human*.

Consonants written twice, as *tt, ll, ss, nn*, are pronounced long. *Annon* has the long *n* in the English *unnumbered*, not the short *n* in *unaware* and *many*. Double consonants at the end of words with more than one syllable were usually shortened. Thus, *Rohan* evolved from *Rochann*, which in turned derived from *Rochand*.

VOWELS

- AE** often pronounced as *ai* (English *eye*). However, in *Aegnor* and *Nirnaeth*, it is a combination of the individual vowels, *a-e*. That is, "Ah-eg-nor" and "Nir-nah-eth."
- AI** the long *i* in English *wine*. The third syllable of *Drúedain* is like *dine*, not *Dane*.
- AU** the *ow* in *down*. Thus *Aulë* is pronounced "Owl-ee" and *Sauron* is "Sour-on" not "Sore-on."
- E** always pronounced as a distinct vowel in the middle or at the end of a word. In the latter case, it is usually written *ë*.

- EA, EO** constitute two syllables. They do not run together and are written *ëa* and *ëo*. At the beginning of proper names, they become *Eä* and *Eö*, as in *Eärmur* and *Eöl*.
- EI** the sound in the English *fey* or *day*. *Teiglin* is "Tayglin" not "Tyeglin."
- ER, IR, UR** if before a consonant (*Arvernien, Glirbuin, Durthang*), or at the end of a word (*Brandir*), should not be pronounced as the English *erg, first, and urn*, but as the English *air, year, and moor*.
- IE** not like English *niece*, but with both vowels sounded and run together. *Nienna* is "Nee-en-na," not "Neena."
- OE** often pronounced as in English *toy*. However, in *Noegyth* and *Loeg* it is a combination of the individual vowels, *o-e*. That is, "Noh-eg-ith" and "Loh-eg."
- UI** like English *ruin*. Example: *Bruinen*.
- Ú** pronounced like the *oo* in *poor*. *Húrin, Túrin*, and *Túna* should be pronounced like "Toorin," "Hoorin," and "Toona," not "Tyoorin," "Hyoorin," or "Tyoonna."

In addition to the vowel sounds *ai, au*, and *ui* listed above, *oi, in*, and *eu* are Quenya diphthongs and pronounced as one syllable. All other pairs of vowels are pronounced separately, that is they are dissyllabic. Diacritic marks often, but not always, indicate the correct pronunciation: *ëo, ëa, oë*, etc.

The diphthongs *ae, ai, ei, oe, ui*, and *au* are Sindarin constructions. (See Section 9.3 for more on diphthongs.) All other vowel combinations are dissyllabic. When it occurs at the end of a word, *au* is often written *aw*.

The vowels *i, e, a, o*, and *u* are pronounced as the sounds in the English *fiend, per, calm, more*, and *lute*.

The long Quenya *é* and *ó* are, when properly pronounced, tenser and "closer" than the short vowels. Westron speakers usually pronounce them as the English *say* and *no*, but the Eldar regard this as provincial and in error. However, those who pronounce *yéni únótime* "long-years innumerable" as "yainy oonoatimy" bear company with Bilbo, Merry, and Pippin.

A circumflex marked over stressed monosyllables in Sindarin signifies a particularly long vowel typical. Thus *Hîn Húrin* sounds like "Heen Hoorin."

STRESS

The position of the stress or "accent" is determined by the form of a word. In two-syllable words, it almost always falls on the first syllable. In longer words, it falls on the second to last syllable, if the syllable contains a long vowel, a diphthong, or a vowel followed by two or more consonants. When the second to last syllable contains a short vowel followed by only one or no consonants, the stress falls on the syllable preceding it, the third from the end. Words of the latter form are favored especially in Quenya.

The stressed vowels in the following examples are marked by a capital letter: *isIldur, Orome, erEssëa, fëAnor, ancAlima, elentAri, dEnethor, ecthElion, peIArgir, silIvren*.

9.2 ELVISH GRAMMAR

It is possible to create grammatically correct Eldarin sentences using general rules of thumb extrapolated from the names, phrases, and poems presented by Tolkien in *The Lord of the Rings* and other works. Although the recorded vocabulary is limited, certain generalizations about Quenya and Sindarin are discernable. These generalizations are not intended to be a complete study of the grammar of the Eldarin tongues. The irregularities and unique cases typical of any language are more than this guidebook can aspire to. Rather, the information is presented to provide the GM with the basics that will give his or her campaign the depth possible in the Middle-earth milieu. The most useful observations follow below.

QUENYA GRAMMAR

In Quenya, grammatical structure is built by adding different endings onto a root as well as the manipulation of word order. Thus verb tenses, plurals, possessives, and prepositional elements all exist as suffixes which contain little semantic meaning until attached to another word.

VERBS

Each Quenya verb can be conjugated in five tenses, singular and plural, and using three pronoun suffixes: I, we, and thou. When the subject of a sentence is plural, the verb must also be plural; e.g., *eleni silar* "stars shine." The general form is:

present: root + <i>a</i>	present plural: root + <i>ar</i>
past: root + <i>e</i>	past plural: root + <i>er</i>
future: root + <i>uva</i>	future plural: root + <i>uvar</i>
imperative: root + <i>e</i>	imperative plural: root + <i>er</i>
subjunctive: root + <i>ai</i>	subjunctive plural: root + <i>air</i>

The suffixes indicating pronouns are: *-n* for I, *-(l)met* for we, and *-lye* for thou. When using we, the *l* in *(l)met* may take the place of the plural *r*. Examples using the verbs *to be* and *to behold* appear below.

present	past
<i>nan</i> I am	<i>nen</i> I was
<i>nalmet</i> we are	<i>nelmet</i> we were
<i>nalye</i> thou art	<i>nelye</i> thou wert
<i>elan</i> I behold	<i>elen</i> I beheld
<i>elalmet</i> we behold	<i>elelmet</i> we beheld
<i>elalye</i> thou beholdest	<i>elelye</i> thou didst behold
future	imperative
<i>nuvan</i> I will be	<i>nen</i> I am!
<i>nuvalmet</i> we will be	<i>nelmet</i> we are!
<i>nuvalye</i> thou wilt be	<i>nelye</i> thou art!
<i>eluvan</i> I will behold	<i>elen</i> I behold!
<i>eluvamet</i> we will behold	<i>elelmet</i> we behold!
<i>elualye</i> thou wilt behold	<i>elelye</i> thou beholdest

subjunctive

<i>nain</i> may it be I	<i>elain</i> may I behold
<i>nalmet</i> may it be we	<i>elailmet</i> may we behold
<i>nalylie</i> may it be thou	<i>elailye</i> mayest thou behold

Many Quenya roots can be extrapolated from the phrases appearing in Tolkien's work. A listing of some examples follows:

<i>aiy</i> behold	<i>quen</i> say, speak
<i>aut</i> pass	<i>quant</i> fill
<i>el</i> behold	<i>ran</i> wander, stray
<i>enquant</i> refill	<i>rig</i> twine, wreath
<i>entel</i> return	<i>ris</i> cleave
<i>hir</i> find	<i>sil</i> shine
<i>kel</i> go away, flow away	<i>sir</i> flow
<i>kbil</i> follow	<i>tel</i> finish, be last
<i>kir, cir</i> cut, cleave	<i>tin(t)</i> sparkle
<i>lait</i> praise	<i>tintil</i> twinkle
<i>lav</i> lick	<i>tir</i> watch, watch over
<i>lin(d)</i> sing	<i>tul</i> come
<i>mar</i> abide	<i>undulav</i> drown
<i>n</i> be, exist	<i>untup</i> cover
<i>nal</i> cry	<i>ur</i> heat, be hot
<i>ortan</i> uplift	<i>utuv</i> find
<i>pel</i> go around, encircle	<i>van</i> depart

NOUNS

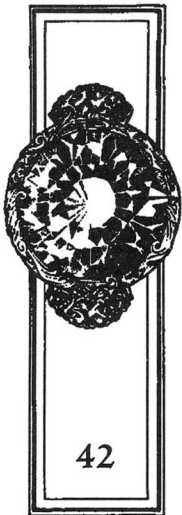
Compound nouns in both Quenya and Sindarin are formed by placing the descriptor before the main element of the word. Word order expresses the concepts of *and* and *of*, rather than separate syllables. Quenya and Sindarin elements may be combined in the same word.

<i>Alqualondë</i>	"swan haven"	"Haven of the Swans"
<i>Angarátó</i>	"iron champion"	"Champion of Iron"
<i>Telperinquar</i>	"silver fist"	"Fist of Silver"
<i>Cuiviénen</i>	"awakening valley"	"Valley of the Awakening"
<i>Dúnadan</i>	"west man"	"Man of the West"

Plurals are formed by adding *i* to words ending with one or more consonants. Words ending in vowels have *r* added to make them plural, excepting those ending in *ë*, which becomes *i*.

<i>elen</i> "star"	<i>eleni</i> "stars"
<i>las</i> "leaf"	<i>lassi</i> "leaves"
<i>mir</i> "jewel"	<i>miri</i> "jewels"
<i>alda</i> "tree"	<i>aldar</i> "trees"
<i>falma</i> "wave"	<i>falmar</i> "waves"
<i>fana</i> "cloud"	<i>fanyar</i> "clouds"
<i>lokë</i> "serpent"	<i>loki</i> "serpents"
<i>lómelindë</i> "nightingale"	<i>lómelindi</i> "nightingales"





The **possessive** is formed by dropping the final vowel, if any, and adding *o*. Plurals do not drop the final vowel, and the suffix *-on* is added.

<i>Varda</i>	<i>Vardo</i>	"Varda's"
<i>Calaciryā</i>	<i>Calaciryo</i>	"Calaciryā's"
<i>Nienna</i>	<i>Nienno</i>	"Nienna's"
<i>Silmarilli</i>	<i>Silmarillion</i>	"of the Silmarils"
<i>aldar</i>	<i>aldaron</i>	"of the trees"
<i>fanyar</i>	<i>fanyaron</i>	"of the clouds"

Prepositional elements are located at the end of Quenya words, but the final vowel is not dropped. Prepositional suffixes are *-o*, *-ello*, *-esse* meaning "from" or "in."

<i>Oiolossë</i>	<i>Oiolossëo</i>	"from Everwhite"
<i>Sindanori</i>	<i>Sindanoriello</i>	"from grey country"
<i>Lórien</i>	<i>Lóriendesse</i>	"in Lórien"
<i>Alqualondë</i>	<i>Alqualondëo</i>	"from Alqualondë"
<i>Cuiviénen</i>	<i>Cuiviéniendesse</i>	"in Cuiviénen"

The **dual element**, signifying two of an object, is conveyed by adding a *t* at the word's end.

<i>máryat</i>	"her two hands"
<i>met</i>	"us two"

Most **adjectives** precede the noun to which they refer. Plural nouns must have plural adjectives. Changing the final vowel to *e* or adding *e* turns a single adjective into a plural one.

<i>lintë yuldar</i>	swift draughts
<i>lisse miruvoreva</i>	sweet nectar

SENTENCE STRUCTURE

Quenya sentences typically take one of three forms. The following examples, save one which is cited, are taken from the *Song of the Elves Beyond the Sea* in *LotR I* (p. 489).

subject — verb — object

hisië untupa Calaciryā míri
mist covers Calaciryā's jewels

object — verb — subject

tier undulávë lumbulë
roads drowned (by) heavy shadow

object — subject — verb

máryat Elentari ortanë
her two hands Star-queen lifted up

Verbs only occur at the ends of sentences if they are questions.

Sí man i yulma nin enquantuva?

Now who the cup for me will refill?

A verb begins a sentence only if it is emotionally charged.

Nai hiruvaye Valimar.

May it be that thou shalt find Valimar.

Autā i lómë!

Passing is the night! — *The Silmarillion*, p. 190

The subject is the noun following the verb, if the noun before the verb has a prepositional suffix.

sindanóriello caita mornë i falmalinnar

from grey country lies darkness the waves upon
(darkness from the grey country lies upon the waves)

SINDARIN GRAMMAR

Sindarin and Quenya evolved from a common primeval language. Although they diverged in grammar, vocabulary, and pronunciation across the millenia, many elements, such as the use of suffixes to indicate grammatical information, remained similar. An overview of Sindarin forms and structures follows.

VERBS

Each Sindarin verb can be conjugated in six tenses. The general form is:

present: root + <i>a</i>	imperative: root + <i>o</i>
past: root + <i>ant</i>	participial: root + <i>iel</i>
future: root + <i>ath</i>	auxiliary: root + <i>i</i>

Several examples using the verbs *to be*, *to glorify*, and *to listen* follow:

present	past	future
<i>na</i> is	<i>nant</i> was	<i>nath</i> will be
<i>eglera</i> glorify	<i>eglerant</i> glorified	<i>eglerath</i> will glorify
<i>lasta</i> listen	<i>lastant</i> listened	<i>lastath</i> will listen
imperative	participial	auxiliary
<i>no</i> be!	<i>niel</i> being	<i>ni</i> have been
<i>eglero</i> glorify!	<i>egleriel</i> glorifying	<i>egleri</i> have glorified
<i>lasto</i> listen!	<i>lastiel</i> listening	<i>lasti</i> have listened

To indicate that the pronoun *I* is the subject, a vowel and *-n* are added as below:

present: root + <i>on</i>
past: root + <i>en</i>
future: root + <i>ath</i> + <i>on</i>
auxiliary: root + <i>in</i>

Note these examples:

present	past
<i>non</i> I am	<i>nen</i> I was
<i>egleron</i> I glorify	<i>egleren</i> I glorified
<i>laston</i> I listen	<i>lasten</i> I listened
future	auxiliary
<i>nathon</i> I will be	<i>nin</i> I have been
<i>eglerathon</i> I will glorify	<i>eglerin</i> I have glorified
<i>lastathon</i> I will listen	<i>lastin</i> I have listened

Many Sindarin roots can be extrapolated from the phrases appearing in Tolkien's work. A listing of some examples follows:

<i>cheb</i> keep	<i>lin</i> chant
<i>cui</i> live	<i>n</i> be, exist
<i>dar</i> halt	<i>nal</i> cry
<i>dir</i> gaze	<i>nor</i> ride
<i>ech</i> make	<i>on</i> give
<i>edr</i> open	<i>ped</i> speak
<i>egler</i> glorify	<i>teith</i> draw
<i>hir</i> find	<i>pen</i> slant down
<i>last</i> listen	<i>tir</i> watch

NOUNS

Sindarin plurals are formed by changing the vowels in the word. In general, stressed *a* becomes *e*, unstressed *a* becomes *ai*, and *o* becomes *e*, *i*, or *y*.

<i>adan</i> "man"	<i>edain</i> "men"
<i>amon</i> "hill"	<i>emyn</i> "hills"
<i>annon</i> "gate"	<i>ennyn</i> "gates"
<i>aran</i> "king"	<i>erain</i> "kings"
<i>barad</i> "tower"	<i>beraid</i> "towers"
<i>dan</i> "wright"	<i>dain</i> "wrights"
<i>mallorn</i> "gold-tree"	<i>mellyrn</i> "gold-trees"
<i>Onod</i> "Ent"	<i>Enyd</i> "Ents"
<i>orch</i> "Orc"	<i>yrch</i> "Orcs"
<i>orod</i> "mountain"	<i>ered</i> "mountains"
<i>ras</i> "horn"	<i>rais</i> "horns"

Collective plurals (those signifying all of a set of things) are formed by adding *-ath* or, referring to peoples, *-rim*.

<i>elenath</i>	"all the stars"
<i>pheriannath</i>	"the whole race of Halflings"
<i>Galadrim</i>	"all the Tree-folk"
<i>Robirrim</i>	"all the Masters of the Horses"
<i>Angmarim</i>	"all the Men of Angmar"

An **augmentive suffix**, *-on*, is added to nouns to indicate that the modified object or concept is very great.

<i>aearon</i>	"great sea"
<i>umbaron</i>	"great doom"
<i>bauglirno</i>	"mighty constrainer"
<i>Taurno</i>	"Great Forest"

Prepositional elements usually follow the noun they modify. The concepts "of" and "of the" are often implied by word order alone.

<i>Annon edbellen</i>	"Portal (of the) Elves"
<i>Fennas nogothrim</i>	"Gateway (of) Dwarf-folk"

When "from" or "of" is stated, the Sindarin word *o* stands alone, rather than being positioned as a suffix as in Quenya.

<i>o menel</i>	"from heaven"
<i>Celebrimbor o Eregion</i>	"Celebrimbor of Hollin"

SENTENCE STRUCTURE

Sindarin sentences typically take one of four forms.

object — verb — subject

le linnathon — *LotR I*, p. 312

(to) thee chant-will-I

(the subject pronoun is a suffix to the verb)

verb — object

na vedui Dúnadan — *LotR I*, p. 280

(it) is (at) last Dúnadan

verb — subject

noro lim, noro lim, Asfaloth! — *LotR I*, p. 284

ride on, ride on, Asfaloth!

subject — verb — object

Naur dan i ngaurboth! — *LotR I*, p. 390

Fire take the werewolves!

Verbs are usually followed by their modifiers, which may be located at the end of the sentence.

Cuio i Pherian annan! — *LotR I*, p. 285

Live the Halflings long!

9.3 ELVISH WRITING

The following material is intended to help the GM get a grip on the Tengwar, the lettering style most commonly used among the learned folk of western Endor.

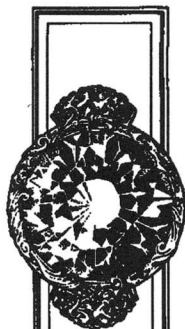
THE TENGWAR (LETTERS)

Tengwa letters are of the Fëanorian style used among many peoples. Each letter is composed of a stem and a bow. Variations on the theme result in the rise (9-16) or reduction (17-24) of the stem, and the opening or closing of the bow. (1, 5, 9, 13, 17, 21 and 3, 7, 11, 15, 19, 23 are open bowed.)

The column concerning alternate use depicts sounds used in mannish tongues other than Westron. The GM should beware, however, that these uses apply to most written languages in the West, and widespread modifications are the rule. Illiterate cultures, groups from the wild lands, beasts, and the minions of Darkness, when they are so inclined, have their own manner of writing.

See *LotR, Appendix E* for a thorough discussion of the material digested below.





Letter	Westron	Alternate	Elven sound
1 — p	t	t	t
2 — p	p	p	p
3 — y	c	k	k
4 — y	k	kw	k*
5 — m	d	d	d; nd in Quenya
6 — p	b	b	b; mb in Quenya
7 — y	j	g	j**; ng in Quenya
8 — y	g	gw	hard g; ngw in Quenya
9 — h	th	th	hard th (e.g., thin)***
10 — b	f	f	f; v if at end of word
11 — d	sh	kh	sh**
12 — d	ch	khw/hw	kh
13 — m	dh	dh	soft th (e.g., these)
14 — p	v	v	v; f used at word's end
15 — cd	zh	gh	zh**
16 — cd	gh	ghw/w	gh**
17 — m	n	n	n
18 — m	m	m	m
19 — a	n	ng	n; begins word
20 — a	nw	nw	w; voiceless alt.
21 — r	r	r	weak r (e.g., rock)
22 — w	w	w	voiced w (e.g., wolf)
23 — y	y	y	y as a consonant
24 — y	y	y	y; voiceless
25 — y	r	r	rh; trilled r (e.g., fur)
26 — y	r	rh	rh; or rd in Quenya
27 — l	l	l	l; voiced (e.g. let)
28 — l	l	lh	lh; voiceless
29 — s	s	s	s; voiceless (e.g., so)
30 — s	s	s	variant of 29
31 — z	z	z	z**
32 — z	z	z	variant of 31
33 — h	h	sh	h
34 — d	w	hw	hw; voiceless in Quenya
35 — y	y	y	variant of 23
36 — w	w	w	variant of 22

*Occasionally used in LotR in place of "c" for emphasis.

**A sound not used in Sindarin.

***A spoken "s" in Quenya.

VOWELS

Sounds — Most languages in Middle-earth seem to use the traditional sounds for the basic vowels *i*, *e*, *a*, *o*, *u*. Sindarin also uses *a* *y* and a fronted *u*, the latter written as *û* and pronounced as the *u* in *lune* (e.g., *Lhûn*).

Short vowels — All vowels are short if unmarked (but see compound vowels below).

Long vowels — In Sindarin they are normally shown by using the accent mark (e.g., Númenor). In the case of the fronted *u* or vowels in stressed monosyllables, a circumflex is used (e.g., Udûn). Long vowels in other languages are depicted by various accompanying diacritic marks (e.g., B.S. Nazgûl; Q. Aulë; Har. Mûmakil).

Compound vowels (diphthongs)

— The Sindarin diphthongs are *ai*, *ae*, *ei*, *oe*, *ui* and *au*. They are pronounced in one syllable as follows:

ai — as "aye"; rhymes with rye.
ae — no proper equivalent; use "ai" sound.
ei — as "ay"; rhymes with grey.
oe — as "oi"; rhymes with boy.
ui — as "ooi"; rhymes with ruin.
au — as "ow"; rhymes with how; equivalent of "aw."

As noted above, all other vowels are pronounced separately. (See Section 9.I for more on Elvish Pronunciation.)

VOWELS IN WRITING

Originally, the marking of Tengwa vowels was handled exclusively through the use of signs or *tehtar*. Most languages still follow this practice, although a number of Elven variants (e.g., the Mode of Beleriand found on Moria's West-gate) employ separate letters for vowel sounds.

A *tehta*'s base form represents a short vowel. Placement is dependent on the language's use of end sounds for words. If the language is like Sindarin, where words normally end with a consonant, the signs are placed over the following consonant. Where words normally end with vowel sounds (e.g., Quenya), the signs are placed over the preceding consonant. In cases where no consonant is placed over the "short carrier" symbol that takes the place of the letter.

Long vowels are handled in two ways: (1) by doubling or modifying the sign itself; or (2) moving the sign over the "long carrier," the connection piece between two consonantal letters that is used in lieu of a missing consonant. The first procedure can prove difficult, for certain doubled signs (e.g., a double accent or dot being used for "y") do not indicate the long equivalent of the single sign; still, most languages conform to the rule.

The following are not the most common signs to denote vowels. Like the consonantal letters, there is no true fixed value, since they vary depending on language.

Sign (tehta)	Vowel	Equivalent Sign
∴	a	∴
•	i	•
✓	e	•
?	u	∞
∞	o	?
∴	y	
u	w (for au, ou, aw, ou)	~

9.4 ELVISH-ENGLISH DICTIONARY

A

ab-, abar — (Q.) “refuse” or “deny.”
 adan (pl. edain) — (S.) “Man.”
 aderthad — (S.) “reuniting.”
 adu (du) — (S.) “double, two.”
 aeg — (S.) “fierce, cruel.”
 aelin — “lake, pool.”
 aew — (S.) “bird.”
 aglar — (S.) “glory, brilliance.”
 aiglos — (S.) “icicle.”
 aika — (Q.) “sharp.”
 aikalë — (Q.) “peak.”
 ailin — (Q.) “pool, small lake.”
 aina — (Q.) “holy.”
 ainu (pl. ainur) — (Q.) “holy (one).”
 ainulindalë — (Q.) “Song of Creation,” lit. “Music of the Ainur.”
 aiqa — (Q.) “steep.”
 aira — (Q.) “reddish, coppery colored.”
 airë — (Q.) “sea” (see *ëar* below).
 aista — (Q.) “to dread.”
 aiwë — (Q.) “small bird.”
 aksa — (Q.) “narrow cleft, ravine, defile.”
 alak- (alag-) — “rushing.”
 (a)lamlë — (Q.) “elm-tree.”
 ala- — (Q.) “not.”
 alassë — (Q.) “joy, merriment.”
 alata — (Q.) “radiance.”
 alda — (Q.) “tree.”
 alka — (Q.) “ray of light.”
 alkar — (Q.) “glory, brilliance.”
 alkarinqa — (Q.) “radiant.”
 alma — (Q.) “wealth, good fortune.”
 alph — (S.) “swan.”
 alqua — (Q.) “swan.”
 alta — (Q.) “large, huge.”
 alya — (Q.) “prosperous, rich, fortunate.”
 am- — (Q.) “up” (prefix).
 amarth — (Q.) “doom.”
 amba — (Q.) “upwards” (adv.)
 amil (amme) — (Q.) “mother.”
 amme (amil) — (Q.) “mother.”
 amon (pl. emyn) — (S.) “hill.”
 ampa — (Q.) “hook.”
 ampano — (Q.) “wooden building.”
 amrûn — (S.) “sunrise, east.”
 anar — (Q.) “sun.” See *Anárion*.

an (ana)(na) — (Q.) “to, towards.”
 an(d) — (Q.) “long.”
 anca (anka) — (Q.) “jaws.”
 anda — (Q.) “long.”
 andamundo — (Q.) “elephant.”
 ando — (Q.) “gate.”
 andon (pl. andoni) — (Q.) “great gate.”
 andúnë — (Q.) “sunset, west.”
 ang — (S.) “iron.”
 anga — (Q.) “iron.”
 angaina — (Q.) “of iron.”
 angamando — (Q.) “iron prison.”
 angband — (S.) “iron prison.”
 ango (pl. angwi) — (Q.) snake
 angulókë — (Q.) “dragon.”
 anna — (Q.) “gift.”
 annon (pl. ennyn) — (S.) “great door or gate.”
 anor — (S.) “sun, sunlight.”
 anta — (Q.) “present, give.”
 annún — (S.) “sunset, west.”
 apa — (S.) “after.”
 apsa — (Q.) “cooked food.”
 ar- — (Q.) “beside, outside.”
 ar(a)- — (Q.) “high, noble, royal.”
 The prefix *Ar-* used for the Adúnaic names of the Kings of Númenor.
 -ar, -áro — (Q.) suffix “-er” used to make a verb into a noun; e.g., *ortan* “to uplift” becomes *ortanáro* “uplifter.”
 ára — (Q.) “dawn.”
 aran — (S.) “king.”
 aráto — (Q.) “champion, eminent man.”
 arda — (Q.) “realm.”
 are (pl. ari) — (Q.) “day.”
 árë — (Q.) “sunlight.”
 arië — (Q.) “daytime.”
 arien — (Q.) “of the Sun.” Refers to the Maia.
 arin — (Q.) “morning.”
 arinya — (Q.) “early morning.”
 arka — (Q.) “narrow.”
 arma (pl. armar) — (Q.) “good, possession.”
 arta — (Q.) “walled place, fort, fortress.”
 arthë — (S.) “realm.”
 -arwa — (Q.) “in control of, possessing” (suffix).
 arya — (Q.) “day” (12 hours).

aryon — (Q.) “heir.”
 as- — (Q.) “sun, sunlight.”
 asmalindë — (Q.) “yellow-bird.”
 assa — (Q.) “hole, opening.”
 asto — (Q.) “dust.”
 ata — (Q.) “again, re-, back.”
 atan (pl. atani) — (Q.) “Man.”
 atar (pl. “atari”) — (Q.) “father.”
 athir — (S.) “spy.”
 athrad — (S.) “ford.”
 -áto — (Q.) suffix “-er” used to make a verb into a noun; e.g., *nor* “to ride” becomes *noráto* “rider.”
 atsa — (Q.) “catch, hook, claw.”
 atta — (Q.) “two.”
 aur (or, re) — (S.) “day.”
 aurë — (Q.) “sunlight, day.”
 auta — (Q.) “devise, originate, invent.”
 ava — (Q.) “outside, re-, back.”
 avar (pl. Avari) — (Q.) “unwilling, refuser.” Denotes “the Refusers,” the non-Elda Quendi.
 avakúma — (Q.) “outside existence, the Void.”

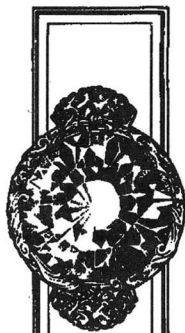
B

bal- — (S.) “power.”
 band — (S.) “prison, duress.”
 bar — (S.) “dwelling.”
 bar(a) — (S.) “brown.”
 barad (pl. beraid) — (S.) “tower.”
 bas — (S.) “bread.”
 bauglir — (S.) “constrainer, forcer.”
 bē — (S.) “is, are”; see also *ëä, i*.
 bel — (S.) “divine.”
 beleg — “mighty.”
 beleth — (S.) “queen.”
 beth — (S.) “word.”
 bor — (S.) “fist.”
 bragol — (S.) “sudden.”
 brethil — (S.) “silver birch.”
 brith — (S.) “gravel.”
 brui — (S.) “loud, noisy.”

C

cabed — (S.) “gorge, leap.”
 cabor — (S.) “frog.”
 calen — (S.) “green.”
 cam — (S.) “hand.”
 carak- — (S.) “fang.”
 caran — (S.) “red.”
 carcharoth — (S.) “red maw.”
 carag — (S.) “tooth”; see also *carak-*.
 caras — (S.) “city.”
 carca — (Q.) “fang.”





carch (carak) — (S.) "fang."
 carnë — (Q.) "red."
 cassa — (Q.) "helmet."
 ceber — (S.) "spike."
 cel — (S.) "running."
 celeb — (S.) "silver."
 chaint (caint) — (S.) "shape."
 chil (hil) — (S.) "heir."
 chost (cost) — (S.) "tooth."
 cír (pl. cair) — (S.) "ship."
 cirith — (S.) "pass" (terrain).
 círya (kir-) — (S.) "sharp-prowed ship."
 círyatan (círdan) — (S.) "shipwright."
 coimas — (Q.) "life-bread."
 coirë — (Q.) "first beginning of spring, stirring."
 collo — (Q.) "cloak."
 cormallen — (Q.) "golden circle."
 coron — (Q.) "mound."
 crist — (S.) "cutter, hewer."
 cú — (S.) "bow."
 cuivië — (Q.) "awakening."
 cul- — (Q.) "golden-red" in *Culúrien*.
 curu — (Q.) "skill."

D

dacil — (S.) "victor."
 daë — (S.) "shadow."
 daio — (Q.) "shadow."
 dagor — (S.) "battle."
 dagnir — (S.) "bane."
 dal — (S.) "foot."
 dan (tan, pl. dain) — (S.) "smith, wright."
 dannedh (danwedh) — (S.) "ransom."
 daro — (Q.) "stop."
 del — (S.) "horror."
 deloth — (S.) "abhorrence."
 den — (Q.) "gap, passage."
 denië — (S.) "lament."
 dim — (S.) "gloomy."
 dñn — (S.) "silent."
 dirnen — (S.) "guarded."
 dol — (S.) "head, hill summit."
 dolen — (S.) "hidden."
 dôr — (S.) "land."
 draug — "wolf."
 dring — (S.) "hammer."
 drú — (S.) "wild."
 dú — (S.) "night, dimness."
 duin — (S.) "(long) river."
 dûn — (S.) "west."
 dûr — (S.) "dark."

E

ëä — (S.) "is, are."
 ëar — (Q.) "sea."
 earen — (Q.) "inner sea."
 echiant — (S.) "made, shaped."
 echor — (S.) "encircle."
 echuir — (S.) "stirring."
 edain (sing. adan) — (S.) "Men."
 edhel — (S.) "Elf."
 edro — (Q.) "open."
 egla(th) — (S.) "forsaken."
 ehte (ekko) — (Q.) "spear."
 ehtelë — (Q.) "spring (of water)."
 ehtyar (pl. ehtari) — (Q.) "spearman" (see *ohtar*).

eithel — (S.) "well, spring."
 eket — (?) "short sword."
 ël, elen — (Q.) "star." According to Elvish legend, *ele* was a primitive exclamation "behold!" made by the Elves when they first saw the stars. From this origin derived the ancient words *ël* and *elen*, meaning "star," and the adjectives *elda* and *elena*, meaning "of the stars." These elements appear in a great many names. The Sindarin equivalent of *Elda* was *Edbel* (plural *Edbil*); but the strictly corresponding form was *Eledh*, which occurs in *Eledhwen*.

elentári — (Q.) "star-queen."
 elerína — (Q.) "star-crowned."
 elrond — (Q.) "star-dome."
 emer — (Q.) "shepherd."
 ened, enedh, ende, enya, endya, endë — (Q.) "middle."
 -en- — (S.) "of"; see also *-i-*, *-in-*, *na*.
 engwa — (Q.) "sickly."
 enqë — (Q.) "six."
 enta — (Q.) "on the farther side, that yonder" (adj.).
 ephel — (S.) "outer fence."
 er — (Q.) "one, alone."
 ereb — (Q.) "isolated."
 erebor — (Q.) "lonely mountain."
 eressë — (Q.) "solitude."
 eressea — (Q.) "lonely."
 elerína — (Q.) "star-crowned."
 erdë — (Q.) "seed."
 erer (edr-) — (S.) "open."
 erka — (Q.) "prickly spine."
 erka — (Q.) "to prick."
 erkassë — (Q.) "holly."

ernil — (S.) "prince."
 erya — (Q.) "single, sole."
 esgal — (Q.) "screen, hiding."
 esgar — (Q.) "reed-bed."
 eskë — (Q.) "rustling noise."
 essë — (Q.) "beginning, name."
 essea — (Q.) "primary."
 esta — (Q.) "first, to name."
 estë — (Q.) "rest."
 estel — (S.) "hope."
 estolad — (S.) "encampment."
 et — (S.) "out."
 ethir — (S.) "outflow, delta."
 ethuil — (S.) "springtime."

F

faika — (S.) "despicable, contemptible."
 faina- — (Q.) "emit light."
 fairë- — (Q.) "radiance."
 falas — (S.) "shore, line of surf."
 falassë — (Q.) "shore, line of surf."
 falla — (Q.) "foam."
 falma — (Q.) "(crested) wave."
 falmar — (Q.) "water-nymph."
 fan(g) — (S.) "beard."
 fana — (S.) "cloud, aura."
 fanga — (Q.) "beard."
 fanui — (S.) "cloudy."
 fanya — (Q.) "cloud, aura."
 faroth — (S.) "hunter, pursuer."
 farya- — (Q.) "suffice."
 fassë — (Q.) "tangled hair."
 fasta — (Q.) "tangle."
 faug — (S.) "gape."
 fauka — (Q.) "open-mouthed, thirsty."
 fëa — (Q.) "spirit."
 fealókë — (Q.) "spirit-drake, spark-dragon."
 felag — (S.) "cave."
 felya- — (Q.) "cave."
 fen (pl. fennas) — (S.) "portal, door."
 fenda- — (Q.) "threshold."
 feren, fernë- — (Q.) "beech."
 feuya- — (Q.) "abhor."
 filit (pl. filiki) — (Q.) "small bird."
 fim — (S.) "thin, slender."
 fin- (finë) — (Q.) "hair."
 findë — (S.) "braid of hair."
 finwë- — (Q.) "hair-man," name of the first Noldo leader.

firë (pl. firi) — (Q.) "mortal man."
 fir(i) — (S.) "mortal."
 firima — (Q.) "mortal" (adj.)
 firin — (Q.) "dead."
 firn — (S.) "dead" (pl. noun).
 firya — (Q.) "human."
 formen — (Q.) "north."
 flad — (S.) "skin."
 for (forn, forod) — (S.) "north."
 formaitë — (Q.) "right-handed, dexterous."
 formen(ya) — (Q.) "north."
 forn (forod, for) — (S.) "north, right."
 forya — (Q.) "right."
 fuin — (S.) "gloom, darkness."

G

gaer — (S.) "sea."
 gal — (S.) "to shine."
 galvorn (helevorn) — (S.) "black glass."
 galad — (S.) "radiance."
 galadh — (S.) "tree."
 galen — (S.) "green."
 gaur — (S.) "werewolf."
 gaya — (Q.) "awe, dread."
 gebir — (S.) "spike."
 gil — "star."
 gir — (S.) "ship."
 girith — (S.) "shuddering."
 glam — (S.) "foe."
 glin — "gleam" (particularly applied to the eyes) in *Maeglin*.
 glór — (S.) "gold" (color).
 gol — (S.) "cloak, mantle."
 golodh (pl. golodhrim, gelyth) — (S.) "knowledge, wisdom." Refers to "the knowledgeable" or "wise" Elves. See *gûl*.
 gon — (S.) "commander."
 gond — (S.) "stone."
 gor — (Q.) "horror, dread."
 goroth — (S.) "dread, horror."
 goth — (S.) "enemy."
 grist — (S.) "cutter, hewer."
 grod — (S.) "delving, underground dwelling."
 groth — (Q.) "delving, underground dwelling."
 guin(ar) — (S.) "living."
 gûl — (S.) "sorcery."
 gund — (S.) "cutter, hewer."
 gur — "death" in *Gurthang*.

gwaith — "people" in *Gwaith-i-Mírdain*; cf. *Enedwaith* "Middle-folk," name of the land between the Greyflood and the Isen.
 gwith (wath) — "shadow."

H

habar — (S.) "digging, excavation."
 haë — (S.) "far" (distance).
 hadhod — in *Hadhodrond* (translation of *Khazad-dûm*) was a rendering of *Khazâd* into Sindarin sounds.
 hahta — (Q.) "pile, mound."
 haira- — (Q.) "remote, far, faraway" (adj.)
 hala — (Q.) "(small) fish."
 halatir — (Q.) "kingfisher."
 halda — (Q.) "hidden, veiled, screened, shadowed."
 halya- — (Q.) "conceal, veil, screen, hide."
 ham- — (Q.) "sit."
 handa- — (Q.) "intelligent, learned."
 handasse- — (Q.) "intelligence."
 hande- — (Q.) "understanding, knowledge."
 handele- — (Q.) "intellect."
 harna — (Q.) "wounded."
 hantë — (Q.) "broke apart."
 hanya- — (Q.) "understand, discern, comprehend."
 hanu — (S.) "male."
 har- (harn, harad) — (S.) "south."
 (h)aran (pl. harni) — (Q.) "chieftain."
 (h)arma — (Q.) "a treasure, a valuable."
 harna — (Q.) "wounded."
 harna- — (Q.) "wound, tear."
 (h)arwë — (Q.) "treasure, hoard."
 harwë — (Q.) "wound."
 (h)arya — (Q.) "possess."
 (h)aryon — (Q.) "heir."
 hat- (terhat) — (Q.) "break apart."
 haudh — "mound" in *Haudh-en-Arwen*, *Haudh-en-Elleth*.
 helda — (Q.) "stripped bare, naked."
 heledh — (S.) "glass."
 helevorn (galvorn) — (S.) "black glass."
 helka — (Q.) "icy, ice-cold."
 helk — (Q.) "ice-cold."
 helkë — (Q.) "ice."
 hellë — (Q.) "frost."
 helma — (Q.) "skin."

helwa — (Q.) "(pale or cold) sky."
 hen — (S.) "eye."
 hendi — (Q.) "eye."
 héra — (Q.) "chief, principal, main."
 heren — (Q.) "fortune."
 herenya — (Q.) "blessed, fortunate, rich."
 heri — (Q.) "lady, mistress."
 heru — (Q.) "master." "Lord" in *Herumor*, *Herunúmen*; Sindarin *bîr* in *Gonnbirrim*, *Robirrim*, *Barahir*; *hîril* "lady" in *Hîrilorn*.
 (-)hildi — (Q.) "followers." Refers to "the followers," or mortal men.
 hilya — (Q.) "to follow."
 him — "cool" in *Himlad*.
 hîni — "children."
 hîr — (S.) "lord."
 hîril — (S.) "lady."
 hiruva — (S.) "find."
 hîsië — (Q.) "mist."
 hiswa — (Q.) "misty grey, foggy."
 hîth — (S.) "mist."
 ho — (Q.) "from."
 hón — (Q.) "heart."
 holmë — (S.) "odor."
 hollen — (S.) "closed."
 hópa — (Q.) "haven."
 horë — (Q.) "impulse."
 horëa — (Q.) "impulsion."
 hormë — (Q.) "urgency."
 horta — (Q.) "urge, send flying."
 hortälë — (Q.) "urging."
 hosta- — (Q.) "large number."
 hosta- — (Q.) "to collect."
 hoth — (S.) "host, horde" (nearly always in a bad sense).
 huan — (S.) "hound."
 huinë — (Q.) "gloom, darkness."
 huó — (Q.) "hound."
 huor(e) — (Q.) "courage, stoutness of heart."
 hwan (hwandi) — (Q.) "sponge."
 hwarin — (Q.) "crooked."
 hwarma — (Q.) "crossbar."
 hwesta — (Q.) "breath, breeze."
 hwesta- — (Q.) "to puff."
 hwindë — (Q.) "whirlpool, eddy."
 hwinya- — (Q.) "gyrate, to swirl, eddy."
 hyalma — (Q.) "shell, conch."
 hyapat — (Q.) "shore."
 hyarin — (Q.) "I cleave."
 hyarmaitë — (Q.) "left-handed."





Gaur
(Werewolf)

hyarmen — (Q.) "south."
hyarmenya — (Q.) "southern."
hyarya — (Q.) "left."
hyastë — (Q.) "cleft, gash."
hyellë — (Q.) "glass."

I

i (pl. in) — (S.) "the" or "is, are."
-i(n) — (S.) "of."
indyo — (Q.) "descendant (specifically grandchild)."
iâ — (Q.) "bottomless void, endless shaft, abyss" in *Moria*.
ialë — (Q.) "lasting."
iant — (Q.) "bridge."
iâth — (Q.) "fence."
iaur — (Q.) "old."
iâvas — (S.) "autumn."
il- — (Q.) "no, not."
ilfirin — (Q.) "immortal."
ilin — (Q.) "pale blue."
ilúvë — (Q.) "the whole, the all" in *Ilúvatar*.
ilya — (Q.) "all, the whole."
im — (S.) "between" or "deep."
in — (S.) "narrow."

-in- — (S.) "of."
indo — (S.) "heart, mood."
indis — (Q.) "bride."
inga — (Q.) "first."
(i)ní — (Q.) "woman."
intya- — (Q.) "guess, suppose."
intya — (Q.) "guess, supposition, idea."
intyalë — (Q.) "imagination."
inya- — (Q.) "female."
-ir — (Q.) suffix "-er" used to make a verb into a noun; e.g., *ran* "to wander" becomes *randir* "wanderer."
íra — (Q.) "iternal."
isil — (Q.) "moon."
ista- — (Q.) "know."
istar (pl. istari) — (Q.) "Wise (One), Maia Wizard."
istima- — (Q.) "wise, learned, knowledgeable."
istyar (pl. istyari) — (Q.) "learned one, scholar."
ita- — (Q.) "sparkle."
ithil — (S.) "moon."
ithilnaur — (S.) "moon-fire."

K

kaima — (Q.) "bed."
kaimasan (pl. kaimasambi) — (Q.) "bed-chamber."
kainen — (Q.) "ten."
kal- (gal-) — (Q.) "shine."
kala — (Q.) "light."
kalina — (Q.) "radiance."
kalma — (Q.) "lamp, a light."
kalpa — (Q.) "water-vessel."
kalta — (Q.) "shine."
kambë — (Q.) "hollow (of hand)."
kánë — (Q.) "valor."
káno — (Q.) "commander," the origin of the second element in *Fingon* and *Turgon*.
kan(ta) — (Q.) "four."
kanta- — (Q.) "to shape."
kanya — (Q.) "bold."
kar — (Q.) "deed."
kár — (Q.) "head."
kar- — (Q.) "do."

karaksë — (Q.) "spike-hedge."
karne (karani) — (Q.) "red."
karo — (Q.) "achiever, actor."
kel- — (Q.) "go away," of water "flow away, flow down."
kelma — (Q.) "channel."
kelumë — (Q.) "flow, stream."
kelva(r) — (S.) "animal(s), living thing(s) that can flee."
kemen (kem-, kén) — (Q.) "earth" in *Kementári*; referring to the earth as a flat floor beneath *menel* "the heavens."
kentano (kemnaro) — (Q.) "potter."
khelek — (S.) "ice."
khil- (hil-) — "follow."
kilya — (Q.) "cleft."
kir- — (Q.) "cut, cleave."
kirissë — (Q.) "slash, impale."
kirka — (Q.) "sickle."
kirya (cirya) — (Q.) "ship."
kor — (S.) "ariser, he who arises."
korko — (Q.) "crow."
korna — (Q.) "round, globular."
koromindo — (Q.) "dome."
koron — (Q.) "sphere, ball."
kosta — (Q.) "quarrel."
kotumo — (Q.) "enemy."
ku(a) — (Q.) "dove."
kú — (Q.) "bow."
kuilë — (Q.) "life, being alive."
kuina — (Q.) "alive."
kuivë — (Q.) "(the or an) awakening."
kuivea — (Q.) "(a)wakening" (adj.)
kullo — (Q.) "red-gold."
kulina — (Q.) "flame-colored."
kulu — (Q.) "gold (metal)."
kuluina — (Q.) "orange."
kuluinn — (Q.) "of gold."
kuluma — (Q.) "an orange."
kúma — (Q.) "hole, void."
kumbë — (Q.) "mound."
kundu — (Q.) "prince."
kurwë — (Q.) "craft."

L

lá (laumë) — (Q.) "no, not."
lad — (S.) "plain, valley."
laden — (S.) "wide."
laer — (S.) "summer" or "song, lament."
laikë — (Q.) "acuteness, perceptivity."
laimë — (Q.) "shade."
lain — (S.) "thread."

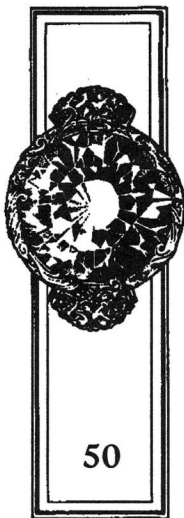
laiqa — (Q.) "green."
 lairē — (Q.) "poem."
 laira — (S.) "shady."
 laivē — (Q.) "ointment."
 laiwa — (Q.) "sickly."
 lala — (Q.) "to deny."
 lalaith — (S.) "laughter."
 lámá — (Q.) "echo, ringing."
 lamba — (Q.) "tongue."
 lámína — (Q.) "echoing."
 lammath — (S.) "echoing voices."
 lamm (lammen) — (S.) "tongue."
 lamma — (Q.) "sound."
 lámýa — (Q.) "to sound."
 lapsa — (Q.) "to lick."
 landa — (Q.) "wide."
 lanta — (Q.) "a fall."
 lango — (Q.) "broadsword,
 ship's prow."
 lanko — (Q.) "throat."
 lannē — (Q.) "cloth."
 lanyá — (Q.) "weave."
 lára — (Q.) "flat."
 las (pl. lassi) — (S.) "leaf."
 las (pl. lassi) — (S.) "leaf."
 lassē — (Q.) "ear."
 lasta — (Q.) "listen."
 latta — (Q.) "pit, hole."
 lauka — (Q.) "warm."
 laurē — (Q.) "gold" (color).
 lav- — (Q.) "yield, allow, grant,
 permit."
 leo — (Q.) "shadow."
 lembas — (S.) "journey-bread."
 lempē — (Q.) "five."
 lende- — (Q.) "left."
 lepsē- — (Q.) "finger."
 lesta- — (Q.) "to leave."
 leuka- — (Q.) "loosen, slacken."
 lhach — (S.) "leaping flame."
 lhaw — (S.) "ear."
 lhūg — (S.) "snake."
 lhūn — (S.) "blue."
 -li — (Q.) "many."
 lia — (Q.) "fine thread, silk thread,
 spider thread."
 liantē — (Q.) "spider."
 -liē — (Q.) "people."
 lilita- — (Q.) "dance."
 limpē — (Q.) "wine."
 lin — (Q.) "pool, mere."

lin- — (Q.) "sing, make a musical
 sound," as in *Aimulindalē, Laurelin,*
Lindar, Lindon, Ered Lindon, lómelindi.
 linda — (Q.) "fair, beautiful."
 lindá — (Q.) "sweet-sounding."
 lindalē — (Q.) "music."
 lindē — (Q.) "tune, singing, song."
 lindo (pl. "lindor") — (Q.) "singer,
 songbird."
 lindornea — (Q.) "graced with many
 oak trees."
 linga- — (Q.) "hang."
 lingwē — (Q.) "fish."
 linna — (S.) "foaming."
 linqē — (Q.) "wet."
 linya — (Q.) "pool."
 lir — (Q.) "row."
 lirin — (Q.) "I sing, I chant."
 lis(sen) — (Q.) "honey."
 lith — (S.) "ash."
 litsē — (Q.) "sand."
 līvē — (Q.) "sickness."
 ló — (Q.) "night."
 loa — (S.) "growth, (Mannish) year."
 lok- — "bend, loop."
 lokē — (Q.) "serpent, snake."
 loksē — (Q.) "hair."
 lóm — (S.) "echo."
 lómē — (Q.) "night-time,
 shades of night."
 lómelindē — (Q.) "dusk-singer,
 nightingale."
 lóna — (Q.) "dark."
 lond (lonn) — (S.) "harbor, haven."
 londē — (Q.) "harbor, haven."
 lór — (S.) "gold" (color).
 los(sē) — (Q.) "snow."
 loss — (S.) "snow."
 lost — (S.) "empty."
 lótē — (Q.) "flower."
 loth — (S.) "flower."
 lúkē — (Q.) "enchantment."
 lúmē — (Q.) "time."
 luin — (Q.) "blue."
 lumbē — (Q.) "gloom."
 lumna — (Q.) "burdensome, heavy,
 oppressive, ominous."
 lumna- — (Q.) "to lie."
 lung — (S.) "heavy."
 lunga — (Q.) "heavy."
 luntē — (Q.) "boat."
 lusta — (Q.) "empty."
 lussa- — (Q.) "to whisper."
 lussē — (Q.) "whispering sound."

M

mab — (S.) "hand."
 macar (vagor) — (S.) "swordsman."
 mae govannon — (S.) "well met!"
 (greeting).
 maeg — (S.) "sharp, piercing."
 mahta- — (Q.) "fight (with a
 weapon)."
 mailē (Q.) "lust."
 mailēa (Q.) "lustful."
 maitē (pl. maisi) — (Q.) "hand."
 maika — (Q.) "sharp, piercing."
 maiwē- (Q.) "gull."
 makar — (Q.) "tradesman."
 makil — (Q.) "sword."
 maksa — (Q.) "soft, pliable."
 maksē — (Q.) "dough."
 mal- — (Q.) "gold" or "golden circle."
 malda — (Q.) "gold."
 malinda — (Q.) "yellow."
 malle- — (Q.) "street."
 malo — (Q.) "yellow powder."
 malwa — (Q.) "pale."
 män- — (Q.) "good, blessed,
 unmarred" in *Aman, Manwë*
 derivatives of *Aman* in *Amandil,*
Araman, Úmanyar.
 mandē (manad) — (Q.) "fate, doom,
 end."
 mandos — (S.) "judge."
 manka- — (Q.) "trade."
 mankalē — (Q.) "commerce."
 manu — (Q.) "departed spirit."
 mapa — (Q.) "seize."
 már (mbar) — (Q.) "dwelling."
 maranwē — (Q.) "destiny."
 marta — (Q.) "fated."
 marya — (Q.) "pale."
 masta — (Q.) "bread."
 masta- — (Q.) "bake."
 mat- — (Q.) "eat."
 mbando — (Q.) "prison."
 megil — (S.) "sword."
 meglivorn — (Q.) "black bear."
 mel- — (Q.) "love."
 mellon — (S.) "friend."
 melyanna (melian) — (S.) "dear gift."
 men — (Q.) "way" in *Númen, Hyarmenten,*
Römen, Formen.
 ména — (Q.) "region."
 menel — (Q.) "the heavens" in
Meneldil, Menelmacar, Menelmaria.
 mentē — (Q.) "point, end."
 merē — (Q.) "wish, desire."





mereth — (S.) “feast” in *Mereth Adertihad*; also in *Merethbrond*, the Hall of Feasts in Minas Tirith.
 merka — (Q.) “wild, fierce.”
 merya — (Q.) “feast.”
 meryalë — (Q.) “holiday.”
 met (meth) — (S.) “last, end.”
 mi- (Q.) “in, within.”
 miksa- (Q.) “wet.”
 milka- (Q.) “greedy.”
 milmë (Q.) “desire, greed.”
 milya- (Q.) “long for.”
 min(ë)(ya) (Q.) “first.”
 minas — (S.) “tower.”
 minda- (Q.) “conspicuous, prominent.”
 Minhiriath — (S.) “between the rivers” the region between the Brandywine and the Greyflood.
 minna (Q.) “inside.”
 mindo- (Q.) “isolated tower.”
 minqë — (Q.) “eleven.”
 mîr — (S.) “jewel.”
 mîrë — (Q.) “jewel” in *Elemmîrë*.
 mîril (pl. mirilli) — (Q.) “shining jewel.”
 mirilya- (Q.) “glitter.”
 mirima- (Q.) “free.”
 mîruvor — (S.) “mead, ale.”
 mistë (Q.) “fine rain.”
 mith — (S.) “grey” in *Mithblond*, *Mithrandir*, *Mithrim*; also in *Mithheitel*, the river Hoarwell in Eriador.
 mitya (Q.) “interior” (adj.)
 miulë (Q.) “whining.”
 moina (Q.) “familiar, dear.”
 mól (Q.) “slave.”
 mor(ë)(i) — (Q.) “black.” “Dark” in *Mordor*, *Morgoth*, *Moria*, *Moriquendi*, *Mormegil*, *Morwen*, etc.
 morchaint — (S.) “dark shapes.”
 mordo (Q.) “shadow, obscurity.”
 móre (Q.) “night, blackness.”
 morgul — (S.) “black arts.”
 morko (Q.) “bear.”
 morna (Q.) “gloomy, somber.”
 móta (Q.) “toil, work, labor.”
 moth — (S.) “dusk” in *Nan Elmoth*.
 motto — “blot.”
 mu (Q.) “no, not.”
 muilë (Q.) “secrecy.”
 muina (Q.) “hidden, secret.”
 mundo — “snout, nose.”

N

na — (S.) “of.”
 ná(n) — (Q.) “but.”
 naer — (S.) “dreadful.”
 nahta (Q.) “a bite.”
 nai — (S.) “maybe.”
 naikë — (Q.) “sharp pain.”
 naikelë — (Q.) “painful.”
 naina- — (Q.) “lament.”
 nairë — (Q.) “lament.”
 namarië — (S.) “farewell.”
 naimba — (Q.) “a hammer.”
 nan(d) — (Q.) “valley” in *Nan Dungorthëb*, *Nan Elmoth*, *Nan Tathren*.
 nanda (Q.) “watered plain.”
 nandë — (Q.) “a harp.”
 Nanduhirion — (S.) “vale of dim streams,” the Dimrill Dale.
 nár — (Q.) “fire.” See *Narsil*, *Narya*; and the original forms of *Aegnor* (*Aikanáro* “Sharp Flame” or “Fell Fire”) and *Fëanor* (*Fëanáro* “Spirit of Fire”).
 naraka — (Q.) “harsh, violent.”
 narda — (Q.) “knot.”
 narmo — (Q.) “wolf.”
 narn — (Q.) “story, tale.”
 nargelion — (Q.) “autumn,” literally “fire-fading.”
 naru — (Q.) “red.”
 nassë — (Q.) “thorn, spike.”
 nasta- — (Q.) “prick.”
 natsë- — (Q.) “web, net.”
 naug — (S.) “Dwarf” in *Naugrim*; see also *Nogrod* in entry *groth*. Related is another Sindarin word for “Dwarf,” *Nogoth*, plural *Noegyth* (*Noegyth Nibin* “petty-dwarves”) and *Nogothrim*.
 nauko — (Q.) “Dwarf.”
 naulë — (Q.) “wolf-howl.”
 naur — (S.) “fire.”
 nauta — (Q.) “bound, obliged.”
 neuma — (Q.) “snare.”
 neuna — (Q.) “second.”
 neuro — (Q.) “successor.”
 ndaedelos — (S.) “fear.”
 ndengin — (S.) “dead” (pl. noun).
 -(n)dîl — (S.) “friend, devotion, disinterested love.” An adjective, it is a very frequent ending for personal names.
 ndóla — (Q.) “knoll.”
 ndu — (Q.) “down, from on high” in *Quenya númen*.

-(n)dur — (S.) “devotion, disinterested love.” An adjective, it is a very frequent ending for personal names.
 neithan — (S.) “deprived, wronged.”
 neldë — (Q.) “three.”
 neldor — (S.) “beech.”
 nelet (nelki) — (Q.) “tooth.”
 nen — (Q.) “water, pool, lake, lagoon.”
 nenda — (Q.) “sloping.”
 nendë — (Q.) “slope.”
 nengwë — (Q.) “nose, nasal.”
 nér (pl. neri) — (Q.) “adult male.”
 nertë — (Q.) “nine.”
 nessa — (Q.) “young.”
 nessë — (Q.) “youth.”
 nessima — (Q.) “youthful.”
 ngwaw — (S.) “howl.”
 ni — (Q.) “I.”
 ní — (Q.) “female.”
 nib(in) — (S.) “petty, small.”
 nien — (S.) “mourning, sadness.”
 nieninquë — (Q.) “snow-drop.”
 nim — (S.) “white.”
 nîn — (S.) “wet.”
 nindë — (Q.) “thin.”
 ninniach — (S.) “rainbow.”
 ninquë — (Q.) “white.”
 nirwa — (Q.) “cushion, lean against.”
 niphred — (S.) “pallor.”
 nîrë (nie) — (Q.) “tear.”
 nirn(aeth) — (S.) “tear(s)” (noun).
 nis(se) (pl. nissi) — (Q.) “female.”
 nissë — (Q.) “beside.”
 nîtë — (Q.) “moist, dew-covered.”
 nó — (Q.) “beget.”
 noa — (Q.) “conceive of, think, imagine.”
 nogoth (pl. noegyth, nogothrim) — (S.) “Dwarf.”
 nóla — (Q.) “wise, learned.”
 noldo (pl. noldor) — (Q.) “wise.” Refers to “the knowledgeable” or “wise” Elves.
 nólë (Q.) “long study, lore, knowledge.” See also *gûl*.
 nólwë (Q.) “wisdom, secret lore.”
 nóre (nó, ono) — (Q.) “people, clan.”
 nórë — (Q.) “land, dwelling place, regional abode.”
 norno — (Q.) “oak.”
 norsa — (Q.) “giant.”
 not- — (Q.) “reckon.”

notë — (Q.) “number.”
 nulla (nulda) — (Q.) “secret, obscure.”
 númen — (Q.) “west,” literally “the way of the sunset.”
 nún — (Q.) “beneath” (adj.)
 núra — (Q.) “deep.”
 nútë — (Q.) “bond, knot.”
 nwalka — (Q.) “cruel.”
 nwalya- — (Q.) “to torment.”
 nyano — (Q.) “rat.”
 nyárë — (Q.) “tale, history, saga.”
 nyarin — (Q.) “I tell.”
 nyellë — (Q.) “bell.”
 nyello — (Q.) “singer.”

O

o- — (Q.) “together.”
 -o — (Q.) suffix “-er” used to make a verb into a noun; e.g., *lin* “to sing” becomes *lindo* “singer.”
 ohta — (Q.) “war.”
 ohtar — (S.) “warrior.”
 oio — (Q.) “ever.”
 olor — (Q.) “dream.”
 olos — (Q.) “snow.”
 olossë — (Q.) “(flowery) snow” (poetic).
 olva(r) — (S.) “plant(s), growing thing(s) with roots in the earth.”
 olwa — (Q.) “branch, limb.”
 óma — (Q.) “voice.”
 óman — (Q.) “vowel.”
 ondo — (Q.) “stone.”
 onod — (S.) “Ent.”
 onta — (Q.) “create, beget.”
 ontáro — (Q.) “parent, begetter.”
 orch (pl yrch) — (S.) “Orc, Goblin, (lesser) demon.”
 oré — (Q.) “rising.”
 orko (pl. orqi) — (Q.) “Orc, Goblin, (lesser) demon.”
 ormë — (Q.) “(vengeful or impetuous) haste, violence, wrath.”
 orn — (S.) “tree” in *Celeborn*, *Hírilorn*; cf. *Fangorn* “Treebeard,” and *mallorn*, plural *mellyrn*, the trees of Lothlórien.
 orna — (Q.) “hasty.”
 oro- — (Q.) “high, height, rise, up.”
 orto — (Q.) “summit.”
 orod (pl. ered) — (S.) “mountain.”
 oron (pl. oronti) — (Q.) “mountain.”
 orta — (Q.) “rise, raise.”
 orto- — (Q.) “summit.”

os(t)(to) — (Q.) “city, walled town, fortress.”
 ossë — (Q.) “terror.”
 ossiriand — (Q.) “land of seven rivers” (from the stem of the numeral “seven,” Quenya *otso*, Sindarin *odo*).
 otoron (pl. otoroni) — (Q.) “sworn brother, blood-brother.”
 otso — (Q.) “seven.”
 oy — (Q.) “everlasting.”

P

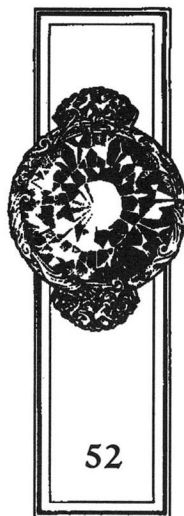
panda — (Q.) “enclosure.”
 palan — (Q.) “far and wide” in *palantíri*, *Tar-Palantir*.
 palantíri — (Q.) “seeing stones,” literally “those that watch from afar.”
 palla — (Q.) “expansive.”
 palmë — (Q.) “surface.”
 palúre — (Q.) “the landscape.”
 palya — (Q.) “spread open.”
 pano — (Q.) “piece of shaped wood.”
 panta — (Q.) “to unfurl.”
 panya- — (Q.) “set, fix.”
 parka — (Q.) “dry.”
 parma — (Q.) “book.”
 parmalambë — (Q.) “Quenya,” literally “book language.”
 parth — (S.) “field, sward.”
 pasta — (Q.) “smooth.”
 pé — (Q.) “mouth.”
 pedo — (S.) “speak.”
 pel- (Q.) “go round, encircle.”
 pelargir — (Q.) “garth (enclosure or harbor) of royal ships.”
 pelenor — (Q.) “fenced land.”
 pelóri — (Q.) “mountain fence, fenced heights.”
 pendë — (Q.) “downslope.”
 per- — (Q.) “half” (prefix).
 peredhel (pl. peredhil) — (S.) “Half-elf.”
 perian (pl. perianath) — (S.) “Halfling, Hobbit.”
 pertorog (pl. pertereg) — (S.) “Half-troll.”
 perya — (Q.) “divide in half.”
 pilind (pl. pilindi) — (Q.) “arrow.”

pin(nath) — (S.) “ridge(s), slope(s).”
 pirya — (Q.) “juice, syrup.”
 piuta — (Q.) “spit.”
 poika — (Q.) “clean.”
 polda — (Q.) “strong, stout, burly.”
 por — (Q.) “fist.”
 porë — (Q.) “flour.”
 punta — (Q.) “stopped consonant.”
 pusta- — (Q.) “to stop, cease.”
 putta — (Q.) “stop (in punctuation).”

Q

qualin — (Q.) “dead.”
 qualmë — (Q.) “agony, death.”
 qualmë — (Q.) “agony, death.”
 quamë — (Q.) “sickness.”
 quanta — (Q.) “full.”
 quár(i) — (Q.) “hand.”
 quárë — (Q.) “fist.”
 quelet(si) — (Q.) “corpse.”
 quellë — (S.) “fading.”
 quendë (pl. quendi, quendelië) — (Q.) “Elf,” literally “speaker.”
 quen- — (Q.) “say, speak.”
 quenta — (Q.) “record, story.”





quessë — (Q.) "feather."
 quet — (Q.) "speak."
 quetta — (Q.) "word."
 quinga — (Q.) "bow."

R

rá (pl. rávi) — (Q.) "lion."
 raen — (S.) "wandering."
 raika — (Q.) "bent, crooked, wrong."
 rais — (S.) "peaks."
 raimë — (Q.) "hunt, hunting."
 ráka — (S.) "wolf."
 ram(mas) — (S.) "wall."
 ráma — (Q.) "wing."
 ramba — (Q.) "wall."
 rámalókë — (Q.) "wing-serpent, flying dragon."
 ran- — (S.) "wander, stray."
 rána — (Q.) "moon," literally "wanderer, strayer."
 randir — (S.) "wanderer, pilgrim."
 rangwë — (Q.) "fathom."
 ranko (pl. ranqi) — (Q.) "arm."
 rant — (S.) "course" in the river-names *Adurant* (with *adu* "double") and *Celebrant* ("Silverlode").
 ranya — (Q.) "to stray."
 ras (pl. rais) — (S.) "horn" (as in mountain peak).
 rásat — (Q.) "twelve."
 rassë — (Q.) "horn" (as in mountain peak).
 rast — (S.) "shore, strand."
 rath — (S.) "river bed" or "street."
 raug — (S.) "demon."
 rauko — (Q.) "demon."
 rauta — (Q.) "metal."
 ráva — (Q.) "wild."
 rem — (S.) "net, mesh."
 réna — (Q.) "edge, hem, border."
 rerin — (Q.) "I sow."
 rhandir — (S.) "pilgrim."
 rhiw — (S.) "winter."
 rhûn — (S.) "east."
 rië — (Q.) "crown."
 riel — (Q.) "garlanded maiden."
 rif — (S.) "treebark."
 rig- — (Q.) "twine, wreath."
 rihta — (Q.) "jerk, twist."

ril — (Q.) "brilliance" in *Idril*, *Silmaril*; also in *Andúril* (the sword of Aragorn) and in *mithril* (Moria-silver). Idril's name in Quenya form was *Itarillë* (or *Itarildë*), from a stem *ita-* "sparkle."

rilma — (Q.) "glittering light."
 rilya — (Q.) "glittering, brilliance."
 rim — (S.) "great number, host."
 rimba — (Q.) "numerous, frequent."
 rimbë (rimba) — (Q.) "great number, host."
 rimpa — (Q.) "rushing, flying"
 rin — (S.) "memory, remembrance."
 rína — (Q.) "crowned."
 rinda — (Q.) "circular."
 rindë — (Q.) "circle."
 ring — (S.) "cold, chill" in *Ringil*, *Ringwil*, *Himring*.
 ringë — (Q.) "cold, chill."
 rinkë — (Q.) "quick shake, flourish."
 ris(t) — (S.) "cleave."
 rista — (Q.) "a cut"
 rista- — (Q.) "cut"
 roch (pl. rech) — (S.) "horse."
 rog — (S.) "demon."
 rohan — (S.) "horse-land."
 roina — (Q.) "ruddy."
 roita- — (Q.) "pursue."
 rokko — (Q.) "horse."
 rom- — (Q.) "trumpet sound."
 róma — (Q.) "loud sound, trumpet sound."
 romba — (Q.) "horn, trumpet."
 rómen — (Q.) "uprising, sunrise, east."
 rómenya — (Q.) "eastern."
 róna — (Q.) "east."
 ronda — (Q.) "cave."
 rond — (S.) "dome, vaulted or arched roof, roofed chamber."
 ronyo — (Q.) "chaser."
 roquen (pl. requain) — (S.) "knight."
 ros — (S.) "foam, spindrift, spray."
 rossë — (Q.) "fine rain, dew."
 roth — (S.) "digging, excavation."
 rudh — (S.) "bald."
 ruin — (S.) "red flame" in *Orodruin*.
 runda — (Q.) "club, rough piece of wood."
 rúnya — (Q.) "red flame."
 russë — (Q.) "polished or finished metal, blade."
 rûth — (S.) "anger" in *Aranrûth*.

S

saira- — (Q.) "wise."
 sairon — (Q.) "wizard."
 salpa- — (Q.) "sip, lick up."
 salqë — (Q.) "grass."
 sambë — (Q.) "room, chamber."
 sammath — (S.) "chambers."
 samno — (Q.) "carpenter, builder, woodwright."
 sanda — (Q.) "abiding, true, firm."
 sanga — (Q.) "press, throng."
 sangwa — (Q.) "poison."
 sankä — (Q.) "split, cleft."
 sanya — (Q.) "obedient, normal, law-abiding."
 sanyë — (Q.) "rule, law."
 sar (pl. sardi) — (Q.) "small stone."
 sára — (Q.) "bitter."
 sarn — (S.) "(small) stone."
 saura — (Q.) "foul, putrid"
 sauron — (Q.) "abhorred."
 sáva — (Q.) "juice."
 seldë- — (Q.) "daughter."
 senda- — (Q.) "resting, at peace, repose."
 -ser — (Q.) "friend" (suffix).
 sére- — (Q.) "rest, peace."
 sereg — (S.) "blood" in *seregon*.
 serin- — (Q.) "I rest."
 serkë — (Q.) "blood."
 sermo (seron) — (Q.) "friend."
 si — (S.) "now."
 sí(n) — (Q.) "now."
 sikil — (Q.) "dagger, knife."
 sil- — "shine (with white or silver light)" (as in variant *thil*).
 silmë — (S.) "shine silver, silver light."
 sinda (pl. sindar) — (Q.) "Grey-elf."
 sindë — (Q.) "grey."
 sinta — (Q.) "short."
 sinya — (S.) "new."
 sir — "river."
 sir- — (Q.) "flow."
 sirannon — (S.) "gate-stream."
 siril — (Q.) "creek, rivulet."
 sirith — (S.) "flowing."
 sir- — (Q.) "flow."
 siulë — (Q.) "incitement."
 solor — (Q.) "surf."
 soron (sornë) (pl. sorni) — (Q.) "eagle."
 star — (Q.) "point" or "land" as in a peninsula

suhto — (Q.) “draught.”
 sukin — (Q.) “I drink.”
 sùl — “wind.”
 sulka — (Q.) “tuber, edible root.”
 súlē — (Q.) “breath.”
 súlimē — (Q.) third month of the year
 suló — (Q.) “goblet.”
 sungwa — (Q.) “drinking-vessel.”
 súya- — (Q.) “breathe.”

T

ta — (Q.) “that, it.”
 taina — (Q.) “lengthened, extended.”
 taita — (Q.) “to prolong.”
 takē — (Q.) “he fastens.”
 tal- (tál) — (Q.) “foot.”
 talan — (Q.) “floor, ground.”
 talath — “flat lands, plain” in *Talath Dirnen, Talath Rhúinen*.
 tallunē (talrunya) — (Q.) “sole of the foot.”
 talma — (Q.) “foundation, base, root.”
 talta — (Q.) “incline.” As adj. “sloping, tilted, leaning.”
 talta- — (Q.) “to slope.”
 tambaro — (Q.) “woodpecker.”
 tamin — (Q.) “I tap.”
 tampa — (Q.) “stopper.”
 tanka — (Q.) “firm, fixed, sure.”
 tankil — (Q.) “brooch.”
 tano — (Q.) “craftsman, smith.”
 tanta- — (Q.) “double.”
 tanwē — (Q.) “construct, device, creation of craft.”
 tapē — (Q.) “he stops.”
 tar- — (Q.) “high,” prefix of the Quenya names of the Númenórean Kings; also in *Annatar*. Feminine *tári* “she that is high, Queen” in *Elentári, Kementári*. Cf. *tarma* “pillar” in *Meneltarma*.
 tára — (Q.) “lofty.”
 tári — (Q.) “high-queen.”
 tarka — (Q.) “horn” (animal).
 tarma — (Q.) “pillar.”
 táro — (Q.) “high-king.”
 tarya — (Q.) “tough, stiff.”
 tasarē — (Q.) “willow” in *Tasarinan, Nan-tasaron*.
 tathar — “willow”; adjective *tathren* in *Nan-tathren*.
 tatya- — (Q.) “repeat, to double.”

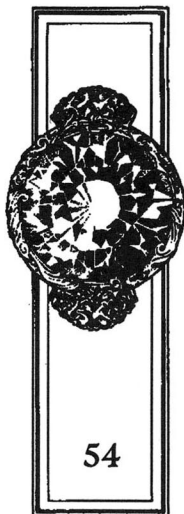
taur — (S.) “wood, forest.”
 taurē — (Q.) “wood, forest.”
 téa — (Q.) “road, straight line.”
 tehta — (Q.) “sign, a mark, diacritic symbol.”
 tekē — (Q.) “writes.”
 tekil — (Q.) “pen.”
 tel(de) — (Q.) “end.” “Finish, end, be last” in *Teleri*.
 telima — (Q.) “final.”
 telcontar — (S.) “strider.”
 telep — (Q.) “silver.”
 telepsa (telpina) — (Q.) “of silver.”
 teler (pl. teleri) — (Q.) “Sea-elf.”
 telko — (Q.) “leg, stem, stalk.”
 tella — (Q.) “hindmost, last.”
 telmē — (Q.) “hood.”
 telpē (telep) — (Q.) “silver” in *Telperion*.
 telumē — (Q.) “dome” (especially referring to heavens).
 telumehtar — (Q.) “Orion,” literally “warrior of the sky.”
 téma — (Q.) “row, series, line.”
 tén — (Q.) “path, course, line, direction, way.”
 tengwa — (Q.) “letter.”
 tenkelē — (Q.) “writing system.”
 terē — (Q.) “through.”
 teren (terenē) — (Q.) “slender.”
 tereva — (Q.) “fine, acute.”
 thalion — “strong, dauntless,” in *Cúthalion, Thalion*.
 thanc — (S.) “fang.”
 thang — (S.) “oppression.”
 thar- — (Q.) “athwart, across.”
 thara-pata — (Q.) “crossway.”
 tharbad — (S.) “crossway.”
 thaur(on) — “abominable, abhorrent.”
 thiach (siach) — (S.) “ford.”
 thil — (S.) “shine.”
 thlio — (Q.) “to glisten.”
 thin(d) — (S.) “grey” in *Thingol*.



• danforth 89.

thôl — “helm.”
 thôn — “pine-tree” in *Dorthonion*.
 thônd — (S.) “root.”
 thoniēl — (S.) “kindler” (female).
 thor — (S.) “torrent.”
 thoron — (S.) “eagle.”
 thur(ing) — (S.) “secret.”
 tiksē — (Q.) “dot, point” (as mark).
 til(dē) — (Q.) “point, horn.”
 tin- — (Q.) “sparkle.”
 tinda — (Q.) “glinting.”
 tindē — (Q.) “a glint.”
 tinē — (Q.) “it glints.”
 tinko — (Q.) “metal.”
 tinta — (Q.) “cause to sparkle, kindle.”
 tintina — (Q.) “it sparkles.”
 tinmē — (Q.) “sparkle, glint.”
 tinwē — (Q.) “spark.”

Thoron
(Eagle)



tir — (Q.) "watch, guard, watch over."
 tirin — (Q.) "I watch."
 tirion — (Q.) "watch-tower."
 tirith — (S.) "watching."
 titta — (Q.) "tiny, little."
 tiuka — (Q.) "thick, fat."
 tiuko — (Q.) "thigh."
 tiuya — (Q.) "swell, grow."
 tó — (Q.) "wool."
 toa — (Q.) "woollen" (adj.)
 tol (pl. tollë) — (Q.) "isle."
 tolto — (Q.) "eight."
 tópa — (Q.) "roof."
 tópa — (Q.) "to roof."
 torech — (S.) "lair."
 toron (pl. toroni) — (Q.) "brother."
 torog (pl. tereg) — (S.) "Troll."
 tuia — (Q.) "sprouts, springs."
 tuilë — (Q.) "springtime."
 tuilindo (tuilelinó) — (Q.) "spring-singer, swallow."
 tukin — (Q.) "I draw."
 tulin — (Q.) "I come."
 tulka — (Q.) "strong, firm, steadfast."
 tulko — (Q.) "support, brace."
 tum — (Q.) "valley" in *Tumbalad*, *Tumladen*. Also note Utumno, which in Sindarin is Udûn (a name used afterwards for the deep dale in Mordor between the Morannon and the Isenmouth). (In Moria, Gandalf named the Balrog "Flame of Udûn.")
 tumbalemorna — (Q.) "black deep valley."
 tumbo — (Q.) "valley."
 tumpo — (Q.) "hump."
 tundo — (Q.) "hill, mound."
 tuo — (Q.) "vigour, physical strength."
 tupsë — (Q.) "thatch."
 tur — (S.) "power, mastery."
 túrë — (Q.) "power, mastery."
 turin — (Q.) "I control, I govern."
 turma — (Q.) "shield."
 tussa — (Q.) "bush, shrub."
 tyalangan — (Q.) "harpist."
 tyalië — (Q.) "sport, game, play."
 tyar — (Q.) "cause."
 tyavin — (Q.) "I taste."
 tyelka — (Q.) "swift, agile."
 tyulma — (Q.) "mast."

U

ú — (Q.) "not" (in an evil or opposing context).
 uial — (Q.) "twilight."
 uilë — (Q.) "seaweed, trailing plant."
 uin — (Q.) "I do not."
 ulya — (Q.) "pour."
 umarth — (S.) "ill-fate."
 umb — (S.) "hollow" (noun).
 umbar — (Q.) "fate, doom."
 umin — (Q.) "am not."
 ungo — (Q.) "dark cloud."
 ungol — (S.) "spider."
 ulgundó — (Q.) "deformed creature, hideous beast."
 ungwë — (Q.) "gloom."
 ungwälë — (Q.) "torture."
 unqalë — (Q.) "agony, death."
 unqë — (Q.) "hollow."
 usqë — (Q.) "reek."
 úr — (Q.) "fire."
 ur — (Q.) "heat, be hot."
 urin — (Q.) "sun."
 urulókë — (Q.) "fire-serpent, dragon."
 úruva (uruitë) — (Q.) "fiery."
 urya — (Q.) "blaze."
 úvanimo — (Q.) "monster."
 úvë — (Q.) "abundance."
 úvea — (Q.) "(very) abundant."

V

vaiwa — (Q.) "wind."
 vahta — (Q.) "to soil."
 val — (Q.) "power" in *Valar*, *Valacirca*, *Valaquentia*, *Valaraukar*, *Val(i)mar*, *Valinor*.
 vala (pl. valar) — (Q.) "power, god"
 valaina (pl. valainar) — (Q.) "divine."
 valarauko (pl. valaraukar) — (Q.) "demon of might" (S. = "balrog").
 valassë — (Q.) "divinity."
 valië (pl. valier) — (Q.) "feminine power, Vala Queen."
 valinor — (Q.) "land of the powers."
 valya — (Q.) "having divine power and/or authority."
 ván (pl. vani) — (Q.) "goose."
 vanima — (Q.) "fair."
 vanimo (pl. vanimor) — (Q.) "beautiful child."
 vanta — (Q.) "a walk."
 vanta- — (Q.) "to walk."

vanya — (Q.) "beautiful."

Vanya (pl. Vanyar) — (Q.) the Fair Elves

vára — (Q.) "dirty, soiled."
 varna — (Q.) "safe, secure."
 varne (varni-) — (Q.) "deep brown."
 vë — (S.) "as."
 vea — (Q.) "adult, manly."
 veaner — (Q.) "adult man."
 veassë — (Q.) "vigour."
 vedui — (S.) "last."
 veo (-wë) — (Q.) "man."
 verië — (Q.) "boldness."
 verka — (Q.) "wild."
 verno (pl. vernor) — (Q.) "husband."
 veru — (Q.) "married couple."
 verya — (Q.) "bold."
 verya- — (Q.) "to dare."
 vessë — (Q.) "wife."
 vesta — (Q.) "marriage, matrimony."
 vesta- — (Q.) "to wed, to swear, contract."
 vestalë — (Q.) "wedding ceremony, oath."
 vië — (Q.) "manhood, vigour."
 vilwa — (Q.) "the air."
 vilya — (S.) "sky."
 vin(ya) — (S.) "new."
 vindë — (S.) "pale blue, grey-blue."
 viltä — (S.) "fade."
 vinya — (S.) "evening."
 vista — (S.) "air" (as a substance).
 vor — (S.) "black."
 vor- — (Q.) "continual" (prefix).
 voro — (Q.) "ever, continually."
 vorima — (Q.) "continual, repeated(ly)."
 voronwa — (Q.) "lasting, enduring."
 voronwië — (Q.) "endurance, durable."

W

waen — (S.) "stain."
 wath — (S.) "shadow."
 -wë (veo) — (Q.) "man." A frequent name ending, as in *Manwë*.
 wen (wende) — (Q.) "maiden." A frequent name ending, as in *Eärwen*, *Morwen*.
 wén — (Q.) "youthful, freshness."
 wénë — (Q.) "virginity."
 wenya — (Q.) "spring green, light green, yellow green, fresh."

wing — (Q.) “foam, spray,
wave-crest.”

wilwarin (pl. wilwarindi) —
(Q.) “butterfly.”

Y

ya — (Q.) “ago, there.”

yá — (Q.) “ago, formerly.”

yaiwë — (Q.) “mock.”

yalmë — (Q.) “clamor.”

yalúmea — (Q.) “olden.”

yana — (Q.) “that” (the former).

yána — (Q.) “holy place, sanctuary.”

yanga — (Q.) “to yawn.”

yanta — (Q.) “yoke.”

yár (yaren) — (Q.) “blood.”

yára — (Q.) “ancient.”

yárë — (Q.) “elder times,
former days.”

yáressë — (Q.) “once upon a time.”

yat (yaht-) — (Q.) “neck.”

yatta — (Q.) “isthmus, narrow neck.”

yávë — (Q.) “fruit.”

yávië — (Q.) “autumn.”

yáwë — (Q.) “ravine, cleft, gulf.”

yelda (yelmë) — (Q.) “friendly, dear.”

yeldë (-iel) — (Q.) “daughter.”

(y)ello — (Q.) “shout.”

yelma — (Q.) “loathing.”

yelta — (Q.) “to loathe.”

yelwa — (Q.) “loathsome.”

yen (pl. yeni) — (S.) “year”
(Elvish year of 144 years).

yén (yen-) — (Q.) “year.”

yenya — (Q.) “last year.”

yerna — (Q.) “old, worn.”

yerya — (Q.) “age, become old, wear
out.”

yesta — (Q.) “desire.”

yondo (-ion) — (Q.) “son.”

yúla — (Q.) “ember,
smoldering wood.”

yúlma — (Q.) “brand.”

yúlmë — (Q.) “smoldering heat.”

yúyo — (Q.) “both.”

9.5 ENGLISH-ELVISH DICTIONARY

A

abhor — feuya- (Q.)

abhorred — sauron (Q.)

abhorrence — deloth (S.)

(to) abide — mar- (Q.)

abiding, true, firm — sanda (Q.)

-able — -ime (Q.)

abominable, abhorrent —
thaur(on) (S.)

abominable, abhorrent —
shaur(on) (Q.)

abundance — úvë (Q.)

abundant (very) — úvea (Q.)

abyss — iâ (Q.)

achiever, actor — karo (Q.)

across — thar- (Q.)

across — thrad (S.)

acuteness, perceptivity — laikë (Q.)

adult male — nér, pl. neri (Q.)

adult man — veaner (Q.)

adult, manly — vëa (Q.)

after — apa (S.)

after-name — epossë (Q.)

again, re-, back — ata (Q.)

age, become old, wear out —
yerya (Q.)

ago, formerly — yá (Q.)

ago, there — ya (Q.)

agony, death — qualmë (Q.)

agony, death — unqalë (Q.)

air (as a substance) — vista (S.)

(the) air — vilwa (Q.)

alas — ai (Q.)

alive — kuina (Q.)

all, the whole — ilya, ilye (Q.)

(the) all — ilúve (Q.)

am not — umin (Q.)

ancient — yára (Q.)

and — a (S.)

and — ar (Q.)

anger — rûth (S.)

animal(s), living thing(s) that can flee
— kelva(r) (S.)

April — Vïressë (Q.)

are — nar (Q.)

arm — ranko, pl. ranqi (Q.)

arrow — pilind, pl. pilindi (Q.)

as — ve (S.)

ash — lith (S.)

athwart (across) — thar- (Q.)

augmentative prefix — g- (S.)

augmentative suffix — -on (S.)

autumn — iâvas (S.)

autumn — yávië (Q.)

autumn (lit. “fire-fading”) —
narqelion (Q.)

awakening — cuivië, coire (Q.)

awakening — echui, eclair (S.)

awakening (the or an) — kuivë (Q.)

(a)wakening (adj.) — kuivea (Q.)

awe, dread — gaya (Q.)

B

bake — masta- (Q.)

bald — rudh, rûdh (S.)

bane — dagnir (S.)

barrow — tûr, pl. tyrn (S.)

battle — dagor (Q.)

battle — ndak (S.)

base (floor) — talma (Q.)

base (floor) — talum (S.)

(to) be — n- (Q, S.)

be it that — nai (Q.)

bear — morko (Q.)

beard — fan(g) (S.)

beard — fanga (Q.)

beautiful child — vanimo,
pl. vanimor (Q.)

beautiful (ever young) — vána,
vana (Q.)

because (for) — an (Q.)

bed — kaima (Q.)

bed-chamber — kaimasan,
pl. kaimasambi (Q.)

beech — feren, fernë- (Q.)

beech — neldor (S.)

beget — nó (Q.)

beginning, name — essë (Q.)

(to) behold — aiy- (el-) (Q.)

bell — nyellë (Q.)

bend, loop — lok- (Q.)

beneath (adj.) — nún (Q.)

bent, crooked, wrong — raika (Q.)

beside — nissë (Q.)

beside, outside — ar- (Q.)

between the rivers — minhiriath (S.)

between — imbë (Q.)

between, deep — im (S.)

beyond (the borders of) — pella (Q.)

birch — brethil (Q.)

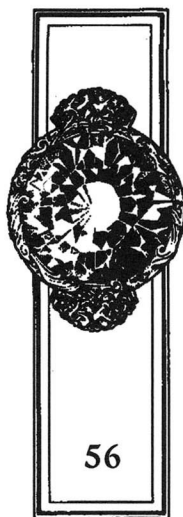
bird — aiwë (Q.)

bird — aew (S.)

(a) bite — nahta (Q.)

bitter — sára (Q.)





black, dark — mor(ë)(i) (Q.)
 black, dark — vor (S.)
 black arts — morgul (S.)
 black bear — meglivorn (Q.)
 black deep valley —
 tumbalemorna (Q.)
 black glass — galvorn, helevorn (S.)
 blaze — urya- (Q.)
 blessed, fortunate, rich — herenya,
 aman, man (Q.)
 blood — sereg, agar (S.)
 blood — serkë, yár, yaren (Q.)
 bloodstained — agarwaen (S.)
 blossom — lórtë (Q.)
 blossom — loth (S.)
 blot — motto (Q.)
 blue — lhûn, luin (S.)
 blue — luinë, luin (Q.)
 boat — luntë (Q.)
 bold — kanya, verya (Q.)
 boldness — verië (Q.)
 bond, knot — nútë (Q.)
 book language, Quenya —
 parmalambë (Q.)
 book — parma (Q.)
 both — yúyo (Q.)
 bottomless void, endless shaft, abyss
 — iâ (Q.)
 bound, obliged — nauta (Q.)
 bow — cú (S.)
 bow — kú, lúva, quinga (Q.)
 braid of hair — findë (S.)
 branch, limb — olwa (Q.)
 brand — yúlma (Q.)
 bread — bas (S.)
 bread — masta (Q.)
 break apart — mound — haudh (S.)
 breath — súlë (Q.)
 breath, breeze — hwesta (Q.)
 breathe — súya- (Q.)
 breeze — hwesta (Q.)
 bride — indis (Q.)
 bridge — yanta (Q.)
 bridge — iant (S.)
 brilliance — rildë, rillë (Q.)
 brilliance — ril (S.)
 broadsword, ship's prow —
 lango (Q.)
 broke apart — hantë (Q.)
 brooch — tankil (Q.)
 brother — toron, pl. toroni (Q.)
 brown — bar(a) (S.)
 bull — mundo (S.)

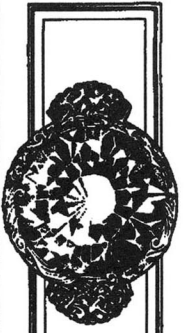
burdensome, heavy, oppressive,
 ominous — lumna (Q.)
 bush, shrub — tussa (Q.)
 but — ná(n) (Q.)
 butterfly — wilwarin,
 pl. wilwarindi (Q.)

C

carpenter, builder, woodwright —
 samno (Q.)
 catch, hook, claw — atsa (Q.)
 cause to sparkle, kindle — tinta (Q.)
 cause — tyar (Q.)
 cave — felag (S.)
 cave — felya-, ronda (Q.)
 chambers — sammath (S.)
 champion, eminent man — aráto (Q.)
 channel — kelma (Q.)
 (to) chant — lin (S.)
 chaser — ronyo (Q.)
 chief, principal, main — héra (Q.)
 chieftain — (h)aran, pl. harni (Q.)
 children — hini (Q.)
 children — hîn (S.)
 chill — ring (S.)
 circle — rindë (Q.)
 circular — rinda (Q.)
 city — caras (S.)
 city, walled town, fortress —
 os(t)(to) (Q.)
 clamor — yalmë (Q.)
 clean — poika (Q.)
 cleave — ris(t) (S.)
 cleaver — crist, grist, kris (S.)
 cleft — kilya (Q.)
 cleft — cirith, cir (S.)
 cleft, gash — hyastë (Q.)
 cloak — collo, gollo (Q.)
 cloak, mantle — gol (S.)
 closed — hollen (S.)
 cloth — lannë (Q.)
 cloud, aura — fana, fân (S.)
 cloud, aura — fanya, pl. fanyar (Q.)
 cloudy — fanui (S.)
 club, rough piece of wood —
 runda (Q.)
 coast — falas, falath (Q.)
 cold, chill — ring (S.)
 cold, chill — ringë (Q.)
 (to) collect — hosta- (Q.)
 collective plural suffix — -rimbë (Q.)
 collective plural suffix — -ath,
 -rim (S.)
 commander — gon (S.)
 commander — káno (Q.)
 commerce — mankalë (Q.)
 conceal, veil, screen, hide —
 halya- (Q.)
 conceive of, think, imagine —
 noa (Q.)
 conspicuous, prominent —
 minda- (Q.)
 constrainer, forcer — bauglir (S.)
 construct, device, creation of craft —
 tanwë (Q.)
 consumer (maia) — vása (Q.)
 continual (prefix) — vor (Q.)
 continual, repeated(ly) — vorima (Q.)
 cooked food — apsa (Q.)
 cool — him (S.)
 corpse — quelet(si) (Q.)
 courage, stoutness of heart —
 huor(e) (Q.)
 course — rant (S.)
 (to) cover — untup- (Q.)
 craft — kurwë (Q.)
 craftsman, smith — tano (Q.)
 create, beget — onta (Q.)
 creek, rivulet — siril (Q.)
 crooked — hwarin (Q.)
 crossbar — hwarma (Q.)
 crossway — thara-pata (Q.)
 crossway — tharbad (S.)
 crow — korko, pl. korkor (Q.)
 crow — craban, pl. crebain (S.)
 crown — rië (Q.)
 crown — rhî (S.)
 crowned — rina (Q.)
 cruel — nwalka (Q.)
 (to) cry — nall- (Q.)
 cushion, lean against — nirwa (Q.)
 cup — yulma (Q.)
 (a) cut — rista (Q.)
 cut — rista- (Q.)
 cut, cleave — kir-, cir- (Q.)
 cutter, hewer — crist (S.)
 cutter, hewer — grist, gund (S.)

D

dagger, knife — sil- (S.)
 dance — lilta- (Q.)
 (to) dare — verya- (Q.)
 dark cloud — ungo (Q.)
 dark shapes — morchaint (S.)
 dark — dûr (S.)
 dark — lóna (Q.)
 darkness — huine (mornië) (S.)
 darkness — fuin (S.)



daughter — seldë, yeldë (-iel) (Q.)
dauntless — thalion (S.)
dawn — ára (Q.)
day (12 hours) — arya (Q.)
day — arë, pl. ari (Q.)
day — aur (or, ré) (S.)
daytime — arië (Q.)
dead (pl. noun) — firm (S.)
dead (pl. noun) — ndengin (S.)
dead — firin (Q.)
dead — qualin (Q.)
dear gift — melyanna (melian) (S.)
death — gürth (gur) (S.)
December (lit. "cold-days") —
Ringarë (Q.)
deed — kar (Q.)
deep — búlë (balë, núra) (Q.)
deep brown — varne (varni-) (Q.)
deformed creature, hideous beast —
ulgundó (Q.)
delving, underground dwelling —
grod (S.)
delving, underground dwelling —
groth (Q.)
demon of might — valarauko, pl.
valaraukar (Q.)
demon — raug, rog (S.)
demon — rauko (Q.)
(to) deny — lala (Q.)
departed spirit — manu (Q.)
deprived, wronged — neithan (S.)
descendant (specifically grandchild)
— indyo (Q.)
desire — yesta (Q.)
desire, greed — milme (Q.)
despicable, contemptible — faika (S.)
destiny — maranwë (Q.)
devise, originate, invent — auta (Q.)
devotion, disinterested love —
-(n)dur (S.)
digging, excavation — habar (S.)
digging, excavation — roth (S.)
dimness — gwith, du, wath, weth (S.)
dimrill dale, vale of dim streams —
nanduhirion (S.)
direction (way) — men (Q.)
dirty, soiled — vára (Q.)
divide in half — perya (Q.)
divine — bel (S.)
divine — valaina, pl. valainar (Q.)
divinity — valassë (Q.)
do — kar- (Q.)
dog (great) — huan (Q.)

dome (esp. referring to heavens) —
telumë, telluma (Q.)
dome — koromindo (Q.)
dome, vaulted or arched roof, roofed
chamber — rond (S.)
doom — amarth (Q.)
doom — umbar, ambar (S.)
door — fen, fennas, annon,
pl. ennyn (S.)
dot, point (as mark) — tiksë (Q.)
double — tanta- (Q.)
double, two — adu, du (S.)
dough — maksë (Q.)
dove — ku(a) (Q.)
down, from on high — ndu, nu (Q.)
(to) down-lick — undulav- (Q.)
(to) down-roof — untup- (Q.)
downslope — pendë (Q.)
dragon — angulókë (Q.)
draught — suhto, yulda,
pl. yuldar (Q.)
(to) draw — teith- (S.)
(to) dread — aista (Q.)
dread, horror — gaya (Q.)
dread, horror — goroth, gor (S.)
dreadful — naer (S.)
dream — olor, olos (Q.)
dreamy — olostá (Q.)
drinking-vessel — sungwa (Q.)
(to) drown — undulav- (Q.)
dry — parka (Q.)
dusk — lómë (Q.)
dusk — moth (S.)
dusk-singer, nightingale —
lómelindë (Q.)
dust — asto (Q.)
Dwarf — Naug, Nogoht, pl. Noegyht,
Nogothrim (S.)
Dwarf — Nauko, pl. Naukor (Q.)
(to) dwell — mar- (Q.)
dwelling — bar (S.)
dwelling — már, mbar, -mar (Q.)

E

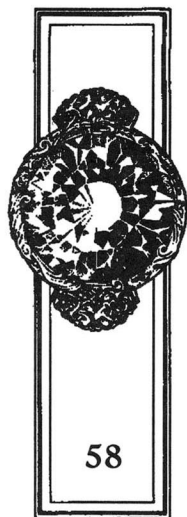
eagle — soron, sornë, pl. sorni (Q.)
eagle — thoron (S.)
ear — lassë (Q.)
ear — lhaw (S.)
early morning — arinya (Q.)
earth (as "the place") — arda (Q.)
earth (as beneath the heavens) —
kemen, kem-, kén (Q.)
east — róna (Q.)
east — rhûn (S.)

eastern — rómenya (Q.)
eat — mat- (Q.)
echo — lóm (S.)
echo, ringing — lamá (Q.)
echoing voices — lammath (S.)
echoing — lámina (Q.)
edge, hem, border — réna (Q.)
eight — tolto (Q.)
elder times, former days — yárë (Q.)
elephant — andamundo (Q.)
eleven — minqë (Q.)
Elf (lit. "speaker") — Quendë, pl.
Quendi, Quendelië (Q.)
Elf — Edhel (S.)
elm-tree — (a)lamlë (Q.)
ember, smoldering wood — yúla (Q.)
emit light — faina- (Q.)
empty — lost (S.)
empty — lusta (Q.)
encampment — estolad (S.)
enchantment — lúkë (Q.)
encircle — echor (S.)
(to) encircle — pel (Q.)
enclosure — panda (Q.)
end — met (S.)
end, be last — tel(de) (Q.)
endurance, durable — voronwië (Q.)
enemy — goth (S.)
enemy — kotumo (Q.)
Ent — Onod (S.)
(to) enter — minn- (S.)
-er — -ar, -áro, -áto, -ir, -o; suffixes to
make a verb into a noun; e.g., "to
leap" becomes "leaper."

evening — vinya (S.)
even thou — elye (Q.)
ever — oio, oi (Q.)
ever — ui, oiale (S.)
ever, continually — voro (Q.)
everlasting — oy (Q.)
exalted — varda (Q.)
expansive — palla (Q.)
eye — hen (S.)
eye — hendi (Q.)

F

fade — viltá- (S.)
fading — quellë (Q.)
fading — firith (S.)
fair (Elves) — Vanya, pl. Vanyar (Q.)
fair — vanima (Q.)
fair, beautiful — linda (Q.)
(a) fall — lanta (Q.)
familiar, dear — moína (Q.)



fang — carca (caraxë) (Q.)
 fang — thanc, carch, carak, carak-,
 carach (S.)
 far (distance) — haë (S.)
 far and wide — palan (Q.)
 farewell — namarië (S.)
 fate, doom — umbar (Q.)
 fate, doom, end — mandë, manad (Q.)
 fated — marta (Q.)
 father — atar, pl. atari (Q.)
 father — adar (S.)
 Father of All, God — Ilúvatar (Q.)
 fathom — rangwë (Q.)
 fear — ndaedelos (S.)
 feast — mereth (S.)
 feast — merya (Q.)
 feather — quessë (Q.)
 fell (adj.) — aeg (S.)
 female — inya- (Q.)
 female — nis(se), pl. nissi (Q.)
 female — ní (Q.)
 fence — iâth (S.)
 fence (outer) — ephel (S.)
 fenced land — pelennor (Q.)
 field, sword — parth (S.)
 fierce, cruel — aeg (S.)
 fiery — úruva, uruitë (Q.)
 fight (with a weapon) — mahta- (Q.)
 final — telima (Q.)
 find — hiruva (S.)
 fine rain — mistë (Q.)
 fine rain, dew — rossë (Q.)
 fine thread, silk thread, spider thread
 — lia (Q.)
 fine, acute — tereva (Q.)
 finger — lepsë- (Q.)
 (to) fill — quant- (Q.)
 (to) find — utuv- (Q.)
 fire — nár (Q.)
 fire — naur (S.)
 fire-serpent, dragon — urulókë (Q.)
 firm, fixed, sure — tanka (Q.)
 first beginning of spring, stirring —
 coirë (Q.)
 first — inga, min(ë)(ya) (Q.)
 first, to name — esta (Q.)
 first day — yestarë (Q.)
 fish — lingwë (Q.)
 fish (small) — hala (Q.)
 fist — por, quárë (Q.)
 fist — bor, paur (S.)
 five — lempë (Q.)
 flame (leaping) — lhach, lach (S.)



flame (red) — runya (Q.)
 flame (red) — ruin (S.)
 flame-colored — kulina (Q.)
 flat lands, plain — talath (Q.)
 flat — lára (Q.)
 floor, ground — talan (Q.)
 floor, ground — talum (S.)
 flour — porë (Q.)
 flow — sir- (Q.)
 flow — dui (S.)
 flow, stream — kelumë (Q.)
 flower — lôtë, lot (Q.)
 flower — loth (S.)
 flowing — sirith (S.)
 foam — falla (Q.)
 foam, spindrift, spray — ros, roth (S.)
 foam, spray, wave-crest — wing (Q.)
 foaming — linna (S.)
 foe — glam (S.)
 (to) follow — hilya (Q.)
 follow — khil-, hil- (S.)
 followers, mortal men — (-)hildi (Q.)
 foot — tal-, tál (Q.)
 foot — dal (S.)
 for (because) — an (Q.)
 ford — athrad, iach, siach, thiach (S.)
 forest — taurë (Q.)
 forest — taur (S.)
 for ever — tennoio (Q.)
 forsaken — egla(th) (S.)
 fortress — ost (Q.)
 fortune — heren (Q.)
 foul, putrid — saura (Q.)
 foundation, base, root — talma (Q.)
 four — kan(ta) (Q.)
 free — mirima- (Q.)
 friend (suffix) — -ser (Q.)
 friend — mellon (S.)
 friend — sermo, seron (Q.)
 friend, devotion, disinterested love —
 -(n)dil (S.)
 friendly, dear — yelda, yelmë (Q.)
 frog — cabor (S.)
 from — ho, o (Q.)
 from, out of — -ello, -llo (Q.)
 from on high — ndu (Q.)
 frost — hellë (Q.)
 fruit — yávë (Q.)
 full — quanta (Q.)

G

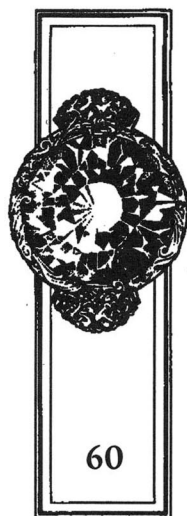
gap, passage — den (Q.)
 gape — faug (S.)
 garlanded maiden — riel (Q.)
 garth (enclosure or harbor) of royal ships — pelargir (Q.)
 gate — ando (Q.)
 gate — annon, pl. ennyn (S.)
 gate-stream — sirannon (S.)
 (to) gaze — tir- (Q.)
 (to) gaze — dir- (S.)
 giant — norsa (Q.)
 gift — anna (Q.)
 (to) give — on- (S.)
 glass — heledh (S.)
 glass — hyellë (Q.)
 gleam (particularly applied to the eyes) — glîn (S.)
 (a) glint — tindë (Q.)
 glinting — tinda (Q.)
 glinting — bril (S.)
 (to) glisten — thlio (Q.)
 glitter — mirilya- (Q.)
 glittering, brilliance — rilya (Q.)
 glittering light — rilma (Q.)
 glittering white — silivren (S.)
 gloom — ungewë, lumbë (Q.)
 gloom, darkness — fuin (S.)
 gloom, darkness — huinë (Q.)
 gloomy — dim (S.)
 gloomy, somber — morna (Q.)
 glorious — alcarin, alkarinque (Q.)
 glorious — aglareb (S.)
 glory, brilliance — alkar, alcar (Q.)
 glory, brilliance — aglar (S.)
 go away, flow away, flow down — kel- (Q.)
 go round, encircle — pel- (Q.)
 goblet — suló (Q.)
 Goblin (Orc) — Orch, pl. Yrch; Glam, pl. Glamhoth (S.)
 God (lit. "the One") — Eru (Q., S.)
 God (lit. "Father of All") — Ilúvatar (Q.)
 gold (color) — laurë (Q.)
 gold (color) — glór, lór (S.)
 gold (metal) — kulu (Q.)
 gold — malda (Q.)
 gold, golden circle — mal- (Q.)
 golden — laurëa, laurië (Q.)
 golden circle — cormallen (Q.)
 golden-red — cul- (Q.)
 good, blessed, unmarred — män- (Q.)

good, possession — arma, pl. armar (Q.)
 goose — ván, pl. vani (Q.)
 gorge, leap — cabed (S.)
 graced with many oak trees — lindornea (Q.)
 grade — tyelle, pl. tyeller (Q.)
 grass — salqë (Q.)
 gravel — brith (S.)
 great door or gate — annon, pl. ennyn (S.)
 great gate — andon, pl. andoni (Q.)
 great number, host — rim (S.)
 great number, host — rimbë, rimba (Q.)
 greedy — milka- (Q.)
 green — laiqa, lai (Q.)
 green — calen, galen (S.)
 green mound — ezellohar (E.)
 grey — sinta (Q.)
 grey — mith, thin(d) (S.)
 grey-elf — sindë (Q.)
 growth, (Mannish) year — loa (S.)
 guarded — dirnen (S.)
 guess, suppose — intya- (Q.)
 guess, supposition, idea — intya (Q.)
 gull — maiwë- (Q.)
 gyrate, to swirl, eddy — hwinya- (Q.)

H

hair — fin-, finë (Q.)
 hair — loksë (Q.)
 hair-man — finwë- (Q.)
 half (prefix) — per- (Q.)
 half (prefix) — pher- (S.)
 Half-elf — Peredhel, pl. Peredhil (S.)
 Half-troll — Pertorog, pl. Pertereg (S.)
 Halfling, Hobbit — Perian, pl. Perianath (S.)
 hall — mard, pl. mardî (Q.)
 hammer — dring (S.)
 (a) hammer — naimba (Q.)
 hand — má, quár(i), maitë, pl. maisi (Q.)
 hand — cam, mab, cham (S.)
 hang — linga- (Q.)
 harbor, haven — londë (Q.)
 harbor, haven — lond, lonn (S.)
 (a) harp — nandë (Q.)
 harpist — tyalangan (Q.)
 harsh, violent — naraka (Q.)
 haste, violence, wrath (vengeful or impetuous) — ormë (Q.)
 hasty — orna (Q.)
 haven — hópa (Q.)
 having divine power and/or authority — valya (Q.)
 he fastens — takë (Q.)
 he stops — tapë (Q.)
 head — kár (Q.)
 head, hill summit — dol, dhol (S.)
 hearing — lhaw (S.)
 heart — orë, hón (Q.)
 heart, mood — indo (S.)
 heat, be hot — ur- (Q.)
 heat, fire — úr (Q.)
 heaven — menel (Q.)
 heavy — lung (S.)
 heavy — lunga (Q.)
 heir — (h)aryon, hil (Q.)
 heir — chil, hil, réd (S.)
 helm — thôl (S.)
 helmet — cassa (Q.)
 here — si (S.)
 hidden — dolen (S.)
 hidden, secret — muina (Q.)
 hidden, veiled, screened, shadowed — halda (Q.)
 high — tar- (Q.)
 high, height, rise, up — oro- (Q.)
 high, noble, royal — ar(a)- (Q.)
 high-king — táro (Q.)
 high-queen — tári (Q.)
 hill — amon, pl. emyn (S.)
 hill, mound — tundo (Q.)
 hindmost, last — tella (Q.)
 hither — nev (Q.)
 hole, opening — assa (Q.)
 hole, void — kúma (Q.)
 holiday — meryalë (Q.)
 (a) hollow — unqë (Q.)
 (a) hollow — umb (S.)
 hollow (adj.) — nov (S.)
 hollow (of hand) — kambë (Q.)
 holly — erkassë (Q.)
 holly — ereg, reg (S.)
 holy (one) — ainu, pl. ainur (Q.)
 holy place, sanctuary — yána (Q.)
 holy — aina, aire (Q.)
 honey — lis(sen) (Q.)
 hood — telmë (Q.)
 hook — ampa (Q.)
 hope — estel (S.)
 horn (animal) — tarka (Q.)
 horn (mountain peak) — rassë (Q.)
 horn (mountain peak) — ras, pl. rais (S.)





horn, trumpet — romba (Q.)
 horror — del (S.)
 horror, dread — gor, goroth (Q.)
 horse — roch, pl. rech (S.)
 horse — rokko (Q.)
 horse-land — rohan (S.)
 host — rimbë (Q.)
 host — rim (S.)
 host, horde (nearly always in a bad sense) — hoth (S.)
 hound — huan (S.)
 hound — huo (Q.)
 hour — lúmenn (S.)
 howl — ngwaw (S.)
 human — firya (Q.)
 hump — tumpo (Q.)
 hunt, hunting — raimë (Q.)
 hunter, pursuer — faroth (S.)
 husband — verno, pl. vernor (Q.)

I

I — ni (Q.)
 I — im (S.)
 I cleave — hyarin (Q.)
 I come — tulin (Q.)
 I control, I govern — turin (Q.)
 I do not — uin (Q.)
 I draw — tukin (Q.)
 I drink — sukin (Q.)
 I rest — serin- (Q.)
 I sing, I chant — lirin (Q.)
 I sow — rerin (Q.)
 I tap — tamin (Q.)
 I taste — tyavin (Q.)
 I tell — nyarin (Q.)
 I watch — tirin (Q.)
 ice — helkë (Q.)
 ice — khelek (S.)
 ice-cold — helk (Q.)
 icicle — aiglos (S.)
 icy, ice-cold — helka (Q.)
 ill-fate — umarth (S.)
 imagination — intyalë (Q.)
 immortal — ilfirin (Q.)
 impulse — horë (Q.)
 impulsions — horëa (Q.)
 in — -esse (Q.)
 in control of, possessing (suffix) —
 -arwa (Q.)
 in, within — mi- (Q.)
 incitement — siulë (Q.)

incline, sloping, tilted, leaning —
 talta (Q.)
 inner sea — earen (Q.)
 inside — minna (Q.)
 intellect — handele- (Q.)
 intelligence — handasse- (Q.)
 intelligent, learned — handa- (Q.)
 interior (adj.) — mitya (Q.)
 internal — íra (Q.)
 in the — mí (Q.)
 in this place — sinome (Q.)
 in which — yassen (Q.)
 iron — anga (Q.)
 iron — ang (S.)
 (of) iron — angaina (Q.)
 (of) iron — angren, pl. engrin (S.)
 iron prison — angamando (Q.)
 iron prison — angband (S.)
 is — na (S.)
 is, are — bë (S.)
 is, are — eä (Q., S.)
 isle — tol, pl. tollë (Q.)
 isolated tower — mindo- (Q.)
 isolated — ereb (Q.)
 isthmus, narrow neck — yatta (Q.)
 it glints — tinë (Q.)
 it is — eä (Q.)
 it sparkles — tintina (Q.)

J

jaws — anca, anka, carka (Q.)
 jaws — carach, carak, carag (S.)
 jerk, twist — rihta- (Q.)
 jewel — mîrë (Q.)
 jewel — mîr (S.)
 journey-bread — lembas (S.)
 joy, merriment — alassë (Q.)
 judge — mandos (S.)
 juice — sáva (Q.)
 juice, syrup — pirya (Q.)

K

(to) keep — cheb- (S.)
 kindler (female) — thoniël (S.)
 king — aran, pl. erain, erein (S.)
 kingfisher — halatir (Q.)
 knight — roquen, pl. requain (S.)
 knoll — ndóla (Q.)
 knot — narda (Q.)
 know — ista- (Q.)
 knowledge — nolë (Q.)
 knowledge — golodh (S.)

L

lady — híril (S.)
 lady, mistress — heri (Q.)
 lair — torech (S.)
 lake, pool — aelin (S.)
 lament — denië (S.)
 lament — naina- (Q.)
 lament — nairë (Q.)
 lamp a light — kalma (Q.)
 land of seven rivers — ossiriand (Q.)
 land of the powers — valinor (Q.)
 land — dôr (S.)
 land, dwelling place, regional abode
 — nórë (Q.)
 large number — hosta- (Q.)
 large, huge — alta (Q.)
 last year — yenya (Q.)
 last — vedui (S.)
 last, end — met, meth (S.)
 lasting — ialë (Q.)
 lasting, enduring — voronwa (Q.)
 laughter — lalaith (S.)
 leaf — lasse, pl. lassi (Q.)
 leaf — las, pl. lassi (S.)
 leaf-fall — lassemanta (Q.)
 leaf-grey — lassemista (Q.)
 league (originally "stop, pause") —
 lár (Q.)
 leaping flame — lhach (S.)
 learned one, scholar — istyar,
 pl. istyari (Q.)
 (to) leave — lesta- (Q.)
 left — hyarya, lende- (Q.)
 left-handed — hyarmaitë (Q.)
 leg, stem, stalk — telko (Q.)
 lengthened, extended — taina (Q.)
 letter — tengwa (Q.)
 (to) lick — lapsa (Q.)
 (to) lie — lumna- (Q.)
 life, being alive — kuilë (Q.)
 life-bread — coimas (Q.)
 light — kala (Q.)
 like (as) — ve (Q.)
 lion — rá (pl. rávi) (Q.)
 listen — lasta (Q.)
 living — guin(ar) (S.)
 (to) loathe — yelta- (Q.)
 loathing — yelma (Q.)
 loathsome — yelwa (Q.)
 lofty — tára (Q.)
 lonely mountain — erebor (Q.)
 lonely — eressea (Q.)

long — anda, an(d) (Q.)
 long for — milya- (Q.)
 long (great) river — anduin (Q.)
 long study, lore, knowledge —
 nólë (Q.)
 loosen, slacken — leuka- (Q.)
 lord — hîr (S.)
 lost — vanwa (Q.)
 loud sound, trumpet sound —
 róma (Q.)
 loud, noisy — brui (S.)
 love — mel- (Q.)
 lust — mailë (Q.)
 lustful — mailëa (Q.)

M

made, shaped — echiant (S.)
 maiden (frequent name ending) —
 wen (wende) (Q.)
 male — hanu (S.)
 man (frequent name ending) — -wë
 (veo) (Q.)
 man — adan, pl. edain (S.)
 man — atan, pl. atani (Q.)
 manhood, vigor — vië (Q.)
 many — -li (Q.)
 March — súlimë (Q.)
 marriage, matrimony — vesta (Q.)
 married couple — veru (Q.)
 mast — tyulma (Q.)
 master — heru (Q.)
 May (lit. "in flower") — lótesse (Q.)
 maybe — nai (S.)
 mead, ale — míruvor (S.)
 memory, remembrance — rin (S.)
 mesh — rembe (Q.)
 metal — rauta (Q.)
 metal — tinko (Q.)
 middle — ened, enedh, ende, enya,
 endya, endë (Q.)
 mighty — beleg (S.)
 mind — in, id (Q.)
 mist — hísië (Q.)
 mist — hîth (S.)
 misty grey, foggy — hiswa (Q.)
 mock — yaiwë (Q.)
 moist, dew-covered — nítë (Q.)
 Monday — Isilya (Q.)
 monster — úvanimo (Q.)
 moon (lit. "wanderer, strayer") —
 rána (Q.)

moon — isil (Q.)
 moon — ithil (S.)
 moon-fire — ithilnaur (S.)
 morning — arin (Q.)
 mortal — fir(i) (S.)
 mortal (adj.) — frima (Q.)
 mortal man — firë, pl. firi (Q.)
 mother — amil, amme (Q.)
 mound — coron, kumbë (Q.)
 (green) mound — ezellohar (E.)
 mountain fence, fenced heights —
 pelóri (Q.)
 mountain — orod, pl. ered (S.)
 mountain — oron, pl. oronti (Q.)
 mourning, sadness — nien (S.)
 mouth — pé (Q.)
 music — lindalë (Q.)

N

narrow cleft, ravine, defile —
 aksa (Q.)
 narrow — arka (Q.)
 narrow — in (S.)
 neck — yat, yaht- (Q.)
 net, mesh — rem (S.)
 new — sîr (Q.)
 new — vin(ya) (S.)
 night — ló (Q.)
 night, blackness — móre (Q.)
 night, dimness — dú (S.)
 night-time, shades of night —
 lómë (Q.)
 nine — nertë (Q.)
 no, not — il-, lá, laumë, mu (Q.)
 north — for, forn, forod (S.)
 north — formen(ya) (Q.)
 north, right — forn, forod, for (S.)
 nose, nasal — nengwë (Q.)
 not (in an evil or opposing context)
 — ú (Q.)
 not — ala- (Q.)
 November — Hísimë (Q.)
 now — si (S.)
 now — sí(n) (sikil) (Q.)
 number — notë (Q.)
 numerous, frequent — rimba (Q.)

O

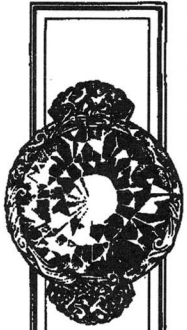
oak — norno (Q.)
 obedient, normal, law-abiding —
 sanya (Q.)
 odor — holmë (S.)
 of gold — kuluinn (Q.)

of iron — angaina (Q.)
 of silver — telepsa (telpina) (Q.)
 of — -i(n)-, na, -en- (S.)
 of (possessive suffix) — -o (Q.)
 ointment — laivë (Q.)
 old — iaur (Q.)
 old, worn — yerna (Q.)
 olden — yalúmea (Q.)
 on the farther side, that yonder (adj.)
 — enta (Q.)
 once upon a time — yáressë (Q.)
 one, alone — er (Q.)
 (the) One — Eru (Q., S.)
 open — edro (Q.)
 open — erer, edr- (S.)
 open-mouthed, thirsty — fauka (Q.)
 oppression — thang (S.)
 orange — kuluina (Q.)
 (an) orange — kuluma (Q.)
 Orc, Goblin, (lesser) Demon —
 Orch, pl. Yrch (S.)
 Orc, Goblin, (lesser) Demon —
 Orko, pl. Orqi (Q.)
 Orion (lit. "warrior of the sky") —
 Telumehtar (Q.)
 out — et, eth (S.)
 out of, from — -llo (Q.)
 outer fence — ephel (S.)
 outflow, delta — ethir (S.)
 outside — ar (Q.)
 outside existence, the Void —
 avakúma (Q.)
 outside, re-, back — ava (Q.)

P

painful — naikelë (Q.)
 pale — marya, malwa (Q.)
 pale blue — ilin (Q.)
 pale blue, grey-blue — vindë (S.)
 pallor — niphred (S.)
 parent, begetter — ontáro (Q.)
 pass — cirith (S.)
 (to) pass — aut-, van- (Q.)
 path, course, line, direction, way —
 tén (Q.)
 paths (roads) — tier (Q.)
 peak — aikalë (Q.)
 peaks — rais (S.)
 pen — tekil (Q.)
 peninsula — -star (Q.)
 people — -lië (Q.)
 people — gwaith (S.)
 people, clan — nóre, nó, ono (Q.)





petty, small — nib(in) (S.)
 piece of shaped wood — pano (Q.)
 pile, mound — hahta (Q.)
 pilgrim — rhandir (S.)
 pillar — tarma (Q.)
 pine-tree — thôn (S.)
 pit, hole — latta (Q.)
 (in this) place — sinome (Q.)
 plain, valley — lad (S.)
 plant(s), growing thing(s) with roots
 in the earth — olva(r) (S.)
 platform — talan (Q.)
 plural collective suffix — -ath,
 -rim (S.)
 poem — lairë (Q.)
 point, end — mentë (Q.)
 point, horn — til(dë) (Q.)
 point, landform — -star (Q.)
 poison — sangwa (Q.)
 polished or finished metal, blade —
 russë (Q.)
 pool — linya (Q.)
 pool, mere — lin (Q.)
 pool, small lake — aelin, ailin (Q.)
 portal, door — fen, pl. fennas (S.)
 possess — (h)arya (Q.)
 possessive suffix — -o (Q.)
 potter — kentano, kemnaro (Q.)
 pour — ulya- (Q.)
 power — bal- (S.)
 Power, God — Vala, pl. Valar (Q.)
 power, mastery — tur (S.)
 power, mastery — túrë (Q.)
 power, might, powerful — val- (Q.)
 present, give — anta (Q.)
 press, throng — sanga (Q.)
 (to) prick — erka- (Q.)
 prick — nasta- (Q.)
 prickly spine — erka (Q.)
 primary — essea (Q.)
 prince — ernil (S.)
 prince — kundu (Q.)
 prison — mbando (Q.)
 prison, duress — band (S.)
 (to) prolong — taita (Q.)
 prosperous, rich, fortunate —
 alya (Q.)
 (to) puff — hwesta- (Q.)
 pursue — roita- (Q.)



Q

quarrel — kosta (Q.)
 queen — tári (Q.)
 queen — bereth, belet (S.)
 queen of the stars — elentári (Q.)
 quick shake, flourish — rinkë (Q.)

R

radiance — alata, fairë, kalina (Q.)
 radiance — galad (S.)
 radiant — alkaringa (Q.)
 rage — aha (Q.)
 rainbow — ninniach (S.)
 ransom — dannedh, danwedh (S.)
 rat — nyano (Q.)
 ravine, cleft, gulf — yáwë (Q.)
 ray of light — alka (Q.)
 re- — en- (Q.)
 realm — arda (Q.)
 realm — arthë (S.)
 reckon — not- (Q.)
 record, story — quenta (Q.)
 red flame — ruin (S.)

red flame — rúnya (Q.)
 red maw — carcharoth (S.)
 red — caran (S.)
 red — carnë, karne, karani, naru (Q.)
 red-gold — kullo (Q.)
 reddish, coppery colored — aira (Q.)
 reed-bed — esgar (Q.)
 reek — usqë (Q.)
 refuse, deny. — ab-, abar (Q.)
 region — ména (Q.)
 remembrance — -rín (Q.)
 remote, far, faraway (adj.) —
 haira- (Q.)
 repeat, to double — tatya- (Q.)
 rest — estë (Q.)
 rest, peace — sére- (Q.)
 resting, at peace, repose —
 senda- (Q.)
 reuniting — aderthad (S.)
 (to) ride — nor- (S.)
 ridge(s), slope(s) — pin(nath) (S.)
 right — forya (Q.)
 right-handed, dexterous —
 formaitë (Q.)

ring — cor (Q.)
 ringwraith — úlair, pl. úlairi (Q.)
 rise, raise — orta (Q.)
 rising — oré (Q.)
 river bed, street — rath (S.)
 river, flow — sir- (Q.)
 river (large) — luinë, duinë (Q.)
 river (large) — duin (S.)
 rivulet, creek — siril (Q.)
 road, straight line — téa (Q.)
 (to) roof — tópa- (Q.)
 room, chamber — sambë (Q.)
 root — thônd (S.)
 round, globular — korna (Q.)
 row — lir (Q.)
 row, series, line — téma (Q.)
 royal — ar, ara, arat (Q.)
 ruddy — roina (Q.)
 rule, law — sanyë (Q.)
 rune — certa, pl. certar (Q.)
 rune — certhas, cirth, gerthas (S.)
 running — cel (S.)
 rushing — alak-, alag-, asca (S.)
 rushing, flying — rimpa (Q.)
 rustling noise — eskë (Q.)

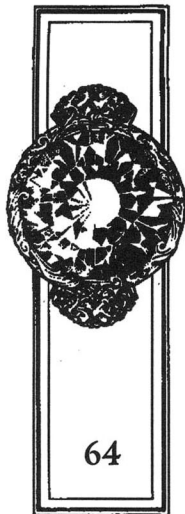
S

sad — dim (Q.)
 safe, secure — varna (Q.)
 sand — litsë (Q.)
 say, speak — quen- (Q.)
 screen, hiding — esgal (Q.)
 sea — airë (ëar) (Q.)
 sea — gaer (S.)
 Sea-elf — Teler, pl. Teleri (Q.)
 seaweed, trailing plant — uilë (Q.)
 second — neuna (Q.)
 secrecy — muilë (Q.)
 secret — thur(ing) (S.)
 secret, obscure — nulla, nulda (Q.)
 seed — erdë (Q.)
 seeing stones ("those that watch from afar") — palantíri (Q.)
 seize — mapa (Q.)
 september — yavannië (Q.)
 series — tema, pl. temar (Q.)
 serpent, snake — lokë, hlokë (Q.)
 serpent, snake — lhug, lyg (S.)
 set, fix — panya- (Q.)

seven — otso (Q.)
 seven — odo (S.)
 shade — laimë (Q.)
 shadow — daio, leo (Q.)
 shadow — daë, gwath, wath (S.)
 shadow, obscurity — mordo (Q.)
 shadows (cast by light) —
 morchaint (Q.)
 shady — laira (S.)
 (to) shape — kanta- (Q.)
 shape — chaint, caint (S.)
 sharp pain — naikë (Q.)
 sharp — aika (Q.)
 sharp, piercing — maeg (S.)
 sharp, piercing — maika (Q.)
 sharp-prowed ship — círya, kir- (S.)
 shell, conch — hyalma (Q.)
 shepherd — emer (Q.)
 shield — turma (Q.)
 (to) shine — gal (S.)
 shine — kalta, kal-, gal- (Q.)
 shine — thil (S.)
 shine (with white or silver light) —
 silmë (S.)
 shine silver, silver light — sinda,
 pl. sindar (Q.)
 shining jewel — míril, pl. mirilli (Q.)
 ship — kirya, círya (Q.)
 ship — gír, cír, pl. cair (S.)
 ship-wright — círyatan, círdan (S.)
 shore — hyapat (Q.)
 shore, line of surf — falas (S.)
 shore, line of surf — falassë (Q.)
 shore, strand — rast (S.)
 short — sinyä (S.)
 shout — (y)ello (Q.)
 shuddering — girith (S.)
 sickle — kirka (Q.)
 sickly — laiwa, engwa (Q.)
 sickness — livë, quamë (Q.)
 sign, a mark, diacritic symbol —
 tehta (Q.)
 silent — dîn (S.)
 silver birch — brethil (S.)
 silver — celeb (S.)
 silver — telpë, telep (Q.)
 silver-like — telperin (Q.)
 silver-like — celebrin (S.)
 sing — lin- (Q.)

singer — nyello, lindë (Q.)
 singer (Teler Elf) — linda,
 pl. lindar (Q.)
 singer, songbird — lindo,
 pl. lindor (Q.)
 singing — lindë (Q.)
 single, sole — eryä (Q.)
 sip, lick up — salpa- (Q.)
 sit — ham- (Q.)
 six — enqë (Q.)
 skill — curu (Q.)
 skin — flad (S.)
 skin — helma (Q.)
 sky — vilya, wilya (Q.)
 sky (pale or cold) — helwa (Q.)
 (to) slant down — penn- (S.)
 slash, impale — kirissë (Q.)
 slave — mól (Q.)
 slender — teren, terenë (Q.)
 (to) slope — talta- (Q.)
 slope — nendë (Q.)
 sloping — nenda (Q.)
 small bird — aiwë, filit, pl. filiki (Q.)
 small stone — sar, pl. sardi (Q.)
 smith, wright — dan, tan, pl. dain (S.)
 smoldering heat — yúlmë (Q.)
 smooth — pasta (Q.)
 snake — ango, pl. angwi (Q.)
 snake — lhûg (S.)
 snare — neuma (Q.)
 snout, nose — mundo (Q.)
 snow — olos, los(së) (Q.)
 snow — loss (S.)
 snow (flowery) — olossë (Q.)
 snow-drop — nieninquë (Q.)
 soft, pliable — maksa (Q.)
 (to) soil — vahta- (Q.)
 solar year (lit. "sun-round") —
 coranar (Q.)
 sole of the foot — tallunë,
 talrunya (Q.)
 solitude — eressë (Q.)
 son (of) — yondo, -ion (Q.)
 song — lindë (Q.)
 Song of Creation (lit. "Music of the
 Ainur") — Ainulindalë (Q.)
 sorcery — gûl (S.)
 (to) sound — lamyä (Q.)
 sound — lamma (Q.)





south — har-, harn, harad (S.)
 south — hyarmen (Q.)
 southeast lands — hyarrostar (Q.)
 southern — hyarmenya (Q.)
 south-victor — hyarmendacil (Q.)
 southwest lands — hyarnustar (Q.)
 spark — tinwë (Q.)
 spark — gil (S.)
 sparkle — ita-, tin- (Q.)
 sparkle, glint — tinmë (Q.)
 speak — pedo (S.)
 speak — quet (Q.)
 spear — ehte, ekko (Q.)
 spearman — ehtyar, pl. ehtari (Q.)
 sphere, ball — koron (Q.)
 spider — liantë (Q.)
 spider — ungol (S.)
 spike — ceber, gebir (S.)
 spike-hedge — karaksë (Q.)
 spirit — fëa (Q.)
 spirit-drake, spark-dragon —
 fealókë (Q.)
 spit — piuta (Q.)
 split, cleft — sanka (Q.)
 sponge — hwan, hwindi (Q.)
 sport, game, play — tyalië (Q.)
 spread open — palya (Q.)
 spring (of water) — ehtelë (Q.)
 spring-day — tuilëre (Q.)
 spring green, light green, yellow
 green, fresh — wenya (Q.)
 spring-singer, swallow — tuilindo,
 tuilelinó (Q.)
 springtime — ethuil (S.)
 springtime — tuilë (Q.)
 sprouts, springs — tuia (Q.)
 spy — athir (S.)
 stain — waen (S.)
 star — êl, elen (Q.)
 star — gil (S.)
 star-crowned — elerína (Q.)
 star-dome — elrond (Q.)
 star-host — giliath (S.)
 star-queen — elentári (Q.)
 star-watcher — elentirimo (Q.)
 stem — telco (Q.)
 steep — aiqa (Q.)
 stirring — coirë (Q.)
 stirring — echuir (S.)

stone — ondo (Q.)
 stone — gond (S.)
 stone (small) — sarn, pl. serni (S.)
 (to) stop, cease — pusta- (Q.)
 stop — daro (Q.)
 stop (in punctuation) — putta (Q.)
 stopped consonant — punta (Q.)
 stopper — tampa (Q.)
 story, tale — narn (Q.)
 (to) stray — ranya, ran-, raen- (Q.)
 street — malle- (Q.)
 street — rath (S.)
 strider — telcontar (S.)
 stripped bare, naked — helda (Q.)
 strong, dauntless — thalion (Q.)
 strong, firm, steadfast — tulka (Q.)
 strong, stout, burly — polda (Q.)
 successor — neuro (Q.)
 sudden — bragol (S.)
 suffice — farya- (Q.)
 summer — lairë (Q.)
 summer, song, lament — laer (S.)
 summit — orto, orto- (Q.)
 sun — anar, urin (Q.)
 sun (as "the consumer") — vása (Q.)
 sun, sunlight — as- (Q.)
 sun, sunlight — anor (S.)
 sunlight — árë (ázë) (Q.)
 sunlight — aur (aurë) (S.)
 sunlight, day — aurë (Q.)
 sunrise, east — romen, amrûn, rhûn,
 rûn (S.)
 sunset, west — andúnë (Q.)
 sunset, west — annún (S.)
 support, brace — tulko (Q.)
 surf — solor (Q.)
 surface — palmë (Q.)
 surfline — falas (Q.)
 surfline — falath (S.)
 swan — aqua (Q.)
 swan — alph (S.)
 sweet-sounding — lindá (Q.)
 swell, grow — tiuya- (Q.)
 swift, agile — tyelka (Q.)
 sword — makil (Q.)
 sword — megil (S.)
 sword (short sword) — eket (?)
 swordsman — macar (Q.)
 swordsman — vagor (S.)
 sworn brother, blood-brother —
 otoron, pl. otoroni (Q.)

T

tale, history, saga — nyárë (Q.)
 tall — halla (Q.)
 tangle — fasta (Q.)
 tangled hair — fassë (Q.)
 tear — nírë, nie (Q.)
 tear(s) (noun) — nirm(aeth) (S.)
 ten — kainen (Q.)
 terror — ossë (Q.)
 that (the former) — yana (Q.)
 that, it — ta (Q.)
 thatch — tupsë (Q.)
 the air — vilwa (Q.)
 the heavens — menel (Q.)
 the landscape — palúre (Q.)
 the, is, are — i, pl. in (S.)
 the whole, the all — ilúvë (Q.)
 them — te (Q.)
 them — hain (S.)
 these — hin (S.)
 thick, fat — tiuka (Q.)
 thigh — tiuko (Q.)
 thin — nindë (Q.)
 thin, slender — fim (S.)
 this — sina (Q.)
 this — hi (S.)
 thorn, spike — nassë (Q.)
 thorn, spike — ereg, reg (S.)
 thou — -lye, elye (Q.)
 thou — le (S.)
 thousand — mene (Q.)
 thread — lain (S.)
 three — neldë (Q.)
 threshold — fenda- (Q.)
 throat — lanko (Q.)
 thone — mahalma, pl. mahalmar (Q.)
 throng — sanga (Q.)
 through — terë, ter- (Q.)
 time — lúmë (Q.)
 tiny, little — titta (Q.)
 to thee — le (S.)
 to, towards — an, ana, na (Q.)
 together — o- (Q.)
 toil, work, labor — móta (Q.)
 tongue — lamba (Q.)
 tongue — lamm, lammen (S.)
 tooth — carag, chost, cost (S.)
 tooth — nelet, nelki (Q.)
 (to) torment — nwalya- (Q.)
 torment — ngwalmë, nwalmë,
 ywalme (Q.)

torrent — thor (S.)
 torture — ungwälë (Q.)
 tough, stiff — tarya (Q.)
 tower — minas (Q.)
 tower — barad, pl. beraid (S.)
 trade — manka- (Q.)
 tradesman — makar (Q.)
 (a) treasure, a valuable —
 (h)arma (Q.)
 treasure, hoard — (h)arwë (Q.)
 tree — alda (Q.)
 tree — galadh, orn (S.)
 treebark — rif (S.)
 Troll — Torog, pl. Tereg (S.)
 trumpet sound — rom- (Q.)
 tuber, edible root — sulka (Q.)
 tune, singing, song — lindë (Q.)
 twelve — rásat (Q.)
 twilight — uial, minuial, tindomë,
 undomë (Q.)
 twine, wreath — rig- (Q.)
 (to) twinkle — tintil- (Q.)
 two — atta (Q.)

U

un- — ú- (Q.)
 under — nu (nuin) (Q.)
 underground dwelling or delving —
 groth (Q.)
 underground dwelling or delving —
 grod, rod (S.)
 understand, discern, comprehend —
 hanya- (Q.)
 understanding, knowledge —
 hande- (Q.)
 (to) unfurl — panta (Q.)
 unto — tenn (Q.)
 unwilling, refuser — avar,
 pl. avari (Q.)
 up (prefix) — am- (Q.)
 uprising, sunrise, east — rómen (Q.)
 up to (as far as) — tenna (Q.)
 upwards (adv.) — amba (Q.)
 urge, send flying — horta (Q.)
 urgency — hormë (Q.)
 urging — hortälë (Q.)
 us (two) — met (Q.)

V

valiant — astaldo (Q.)
 valley — tumbo, nan(d) (Q.)
 valley — tum (S.)
 valley, plain — lad (S.)

valor — kánë (Q.)
 vaulted roof — rond (S.)
 veil (as aura, figure, or body) — fana,
 pl. fanar (Q.)
 victor — dacil (S.)
 vigor — veassë (Q.)
 vigor, physical strength — tuo (Q.)
 virginity — wénë (Q.)
 vision — olor, olos (Q.)
 voice — óma, óma- (Q.)
 voice — lammen (S.)
 void — îa (Q.)
 vowel — óman (Q.)

W

(a)wakening (adj.) — kuivea (Q.)
 (a) walk — vanta (Q.)
 (to) walk — vanta- (Q.)
 wall — ramba (Q.)
 wall — ram (S.)
 walled place, fort, fortress —
 arta (Q.)
 (to) wander — ran (Q.)
 (to) wander — raen (S.)
 wanderer — randir (Q.)
 watch, guard, watch over — tir (Q.)
 watch-tower — tirion (Q.)
 watching — tirith (S.)
 water — nen (S.)
 waterfall — lanthir (S.)
 water-nymph — falmar (Q.)
 wave (crested) — falma (Q.)
 way — pata (Q.)
 way — bad (S.)
 we (two) — met (Q.)
 wealth, good fortune — alma (Q.)
 (to) wed, (to) swear, contract —
 vesta- (Q.)
 wedding ceremony, oath —
 vestälë (Q.)

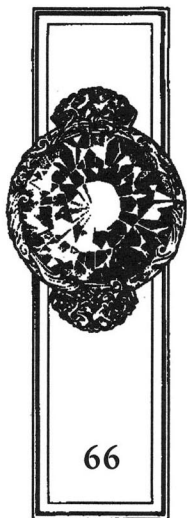
week — enquië, pl. enquier (Q.)
 well, spring — ehtelë (Q.)
 well, spring — eithel (S.)
 werewolf — gaur, ngaur (S.)
 west — númen (Q.)
 west — adûn, annún, dún (S.)
 wet — med, nin (S.)
 whirlpool, eddy — hwindë (Q.)
 (to) whisper — lussa- (Q.)
 white — ninquë (Q.)
 white — nim, niph, nimp, nimpf,
 glos (S.)

who — man (Q.)
 whole — ilúvë (Q.)
 wife — vessë (Q.)
 wild — drú (S.)
 wild — verka, rú (Q.)
 Wild-men (Woses) — Rúatani (Q.)
 will — -uva (Q.)
 willow — tasarë (Q.)
 willow — tathar, tathren (S.)
 wind — sùl, gwae, gwai (S.)
 wind — vaiwa, sùl (Q.)
 window — henneth (S.)
 wing — rama, pl. ramar (Q.)
 winter — hrivë (Q.)
 winter — hrîw (S.)
 wisdom — nolë (Q.)
 wise, knowledgeable — golodh,
 pl. golodhrim, gelydh (S.)
 wizard — sairon (Q.)
 wolf — draug
 wood, forest — aron, taur, pl. eryn (S.)
 wood, forest — taurë (Q.)
 wooden building — ampano (Q.)
 wooden whale — turuphanto (Q.)
 woodpecker — tamró, tambaro (Q.)
 woodpecker — tavor (S.)
 wool — tó (Q.)
 woollen (adj.) — toa (Q.)
 word — quetta (Q.)
 word — beth (S.)
 (the) world (lit. "it is") — eä (Q., S.)
 (to) wound, tear — harna- (Q.)
 wound — harwë (Q.)
 wounded — harna (Q.)
 wright — dan, pl. dain (S.)
 writes — tekë (Q.)
 writing system — tenkelë (Q.)

Y

-y — -ime (Q.)
 -y — -ui (S.)
 (to) yawn — yanga- (Q.)
 year (Elvish year of 144 solar years)
 — yen, pl. yeni (S.);
 yén (yen-) (Q.)
 (solar) year (lit. S. "growth;" Q. "sun-
 round") — loa (S.); coranar (Q.)
 yellow-bird — asmalindë (Q.)
 yoke — yanta (Q.)
 youthful, freshness — wén (Q.)





10.0 POWER AND MAGIC

J.R.R. Tolkien's works include many evocative themes, such as the corrupting influences of power and illegitimate magic. Concepts like the Balance of Things and the three themes of Eru's divine order are reflected in the struggles against Darkness.

UNBLESSSED MAGIC

Neither Morgoth nor Sauron respect either nature or Eru's Thought, and neither feel constrained when it comes to possessing and using magic. They conjure, creating and modifying things according to their own lustful wills. Others, such as Saruman, also lose sight of the Balance in their quest for magical knowledge and power. The White Wizard begins using righteous magic outside the boundaries of his mission, eventually seeking unrighteous—and then evil—sources of insight and strength. Thus, he falls from grace. Always, the unsanctioned possession or use of magic in Middle-earth eventually wreaks madness and tragedy. Such abuse invariably spawns the downfall of seemingly omnipotent mages.

It is important, then, to note that in Endor the lust for “unnatural” power is dangerous because it is “unsanctioned.” It is without “blessing” and contrary to the Balance of Things. Unless one's magic is in some way blessed or “sanctioned,” it is at best wrong, at worst evil. Any mage **possessing** such illegitimate power is always at risk of becoming mad and/or evil. Those who actually **employ** such magic increase this peril.

BLESSED MAGIC

While rare, blessed power comes from many sources. It may be innate to one's race, lineage, station, or mission. It may be tied to a blessed artifact or to a naturally magic place. So, in order to ascertain the character of magic, one must be mindful of the nature and source of enchanted artifacts and spells. Hallowed places, things, and beings enjoy the specific right to be magical. They possess magic legitimately.

It is not enough, though, to acquire power in a legitimate manner. An abuse of any magic may result in the surrender of any underlying blessing. Worthy mages remain blessed only when they act responsibly. Both the possession and the **use** of their power must conform to the Balance of Things.

HEEDING THE PRINCIPLE

In short, anyone possessing unblessed power or anyone wielding any power in an unblessed fashion, invites doom. This is the principle that both GMs and PCs should heed when dealing with magical things or characters in Middle-earth. It involves a two-step test:

- First, determine the nature of the magic. Is it in some way blessed? If not, it is dangerous and possibly very evil.
- Second, assuming the magic is blessed, determine whether there are any limits or constraints with respect to its use.

Since the issues of possession and use of artifacts, spell-casting skills, etc. are critical to a faithful, flavorful Middle-earth campaign, GMs should apply this test carefully.

PCs should note that dabbling in the magical arts can be perilous. Unless attuned to nature (e.g., like a Wose practicing *Pûkel*-magic), imbued with sanctioned talents (e.g., an Arnorian seer forecasting for his king), or given a rightful gift (e.g., an enchanted sword as a reward for aiding an Elven smith), the PC may be exhibiting the sort of lust that ultimately led to the Downfall of Númenor.

A GM should create or uncover the story behind any magical item, incantation, formula, etc. This story will dictate whether matters either proceed according to nature—the Balance of Things—or succumb to the predacious tragedy borne out of insanity and darkness. In the latter case, you may bear witness to an exciting but terrible tale.

10.1 POWER IN THE WEST

Professor Tolkien's histories are intended as a backdrop for a great work on Elvish languages. They center on that part of the world where the Elven tongues see their most extensive development.

The West, being close to the Undying Lands, is the area of greatest concentration for the Firstborn in Middle-earth. It serves as an avenue, and resting place, for the Eldar. It is the destination for most all Elves journeying across the Sundering Sea. It is in this limited quarter that Sindarin is developed and Quenya given to the mortal world. Both the Tengwar and Cirth first appear in the West.

Thus, it is natural that Tolkien focuses his historical discourse on this region. Given the unique character of the West, its story tends to dominate events all over Endor. The watchful eyes of the Valar seem to dwell on the West, for it is here that Morgoth ultimately settles and it is here that he fights the Eldar. It is here that Sauron renews this heinous struggle, seeking to become King of Men and Master of Middle-earth.



It is also in the West that the Edain meet the Eldar and spawn the Dúnadan culture. The Lintado Men in the northwestern section of Middle-earth are the most advanced of their kind. Compared to their brethren in other parts of the world, the Edain and Northmen are technologically superior, generally more literate, and politically more organized.

The history of the West, then, is the history of those groups who are most capable of dominating the entire continent. This is why Tolkien writes from a "Western" perspective. Our discussions concerning peoples and events elsewhere must be viewed according to this context: that the West is the primary focus of power in Endor.

AMAN AS A FOCUS OF POWER

The West's unique ties to Aman, the Undying Lands, help explain the long-felt manifestation of great power in the region. While Morgoth's awful repose sets the tone, the close proximity of the other Ainur creates an indelible effect. Their presence in the Battle of the Powers leaves a lasting mark.

In time, though, such magic fades. It manifests itself on a massive scale in the First Age, and to a lesser but significant degree in the Second Age. By the late Third Age, it is quite subtle (except in the cases of Dragons, the Balrog, Saruman the White, and of course Sauron). The power continues to dissipate during the Fourth Age. This erosion is accentuated (and illuminated) by the departure of the Quendi.

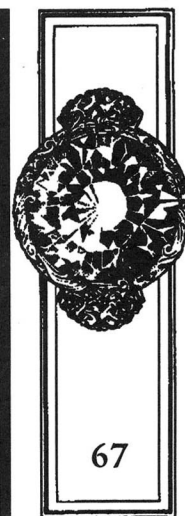
Since the utilization of great power relates to the nature of those possessing the gift, the physical and temporal removal of the Ainur and Quendi results in a constriction of overt magic. As the Valar lay down their direct guardianship of Middle-earth in stages—at the end of the First Age and with the downfall of Númenor in the Second Age—the Balance of Things changes. Endor's natural tolerances evolve. When the Valar intervene in the Third Age, they do not march as the Host of Valinor. Instead, they send the Istari (Wizards). The Powers limit the scope of their intrusion, for the nature of Endor has changed. The danger is less acute and power is less pervasive.

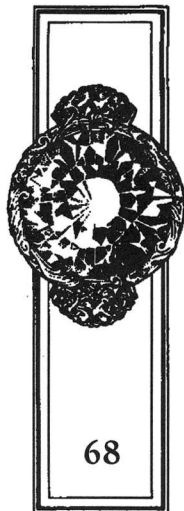
The five Wizards are Maiar, powerful kinsmen of Sauron. Yet, they still constrain themselves. As faithful Istari, they act (at least initially) in accord with a limited mandate. The Wizards do not use magic unless it is absolutely necessary. Their wise council serves as their chief remedy. They give advice before conjuring spells. They act as ambassadors, assisting (rather than directing) their allies in the struggle against Darkness. They conform to the Balance of Things. Accordingly, they appear far weaker than they really are.

SAURON AS A FOCUS OF POWER

The presence of Sauron in Mordor accentuates the concentration of power in the West. Sauron is not one to restrain himself when he deems it necessary to act with great authority. He can act cautiously and quietly, especially when nursing himself after a great defeat, but he is also capable of unbridled explosions. Those living under his Lidless Eye take particular care not to attract attention to themselves.

This feeling contributes to the restraint found in the Elves and Dwarves who possess the ability to wield spells. Some are very weary or concerned about upsetting the Balance of Things, but others are afraid. Others fall from grace. Many die fighting their brethren or other Free Peoples. Some perish at the hands of Sauron and his minions. It is the bold—those who seek power and then try to wield it—that are most prone to rashness, insanity, and doom.





HIDDEN OR NATURAL POWER

By the time of the Third Age, legitimate masters of magic (at least in the West) employ their abilities in relative secret. Western Men and Hobbits are not great friends of spells. Few know of magic, save through fairy tales and legends. Many fear conjurers and equate "magic" with "evil." This creates an atmosphere where magical occurrences are rarely seen and often become merged or confused with natural events. Again, the use of power is increasingly muted. Tolkien's constantly uses nature to illustrate this point. The "aging" or "changing" of the land serves as a fundamental theme. It helps explain the evolution of the character of Endor, the transition toward a less magical world dominated by mortal Men.

10.2 POWER ELSEWHERE

In keeping with the Balance of Things, the use of power in the East and South is less restrained, but the strength of such power is correspondingly less potent. The region is relatively wild, and a different equilibrium is in order. These locales ascribe to their own "natural balance" (and differing criteria dictates what is "blessed.") Given the fractured nature of the cultures and the parochialism of the politics, no society succeeds in dominating Endor.

This is particularly true among the peoples of the warm South. During the Second Age, Númenor exploits their disunity, holding sway over most of Endor's southern coasts. Black Númenórean successor states rise in the aftermath of the Downfall.

The greatest and most magical of the eastern kingdoms foster better policies and eventually swell in power, only to find themselves challenged by the Lord of the Rings. Sauron corrupts or kills their leaders (e.g., Khamûl the Easterling and Úvatha the Variag). In the end, the Dark Lord also seduces and conquers the Black Númenóreans of the South. The Evil One dictates the broad pattern of control through his minions.

Elves in the East tend to wander and embrace the values of old-ways common before the Valar and the light of the Two Trees affected their kind. The Avari cultivate a much more self-centered picture of the world. Their cares differ from those of the Eldar of the West. As a result, they rarely shun or share their magic. They use their modest, widespread power to avoid or assail unfamiliar, unfriendly, or undesirable peoples.

The same attitude is common among the neighboring (but less talented) Hildor. This relatively unrestrained search for, and use of, magical power make the residents of so-called "wild lands" particularly susceptible to corruption and vulnerable to conquest. This helps explain why, during the Second and Third Ages, Sauron subjugates their domains with relative ease.

10.3 POWER AND ROLE PLAYING

This dichotomy in the use of power in Middle-earth affects the portrayal of Endor's lands and peoples. When constructing a society in the West, a GM must take great care to show restraint regarding the use of magic. Magic-users are rare. Although more folk have some "magic" in them, open displays of power are extremely isolated. They are unusual anywhere, especially in the West.

MAGIC IN A WESTERN SETTING

The Elves of the West certainly employ magic in daily life. Dúnadan seers rely on magical stones and mirrors, and Dúnadan artisans produce enchanted swords, etc. Dwarves wield their own peculiar magic. They produce enchanted delvings, powerful weapons, mystical toys, and wondrous mechanical devices. Nonetheless, these skills and practices are hardly widespread. Magic is very rarely used outside the confines of a collection of closed societies. Among Hobbits, magic is considered the stuff of legends. Most Men feel the same way; indeed, many have never heard of or seen magic.

MAGIC IN AN EASTERN OR SOUTHERN SETTING

As noted, power manifests itself in a weaker, but broader scale in the East and South. Here, a GM can more comfortably depict a society where magic is a fundamental part of life. Spell-casting and magic may be relatively common, depending upon a society's exposure to the Elves, the Dúnedain, or concepts conducive to various forms of power. The overall political impact of the society may not be great as one found in the West, but this does not preclude the use of magic. Myriad religions, rituals, and magical orders abound. What holds these peoples back, and has defeated any eastern or southern "empire" from rising to control the continent, is either a lack of organization or a tendency toward corruption. The widespread possession and use of magic promotes both trends, inviting adventure—and smoothing the way for the Evil One.

II.0 GAMING IN MIDDLE-EARTH

The nature of fantasy role playing lends itself to creativity. The players and the GM both participate in a "living novel" where each individual envisions his own setting. While the GM provides source data, the scene unfolds in the player's imagination. Similarly, the images in a good fantasy novel are ultimately an individual reader's reflection of the author's labor.

Tolkien's Middle-earth is undying, alive in the hearts of all who tread its paths. It is only natural, then, to use this incredible foundation in an FRP context. In this way, those who love Middle-earth can experience it in an active, participatory fashion. They can also try to fill the gaps and discover the mysteries that have always concerned them.

II.1 USING FRP SYSTEMS

Some fantasy role playing systems are more flexible than others and it is important to note that basic changes may be necessary if one wants a setting consistent with the flavor of Middle-earth. ICE's *Lord of the Rings Adventure Game* and *Middle-earth Role Playing* game are the only FRP systems specifically designed around Endor. Certain gaming groups may wish to try a more challenging FRP system, or they may be married to a set of game rules that they want to adapt for use in Middle-earth. This is fine, since Tolkien's world is itself flexible, especially in the areas outside the West. After all, *The Hobbit* and *The Lord of the Rings* served as the inspiration for most FRP rules. Creatures resembling Elves, Hobbits, Dwarves, Orcs, and Trolls abound in the role playing world.

Regardless of the adaptability of the setting, a GM who wants to use an FRP system based on rigid rules drawn from medieval Botswanan mythology might need to modify his game before employing it in Endor. It is important, then, to ascertain where these rule changes must be made and how the alterations will affect the system's flow and any underlying philosophy. Play balance can be destroyed by careless remolding.

II.2 GAMING TIPS

Use a Manageable Scale: Determine the scale of the game, the number of players, the size of the area within which you want to run, the level of power found in the campaign.

Pick a Compelling Setting: Use the map and sources to pick an area that fits your designs and desires. If you want immense detail and slightly less flexibility, choose an area located in the well-documented

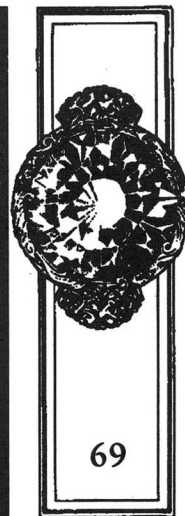


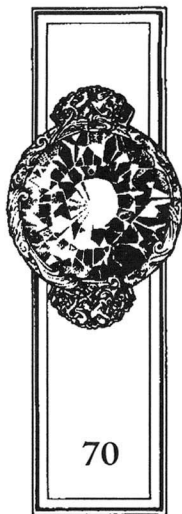
Standing Stones
of the Loen Valley
(White Mountains)

West. If you want tremendous creative leeway, find a spot elsewhere. Note that there may be an available module covering the area or one nearby, and this can be a handy base from which to start work. When choosing the overall setting, look to the local cultures, politics, geography, economic and military systems, etc. Great drama can be achieved with the proper choice of locale.

Pick an Exciting Period: Look to the period in history in which you wish to run. Eras plagued by great war are marked by tremendous uncertainty and harbor opportunity for adventure. Some periods are better documented, but may be less flexible. Epic quests deciding the fate of the world may be best run in the Fourth Age; otherwise certain events may be preordained. Naturally, you may wish to change situations and you may be able to account for differing occurrences. Remember that the Fourth Age is the "Time of Men," a period when many Elves have departed. Both the Hobbits and Dwarves avoid Men and the world is generally less rich with regard to these folk.

Use the Sources: Assemble your source materials. Use a set of primary and secondary references when you design your adventures or campaigns.





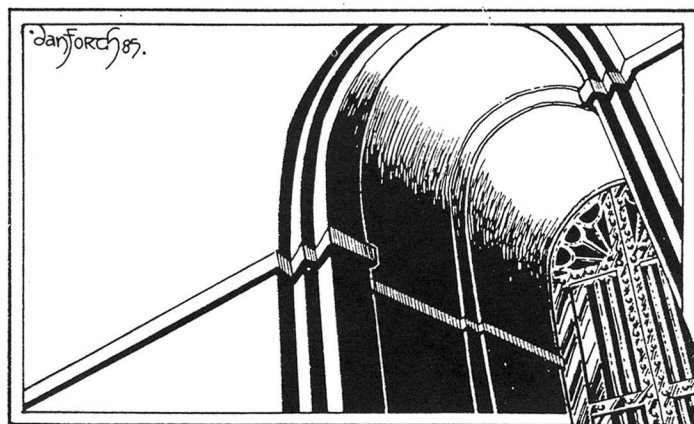
Create Consistency: Create a total setting. Provide reasons for events and why the world is as it is. Develop patterns of subsistence, migration, weather, etc. to account for preordained or “random” events. Construct cultures consistent with the land upon which they live. If a group isn’t originally from the region, note why and what effects the area had on their old ways. Take care to fit religious, political, and military constructs into the world. For instance, an unusually powerful realm that conquers vast territories and is capable of crushing Mordor will require a good deal of explanation.

Use Maps: Use lots of maps to detail patterns and provide a creative framework. With a generalized map you can create a specific picture off the top of your head (making notations for future reference), while still remaining consistent.

Adjust Your Rules to the Setting: Take your rules system and note what it has to say about the cultures and peoples upon which it is based. Make the necessary changes to conform it to Middle-earth. For instance, Dragons and Balrogs may not exist, or they may be too common, or they may be too weak under your rules. See if this affects play balance. If it does, make corrections to compensate.

Be Flexible: Remember that a good world is more important than a technical rule. A world invariably determines its own physical laws. A GM can make rules and modifications without too much pain. The setting and the story are both much more vital and entertaining than any game system.

A GM should remember that one has the alternative of allowing the players to change the course of history before the Fourth Age.



12.0 MAPS AND MODULES

As noted, maps are a critical element in any Endorian campaign. Tolkien loved maps, and he used them to great effect. You should follow his lead. After all, no journey (real or fantastic) is complete without a map.

ICE’s “Realms of Middle-earth” supplements detail specific sections of land covering an area between 37,400 (170 x 220) and 149,600 (340 x 440) square miles. The regional maps found in these packages use common symbols and a standard (1”=20 miles) scale. They can be referenced to the grid sections on the folded version of the poster map and are scaled so that they will fit together with other maps showing adjacent territories. Together, they form a vast mosaic of the entire continent. Specific instructions for combining these products are in the *Northwestern Middle-earth Campaign Atlas*, which contains a complete set of reduced-scale versions of these maps.

12.1 ILLUSTRATIVE MAPS

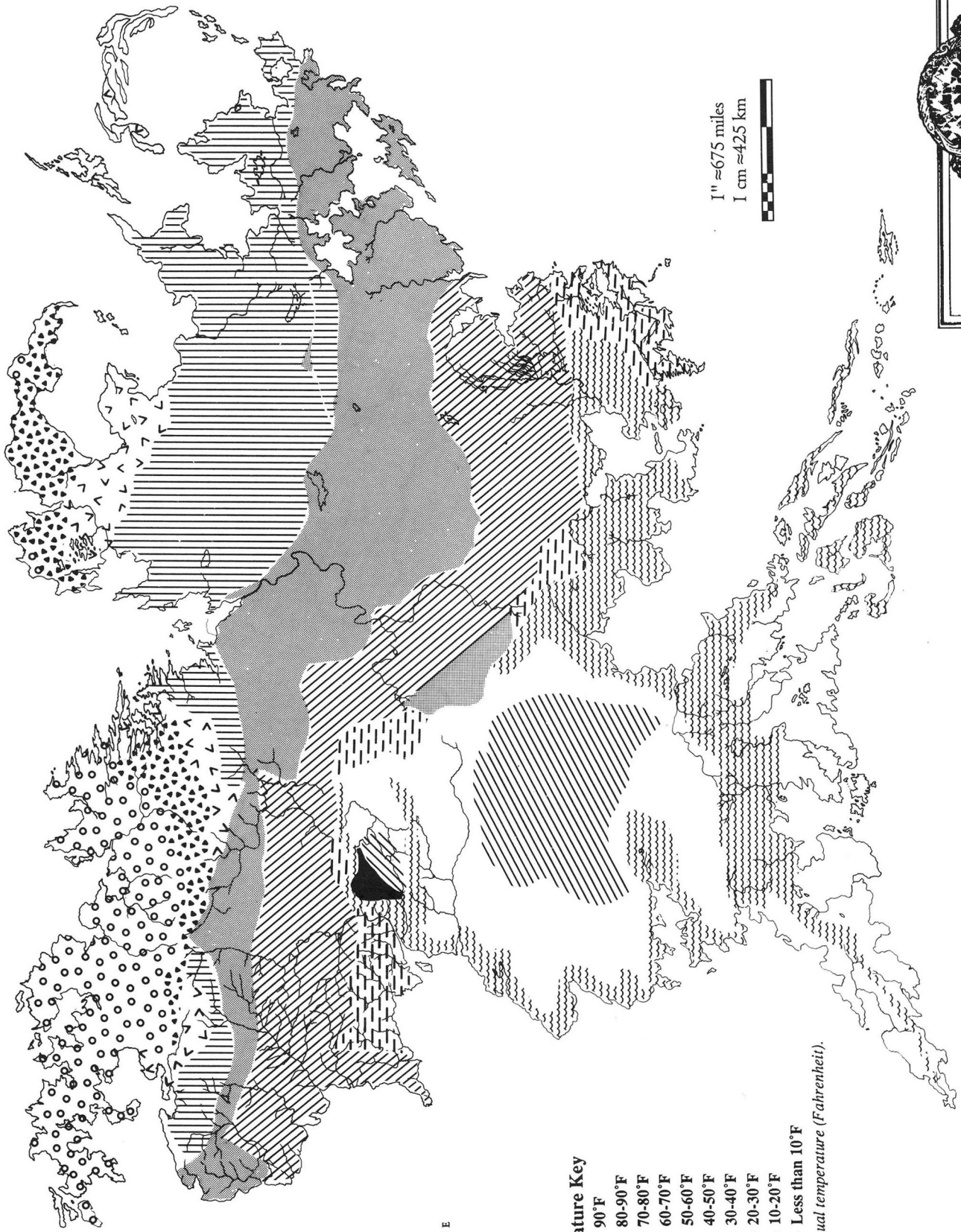
A series of maps illustrating important aspects of the continent follow. Each is labeled or numbered in order to help you reference the accompanying notes. These maps provide you with accessible details concerning the social and political aspects of Middle-earth. We also include notes on Endor’s climate.

12.2 USING THE COLOR POSTER MAP

The full-color map of Middle-earth has been designed to give the viewer the “flavor” of the land. The shading in green indicates temperate or fertile areas, places blessed with adequate or more than sufficient water supply. Deeper greens represent territory with substantial water; lighter greens show regions with seasonal rainfall and/or runoff. Yellow greens cover areas which are semi-arid. The desert is shaded in sand. White locations are those of severe or everlasting cold. Be careful to distinguish them from swamps, for the latter have their own symbol.

When using the large map, a GM may wish to have a mobile mileage scale. In this way, travels can be easily measured regardless of direction. Simply trace or copy the scale shown on the map surface and construct one or more handy copies for use in the game.

TEMPERATURE ZONES

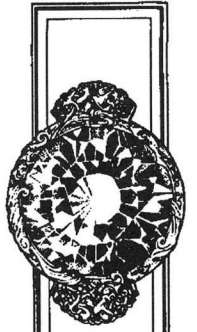


Temperature Key

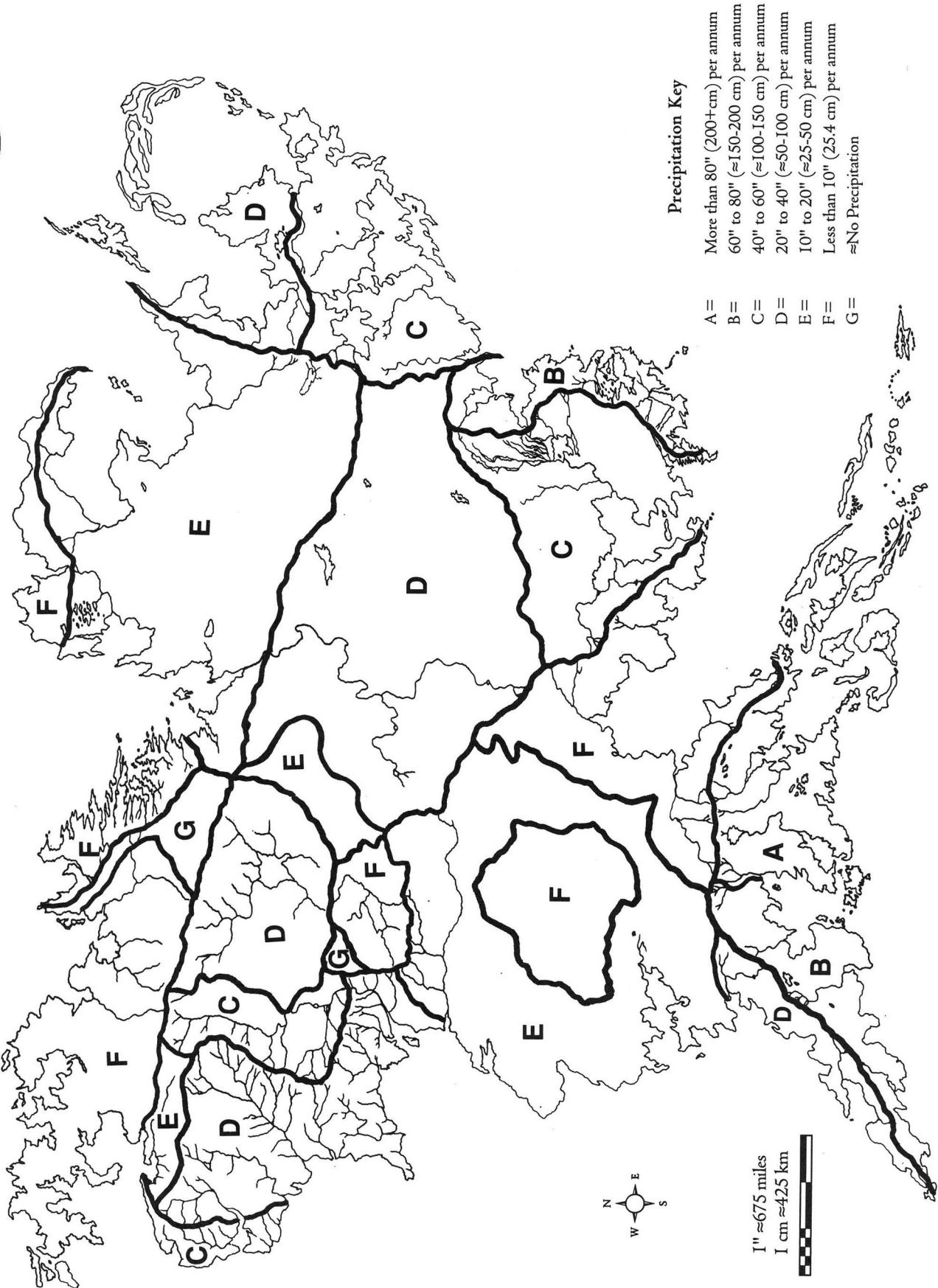
- 90°F
- 80-90°F
- 70-80°F
- 60-70°F
- 50-60°F
- 40-50°F
- 30-40°F
- 20-30°F
- 10-20°F
- Less than 10°F

Mean annual temperature (Fahrenheit).

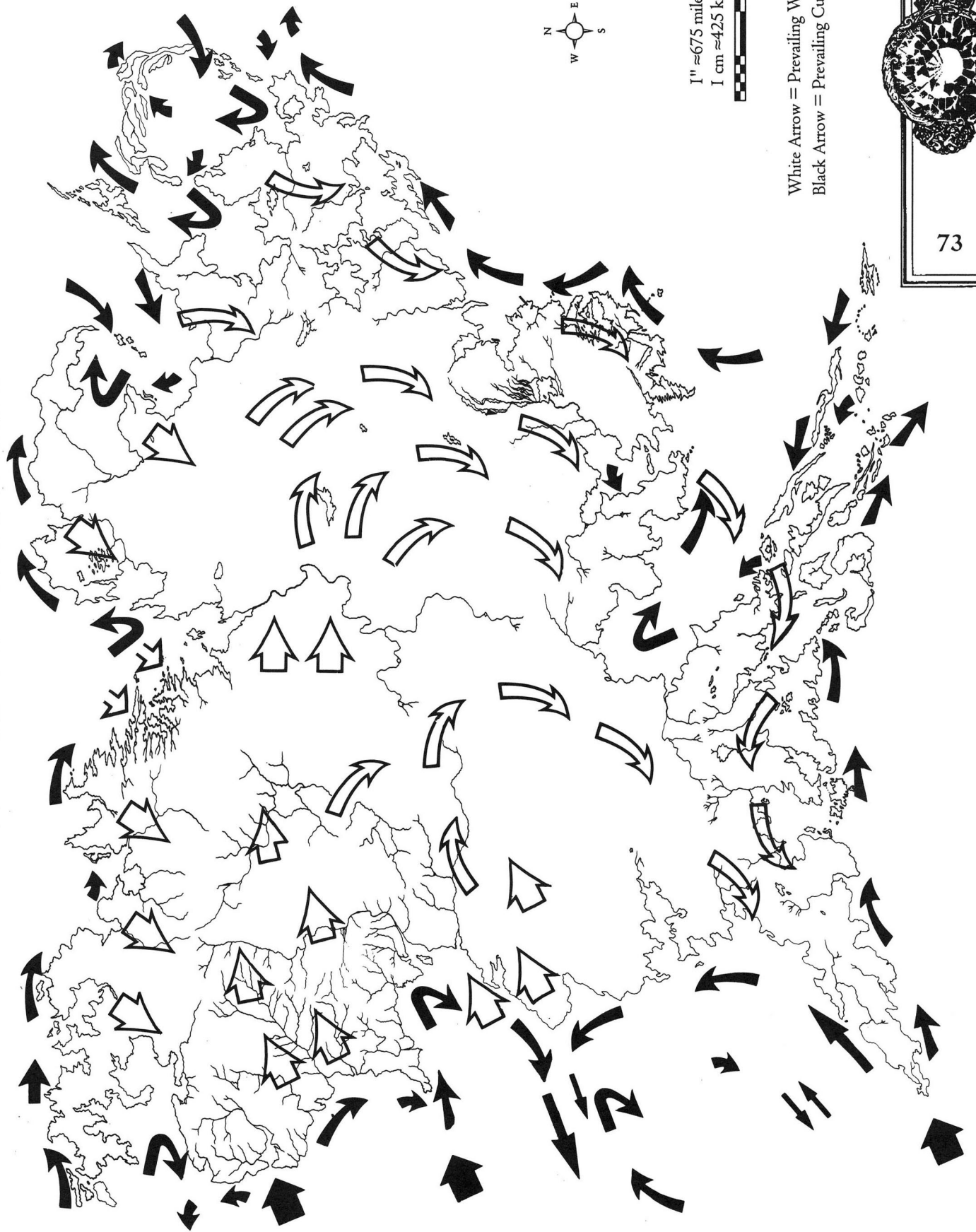
1" ≈ 675 miles
1 cm ≈ 425 km

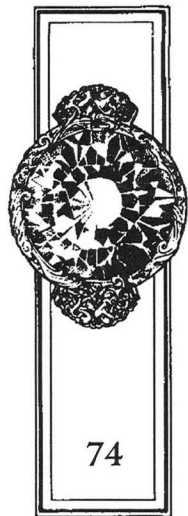


PRECIPITATION ZONES



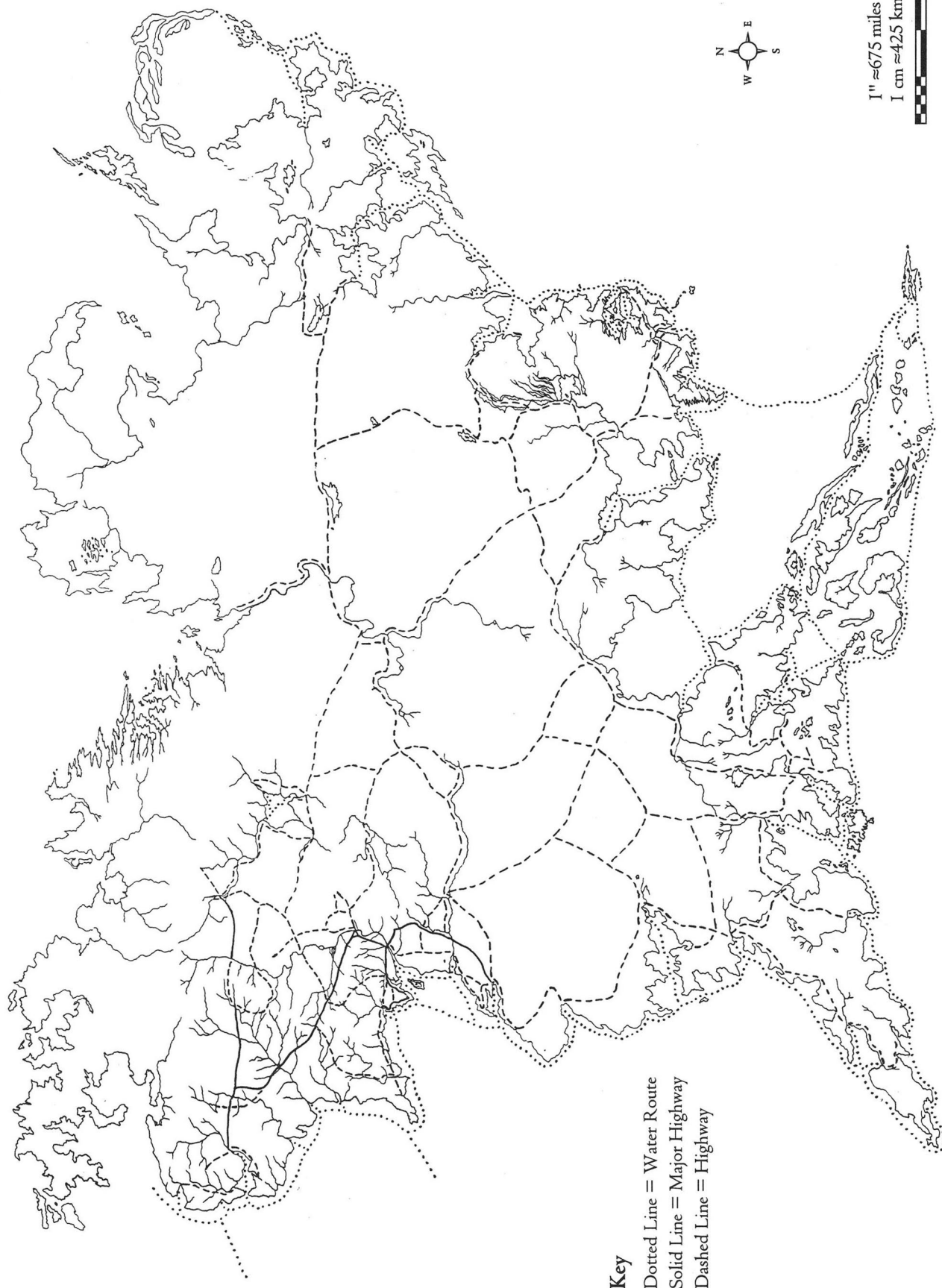
PREVAILING WINDS AND CURRENTS



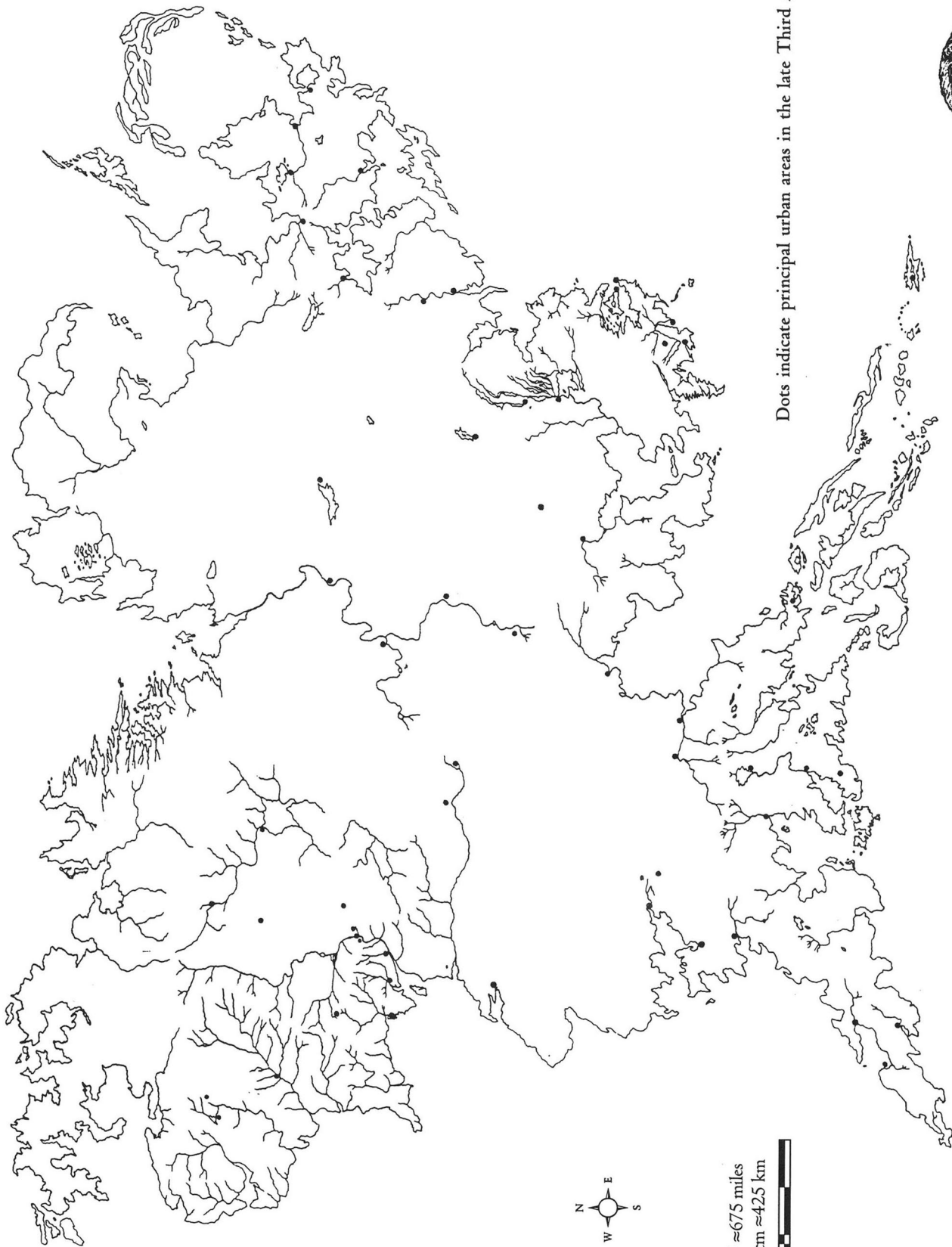


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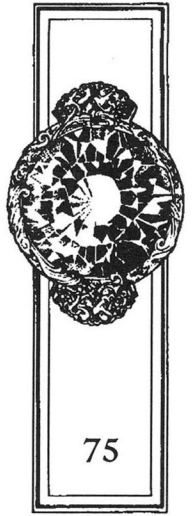
TRADE ROUTES

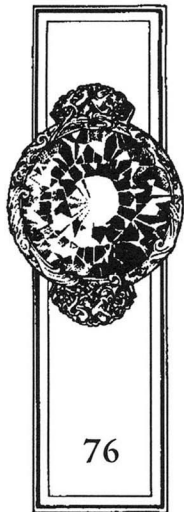


MAJOR CITY SITES



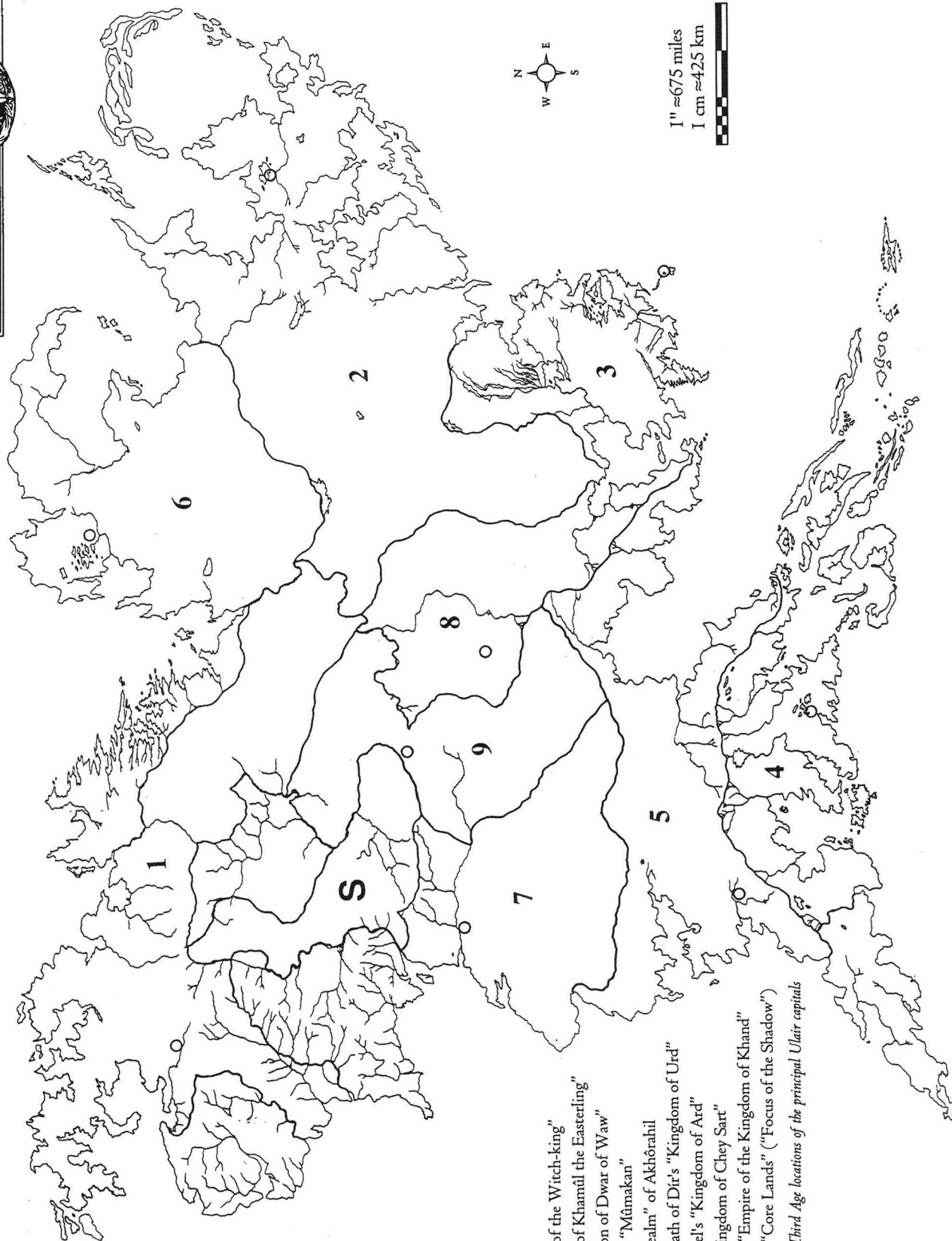
Dots indicate principal urban areas in the late Third Age.





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DOMAINS OF THE NINE NAZGÛL



Legend

- 1 = "Empire of the Witch-king"
- 2 = "Empire of Khamûl the Easterling"
- 3 = "Dominion of Dwar of Waw"
- 4 = Jî Indur's "Mûmakan"
- 5 = "Storm-realm" of Akhôrâhîl
- 6 = Hoarmûrath of Dîr's "Kingdom of Urd"
- 7 = Adânaphel's "Kingdom of Ard"
- 8 = Ren's "Kingdom of Chey Sart"
- 9 = Úvatha's "Empire of the Kingdom of Khand"
- S = Sauron's "Core Lands" ("Focus of the Shadow")

Circles indicate the Third Age locations of the principal Ulair capitals

13.0 GLOSSARY

In writing *The Lord of the Rings*, J.R.R. Tolkien plotted the phases of the moon over Endor during the years of T.A. 3018 and 3019. Sam Gamgee's surprise at seeing the new moon after the Fellowship's stay in Lórien seemed very real, for it made perfect sense. Indeed, the epic recounting Frodo's heroic journey to fiery Orodruin—both directly in the narrative text and indirectly in the appendices—draws on millennia of history.

The burden of a similar attention to detail falls on the GM's shoulders when he or she seeks to create the sense of reality vital to an FRP campaign set in Middle-earth. A GM confronted by the plethora of unfamiliar names and words in his or her efforts to capture the unique spirit and flavor of Middle-earth might well be tempted to despair. The material below presents a reference for the quick retrieval of the salient details associated with obscure yet significant people, places, and things.

This section contains an extensive glossary of terms, organizing the mass of lore presented by Tolkien's works, as well as the extrapolated data detailed in ICE's modules. With a flick of the fingertips, you can find the location of Angmar, the definition of Apysaic, or the identity of the Gwaith-i-Mírdain. Each entry appears in a concise paragraph, together with a listing of references in other works that might provide more exhaustive coverage of the concept. A reference guide located at the end of this section lists the appropriate entry to check for more obscure terms.

13.1 GLOSSARY OF TERMS

A

Ad. — Abbreviation for Adûnaic, the language of the Edain (sometimes rendered "A.").

Adena — (Sing. Aden). An Apysan confederation that resides in Hyarn, Elorna, and Mirëdor in southwestern Endor.

Adorn — A tributary of the river Isen, that with it formed the western boundary of Rohan. *Read UT 262, 305-6, 364-5.*

Adrahil [1] — (S.). In T.A. 1944, he served as a commander of the forces of Gondor against the Wainriders. He was called "of Dol Amroth" and was presumably an ancestor of Adrahil [2]. *Read UT 293-4, 313, 316.*

Adrahil [2] — (S.). The Prince of Dol Amroth and the father of Imrahil. *Read UT 248, 316.*

Adûnaic — The language spoken by the Men of Númenor. *Read UT 215-16, 222, 227, 263.* For "Númenórean tongue or speech" *read UT 194, 215-16, 227, 319, 390.*

Adûnakhor — (Ad. "Lord of the West"). This name was taken by the nineteenth King of Númenor. He was the first to do so in the Adûnaic (Númenórean) tongue. His name in Quenya was Herunúmen. *Read Sil 267.*

Adurant — (S. "Double Stream"). The sixth and southernmost of the tributaries of Gelion in Ossiriand. Its name refers to the river's divided course around the island of Tol Galen. *Read Sil 123, 188, 234.*

Aeglos [1] — (S. "Snowthorn"). A shrub that thrived on Amon Rúdh. *Read UT 99, 148.*

Aeglos [2] — (S. "Snow-point"). Gil-galad's spear. *Read LotRI 319; Sil 294; UT 148.*

Aegnor — (Q. "Fell Fire"). The fourth son of Finarfin and a sibling of Galadriel. With his brother Angrod, he held the northern slopes of Dorthonion. He was slain in the Dagor Bragollach. *Read Sil 61, 84, 120, 150-1; UT 250.*

Aelin-uial — (S. "Meres of Twilight"). The confluence marked by marshland where the river Aros flowed into the Sirion. *Read Sil 114, 122, 168, 217, 231; UT 147.*

Aerandir — (S. "Sea-wanderer"). One of the three mariners who sailed with Eärendil on his final voyage west across the Shadowy Seas. *Read Sil 248.*

Aerin — Wife to Brodda the Easterling and kinswoman to Húrin in Dor-lómin. She gave help to Morwen after the Nirnaeth Arnoediad. *Read Sil 198, 215; UT 69, 104-9.*

Aghan — The Drûg (Wose) and renowned healer in the tale "The Faithful Stone." *Read UT 380-2.*

Aglarond — (S. "The Glittering Cavern"). The caves of Helm's Deep in the White Mountains. The term also refers to the fortress properly called the Hornburg, at the entrance to Helm's Deep. The caverns were also called Glaemscafru (R. "Caves of Radiance"). *Read LotRII 195, 262; Sil 291; UT 370-2.*

Aglon — (S. "The Narrow Pass"). The pass between the heights to the west of Himring and Dorthonion. *Read Sil 123-4, 135, 152-3.*

Ailinel — The oldest of Tar-Aldarion's two younger sisters. The younger was Almiel. *Read UT 173, 179, 209, 220.*

Ainulindalë — (Q. "The Music of the Ainur"). Also called the Great Song, this composition, when sung by the Ainur, created Eä. The story of the creation composed by Rúmil of Tíriion also bore this title. *Read Sil 15-20, 25-6, 28, 41-2, 45-6, 50, 68, 74, 105, 205.*

Ainur — (Q. "Holy Spirits"). The Divine servants of Eru, born out of Eru's thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few—the Valar and Maiar—reside in Eä. The Ainur are also called the "Holy Ones," the "Singers," or the "Spirits." *Read Sil 15-20, 25-6, 41-2, 44, 46, 56, 105, 205, 233.*

Akallabêth — (Ad. "The Downfallen"). This Adûnaic (Númenórean) term was equivalent in meaning to the Quenya *Atalantë*. The tale of the Downfall of Númenor was also titled *Akallabêth*. *Read Sil 281, 290; UT 165.*

Alcarinquë — (Q. "The Glorious"). One of the newer and brighter stars made by Varda to prepare for the coming of the Firstborn. *Read Sil 48.*

Alcarondas — The great ship, also called Castle of the Sea, on which Ar-Pharazôn sailed west and broke the Ban of the Valar. *Read Sil 278.*

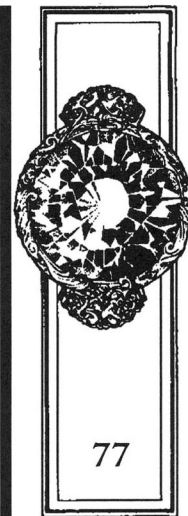
Aldburg — Éomer's place of residence in Rohan, as well as the location of the house of Eorl the Young. Aldburg was built on the site of the Dúnadan town Calmirië. *Read UT 367.*

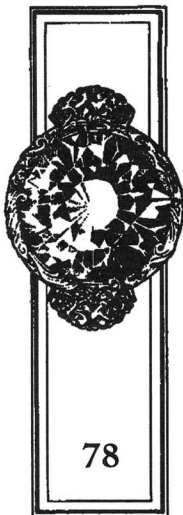
Aldor — The last Rohir King to make serious reprisals against the Dunlending tribes seeking to settle the mountain glens near Isengard. He was the third King of Rohan, the son of Brego who was the son of Eorl the Young. *Read UT 371-2.*

Aldudënië — (Q. "Lament for the Two Trees"). Following the death of the Two Trees, the Vanya named Elemmíre composed this song. *Read Sil 76.*

Alfirin — A small white flower that bloomed profusely on the burial mounds of the Kings of Rohan. It is also called *uilos* and *simbelmynë* (Evermind). *Read LotRII 140, 142; LotRIII 71; UT 48, 55, 303, 316.*

Algund — A member of the outlaw-band (Gaurwaith) that Túrin joined. *Read UT 85, 89-90, 93, 147.*





Almaren — (Q.). An island in a great lake at the center of Middle-earth where the Valar dwelt in Arda after Melkor's first rebellion and flight, but before his second defiance of the Balance of Things. *Read Sil 35-7, 102.*

Almarian — Daughter of the Númenórean mariner Vëantur, Queen of the fifth Númenórean King, Tar-Meneldur, and mother of Tar-Aldarion. *Read UT 173, 176-80, 183, 187-8, 202, 208, 211, 219.*

Almiel — The younger of Tar-Aldarion's two sisters. Ailinel was the elder. *Read UT 173, 179.*

Alqualondë — (Q. "Haven of the Swans"). Located on the shores of Aman on the northern coast of the Bay of Eldamar. It was the chief city and haven of the Teleri. *Read Sil 60-2, 72, 86-7, 89, 104, 111, 129, 156, 249, 251; UT 229, 231-4, 265.*

Aman — (Q. "Blessed Realm"). The continent west of Middle-earth. It is located in the Farthest West, across the Sundering or Great Sea. It contains Valinor, the home of the Valar, and the great of Elven Kind make their home along its eastern shores. In the west of Aman lie the Halls of Awaiting, the place of the dead. Also called, the Deathless Lands and the Undying Lands, terms which include Tol Eressëa as well as Aman and refers to the inhabitants, the immortals. *Read Sil 37, 62, 249, 260, 263-4, 278, 281; UT 29, 166, 215, 287, 229, 230, 232-3, 241, 249, 250, 266, 385, 390, 395, 396, 398.*

Amandil — (S. "Lover of Aman"). The last lord of Adúnië in Númenor before the Downfall. He was a descendent of Elros and father of Elendil. He set out on a voyage to Valinor and did not return. *Read Sil 271-3, 275-6, 279, 292; UT 219.* For the third Númenórean King see Tar-Amandil.

Amarië — (Q.). A Vanyarin Elf, beloved of Finrod Felagund. She remained in Valinor while he went to exile in the lands of Endor. *Read Sil 130.*

Amdír — King of Lórien and father of Amroth. He was slain in the Battle of Dagorlad. Also called Malgalad. *Read UT 240, 243-4, 258.*

Amlach — The son of Imlach grandson of Marach (the leader of the third host of Men to enter Beleriand), Amlach resided in Estolad. Amlach initially refused to take up arms against the Black Enemy and joined Bereg to lead the dissent against the union of the Eldar and Edain. After a agent of evil impersonated him, however, he repented and took service with the Noldor of Maedhros. *Read Sil 144-5.*

Amon Dorthir — (S.). A peak in the mountain range Ered Wethrin. Its shadow fell across the sole pass from Dor-lómin into Beleriand. *Read UT 68, 148.*

Amon Dîn — (S. "The Silent Hill"). Location of the first of the beacons of Gondor connecting Minas Anor (Minas Tirith) to her northern frontiers. *Read LotR III 20; UT 301, 314, 319.*

Amon Ereb — (S. "The Lonely Hill"). A solitary prominence located in East Beleriand between end of the fault line dividing the region (Ramdal) and the river Gelion. *Read Sil 96, 122, 153; UT 77.*

Amon Ethir — (S. "The Hill of Spies"). Mound raised by Finrod Felagund a league east of the doors of Nargothrond. *Read Sil 217-18; UT 116-19.*

Amon Gwareth — (S.). Hill upon which Gondolin was built, in the midst of the mountain-circled plain of Tumladen. *Read Sil 126, 136, 239, 241-2.*



Ancalagon

Amon Lanc — (S. "The Naked Hill"). Extinct volcano located in the southern bounds of Greenwood the Great; later named Dol Guldur. *Read UT 272, 280.*

Amon Obel — (S.). A stockade named Ephel Brandir was built on this hill which stood in the midst of the Forest of Brethil. *Read Sil 203, 216, 220; UT 104, 110, 123, 125, 136.*

Amon Rûdh — (S. "The Bald Hill"). A lonely height south of the Forest of Brethil. Mîm the Petty-dwarf and his two sons dwelt there, calling the prominence Sharbhund. Túrin's outlaw band made its caverns their lair. *Read Sil 201-6, 230; UT 98-100, 148, 150-4.*

Amon Sâl — (S. "Hill of the Wind"). A bare hill at the southern end of the Weather Hills in Eriador. Named Weathertop in the Westron. *Read LotRI 22, 233, 251; LotRIII 331, 378; Sil 291-2; UT 278, 409, 411, 413.*

Amras — (Q.). Amrod's twin brother and youngest of Fëanor's sons. Amras was slain with Amrod in the attack on Eärendil's people at the Mouths of Sirion. *Read Sil 60, 83, 124, 142, 153, 247.*

Amroth — (S.). Sinda Elf, King of Lórien for a time, and lover of Nimrodel. He drowned in the Bay of Belfalas. *Read UT 234, 237-8, 240-6, 255, 257-8, 261, 316.* For the country of Amroth (coast of Belfalas near Dol Amroth), *read LotRIII 313, 454; UT 175, 214.* For Amroth's Haven, see Edellhond.

Anach — (S.). Pass in the Ered Gorgoroth leading down from Taur-nu-Fuin (Dorthonion) into Doriath. *Read Sil 200-1, 205-6, 241; UT 54, 95.*

Anar — (Q.). Quenya name for the Sun. *Read Sil 99-101; UT 22, 29-30.*

Anardil — (S.). The given name of the Númenórean Tar-Aldarion. The sixth king of Gondor was also named Anardil; beloved of his people, he was called Anardilya. *Read UT 173, 174, 199, 212, 219.*

Anárion — (S.). Younger son of Elendil, who with his father and his brother Isildur escaped from the Drowning of Númenor and founded in Middle-earth the realms in exile. He was slain in the siege of Barad-dûr. *Read LotRI 319; LotRII 352, 363; LotRIII 158; Sil 272, 279-80, 290-6; UT 215, 279, 408.* For the Númenórean king, see Tar-Anárion.

Anarríma — (Q.). Constellation's name meaning roughly "sun-crowned." *Read Sil 48.*

Ancalagon — (S.). Most powerful of Morgoth's winged dragons. The worm was destroyed by Eärendil. *Read LotRI 94; Sil 252.*

Ancalimë — Aldarion named the tree from Eressëa that he planted in Armenelos after his daughter Ancalimë. *Read UT 202.* For the first Ruling Queen of Númenor, see Tar-Ancalimë.

Andor — (S. "Land of Gift"). Vala name for Númenor (Yôzâyan). *Read Sil 260, 279, 281.*

Andram — (S. "The Long Wall"). Name of the dividing fall running east-west across Beleriand. *Read Sil 96, 122.* Ramdal (S. Wall's End) is the eastern point where the dividing fall ceased. *Read Sil 153.*

Andrast — (S. "Long Cape"). Mountainous promontory between the rivers Isen and Lefnui. Also called Ras Morthil. See also Drúwaith Iaur. *Read UT 175, 214, 261, 263, 370, 383-4, 387.*

Andrath — (S. "Long Climb"). Defile between the Barrow-downs and the South Downs through which the North-South Road (Greenway) passed. *Read UT 348.*

Andróg — Man of Dor-lómin, a leader of the outlaw-band joined by Túrin. *Read UT 85-90, 92-102, 148, 151-2, 154.*

Androth — (S.). Caves in the hills west of Lake Mithrim. Tuor was fostered there by the Grey-elves and dwelt there afterwards as a solitary outlaw. *Read Sil 238; UT 18-19.*

Anduin — (S. "The Long River"). The Great River, east of the Misty Mountains, that rises in the Ered Mithrin of Rhovanion, flows southward, and empties into the Bay of Belfalas. Called Langflood by the Eothéod. See Ethir Anduin, Langwell. *Read LotRI 22, 319, 492; LotRII 20, etc; LotRIII 23, etc; Sil 54, 94, 267, 290-1, 293, 295, 297-98, 301-2; UT 168, 236, 243, 245-7, 252, 256, 258-61, 264-5, Part 3/I and II passim, 321, 338-9, 342-3, 345-6, 370-1, 383, 398, 401, 404, 411.* For the Vale of the Great River, *read UT 256.*

Andúnië — City and ship haven on the west coast of Númenor. *Read Sil 261, 268-9, 271; UT 167, 169, 173, 182, 185, 189, 193, 214-15, 217, 220, 223.* For the Lords of Andúnië, *read Sil 268; UT 171, 173, 182, 215, 217, 219, 223.* For Bay of Andúnië, *read UT 167.*

Andustar — Western promontory of Númenor. *Read UT 165, 167, 217.* As the Westlands, *read UT 165, 169, 181, 185, 189, 194, 196, 215.* For Lady of the Westlands, Erendis, *read UT 180.*

Anfalas — (S. "Long Coast;" W. "Langstrand"). Fief of Gondor to the west of the provinces of Dor-en-Ennil and Lamedon. It's a coastal region between the mouths of the rivers Lefnui and Morthond. *Read LotRI 386; LotRIII 50; UT 255, 384.*

Anfauglith — (S. "Gasping Dust"). Name of the plain of Ardgalen after its desolation by Morgoth in the Battle of Sudden Flame. Also called Dor-nu-Faughlith (S. "Land Under Choking Ash"). *Read Sil 151, 153, 160, 178, 182, 190-2, 197, 207-8, 212, 227, 251; UT 17, 58.*

Angainor — (S.). The chain wrought by Aulë with which Melkor was bound twice. *Read Sil 51, 252.*

Angband — (S. "Iron Prison," "Hell of Iron"). The great dungeon-stronghold of Morgoth in the northwest of Middle-earth. *Read LotRI 260; Sil passim, esp. 47, 81, 95-6, 118, 179; UT 18, 37, 51, 55, 58, 66-7, 75, 78-9, 81, 89-90, 94, 128, 149, 153-9, 161, 195, 232, 385.* For the Siege of Angband, *read Sil 115-16, 118, 121, 124, 132, 150-1, 159, 167; UT 34, 53, 155.*

Angelimar — Twentieth prince of the Second House of Dol Amroth and grandfather of Imrahil (who was Lord of Dor Ennil at the time of the War of the Ring). *Read UT 248.*

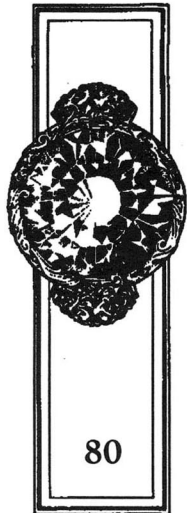
Anghabar — (S. "Iron-delvings"). Mine in the Encircling Mountains that ringed the plain of Gondolin. *Read Sil 138.*

Anglachel — (S.). Sword made from meteoric iron. Thingol received the blade from Eöl and gave it to Beleg. It was reforged for Túrin and named Gurthang. *Read Sil 201-2, 206-10; UT 148.*

Angmar — (S. "Iron Home"). Angmar was founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglin"), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales and a network of underground strongholds (notably Mount Gundabad) cut beneath the Misty Mountains form the eastern boundary of Angmar. Armies mustered along this line of defense constantly threaten the peoples of Rhovanion to the east. To the west, Arthedain, Cardolan, and Rhudaur, the three Dúnadan successor states to Arnor, feel the Nazgûl's might. *Read LotRI 25, 201; LotRIII 112, 146; UT 313, 322, 354, 390, 413.*

Angrim — (S.). Father of Gorlim. Gorlim revealed Barahir's hiding place to Morgoth's lieutenant Sauron. *Read Sil 162.*





Angrist — (S. "Iron-cleaver"). Knife made by Telchar of Nogrod. Beren took it from Curufin and used it to cut a Silmaril from Morgoth's crown. *Read Sil* 177, 181.

Angrod — (Q.). The third son of Finarfin. With his brother Aegnor, he held the northern slopes of Dorthonion. He was slain in the Dagor Bragollach. *Read Sil* 61, 84, 111-12, 120, 129, 150-1, 212; *UT* 52, 159, 231, 250.

Anguirel — (S.). Eöl's sword. It was made of the same ore (delved from a fallen meteor) as Anglachel. *Read Sil* 202.

Annael — Grey-elf of Mithrim and fosterfather of Tuor. *Read Sil* 238; *UT* 17-21, 25, 56.

Annatar — (S. "Lord of Gifts"). The name given to himself by Sauron in the Second Age. At that time, he appeared in a fair form among the Eldar who remained in Middle-earth. Also called Artano, Aulendil. *Read Sil* 287; *UT* 236, 254.

Annon-in-Gelydh — (S. "Gate of the Noldor"). Entrance to a subterranean watercourse in the western hills of Dor-lómin, leading to Cirith Ninniach and the western sea. *Read Sil* 238; *UT* 18-21, 51, 162.

Annúminas — (S. "Tower of the West," "Sunset Tower"). Elendil the Tall, first King of Arnor and Gondor, built Annúminas on the hills beside the southern shore of Lake Evendim (S. "Nenuial") between S.A. 3320 and 3325. The city served as Arnor's first and traditional capital. With the decline of Arnor's strength in the years T.A. 250-850, the court moved to Fornost. In the Fourth Age, it was restored by King Elessar. *Read LotRI* 320; *LotRII* 259; *LotRIII* 310; *Sil* 290, 292, 296; *UT* 410-11, 413.

Anórien — (S. "Land of the Sun;" R. "Sunlending"). Although technically a province, Anórien is essentially a royal fief in northern Gondor. Founded by Anárion, its capital is located at Minas Anor (later called Minas Tirith). North of the Ered Nimrais, Anórien encompasses all the lands north of the river Erui, south of the river Onodló (Entwash), east of the Merring Stream, and west of the Anduin. *Read UT* 260, 301, 306, 308-9, 338, 369-70, 384, 387.

Anor-stone — The palantír of Minas Anor (Minas Tirith). *Read LotRIII* 321; *UT* 403-4, 406-8, 410-12, 414.

Ap. — Abbreviation for Apysaic, the language of the southern Haradrim (see below).

Apysaic — The dominant language family in southwestern Endor. Apysaic is associated with the Apysan (pl. "Apysani") peoples, a group which swept westward through the Ered Harmal in two major migrations. The first Apysaic speakers settled to the southwest of Far Harad, in the areas called Hyarn, Elorna, Mirëdor, Drel, and Pel. The second wave of Apysani entered Harad over 1500 years later and came to control Far Harad. Their tongues are more properly referred to as New or Northern Apysaic, since their speech is heavily influenced by Haradaic.

Ar-Abattárik — (Ad.). The nineteenth king of Númenor. His Quenya name was Tar-Ardamin. *Read UT* 222, 227.

Ar-Adûnakhôr — (Ad.). Twentieth king of Númenor. His Quenya name was Tar-Herunúmen. *Read UT* 216, 218, 222, 226-7.

Aragorn — The thirty-ninth Heir of Isildur in the direct line. he became King of the reunited realms of Arnor and Gondor after the War of the Ring. He wedded Arwen, daughter of Elrond. While serving Ecthelion II in Gondor, Aragorn was called Thorongil ("Eagle of the Star"). His name in Bree was Strider. See also Elessar. *Read LotR passim; Sil* 303-4; *UT* 251, 255, 286, 312, 337, 341-4, 353, 365, 368-9, 398, 401-2, 408-9, 413-14. For Strider *read UT* 354. For Thorongil, *read UT* 407, 413.

Araman — Barren wasteland on the coast of Aman, located between the Pelóri and the sea. It stretched northward to the Helcaraxë. *Read Sil* 72, 80, 86-7, 89-90, 101-2, 106, 111, 240.

Arandor — (S. "Kingsland"). A portion of the Mittalmar in Númenor which included the harbor of Rómenna, the peak Meneltarma, and the city Armenelos. *Read UT* 165, 169.

Aranrúth — (S. "King's Ire"). Elu Thingol's sword. Aranrúth survived the ruin of Doriath and passed from Elwing to Elros and the subsequent Kings of Númenor. *Read Sil* 201; *UT* 171.

Aranwë — (Q.). Elf of Gondolin, father of Voronwë. *Read Sil* 239; *UT* 32, 45.

Aranwion — (Q. "Son of Aranwë"). Voronwë. *Read UT* 50.

Aratan — Isildur's second son. Slain with his father at the Gladden Fields. *Read Sil* 295; *UT* 271, 274, 279.

Aratar — ("The Exalted"). The eight most powerful of the Valar. *Read Sil* 29.

Arathorn — Aragorn's father. *Read LotRI* 233; *LotRII* 43; *LotRIII* 55; *Sil* 303.

Aravador — (E. "Outsiders," "Deniers"). One of the two great branches of the Hildor (Men), they remained in the East during the First Age. Aravado peoples eventually settled throughout eastern and southern Endor. The Variags, Haradrim, and Easterlings are of this lineage.

Ar-Belzagar — (Ad.). Eighteenth king of Númenor. His Quenya name was Tar-Calmacil. *Read UT* 222-3, 226-7.

Arda — (Q. "The Place," "The Realm"). The entire world created by Eru to be the kingdom of Manwë, 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. *Read Sil passim, esp.* 19, 22; *UT* 67-8, 156, 173, 201, 254, 397.

Ard-galen — (S.). The grassy plain north of Dorthonion. It was called Anfauglith and Dor-nu-Faughlith after its desolation. The name means "the green region;" cf. Calenardhon (Rohan). *Read Sil* 106, 115-16, 118-20, 123, 150-1.

Aredhel — (S. "Noble Elf"). The sister of Turgon in Gondolin. She was ensnared by Eöl in Nan Elmoth and bore him a son, Maeglin. Also called Ar-Feiniel, the White Lady of the Noldor, the White Lady of Gondolin. *Read Sil* 60, 131-8, 201; *UT* 54.

Ar-Gimilzôr — (Ad.). Twenty-third king of Númenor. He persecuted the Elendili. Named in Quenya Tar-Telemnar. *Read Sil* 268-9; *UT* 223, 227.

Argonath — (S. "King-stones"). The Pillars of the Kings, great carvings of Isildur and Anárion on the Anduin at the northern bounds of Gondor. *Read LotRI* 321, 351, 508; *LotRII* 24, 33; *LotRIII* 87, 508; *Sil* 291, 297.

Arien — (Q.). Maia chosen by the Valar to guide the vessel of the Sun. *Read Sil* 99-101.

Arkenstone — The wondrous jewel of Erebor (Lonely Mountain). *Read Hob* 235, 270, 274; *UT* 328.

Armenelos — (S.). City of the Kings in Númenor. *Read Sil* 261, 263, 270-3, 291; *UT* 165, 169, 173, 175-7, 181, 183-6, 189-90, 192-3, 195-9, 201, 203-5, 208, 218.

Arminas — Noldo Elf, who with Gelmir encountered Tuor at Annon-in-Gelydh, and afterwards went to Nargothrond to warn Orodreth of its peril. See also Gelmir [2]. *Read UT* 21-2, 51-2, 159-62.

Arnach — (Du. "Land of the Sun"). Original Daenael name for what is now the northeasternmost of Lebennin's four districts. An archaic term, it is considered a Sindarin proper name. *Read LotRIII* 152.



Arnor — (S. "Land of the King," "Royal Land"). Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor—its sister land—is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhudaur. *Read LotRI 23, 250, 270, 319, 321; LotRIII 167; Sil 291-2, 304; 173, 271, 275, 277-8, 282, 284, 287, 306, 308, 370, 406, 408-9, 411, 413; UT 263-4, 277, 284-5, 287, 295, 314, 369-70, 411.*

Aros — (S.). Southern river of Doriath. *Read Sil 96, 112, 121-2, 124, 132, 146, 232-4; UT 77.*

Arossiach — (S.). The Fords of Aros near the northeastern bounds of Doriath. *Read Sil 121, 132-3, 135-6.*

Arpel — (Ad. "Royal Pel.") Also called Katterre, Arpel is the chief city and port in Pel Bight. Aside from Orp Angwi, Arpel is the westernmost city on the Haragaer coast.

Ar-Pharazôn — (Ad. "The Golden"). Twenty-fifth and last King of Númenor. His Quenya name was Tar-Calion. He captured Sauron and was seduced to evil by him. He commanded the great fleet that sailed against Aman. *Read Sil 269-80, 290; UT 165, 215, 224, 317.*

Arroch — Húrin's horse. *Read UT 70.*

Ar-Sakalthôr — (Ad.). Twenty-second ruler of Númenor. His Quenya name was Tar-Falassion. Ar-Gimilzôr was his son. *Read Sil 268; UT 223.*

Artamir — Eldest son of Ondohor King of Gondor. He was slain in battle against the Wainriders. *Read UT 291-2, 294-5.*

Arthad — One of Barahir's twelve companions in Dorthonion. *Read Sil 155.*

Arthedain — (S. "Realm of the Edain"). The northwesternmost of the three kingdoms into which Arnor was divided in the ninth century of the Third Age. Arthedain was bounded by the rivers Baranduin and Lhûn, extending eastwards to the Weather Hills. Its chief city was Fornost. Arthedain was independent after T.A. 861. It survived as a Dúnedain realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom passed into oblivion. Arthedain's name was shared by its relatively uniform, albeit small, Adan (Dúnedain) population (sing. "Arthadan"). *Read UT 287, 413.*

Arthorien — Eastern portion of Doriath located between the rivers Aros and Celon. *Read UT 77.*

Arvedui — (S. "Last-king"). The last king of Arthedain before the realm collapsed under the Witch-king's onslaught. Arvedui drowned in the bay of Forochel. *Read LotRI 23; UT 295, 403, 411, 413-14.*

Arvernien — (S.). The coastlands of Middle-earth west of the Sirion delta. Cf. Bilbo's song at Rivendell: "Eärendil was a mariner that tarried in Arvernien..." *Read Sil 244.*

Arwen — (S. "Noble Maiden"). Daughter of Elrond and Celebrian. She married Aragorn and became Queen of Gondor. *Read LotRI 300-13, 486; LotRIII 150, 310-16; UT 251, 277, 284.*

Ar-Zimrathon — (Ad.). Twenty-first ruler of Númenor. His Quenya name was Tar-Hostamir. *Read UT 222.*

Ascar — (Q. "Rushing," "Impetuous"). The most northerly tributary of the Gelion River in Ossiriand. The Ascar was later called the Rathlóriel (S. "Golden-bed"), after the treasure of Doraith was sunk in its waters. *Read Sil 92, 123-4, 140, 146, 235.*

Asdriags — A group of warlike, nomadic tribes who occupy portions of the central and eastern Talath Harroch (S. "South-horse Plain"), just east of Dagorlad.

Asgon — Man of Dor-lómin who, with others, helped Túrin escape after he slew Brodda. *Read UT 109.*

Atanatar Alcarin — ("The Glorious"). Gondor's sixteenth King. *Read UT 400.*

Atani — (Q. "The Second People," "Men," sing. Atan). In Beleriand for many years the only Men known to the Elves were those of the Three Houses of the Elf-friends. Thus this name (in the Sindarin form *Adan*, pl. *Edain*) became specially associated with them and was seldom applied to other Men who later arrived in Beleriand, or who were reported to live east of the mountains. But the term's meaning is "Men (in general)." *Read Sil 41, 103, 143.* Also called the Aftercomers or the Followers (Hildor, *read Sil 18, 83, 99, 103*), the Younger Children of Ilúvatar, Engwar ("The Sickly," *read Sil 103*), Apanónar ("The Afterborn"), Atanatári (Q. "Fathers of Men," *read Sil 103, 190*), and Finimar ("Mortals," *read Sil 103, 190*). For Men *read Sil 41-2, 68, 103-4, 140-2, 149, 259, 264-5.* For Edain *read Sil 143-4, 146-9, 156-8, 195, 197, 236, 259-61, 280; UT 213, 247, 377-9, 384-5.*

Aulë — (Q.). A Vala, one of the Aratar. He was the smith, the master of crafts, and spouse to Yavanna. *Read Sil 19-20, 25, 27, 29-30, 32, 35-6, 39, 41, 43-6, 51, 53, 60, 62, 64, 69, 78, 84, 92, 99, 260; UT 235, 254, 393.* Adjective *Aulëan*, *read UT 254.* Children of Aulë (the Dwarves), *read UT 235.*

Avallónë — (Q.). The city and haven of the Eldar on the Isle of Eressëa. *Read Sil 260, 263-4, 269, 278, 281-2, 292, 296; UT 184, 189, 215, 414.*

Avari — (Q. "The Unwilling," "the Refusers," sing. Avar). The name given to all those Elves who refused to join the westward march from Cuiviënen. Also known as Silvan Elves, the Avari constitute the majority of the Firstborn. All of the Elves who are not Eldar are Avari. And all of the Avari are Moriquendi or "Dark Elves," although not all Moriquendi are Avari (e.i., the Sindar, Nandor, and Laiquendi). *Read Sil 52-3, 94, 99, 286; UT 232, 256.*

Avanim — (Q. "Host of Refusers"). Secondborn, they are the easternmost branch of the Aravador. The Avanim were close allies of the Avari, borrowing the Quendi's name and much of their culture.

Avathar — ("The Shadows"). The forsaken coastland of Aman south of the Bay of Eldamar, between the Pelóri and the sea, where Melkor met Ungoliant. *Read Sil 73-4, 80, 101.*

Azaghâl — (Kh.) Lord of the Dwarves of Belegost. He wounded the dragon Glaurung in the Nirnaeth Arnoediad with a dying stroke. *Read Sil 193; UT 75, 128, 147.*

Azanulbizar — (Kh. "Valley of the Dim Rills;" W. "Dimrill Dale;" S. "Nanduhirion"). This vale lies on the east side of the Misty Mountains, at the headwaters of the River Celebrant, and is tucked between the three great peaks of Fanuidhol, Caladhras, and Celebdil. The Great Gates (East-gate) of Moria face on Azanulbizar, and a Dwarven stair leads out of the portico, joins the Dimrill Stair, and—alongside a series of short waterfalls—descends through the vale. It becomes a road which runs down toward Lórien. An enchanted lake called the Mirrormere lies at the vale's center. In T.A. 2799, a climatic battle, called the Battle of Azanulbizar (Nanduhirion), was fought here; it ended with the Orc-lord Azog slain and Dwarves victorious, thus putting to rest the Great War Between the Dwarves and the Orcs. *Read LotRI 370, 404, 415; UT 299, 321, 327-8.* Translated as Dimrill Dale, *read UT 343.* For Mirrormere (Kh. "Kheled-záram"), *read LotRI 370, 433; LotRII 194.*

Azog — (B.S.). Orc of Moria and slayer of Thrór. He was slain himself by Dáin Ironfoot in the Battle of Azanulbizar. *Read UT 321, 327.*

Bag-End — Bilbo Baggin's dwelling at Hobbiton in the Shire. In later years, Frodo Baggins dwelt there, succeeded by Samwise Gamgee. *Read LotRI 35, 44; LotRII 391; LotRIII 228; UT 335-6.*

Baggins — A family of Hobbits in the Shire. *Read Hob passim; LotR passim; UT 331, 342-3, 348.*

Balan — The name of Bëor the Old before he became the vassal of Finrod Felagund. *Read Sil 142.*

Balar — (S.). Great bay of Beleriand into which the river Sirion flowed. Also the island in the bay (described in legend as the eastern horn that broke away from Tol Eressëa) where Círdan and Gil-galad lived after the Nirnaeth Arnoediad. *Read Sil 57, 92, 121, 159, 196, 244, 246-7.* Bay of Balar, *read UT 34, 49; Isle of Balar, read UT 34, 51, 50, 53, 53, 55, 247.*

Balchoth — An Easterling people akin to the Wainriders. They invaded of Calenardhon in T.A. 2510 and were defeated at the Battle of the Field of Celebrant. *Read UT 296-8, 300-1, 307, 313.*

Balin — (Kh.) Dwarf of the House of Durin. Companion to Thorin Oakenshield and one of the company in the Quest of Erebor. For a brief time Lord of Moria. *Read LotRI 302, 415-25; UT 332-4, 353.*

Balrog — (S. "Demon of Might;" Q. Valarauko, pl. Valaraukar). Demon of fire serving Morgoth. See also Gothmog. *Read LotRI 428-30; II 133, 362; Sil 31, 47, 81, 107-8, 121, 151-2, 167, 192-3, 242-3, 251.*

Barach — A forer of the People of Haleth in the story of "The Faithful Stone." *Read UT 380-2.*

Barad-dûr — (S. "The Dark Tower"). Sauron's fortification in Mordor. *Read LotRI 387, 519; II 21; III 111; Sil 267, 270, 280, 292, 294, 302, 304; UT 257-8, 272, 279-80, 312, 329, 337, 339, 344, 387, 405, 409, 412.*

Barad Eithel — (S. "Tower of the Well"). The fortress of the Noldor at Eithel Sirion. *Read Sil 191; UT 65.*

Barad Nimras — (S. "White Horn Tower"). Raised by Finrod Felagund on the cape west of Eglarest. *Read Sil 120, 196.*

Baragund — Father of Morwen the wife of Húrin; nephew of Barahir and one of his twelve companions on Dorthonion. *Read Sil 148, 155, 160, 198, 251; UT 57, 63, 215-16.*

Barahir — Father of Beren; rescued Finrod Felagund in the Dagor Bragollach, and received from him his ring; slain on Dorthonion. For the later history of the ring of Barahir, which became an heirloom of the House of Isildur, *read LotRIII, Appendix A. Read LotRI 260; Sil 105, 148, 152, 154-5, 161-4, 166-9, 171-2, 186, 188, 198, 231, 251; UT 63.*

Baran — Elder son of Bëor the Old. *Read Sil 142-3.*

Baranduin — (S. "Long Gold-brown River;" W. "Brandywine"). A great stream fed by Lake Evendim (Nenuial) in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Black Cape") of Minhiriath. The Baranduin forms part of the western border of Cardolan. *Read LotRI 24, 280; Sil 290; UT 175, 214, 239, 261-2, 284, 323.*

Bar-en-Danwedh — ("House of Ransom"). The name that Mîm the Dwarf gave to his dwelling on Amon Rûdh when he yielded it to Túrin. See also Echad i Sedryn. *Read Sil 203, 205-6; UT 100-1, 104, 148, 150-2.*

Bar-en-Nibin-noeg — (S. "House of the Petty-dwarves"). Mîm's dwelling on Amon Rûdh. *Read UT 100.*

Bar Erib — (S.). A stronghold in Dor-Cúarthol, not far south of Amon Rûdh. *Read UT 153.*

Barrow-downs — (S. "Tyryn Gorthad"). An ancient burial ground east of the Old Forest, the Barrow-downs constitute the oldest and most revered of Adan gravesites. They were built in the First Age by the forefathers of the Edain before they entered Beleriand. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan. *Read LotRI 161, 191; II 55; III 146; UT 348, 370.*

Barrow-wights — Evil spirits dwelling in the burial-mounds on the Barrow-downs. *Read LotRI 181, 193-5; III 30; UT 348, 354.*

Battle of Dale — Battle during the War of the Ring (T.A. 3019). Led by Khamûl the Easterling, Sauron's northern army defeated the Men of Dale and the Dwarves of Erebor. Both Brand of Dale and Dáin II Ironfoot died in the fray. *Read UT 326-7.*

Battle of the Camp — The victory of Eärnil II of Gondor over the Wainriders in Ithilien in T.A. 1944. *Read UT 295.*

Battle of the Gwathló — The rout of Sauron by the Númenóreans in S.A. 1700. *Read UT 239.*

Battle of the Hornburg — Assault on the Hornburg by the army of Saruman in the War of the Ring. *Read UT 366.*

Battle of the Plains — The defeat of Narmacil II of Gondor by the Wainriders in the lands south of Mirkwood in T.A. 1856. *Read UT 289, 292, 311-12.*

Battles of Beleriand — The first battle: *read Sil 96.* The second battle (the Battle-under-Stars): see Dagor-nuin-Giliath. The third battle (the Glorious Battle): see Dagor Aglareb. The fourth battle (the Battle of Sudden Flame): see Dagor Bragollach. The fifth battle (Unnumbered Tears): see Nirnaeth Arnoediad. The Great Battle, *read Sil 251-2.*

Battles of the Fords of Isen — Two battles fought during the War of the Ring between Riders of Rohan and Saruman's forces out of Isengard. The First Battle described in *UT 355-9*, referred to in *UT 364*; the Second Battle described in *UT 359-63*, referred to in *UT 368*; other references in *UT 355, 366, 368-9, 387.*

Beacons of Gondor — For communication with the peoples dwelling in Anórien, the three oldest beacon towers were built and maintained by the Gondorians. *Read UT 300-1, 314-15, 319.*

Beffraen — A relatively primitive folk found in southern Minhiriath, the Beffraen are relatives of the Drúedain, or Woses, of Drúwaith Iaur (Old Pûkel-land). Like the Hillmen of Rhudaur and the other foothill regions of the Misty Mountains, they are also descendants of the ancient folk known as the Mebion Bron.

Beijabar — ("Beornings"). A dispersed collection of Northman bands associated with the ancient Bear-cult of Eriador and western Rhovanion. Related to the Woodmen and (to a lesser degree) the other Northmen of Wilderland, they became a distinct, mysterious, and highly revered group in elder times. They reside in the Anduin Vales, the western eaves of Mirkwood, and along the eastern flanks of the Misty Mountains. Some, like Beorn, enjoy the power of shape-changing. For Beornings, *read LotRI 301; II 40; UT 278, 343.*

Beleg — A great archer and chief of Thingol's marchwardens of Doriath; called Cúthalion (S. "Strongbow"); friend and companion of Túrin, by whom he was slain. *Read Sil 157, 185-6, 189, 199-202, 204-9, 225; UT 37, 51, 54, 73-4, 77, 79-80, 82-5, 90-6, 134, 145, 147-8.*

Belegaer — (S. "The Great Sea"). The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or the Sundering Sea. The waters of the Belegaer meet those of the Haragaer to the southeast at Metharn (Hyarnúmente). *Read Sil 37, 89, 238; UT 20, 24-5, 30, 34, 35, 171, 174-5, 179, 181, 184, 200, 241, 247.*

Belegost — (S. "Great Fortress"). One of the two cities of the Dwarves in the Blue Mountains; translation into Sindarin of Khuzdul "Gabilgathol." Also called Mickleburg. *Read Sil* 91-2, 94, 113, 133, 189, 193, 204, 231, 233; *UT* 55, 75, 128, 146, 235, 252.

Belegund — Father of Rían, the wife of Huor. The nephew of Barahir, he was one of his uncle's twelve companions in Dorthonion. *Read Sil* 148, 155, 161, 198; *UT* 58, 215.

Beleriand — (S. "Great Country"). The name was said to have signified "the country of Balar," and to have been given at first to the lands about the mouths of Sirion that faced the Isle of Balar. Later the name spread to include all the ancient coast of the Northwest of Middle-earth south of the Firth of Drengist, and all the inner lands south of Hithlum and eastwards to the feet of the Blue Mountains, divided by the river Sirion into East and West Beleriand. Beleriand was broken in the turmoils at the end of the First Age, and invaded by the sea, so that only Ossiriand (Lindon) remained. *Read LotRI* 319; *II* 421; *Sil* 120-4, 252, 285-6; *UT* 17, 20, 22, 25-6, 33, 44, 58, 63, 67-8, 73, 75, 77, 85, 125, 146, 147, 156, 171, 214-15, 228-9, 231-3, 236, 244, 247, 256-7, 259, 281, 377-9, 382, 384-5, 387.

Belfalas — (S. "Coast of the Powers"). Great, hilly peninsula in southern Gondor. Belfalas juts out into the bay that bears its name. Belfalas is also used as an alternative name for the land called Dor-en-Ennil, but this usage is not particularly accurate. Actually, Belfalas is the southern half of Dor-en-Ennil, a princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain and Ringló rivers. *Read LotRI* 23; *III* 20; *Sil* 291; *UT* 175, 214, 240-3, 245-8, 255, 263, 286, 316, 383.

Belthil — (S. "Divine Radiance"). The image of Telperion made by Turgon in Gondolin. *Read Sil* 126.

Belthranding — (S.). The bow of Beleg Cúthalion, which was buried with him. *Read Sil* 208.

Bëor — Called the Old; leader of the first Men to enter Beleriand; vassal of Finrod Felagund; progenitor of the House of Bëor (called also the Eldest House of Men and the First House of the Edain); see Balan. *Read Sil* 140-3, 148-50, 169; *UT* 384. For House of/People of Bëor, *read Sil* 143-5, 148, 152, 157, 160-1; *UT* 57, 63-4, 147, 161, 171, 177, 214-15, 384. For Bëorian(s), *read UT* 215, 225.

Bereg — Grandson of Baran son of Bëor the Old; a leader of dissension among the Men of Estolad; went back over the mountains into Eriador. *Read Sil* 144-5.

Beregar — Man from the Westlands of Númenor, descended from the House of Bëor; father of Erendis. *Read UT* 177, 181, 183, 185, 190, 193-4.

Beren [1] — Son of Barahir. Cut a Silmaril from Morgoth's crown to be the bride-price of Lúthien Thingol's daughter. During his escape, Carcharoth the Wolf of Angband bit off the hand clutching the Silmaril, and thereafter Beren was also called Erchamion (S. "One-handed"). He gave himself the name Camlost (S. "Empty-handed") after his return to King Thingol without the Silmaril. Later he was slain by Carcharoth; but returning from the dead, alone of mortal Men, lived afterwards with Lúthien on Tol Galen in Ossiriand, and fought with the Dwarves at Sarn Athrad. Great-grandfather of Elrond and Elros and ancestor of the Númenórean Kings. Called also Camlost, Erchamion, and One-hand. *Read LotRI* 258-9; *II* 408; *III* 281; *Sil* 105, 123, 148, 155, 161-70, 172-89, 198, 210, 231, 234-6, 246; *UT* 57-8, 63, 74, 77, 79, 84, 116, 157, 161, 171.

Beren [2] — Nineteenth Ruling Steward of Gondor, who gave the keys of Orthanc to Saruman. *Read UT* 373, 404.

Bereth — Sister of Baragund and Belegund and ancestress of Erendis. *Read UT* 215-16.

Berúthiel — Queen of Tarannon Falastur, twelfth King of Gondor. *Read LotRI* 405; *UT* 401-2.

Bilbo Baggins — Hobbit of the Shire, finder of the One Ring. See also Baggins. *Read UT* 321-7, 329-35, 343, 354, 406.

Black Years — The years following the death of Celebrimbor, when many of the Elves fled to Lindon and thence over the Sea. Sauron gathered all the evil things from the days of Morgoth under his government and ruled as the "Lord of the Earth." *Read LotRI* 82, 334; *Sil* 289, 294.

Book of the Kings — One of the chronicles of Gondor. *Read LotRI* Foreword; *UT* 310, 402.

Bór — A chieftain of the Easterlings, follower with his three sons of Maedhros and Maglor. *Read Sil* 157, 189; 193.

Borlach — One of the three sons of Bór; slain with his brothers in the Nirnaeth Arnoediad. *Read Sil* 157.

Borlad — One of the three sons of Bór; see Borlach.

Boromir [1] — Great-grandson of Bëor the Old, grandfather of Barahir father of Beren; first lord of Ladros. *Read Sil* 148.

Boromir [2] — Elder son of Denethor II, Steward of Gondor; one of the Fellowship of the Ring. *Read LotRI* *passim*; *UT* 264-5, 287, 339, 344, 347, 353.

Boron — Father of Boromir [1]. *Read Sil* 148.

Borondir — Called Udalraph "the Stirrupless;" rider of Minas Tirith who brought the message of Cirion to Eorl asking for his aid. *Read UT* 297-9, 313.

Borthand — One of the three sons of Bór; see Borlach.

Bozisha-Dar — (Har./Ap. "Gift of the Goddess"). The chief city of the fertile highland region called Raj located in southwestern Far Harad. Called Harshport by Westron speakers, the city overlooks the point where the river Rjiesha empties into the great bay of Tulwang. Bozisha-Dar is often simply referred to as the Dar.

Bozisha-Miraz — (Har./Ap. "Dowry of the Goddess"). The southern Haradrim's name for Far Harad.

Bracegirdles — A family of Hobbits in the Shire. *Read LotRI* 52; *III* 372; *UT* 347. For Lobelia Bracegirdle, *read UT* 354. For Hugo, *read LotRI* 64.

Brand — Third King of Dale, grandson of Bard the Bowman; slain in the Battle of Dale. *Read LotRI* 301, 317; *UT* 326.

Brandir — Called the Lame; ruler of the People of Haleth after the death of Handir his father; enamoured of Nienor; slain by Túrin. *Read Sil* 216, 220-5; *UT* 110-12, 123-5, 127, 129, 131-2, 136-43, 145, 148, 150.

Bree — The principal village of the Bree-land at the crossing of the Númenórean roads in Eriador. *Read LotRI* 23, 205; *II* 213; *III* 178, 332; *UT* 278, 322, 326, 328, 341, 348, 354. For Men of Bree, *read UT* 370, 385; Hobbits of Bree, *read UT* 385.

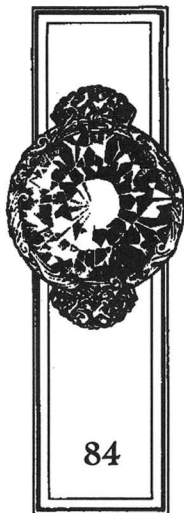
Bree-landers — The Men and Hobbits who occupy the region of Eriador north of the Great East Road, south of the North Downs, west of the Midgewater Marshes, and east of a point lying between the Greenway and the Baranduin. Nearly all the inhabitants live in or around Bree or Chetwood. The Men of Bree are a mixed lot, with varying degrees of Dunlending and Northman blood. Some have traces of Dúnadan heritage.

Brego — Second King of Rohan, son of Eorl the Young. *Read LotRI* 153; *III* 84-5, 315; *UT* 367, 371.

Bregolas — Brother of Barahir, father of Baragund and Belegund; slain in the Dagor Bragollach. *Read Sil* 148, 151, 155; *UT* 57-8.

Bregor — Father of Barahir and Bregolas. *Read Sil* 148; *UT* 63. For the Bow of Bregor, preserved in Númenor, *read UT* 171.





Brethil — The forest between the rivers Teiglin and Sirion, dwelling-place of the Haladin (the People of Haleth). *Read Sil* 120, 147, 155, 157-9, 176, 189-90, 192, 195, 201, 203, 205, 212, 216, 219-21, 225-6, 229-30; *UT* 41, 54, 63, 68, 73, 85, 87, 91, 104, 110, 112, 122-7, 130, 132-3, 136, 140, 143, 149, 382-3. For Men of/People of Brethil, *read UT* 57, 90, 110, 128-9, 131, 140; and see Woodmen. For "Black Thorn of Brethil" see Gurthang.

Brilthor — (S. "Glittering Torrent"). The fourth of the tributaries of Gelion in Ossiriand. *Read Sil* 123.

Brithiach — (S.). The ford over Sirion north of the Forest of Brethil. *Read Sil* 131-2, 136, 147, 158, 206, 227, 229; *UT* 41-2, 54, 91.

Brithombar — (S.). The northern of the Havens of the Falas on the coast of Beleriand. *Read Sil* 58, 108, 120, 196, 246; *UT* 33, 51, 53-4, 247.

Brithon — The river that flowed into the Great Sea at Brithombar. *Read Sil* 196; *UT* 54.

Brodda — An Easterling in Hithlum after the Nirnaeth Arnoediad who took as wife Aerin, kinswoman of Húrin; slain by Túrin. Called also "the Incomer." *Read Sil* 198, 215; *UT* 69, 104-9.

Brown Lands — The desolate region between Mirkwood and the Emyn Muil. *Read LotRI* 492, 494; *II* 78, 100; *UT* 296, 299, 307.

Bruinen — (S. "Loudwater"). A river running through Eriador, marking the northern border of Eregion. At Tharbad, it joins the Mitheithel to form the Gwathló. *Read UT* 263. For Ford of Bruinen, below Rivendell, *read LotRI* 22, 253, 268, 313-4; *UT* 353.

Bucklebury Ferry — Ferry across the Brandywine River between Bucklebury and the Marish. *Read UT* 344, 352.

Bûr Esmer — Major trade city located in southwestern Far Harad. Bûr Esmer is on the highway called Men Falas (S. "Coast Way"), approximately 150 miles west of Bozisha-Dar. It overlooks the river Sîres.

Bywater — Village in the Shire a few miles south-east of Hobbiton. *Read LotRI* 45; *III* 259; *UT* 335.

C

Cabed-en-Aras — (S. "Deer's Leap"). Deep gorge in the river Teiglin, where Túrin slew Glaurung, and where Nienor leapt to her death; see Cabed Naeramarth. *Read Sil* 221, 223, 225; *UT* 130-2, 137-8, 140, 142, 144-5, 149-50.

Cabed Naeramarth — (S. "Leap of Dreadful Doom"). The name given to Cabed-en-Aras after Nienor leapt from its cliffs. *Read Sil* 224, 229; *UT* 138, 145, 150.

Cair Andros — Island in the river Anduin north of Minas Tirith fortified by Gondor for the defense of Anórien. *Read LotRIII* 102; *UT* 293, 301, 319, 383.

Calacirya — (Q. "Cleft of Light"). The pass made in the mountains of the Pelóri, in which was raised the green hill of Túna. *Read Sil* 59, 61-2, 72, 82, 102, 248.

Calaquendi — (Q. "Elves of the Light"). Those Elves who lived or had lived in Aman (the High Elves). See Dark Elves. *Read Sil* 53, 56, 104, 108.

Calembel — (S. "Great Green"). Chief city of Lamedon, it is located atop a hill overlooking the west bank of the river Ciril. There, the road from Linhir and Ethring crosses the river by way of a ford. This highway strikes westward through Tarlang's Neck to Erech. *Read LotRIII* 75.

Calenardhon — (S. "Green Province"). The wide, grassy land between the rivers Isen and Anduin. Its northern border runs along Fangorn Forest and the river Limlaith (Limlight), while in the south its bounds are marked by the White Mountains. In T.A. 2510, it is given to the Rohirrim, who rename it Rohan. Calmirië is the chief town in Calenardhon. *Read LotRII* 363; *Sil* 297; *UT* 200, 237, 239, 278, 289, 292, 296-7, 299, 301, 303-4, 306-7, 310, 315, 318, 370-1, 404.

Calenhad — Sixth of the beacons of Gondor in Ered Nimrais. (The name probably meant "green space," with reference to the flat turf-covered crown of the hill: "had" being derived, with the usual mutation in combinations, from "sad" (S. "place, spot"). *Read LotRIII* 20, 94; *UT* 314.

Calimehtar — Thirtieth King of Gondor, victor over the Wainriders on the Dagorlad in T.A. 1899. *Read UT* 288-92, 312-13.

Calmindon — The "Light-tower" on Tol Uinen in the Bay of Rómenna. *Read UT* 182.

Caradhras — (S. "Redhorn;" Kh. "Barazinbar"). The tallest of the three great peaks which rise above Moria. Unlike the neighboring mountains, Caradhras is not a tame grey; rather it is composed of an uplift of pink igneous rock. Normally, it reflects the rays of the sun both at dawn and at sunset, taking on a fiery color whenever the sky permits. *Read LotRI* 370, 374; *II* 360; *III* 325.

Caragdûr — (S.). The precipice on the north side of Amon Gwareth (the hill of Gondolin) from which Eöl was cast to his death. *Read Sil* 138.

Caranthir — (Q.). The fourth son of Fëanor, called the Dark; "the harshest of the brothers and the most quick to anger;" ruled in Thargelion; slain in the assault on Doriath. *Read Sil* 60, 83, 112-13, 124, 129, 132, 142-3, 145-6, 153, 157, 236.

Caras Galadon — (S. "City of the Great Tree"). Capitol of Lórien after Galadriel's return in T.A. 1981. *Read LotRI* 457; *II* 94, 135; *UT* 246, 261, 267.

Carcharoth — (S.). The great wolf of Angband that bit off the hand of Beren bearing the Silmaril; slain by Huan in Doriath. The name is translated in the text as "the Red Maw." *Read Sil* 180-2, 184-6. Called also Anfauglir (S. "Jaws of Thirst") and the Wolf (*read LotRI* 260; *UT* 115).

Cardolan — (S. "Red-hill Land," "Land of Red Hills"). The southernmost part of Arnor, bounded in the west by the Baranduin and in the north by the East Road, Cardolan was a separate Dúnadan kingdom from T.A. 861 until T.A. 1409. It collapsed under the weight of the Witch-king's Angmarim, and its last Ruling Prince perished while fighting in the Barrow-downs, at the edge of the Old Forest. Cardolan was the most densely populated area of old Arnor, containing sizable populations of Dunlendings, Eriadoran Northmen, and Dúnedain, as well as scattered groups of Beffraen. *Read Sil* 291; *UT* 348, 354.

Carn Dûm — Chief Fortress of Angmar. *Read LotRI* 198, 202; *UT* 398.

Carnen — (S. "Redwater"). River flowing down from the Iron Hills to join the River Running. *Read UT* 398.

Carnil — Name of a (red) star. *Read Sil* 48.

Carrock, The — A rocky islet in the upper Anduin. See also Ford of Carrock. *Read UT* 288, 312-13, 343, 353, 401.

Celduin — (S. "River Running"). River flowing from the Lonely Mountain to the Sea of Rhûn. *Read UT* 289, 296, 398.

Celebdil — (S. "Silvertine;" Kh. "Zirak-zigil"). Southernmost of the three mountains above Moria. Heavily snowbound, it is the whitest of the triad. On a ledge near its peak stands Durin's Tower; beneath it descends the Endless Stair which connects the heights, the Dwarven city, and the Underpassages deep within the earth. *Read LotRI* 370, 423; *II* 134; *III* 325.

Celeborn [1] — (S. "Tree of Silver"). The name of the tree on Tol Eressëa, a scion of Galathilion. *Read Sil 59, 263; UT 266.*

Celeborn [2] — (S.). A Sinda Elf of Doriath, he was a kinsman of Thingol. Celeborn wedded Galadriel and remained with her in Middle-earth after the end of the First Age. He and his wife ruled Lothlórien. His Quenya name was Teleporno (which means "Tall and Silver"). *Read LotRI 457, 458-62; II 54-5, 88; III 309-25; Sil 115, 234, 254, 298; UT 206, 228-9, 231-7, 240, 243-6, 250-2, 256, 258, 266-7, 281, 286.*

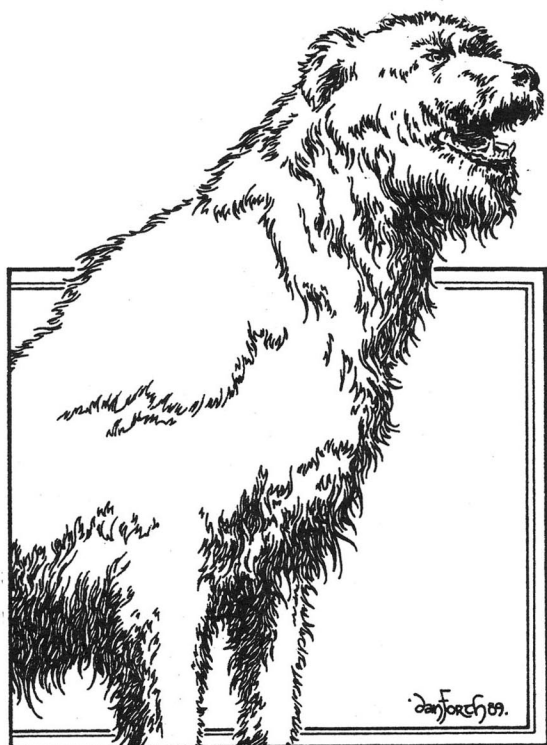
Celebrant — (S. "Silverlode;" Kh "Kibil-nalá"). The river running eastward out of the Misty Mountains at the Kheled-zâram. It is joined downstream by the Nimrodel (S. "White Cave-lady"), cuts through Lórien, and eventually joins the Anduin. *Read LotRI 359, 442, 448; LotRIII 325; Sil 298; UT 260, 281-2. Translated Silverlode, read UT 245, 260-1, 281, 343. See also Field of Celebrant.*

Celebrían — Daughter of Celeborn and Galadriel, wedded to Elrond. *Read LotRI 485-6; UT 234, 237, 240, 244, 251.*

Celebrimbor — (S. "Hand of Silver"). Son of Curufin, who remained in Nargothrond when his father was expelled. In the Second Age greatest of all the smiths of Eregion; maker of the Three Rings of the Elves; slain by Sauron. *Read LotRI 318, 322, 398; Sil 176, 286, 288; UT 235-8, 244, 250-2, 254.*

Celebros — (S. "Silver Foam," "Silver Rain"). A stream in Brethil falling down to Teiglin near the Crossings. *Read Sil 220; UT 123, 127, 130, 136.*

Celegorm — The third son of Fëanor, called the Fair; until the Dagor Bragollach lord of the region of Himlad with Curufin his brother; dwelt in Nargothrond and imprisoned Lúthien; master of Huan the wolfhound; slain by Dior in Menegroth. *Read Sil 60, 62, 83, 107, 124, 131-2, 135, 152, 169-70, 172-3, 176-7, 183-4, 188-9, 236, 286; UT 54, 235.*



Celon — River flowing southwest from the Hill of Himring, a tributary of Aros. The name means "stream flowing down from heights." *Read Sil 96, 124, 132, 135, 142, 146, 156; UT 77.*

Celos — One of the rivers of Lebennin in Gondor; tributary of the Sirith. (The name must be derived from the root *kelu-* ("flow out swiftly"), formed with an ending *-sse, -ssa*, seen in Quenya *kelussë* ("freshet, water falling out swiftly from a rocky spring"). *Read UT 243.*

Celosien — (S. "Land of Flowing Snow"). Northwesternmost of Lebennin's four districts, it is roughly the territory between the Gilrain and the Sirith, from the Ered Nimrais to the river Serni.

Ceorl — Rider of Rohan who brought news of the Second Battle of the Fords of Isen. *Read LotRII 168; UT 364, 366, 368.*

Cerin Amroth — (S. "Amroth's Mound"). Site of the home of Lórien's king Amroth during the early Third Age. *Read LotRI 455; UT 216, 240, 246, 255.*

Cermië — (Q.). Quenya name of the seventh month according to the Númenórean calendar, corresponding to July. Ceveth is the Sindarin name. *Read UT 291-2, 294.*

Children of Ilúvatar — Also Children of Eru: translations of Híni Ilúvataro, Eruhíni; the Firstborn and the Followers, Elves and Men. Also The Children, Children of the Earth (*read UT 29*), Children of the World (*read UT 56*). *Read Sil passim, esp. 18, 41; UT 156. For the Elder Children (Elves), read UT 62. For the Two Kindreds, read Sil 248-9, 259, 295.*

Circles of the World — *Read UT 67, 242, 395.*

Círdan — ("The Shipwright"). Telerin Elf, lord of the Falas (coasts of West Beleriand); at the destruction of the Havens after the Nirnaeth Arnoediad escaped with Gil-galad to the Isle of Balar; during the Second and Third Ages keeper of the Grey Havens in the Gulf of Lhûn; at the coming of Mithrandir entrusted to him Narya, the Ring of Fire. *Read LotRI 315, 320, 348; III 383; Sil 58, 91-2, 96, 107, 113, 120, 128, 160, 196, 212, 244, 246-7, 254, 295, 298-300, 304; UT 20, 32, 34-5, 51-2, 53, 55, 156, 159-60, 162, 171, 174-6, 200, 205, 232, 237, 239, 247, 254, 283, 388-9, 392, 400, 414.*

Cirion — Twelfth Ruling Steward of Gondor, who granted Calenardhon to the Rohirrim after the Battle of the Field of Celebrant in T.A. 2510. *Read LotRII 363; UT 278, 288, 296-7, 299, 301-10, 313, 315, 317, 371. For Chronicle of/Tale of Cirion and Eorl, read UT 278, 288, 296, 310. For Oath of Cirion, read UT 310, 317, 365, 371; for words of the oath, read UT 305, 317.*

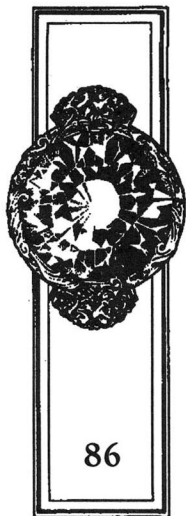
Cirith Caradhras — (S. "Redhorn Pass," "Redhorn Gate;" Kh. "Lagil Barazinbar"). The high pass crossing the Misty Mountains between Caradhras and Celebdil. It connects Eregion to Lórien. On the east side, the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Cirith Ithil — (S. "Pass of the Moon"). The main pass which leads beneath Minas Ithil and the Tower of Cirith Ungol, along which trade and troop transfers traveled. It was much easier to negotiate than the Cirith Ungol, an adjacent and sometimes connected way. After the fall of Minas Ithil, it was referred to as the "Morgul Pass," and of course heavily watched and guarded by servants of Sauron.

Cirith Ninniach — (S. "Rainbow Cleft"). The name given by Tuor to the ravine leading from the western hills of Dor-lómin to the Firth of Drengist, by which he came to the Western Sea; see Annon-in-Gelydh. *Read Sil 238; UT 23, 46.*



Huan



Cirith Thoronath — (S. "Eagle's Cleft"). A high pass in the mountains north of Gondolin, where Glorfindel fought with a Balrog and fell into the abyss. *Read Sil* 243.

Cirith Ungol — (S. "Spider's Cleft"). An ancient, narrow, winding way which runs over the Ephel Dúath above Minas Morgul, basically parallel to the Cirith Ithil, although it is more sheltered. Part of its route passes through Shelob's Lair. *Read LotRII* 318; *III* 102; *UT* 280.

Cirth — The Runes, first devised by Daeron of Doriath. *Read Sil* 95.

Ciryatur — Númenórean admiral commanding the fleet sent by Tar-Minastir to the aid of Gil-galad against Sauron. *Read UT* 239, 261.

Ciryon — Third son of Isildur, slain with him at the Gladden Fields. *Read Sil* 295; *UT* 271, 274, 280.

Corsairs of Umbar — Originally descendants of Castamir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled "Corsairs." The term later became associated with any pirates based in Umbar or along the coasts of Harad. *Read LotRIII* 149, 169; *UT* 296, 312.

Cotton, Farmer — Tolman Cotton, Hobbit of Bywater. *Read UT* 354.

Council of Elrond — Council held at Rivendell before the departure of the Fellowship of the Ring. *Read LotRI* 34, 314; *UT* 276, 283, 287, 352-4, 394, 400, 412.

Council, The — In various references: the Council of the Sceptre (the King's Council of Númenor, *read esp.* *UT* 216-17), *UT* 197, 204, 208-9, 211, 216-17; the Council of Gondor, *read UT* 408; see the White Council.

Crissaegrim — The mountain-peaks south of Gondolin, where the eyries of Thorondor were located. *Read Sil* 121, 154, 158, 182, 200, 227; *UT* 42, 55.

Crossings of Teiglin — In the southwest of the Forest of Brethil, where the old road southward from the Pass of Sirion crossed the Teiglin. *Read Sil* 147, 205-6, 216-7, 219, 223, 225, 229; *UT* 54, 90-1, 111-12, 122, 124, 126-7, 130-1, 136-7, 143, 149-50, 379. Also known as the Crossings.

Cuiviënen — (Q. "Water of Awakening"). The lake in Middle-earth where the first Elves awoke, and where they were found by Oromë. *Read Sil* 48, 50-3, 55, 83, 99, 233; *UT* 228, 236.

Curufin — (Q.). The fifth son of Fëanor, called the Crafty; father of Celebrimbor. For the origin of his name see Fëanor; and for his history see Clegorm. *Read Sil* 60, 83, 124, 132, 135-6, 152, 169-70, 172-3, 176-8, 183-4, 188-9, 236, 286; *UT* 54, 235.

D

Daen Coentis — (Dn. "People of Skill"). Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The Eredrim of Dor-en-Enril are descendants of the Daen Coentis. This forgotten race is the indigenous Mannish population in most of what is now central and western Gondor. Animistic, superstitious, and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of Yavanna) as high goddess. Their tongue, Daenaël, is often called Old Dunaël, since it spawned the Dunaël speech of the Dunlendings.

Daeron — (S.). Minstrel and chief loremaster of King Thingol; deviser of the Cirth (Runes); enamoured of Lúthien and twice betrayed her; friend (or kinsman) of Saeros. *Read LotRI* 416; *Sil* 95, 113, 166, 172, 183, 254; *UT* 77, 147.

Dagnir — One of the twelve companions of Barahir on Dorthonion. *Read Sil* 155.

Dagor Aglareb — (S. "The Glorious Battle"). Third of the great battles in the Wars of Beleriand. *Read Sil* 115-16, 118, 125.

Dagor Bragollach — (S. "The Battle of Sudden Flame"). Also simply the Bragollach; fourth of the great battles in the wars of Beleriand, in which the siege of Angband was ended. *Read Sil* 151, 155, 158, 160, 188, 191, 196, 212; *UT* 34, 52-3, 57-8, 60, 159.

Dagor Dagorath — (S.). The prophesied coming of the End when Melkor will return and Manwë descend from his mountain. *Read UT* 395-6, 402, 8.

Dagorlad — (S. "Battle-plain"). Wide, flat, grassy plain that lies north and northeast of Udûn and the main pass into Mordor. It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S.A. 3434). Those slain in the battle were buried in great mounds erected on that plain. *Read LotRII* 266, 294, 324; *III* 87, 345; *Sil* 293, 296; *UT* 235, 271, 289-90, 292, 296, 312-13, 319. For Battle of Dagorlad, *read UT* 240, 243-4, 258. Later battles on the Dagorlad: the victory in T.A. 1899 of King Calimehtar over the Wainriders, *read UT* 289-90; the defeat and death of King Ondoher in T.A. 1944, *read UT* 292.

Dagor-nuin-Giliath — (S. "The Battle-under-Stars"). The second battle in the wars of Beleriand, fought in Mithrim after the coming of Fëanor to Middle-earth. *Read Sil* 106.

Dáin Ironfoot — (Kh.) Lord of the Dwarves of the Iron Hills, afterwards King under the Mountain; slain in the Battle of Dale. *Read LotRI* 301, 317; *III* 193; *UT* 326-7.

Dairuin — One of the twelve companions of Barahir on Dorthonion. *Read Sil* 155.

Dale — Country of the Bardings about the feet of Mount Erebor, allied with the Kingdom of the Dwarves under the Mountain. *Read LotRI* 32, 51; *II* 40; *UT* 278, 289, 322. See also Battle of Dale.

Dalemen — The Northmen of Dale.

Danan Lin — (Du. "Learned People"). Term from the dialect of the easternmost tribe of the Daen Lintis. Danan Lin is synonymous with Daen Lintis.

Dark Elves — In the language of Aman all Elves that did not cross the Great Sea were Dark Elves (or Moriquendi, the Sindarin term meaning "Elves of Darkness"), and the term is sometimes used thus, (*read Sil* 104, 122), when Caranthir called Thingol a Dark Elf it was intended opprobriously, and was especially so, since Thingol had been to Aman and was not accounted among the Moriquendi, (*read Sil* 56). But in the period of the Exile of the Noldor it was often used of the Elves of Middle-earth other than the Noldor and the Sindar, and is then virtually equivalent to Avari, (*read Sil* 104, 123, 141). Different again is the title Dark Elf of the Sindarin Elf Eöl, (*read Sil* 132, 135, 201); but at *Sil* 137, Turgon no doubt meant that Eöl was of the Moriquendi. *Read Sil* 53, 56, 91, 108.

Dark Lord, The — The term is used of Morgoth (*read Sil* 227; *UT* 79), and of Sauron. *Read Sil* 289, 299, 302; *UT* 231.

Dark Years — The years of the dominion of Sauron in the Second Age. *Read LotRII* 40, 422; *III* 23; *UT* 370.

Days of Flight — The Elvish name for the Black Years. *Read Sil* 289.

Dead Marshes — (S. "Loeg Fîrn"). Foul swamps stretching south and east from the edge of Emyrn Muil (S. "Drear Hills"). During the Third Age, it spread eastward, out onto Dagorlad. *Read LotRI* 332, 484; *II* 285, 295; *UT* 258, 293-5, 342.

Déagol — A Stoor of the Vales of Anduin, finder of the One Ring. *Read LotRI* 84-5; *UT* 353.



Deeping-coomb — The valley leading up to Helm's Deep. Also called the Deeping. *Read LotRII 170; III 56, 317; UT 358, 365-6, 368.*

Deeping-road — Road running northwards from the Deeping-coomb to join the Great Road east of the Fords of Isen. *Read UT 358, cf. "the branch going to the Hornburg," read UT 363.*

Deeping-stream — Stream flowing out of Helm's Deep down into Westfold. *Read LotRII 169; UT 365.*

Denethor [1] — Son of Lenwë; leader of the Nandorin Elves that came at last over the Blue Mountains and dwelt in Ossiriand; slain on Amon Ereë in the first battle of Beleriand. *Read Sil 54, 94-6, 122; UT 77.*

Denethor [2] — Twenty-sixth and last Ruling Steward of Gondor and Lord of Minas Tirith at the time of the War of the Ring; father of Boromir and Faramir. *Read LotRI 323, 325, 331-2, 520; II 18; III 21, 24, 27-52, 96-123, 134, 153-9; UT 338, 399, 403, 405-9, 411-13.*

Déor — Seventh King of Rohan. *Read LotRIII 315 UT 372-3.*

Dimbar — The land between the rivers Sirion and Mindeb. *Read Sil 121, 132, 158, 176, 201-2, 204-6, 228; UT 41, 43-4, 54, 90, 95, 148.*

Dior — Called Aranel, and also Eluchíl (S. "Thingol's Heir"); son of Beren and Lúthien and father of Elwing, Elrond's mother; came to Doriath from Ossiriand after the death of Thingol, and received the Silmaril after the death of Beren and Lúthien; slain in Menegroth by the sons of Fëanor. *Read Sil 188, 234-7, 240, 244, 246, 251, 253-4; UT 233.*

Dírhavel — Man of Dor-lómin, author of the *Narn i Hîn Húrin*. *Read UT 146.*

Dirnaith — Wedge-shaped battle formation used by the Dúnedain. *Read UT 272, 282.*

Dispossessed, The — The House of Fëanor. *Read Sil 88, 111.*

Dol Amroth — (S. "Hill of Amroth"). The city and associated castle located on the coast of northwestern Belfalas (western Dor-en-Ennil). Capital of the Land of the Prince, it was originally (before T.A. 1981) called Lond Ernil (S. "Haven of the Prince"). Dol Amroth also refers to the hill upon which the town and citadel stand, a great granite massif that juts out into the Bay of Belfalas. *Read LotRIII 23; UT 214, 240, 247-8, 255, 313, 316.* With reference to the Lords or Princes of Dol Amroth *read UT 246-8, 255, 302, 304-5, 313, 316.* See also Angelimar, Adrahil, Imrahil.

Dol Baran — (S. "Gold-brown Hill"). A hill at the southern end of the Misty Mountains, where Peregrin Took looked into the palantír of Orthanc. *Read LotRII 248; UT 405-6.*

Dol Guldur — (S. "Hill of Sorcery"). A treeless height in the south-west of Mirkwood, fastness of the Necromancer (before he was revealed as Sauron returned) in the Third Age. *Read LotRI 328; II 319, 422; Sil 299-302; UT 236, 244, 246, 252, 280, 297-8, 303, 307, 313, 321-4, 330, 332, 336, 338-9, 343-5, 350, 352-3.* See also Amon Lanc.

Dolmed — (S. "Wet Head"). A great mountain in the Ered Luin, near the Dwarf-cities of Nogrod and Belegost. *Read Sil 91-2, 96, 193, 235.*

Dor-Cúarthol — (S. "Land of Bow and Helm"). Name of the country defended by Beleg and Túrin from their lair on Amon Rúdh. *Read Sil 205; UT 152, 154.*

Dor Daedeloith — (S. "Land of the Shadow of Horror"). The land of Morgoth in the north. *Read Sil 107, 109, 111.*

Dor Dinen — (S. "The Silent Land"). Nothing dwelt there, between the upper waters of Esgalduin and Aros. *Read Sil 121.*

Dor-en-Ennil — (S. "Land of the Prince"). Princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain/Serni and Morthond/Ringló rivers. *Read UT 243, 255.*

Dor Firn-i-Guinar — (S. "Land of the Dead that Live"). The name of that region in Ossiriand where Beren and Lúthien dwelt after their return. *Read Sil 188, 235.*

Doriath — (S. "Land of the Fence," "Dor Iath"). Refers to the Girdle of Melian, earlier called Eglador; the kingdom of Thingol and Melian in the forests of Neldoreth and Region, ruled from Menegroth on the river Esgalduin. Also called the Hidden Kingdom and the Guarded Realm. *Read LotRI 319; II 422; Sil passim, esp. 97, 121-2; UT 40-1, 54, 57, 63, 70-9, 81-3, 85, 87-8, 90, 93-6, 100, 109, 112, 114-15, 117, 120-1, 124, 144-8, 152, 155, 158, 171, 228-9, 233-5, 247, 251, 259, 387.*

Dorlas — A Man of the Haladin in Brethil; went with Túrin and Hunthor to the attack on Glaurung, but withdrew in fear; slain by Brandir the Lame. *Read Sil 216, 220-1, 224; UT 110-12, 124, 126, 128-30, 132-3, 139, 148.* For the wife of Dorlas, not named, *read Sil 224; UT 132, 142.*

Dor-lómin — (S.). Region in the south of Hithlum, the territory of Fingon, given as a fief to the house of Hador; the home of Húrin and Morwen. *Read Sil 89, 119-20, 147, 155, 158-60, 190, 194, 198-9, 204, 209, 211, 214-17, 224-5, 228, 230, 232-3, 238; UT 17-20, 52, 57, 59, 66, 68-70, 74-5, 78, 80, 85-7, 95, 104, 108, 112, 121, 124, 144, 146-9, 154, 157, 159-62, 215, 386.* For "the Lady of Dor-lómin" (Morwen), *read Sil 198; UT 65, 68-9, 107, 113.* For the Mountains of Dor-lómin, that part of Ered Wethrin that formed the southern fence of Hithlum, *read UT 39.* For Lord of Dor-lómin, *read UT 65-66 (Húrin) and UT 107, 109 (Túrin).* For Dragon of Dor-lómin, see Dragon-helm.

Dorthonion — (S. "Land of Pines"). The great forested highlands on the northern borders of Beleriand; later called Taur-nu-Fuin (S. "Forest under Night") and Deldúwath (S. "Horror of Night-shadow"). Cf. Treebeard's song in *The Two Towers* 90 "To the pine-trees upon the highland of Dorthonion I climbed in the Winter..." *Read Sil 51, 95, 106, 111, 115-16, 119-21, 123-4, 143, 148, 151-3, 155, 160-4, 170, 175, 178-9, 182, 184, 189-90, 200, 206-8; UT 51, 57, 68, 90, 95, 154, 281.*

Downfall (of Númenor) — The sinking of Andor, the Land of the Gift, when its last king, Ar-Pharazon, defied the edict of the Valar and set foot on the Undying Lands. *Read UT 165, 171, 214, 219, 221, 224, 243, 286, 316-17, 385-6, 395-6, 398.*

Downs, The — Referring to the White Downs in the Westfarthing of the Shire. *Read LotRI 160; UT 323.*

Dragon-helm of Dor-lómin — Heirloom of the House of Hador, worn by Túrin, also called the Helm of Hador. *Read Sil 199, 204-5, 211, 230; UT 76, 78-9, 90, 94, 153-5.* As Dragon of Dor-lómin, *read UT 75;* as Dragon-head of the North, *read UT 76;* as Helm of Hador, *read UT 75-6, 146, 152.*

Dragons — In Quenya, called *Urulóki* ("Fire-serpent"). *Read Sil 116, 192-3, 212, 242-3, 252, 260, 289, 299.*

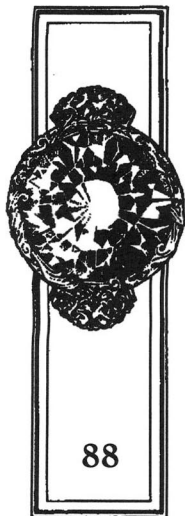
Drake — A term typically synonymous with Dragon, but of a slightly more generalized nature. *Read Sil 192-3, 242-3, 252, 260, 289, 299.*

Dramborleg — The great axe of Tuor, preserved in Númenor. *Read UT 172.*

Draugluin — (S.). The great werewolf slain by Huan at Tol-in-Gaurhoth, and in whose form Beren entered Angband. *Read Sil 174, 178-80.*

Drel — Region of Endor located at the southwestern tip of the continent, near Metharn (Hyarnúmente). This warm, dry land contains the great forest of Valagalen. It is named for the four Apyisan tribes of the same name that occupy the region. These Drel people are related to the Pel and the Adena.

Drengist — (S.). The long firth that pierced Ered Lómin, the west-fence of Hithlum, between Lammoth and Nevrast. *Read Sil 54, 80, 89-90, 97, 100, 116, 119, 160; UT 23-5, 160, 162.*



Drúadan Forest — Forest in Anóríen at the Eastern end of Ered Nimrais, where a remnant of the Drúedain or “Wild Men” survived in the Third Age. Also called Tawar-in-Drúedain. *Read LotRIII 127; UT 319, 383-4.*

Drúedain — (W. “Woses,” “Drû-folk,” Wo. “Drughu,” “Drûgs;” Q. sing. “Rú,” “Rúatan,” pl. “Rúatani;” S. “Wildmen;” R. “Róg,” pl. “Rogin,” sing. “Drúadan”). Often called the “Wild Men of the Wood,” the Drúedain are found in rugged, primeval woodlands like the Taur-in-Drúedain of northeast Gondor, the Taur Andrast along the southwest flanks of the White Mountains, the Eryn Vorn (S. “Black Woods”) of southern Eriador, and the Forest of Brethil in the First Age. They are unexcelled woodcrafters and woodsmen who did not assimilate or cohabit with other races. Instead, they prefer a rude life in the remote wilds; thus their name. Short, stocky, and having little body hair, they resemble no other Men, although they are ancestrally tied to the Daen Coentis and are indirectly related to Dunlendings and Eredrim. Woses possess certain powers of enchantment and unique forms of magic, and guard their sacred places with bizarre carved images of themselves (Púkel-men). These sculptures are said to have “powers associated with life,” such as sight and mobility. Oghor-hai is the name given to the Drúedain by the Orcs (*read UT 379*). *Read LotRIII 128; UT 370, 377-87, 397.*

Drúwaith Iaur — (S. “The Old Wilderness of the Drû-folk”). Located in the mountainous promontory of Andrast. *Read UT 261, 383-5, 387.* Called the Old Púkel-wilderness (*read UT 384*), and Old Púkel-land (*read UT 261, 387*).

Dry River — The river that once flowed out under the Encircling Mountains from the primeval lake where was afterwards Tumladen, the plain of Gondolin. It also formed the entrance to Gondolin. *Read Sil 136, 228; UT 42-4, 55.*

Duilwen — The fifth of the tributaries of Gelion in Ossiriand. *Read Sil 123.*

Dúnedain — (S. “Edain of the West;” sing. “Dúnadan”). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar’s Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the “Faithful” opposed the policies and jealous Elf-hatred that prompted this “Downfall.” The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they founded the “Realms in Exile,” the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many “unfaithful” (or “Black Númenórean”) groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendents in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. Adúnaic is their native language. *Read LotRI 23, 324; II 136, 338; III 55-62, 279; UT 200, 216, 219, 259, 271-6, 279-80, 283-8, 295, 337, 341, 348, 354, 370, 389, 398, 405, 414.* For Star of the Dúnedain, *read UT 284-5.*

Dunharrow — (R. “Dúnharg;” W. “Dark Burial-place,” “Dark Temple”). A fortified mountain meadow in Ered Nimrais looking out over the east edge of the vale of Harrowdale. This ancient refuge serves as an exalted burial field and place of worship. Three mountains — the Starkhorn, Irensaga, and Dwimorberg — enclose Dunharrow from the south, north, and east respectively.

A road from Edoras skirts the river Snowbourn as it leaves Harrowdale. This route, at each turn of which were set the statues called Púkel-men, winds up a cliff in eastern Harrowdale, thereby reaching the shelf on the western side of Dunharrow. From there, it crosses Dunharrow as a grand avenue flanked by a double line of standing stones. Southeast of the meadow, at the face of the Haunted Mountain (Dwimorberg), lies the Dark Door; this is the northern entry to the Paths of the Dead. It is one of two Gates of the Dead. *Read LotRII 156; III 58, 60; UT 382-4, 387, 406.* For Dead Men of Dunharrow (Men of Ered Nimrais who were cursed by Isildur for breaking their oath of allegiance to him), *read UT 370.*

Dúnhere — Rider of Rohan, Lord of Harrowdale; fought at the Fords of Isen and at the Pellenor Fields, where he was slain. *Read LotRIII 79, 83, 152; UT 362-3, 366.*

Dunland — A country about the west-skirts of the Misty Mountains at their far southern end, inhabited by the Dunlendings. *Read LotRIII 79, 83, 152; UT 263, 347, 354, 370.*

Dunlendings — (Dn. “Daen Lintis”). A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland, in eastern Enedhwaith. Descendants of the Daen Coentis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc. The Eredrim of Dor-en-Erní are a related folk. *Read LotRIII 58, 322; UT 262, 264, 362, 364, 366, 370-3.* For “The Dunlending,” Saruman’s agent, the “squint-eyed southerner” in the inn at Bree, *read UT 348-9, 354.* Also as adjectives Dunlending (*read UT 357*), and Dunlendish (*read UT 347, 359, 362, 372-3*).

Durin I — (Kh.) Eldest of the Seven Fathers of the Dwarves. For Heir of Durin, Thorin Oakenshield, *read LotRI 316, 387, 397; II 134, 194; III 188; UT 328.* For Durin’s Folk, *read UT 238, 324, 328, 334.* For Durin’s House/House of Durin, *read UT 328-9.*

Durin III — (Kh.) Lord of the Dwarves of Khazad-dûm (Moria) at the time of Sauron’s assault on Eregion. *Read Sil 44, 294; UT 238.*

Dwarf-road — Road leading down into Beleriand from the cities of Nogrod and Belegost, and crossing Gelion at the ford of Sarn Athrad. *Read Sil 140, 143, 145; UT 75.* Also translating Men-i-Naugrim, a name of the Old Forest Road (see Roads), *read UT 280.*

Dwarves — (Kh. “Khazâd”). Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Secondborn. Long-lived yet mortal, they remain apart from both Elves and Men. The Sindarin names are Naugrim, “The Stunted People,” Gonnhirrim, “Masters of Stone,” and Nogothrim. *Read LotRI 20; II 26; III 187, 316; Sil 43-4, 91-6, 113-14, 124, 133-5, 140, 157, 189-90, 193, 204, 210, 232-5, 286, 288-9, 294, 299; UT 55, 75, 97-9, 102-3, 128, 146, 235-8, 241, 252, 254, 258-9, 281, 299, 318, 321-4, 326-8, 330, 332-6, 353, 379, 382, 387, 397, 399.* Referring to the Petty-dwarves: *read Sil 202-6, 212, 230; UT 100, 148, 150.* Seven Fathers of the Dwarves: *read Sil 43-4, 92.* For the Necklace of the Dwarves see Nauglamîr. For the Seven Rings of the Dwarves see Rings of Power.

E

E. — Abbreviation for Eldarin, the first language of the Eldar.

Eä — (“Existence”). Eä, literally, “It is” or “Let it be,” was the word of Ilúvatar when the World began its 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 Void (Nothingness). *Read Sil 20, 25-6, 29, 36, 39, 43, 48-9, 56, 72, 74, 78, 85, 88, 98; UT 173, 396.*

Eagles — Witnesses of Manwë. *Read LotRI 342, 343, 360, 387; III 208, 382; Sil 46, 64, 110, 121, 125, 158-9, 182, 228, 241, 277.* For Eagles of the Crissaegrim, *read UT 42-3, 55.* For Eagles of Númenor (also called the Eagles of Memeltarma and Witnesses of Manwë), *read UT 166, 169.* With reference to Gwaihir, who rescued Gandalf from Orthanc, *read LotRI 243, 356; II 126, 135, III 278-82; UT 346.*

Eambar — (S. “Sea-dwelling”). The ship built by Tar-Aldarion for his dwelling-place, on which was the Guildhouse of the Venturers. *Read UT 176, 178, 180, 182, 190, 201, 214.*

Eärendil — (S. “Lover of the Sea”). Called “Halfelven,” “the Blessed,” “the Bright,” “the Mariner” and Gil-Estel (S. “Star of Hope”); son of Tuor and Idril Turgon’s daughter; father of Elrond and Elros; escaped from the sack of Gondolin (where he was born) and wedded Elwing daughter of Dior at the Mouths of Sirion; sailed with her to Aman and pleaded for help against Morgoth (*read UT 156*); set to sail the skies in his ship Vingilot bearing the Silmaril that Beren and Lúthien brought out of Angband (for the Star of Eärendil, *read LotRI 472; UT 30, 171, 215*). *Read LotRI 261, 308; II 408, 418; Sil 105, 148, 241-2, 244, 246-50, 252, 254-5, 259-61, 264, 270, 275-6, 279, 281, 286; UT 52, 55, 146, 171, 192, 199, 218, 249, 251.* For the Lay of Eärendil, *read Sil 246, 259.* For the Stone of Eärendil (the Elessar) *read UT 249-50.*

Eärendur [1] — (S.). Younger brother of Tar-Elendil, born in the year 361 of the Second Age. *Read Sil 268; UT 208.*

Eärendur [2] — (S.). Fifteenth Lord of Andúnië, brother of Lindorië (grandmother of Tar-Palantir). *Read UT 223.*

Eärendur [3] — (S.). Tenth King of Arnor. *Read Sil 296.*

Eärnil II — (S.). Thirty-second King of Gondor, victor over the Haradrim and the Wainriders in T.A. 1944. *Read Sil 297; UT 241, 291-5.*

Eärnur — (S.). Son of Eärnil; thirty-third and last King of Gondor, in whom the line of Anárion came to its end. Died in Minas Morgul. *Read LotRII 352; III 303; Sil 297; UT 295, 319.*

Eärrame — (S. “Sea-wing”). The name of Tuor’s ship. *Read Sil 245.*

Eärwen — Daughter of Olwë of Alqualondë, Thingol’s brother; wedded Finarfin of the Noldor. From Eärwen Finrod, Orodreth, Angrod, Aegnor, and Galadriel had Telerin blood and were therefore allowed entry into Doriath. *Read Sil 60, 111, 128; UT 229-30, 232, 234.*

East Bight — The great indentation in the eastern border of Mirkwood. *Read UT 288, 298, 310, 312.* See also Narrows of the Forest.

Easterlings — Also called Swarthy Men; entered Beleriand from the East in the time after the Dagor Bragollach, and fought on both sides in the Nirnaeth Arnoediad; given Hithlum as a dwelling-place by Morgoth, where they oppressed the remnant of the People of Hador. *Read Sil 157, 193, 195, 198, 215, 227, 238; UT 17-19, 56, 68-70, 72, 104, 106, 108-9.* Called in Hithlum “Incomers,” *see UT 104, 107-8.* In the Third Age, a general term for the waves of Men driving in upon Gondor from the eastern regions of Middle-earth (see Wainriders, Balchoth). *Read LotRI 322; II 363; III 148 UT 308, 311-12, 319, 371.*

Eastfold — A part of Rohan on the northern slopes of Ered Nimrais, east of Edoras. The element “fold” is derived from Anglo-Saxon “folde” (“earth, ground, region”), as also in The Folde. *Read LotRIII 89; UT 306, 364.*

East-mark — The eastern half of Rohan in the military organization of the Rohirrim, bounded from the West-mark by the Snowbourn and the Entwash. *Read UT 364, 367-80.* See also Marshal of the East-mark (*read UT 369*) and Muster of the Eastmark (*read UT 367-8*).

Echad i Sedryn — (S. “Camp of the Faithful”). The name given to the refuge of Túrin and Beleg on Amon Rûdh. *Read UT 153.*

Echoriath — (S. “The Encircling Mountains”). Located about the plain of Gondolin. *Read Sil 115, 138, 158, 228, 240-1; UT 42-3, 48, 54.* Also known as Ered en Echoriath (*read UT 40*), the Encircling Mountains (*read LotRIII 278; UT 40, 54-5*), and Mountains of Turgon (*read UT 43*). For other references, *see UT 41-2.*

Ecthelion [1] — Elf-lord of Gondolin, who in the sack of the city slew and was slain by Gothmog Lord of Balrogs; called Lord of the Fountains and Warder of the Great Gate. *Read Sil 107, 194, 239, 242; UT 46, 50-1, 55-6.*

Ecthelion [2] — Twenty-fifth Ruling Steward of Gondor, the second of the name; father of Denethor II. *Read LotRIII 28; UT 407, 413.*

Edain — (S. “The Second People;” sing. “Adan;” Q. “Atani”). Despite the fact that the term Edain originally refers to all Men, it is eventually restricted to the descendants of the High Men who first befriended the Elves and warred against the Black Enemy Morgoth. These fathers of Men include many groups, notably the Dúnedain. *Read LotRII 365; UT 17, 21, 29, 57-9, 62-3, 65, 69, 77, 85, 155-7, 170-1, 173, 178, 184, 186, 190, 209, 213, 253, 383, 385-6.* See also Túrin, Drúedain, and Dúnedain.

Edhellond — (S. “Elf-haven”). Elven haven and port located in the Morthond river delta. *Read UT 255, 261.* Called Amroth’s Haven, *read UT 246.* See also *UT 241, 246-8* for other references.

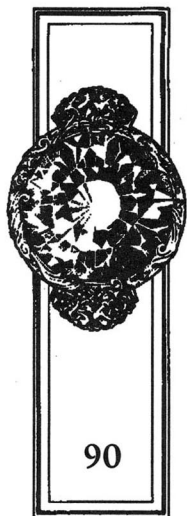
Edhelrim/Eledhrim — (S. “The Elves”). Sindarin edhel/eledh and collective plural ending -rim. *Read UT 318.*

Edoras — (R. “The Courts”). Capital of Rohan, Edoras is built on an ancient hill site at the edge of the White Mountains. Its dike, stockade, and wood and stone buildings are erected soon after T.A. 2510. Although fortified, it remains vulnerable. Nearby Dunharrow serves as the town’s refuge. *Read LotRI 343; II 50, 132, 141; III 53; UT 55, 277, 316, 340, 346-7, 356, 358-61, 364-8, 411.* For Muster of Edoras *see UT 360, 367-8.*

Edrahil — Chief of the Elves of Nargothrond who accompanied Finrod and Beren on their quest, and died in the dungeons of Tol-in-Gaurhoth. *Read Sil 170.*

Egalmoth — Eighteenth Ruling Steward of Gondor. *Read UT 373.*





Eglador — (S.). The former name of Doriath, before it was encompassed by the Girdle of Melian; probably connected with the name Eglath. *Read Sil 97.*

Eglarest — (S.). The southern of the Havens of the Falas on the coast of Beleriand. *Read Sil 58, 96, 108, 120, 122, 196, 246; UT 34, 51, 53, 247.*

Eglath — (“The Forsaken People”). The name given to themselves by the Telerin Elves who remained in Beleriand seeking for Elwë (Thingol) when the main host of the Teleri departed to Aman. *Read Sil 58, 233.*

Eilenach — Second of the beacons of Gondor in Ered Nimrais, the highest point of the Drúadan Forest. *Read LotRIII 20, 127; UT 300-1, 314, 319.*

Eiliniel — The wife of Gorlim the Unhappy. *Read Sil 162-3.*

Eithel Sirion — (S. “Sirion’s Well”). Located in the eastern face of Ered Wethrin, where was the great fortress of Fingolfin and Fingon (see Barad Eithel). *Read Sil 107, 119-20, 152, 160, 190-1; UT 60, 75.*

Eket — Short broad-bladed sword. *Read UT 284.*

Elanor [1] — A small golden star-shaped flower that grew both in Tol Eressëa and in Lothlórien. *Read LotRI 454, III 379; UT 189, 216.*

Elanor [2] — Daughter of Samwise Gamgee, named after the flower. *Read LotRIII 379; UT 216, 284.*

Elatan of Andúnië — Númenórean, husband of Silmarien, father of Vandalil first Lord of Andúnië. *Read UT 173.*

Elbereth — (S. “Star-Queen”). Greatest of the Valier, the spouse of Manwë, dwelling with him on Taniquetil. Other names of Elbereth are Varda (Q. “The Exalted,” “The Lofty”), Elentári, and Tintallë (“The Kindler”) as she is called in Galadriel’s lament in Lórien. *Read LotRI 117, 489; II 430; III 231; Sil 25-6, 29-30, 35, 37, 39-40, 48, 53, 59, 67, 75-6, 78, 83, 99-101, 174, 253, 255; UT 67, 393.*

Eldalondë — (“Haven of the Eldar”). Located in the Bay of Eldanna at the mouth of the river Nunduinë in Númenor; called “the Green.” *Read UT 167-8.*

Eldamar — (S. “Elvenhome”). The portion of the Undying Lands in which the Elves dwelt. It includes two parts — (1) the mainland lowlands east of the mountains of western Aman (the Pelóri), and (2) the island Tol Eressëa off Aman’s east coast. Also the great Bay of the same name. Also called Elende. *Read LotRI 309, 482; II 258; Sil 58-9, 61, 63, 69-70, 72-3, 85-6, 111, 134, 176, 248.*

Eldanna — Great bay in the west of Númenor, so called “because it faced towards Eressëa.” Linguistically, *Elda(r)* + suffix *-(n)na* “of movement towards.” *Read UT 167.*

Eldar — (Q. “Elves;” “People of the Stars”). The Vala Oromë named all the Elves *Eldar* (*read Sil 49*). However the term changed, eventually referring only to the Elves of the Three Kindreds (Vanyar, Noldor, and Teleri) who set out on the westward march from Cuiviënen (whether or not they remained in Middle-earth), and to exclude the Avari. The Elves of Aman, and all Elves who ever dwelt in Aman, were called the High Elves (Tareldar) and Elves of the Light (Calaquendi). Those who never saw the Light of the Two Trees were the Dark Elves, *Úmanyar*. *Read Sil passim*, see also *Elves*; *read LotRI 294; UT 25, 29, 34, 38, 41, 54, 57-9, 61-2, 66-8, 81, 146, 151-2, 156-7, 159, 167-8, 170-1, 173-4, 177, 179, 181, 185-7, 189, 200, 209, 213, 215-16, 219-21, 223, 225, 228-30, 232, 234-6, 241, 247, 250, 256, 258, 266, 276, 286, 288, 305, 377-9, 385, 389, 392-3, 395-6.* *Eldarin* (tongues), *read UT 223, 257, 265.* *Elves of Beleriand*, *read UT 232, 247.* *Elves of Eressëa*, *read UT 170.* In many other passages, *Elves* used alone implies *Eldar*.

Eldarin — Of the Eldar; used in reference to the language(s) of the Eldar. Many occurrences of the term in fact refer to Quenya, also called High Eldarin and High-elven.

Elder Days — The First Age; also called the Eldest Days. *Read LotRI 21, 205; II 55; Sil 30, 38, 103, 114, 208, 210, 231, 234, 242, 294, 304.*

Elder King — Manwë. *Read Sil 249, 252.* Title also claimed by Morgoth, *read UT 67.*

Ellemmakil — Elf of Gondolin, captain of the guard of the outer gate. *Read UT 45-50.*

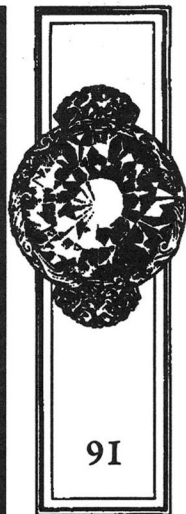
Ellemmírë [1] — Name of a star. *Read Sil 48.*

Ellemmírë [2] — Vanyarin Elf, maker of the Aldudenidë, the Lament for the Two Trees. *Read Sil 76.*

Elendil — Called the Tall; son of Amandil, last lord of Andúnië in Númenor, descended from Eärendil and Elwing but not of the direct line of the Kings; escaped with his sons Isildur and Anárion from the Drowning of Númenor and founded the Númenórean realms in Middle-earth; slain with Gil-galad in the overthrow of Sauron at the end of the Second Age. The name may be interpreted either as “Elf-friend” (cf. *Elendili*) or as “star-lover.” Also called the Faithful (Voronda, *read UT 305, 317*). *Read LotRI 29, 83; II 18; III 216; Sil 272, 275-6, 279-80, 290-6, 298, 303; UT 171, 215, 219, 224, 227, 271-2, 274, 277-8, 280, 282, 286, 304-5, 308-10, 316-17, 386, 395, 408, 414.* For Heirs/House of Elendil, *read Sil 294; UT 255, 279, 304, 308-9, 408-9.* For Star of Elendil, see *Elendilmir*. For the Elendil Stone (the palantír of Eryn Beraid), *read UT 414.*

Elendilmir — The white gem borne as the token of royalty on the brows of the Kings of Arnor (for the two jewels of this name, *read UT 277*). *Read UT 271, 274, 277-8, 283-5.* For Star of Elendil, *read UT 278, 284-5.* For Star of the North/North-kingdom, *read UT 285.*

Elendur — (S.). Eldest son of Isildur, slain with him at the Gladden Fields. *Read Sil 295; UT 271-6, 280, 282, 284.*



Elenwë — Wife of Turgon; perished in the crossing of the Helcaraxë. *Read Sil 90, 134; UT 66.*

Elessar [1] — A great green jewel of healing power made in Gondolin for Idril Turgon's daughter, who gave it to Eärendil her son; the Elessar that Arwen gave to Aragorn being either Eärendil's jewel returned or another. *Read UT 248-252.* As the Stone of Eärendil, *read LotRIII 165; UT 249-50;* as the Elfstone, *read UT 255.*

Elessar [2] — The name foretold for Aragorn by Olórin, and the name in which he became King of the reunited realm. *Read LotRI 486, 509; II 43, 136; III 56; UT 250-1; 255, 276-7, 284-5, 290, 310, 312, 317, 321, 402.* As the Elfstone, *read UT 255.*

Elf-friends — The Men of the Three Houses of Beor, Haleth, and Hador, the Edain. See also Atani, Edain. *Read Sil 141, 143-5, 189, 199, 251; UT 310.* In the Akallabêth and in Of the Rings of Power used to refer to those Númenóreans who were not estranged from the Eldar; see Elendili. At *Sil 302*, the reference is no doubt to the Men of Gondor and the Dúnedain of the North.

Elfhelm — Rider of Rohan; with Grimbald leader of the Rohirrim at the Second Battle of the Fords of Isen; routed the invaders of Anórien; under King Éomer Marshal of the Eastmark. *Read UT 356, 358-69, 386-7.*

Elfwine the Fair — Son of Éomer King of Rohan and Lothíriel, daughter of Imrahil Prince of Dol Amroth. *Read UT 286.*

Elmo — Elf of Doriath, younger brother of Elwë (Thingol) and Olwë of Alqualondë; according to one account grandfather of Celeborn. *Read UT 233-4.*

Elostirion — (S.). Tallest of the towers upon Emyr Beraid, in which the palantír called the Elendil Stone was placed. *Read Sil 292; UT 411.*

Elrond — ("Star-dome"). Son of Eärendil and Elwing, who at the end of the First Age chose to belong to the Firstborn, and remained in Middle-earth until the end of the Third Age; master of Imladris (Rivendell) and keeper of Vilya, the Ring of Air, which he had received from Gil-galad. Called Master Elrond and Elrond Half-elven (*read UT 237*). Brother of Elros Tar-Minyatur. *Read LotRI 100, 231, 289, 520, passim; II 53; III 57, 325-30, 381-3 Sil 105, 246-7, 254, 261, 286-8, 295-302, 304; UT 165, 225, 237-40, 243-4, 254, 256, 271, 283-4, 388, 398, 405-6.* For Sons of Elrond, *read Sil 303.* Also see Council of Elrond.

Elros — ("Star-foam"). Son of Eärendil and Elwing, who at the end of the First Age chose to be numbered among Men, and became the first King of Númenor (called Tar-Minyatur), living to a very great age. *Read Sil 246-7, 254, 261, 266-9, 272, 286, 290; UT 52, 169, 171, 208, 217-18, 220, 225.* For the Line of/Descendants of Elros, *read UT 177, 179, 186, 190, 202, 209, 211, 216-17, 220-1, 224, 227.*

Eluréd — (S.). Elder son of Dior; perished in the attack on Doriath by the sons of Fëanor. The name has the same meaning as Eluchíl (S. "Heir of Elu"). *Read Sil 234, 236-7.*

Elurín — (S.). Younger son of Dior, perished with his brother Eluréd. The name means "Remembrance of Elu (Thingol)." *Read Sil 234, 236-7.*

Elves — (Q. "Quendi"). The immortal children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman. Also called Children of Ilúvatar, Eldar, Dark Elves, Elves of the Light (Calaquendi). *Read esp. Sil 41-2, 48-50, 52, 88, 104, 264-5; LotRI 20; II 26; III 70.*

Elves' New Year — The Elvish solar year (*loa*) begins with the day called yestarë, which is the day before the first day of spring (*tuilë*). *Read UT 323, 327.*

Elwë — (Q.). Surnamed Singollo "Greymantle," leader with his brother Olwë of the hosts of the Teleri on the westward journey from Cuiviënen, until he was lost in Nan Elmoth; afterwards Lord of the Sindar, ruling in Doriath with Melian; received the Silmaril from Beren; slain in Menegroth by the Dwarves. Called Elu (Thingol) in Sindarin. See Dark Elves, Thingol. *Read Sil 52-5, 57-9, 91, 233-4; UT 232-3.*

Elwing — ("Star-Spray"). Daughter of Dior Thingol's Heir, who escaping from Doriath with the Silmaril wedded Eärendil at the Mouths of Sirion and went with him to Valinor; mother of Elrond and Elros. See Lanthir Lamath. *Read LotRI 261, 309, 319; Sil 105, 148, 235-7, 244, 246-51, 254; UT 171, 233.*

Emeldir — Called the Man-hearted; wife of Barahir and mother of Beren; led the women and children of the House of Bëor from Dorthonion after the Dagor Bragollach. (She was herself also a descendant of Bëor the Old, and her father's name was Beren; this is not stated in the text.) *Read Sil 155, 161.*

Emerië — Region of sheep pasturage in the Mittalmar (Inlands) of Númenor. *Read UT 166, 182, 184, 186, 192-6, 199, 201-2, 204, 206-9, 211-12.* For the White Lady of Emerië (Erendis), *read UT 194.*

Emyn Beraid — (S. "The Tower Hills"). Located in the west of Eriador on which were built the White Towers; see Elostirion. *Read Sil 291-2; UT 411, 414.* Translated "Tower Hills," *read UT 213.*

Emyn Muil — (S. "Drear Hills"). The folded, rocky, and (especially on the east side) barren hill-country about Nen Hithoel ("Mist-cool Water") above Rauros falls. *Read LotRI 484; II 27, 265; III 34; UT 260, 296, 306, 343, 368, 371.*

Emyn-nu-Fuin — (S. "Mountains under Night"). The later name of the Mountains of Mirkwood. Previously called Emyr Duir (S. "Dark Mountains"). *Read UT 280-1.*

Enchanted Isles — The islands set by the Valar in the Great Sea eastwards of Tol Eressëa at the time of the Hiding of Valinor. *Read Sil 102, 248; UT 52.* Also called Shadowy Isles, *read UT 30, 32.*

Encircling Sea — ("Ekkaia"). The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea or the Outer Ocean. In the First Age and early 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. *Read Sil 37, 40, 50, 62, 89, 100-1, 104, 186.*

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

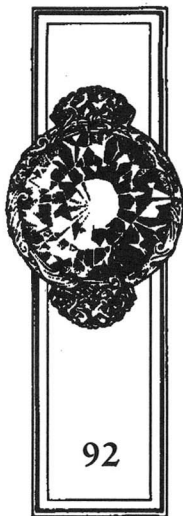
Enedwaith — (S. "Middle-folk"). The peoples living between the rivers Greyflood (Gwathló) and Isen (*read esp. UT 262-4*). *Read UT 206, 239, 261-5, 341, 347, 356, 369-70, 372, 383, 386-7.*

En Egladil — (S. "The Angle"). A region in southern Rhudaur between the rivers Hoarwell and Loudwater and the Trollshaws. The Angle comprised a major lordship while the Dúnanan kingdom lasted and was noted for its large population of Stoor Hobbits in later years.

Enemy, The — Name given to Morgoth and to Sauron. *Read UT 350.*

Enerdhil — Jewel-smith of Gondolin. *Read UT 248-51.*

Ent — (S. "Onod;" pl. "Enyd" or "Onodrim"). The treeherds of Middle-earth, Ents are among the oldest and most powerful inhabitants of Arda. *Read LotRII 55, 84-115, 130-1, 197, 208-9, 211, 216-29, 243-6; III 288, 317-21, 341; UT 261, 318, 364, 366.* Also called Shepherds of the Trees, *read Sil 46, 235.*



Entulesse — (“Return”). The ship in which Vëantur the Númenórean achieved the first voyage to Middle-earth. *Read UT 171.*

Entwade — Ford over the Entwash. *Read LotRII 45, 49; UT 338.*

Entwash — (S. “Onodló”). River flowing through Rohan from Fangorn Forest to the Nindalf. *Read LotRI 484; II 27; III 94; UT 300-1, 306, 318, 367.*

Eofor — Third son of Brego the second king of Rohan; ancestor of Éomer. *Read UT 367.*

Éoherë — Term used by the Rohirrim for the full muster of their cavalry. *Read UT 298, 313, 315, 318.*

Eöl — Called the Dark Elf; the great smith who dwelt in Nan Elmoth, and took Aredhel Turgon’s sister to wife; friend of the Dwarves; maker of the sword Anglachel (Gurthang); father of Maeglin; put to death in Gondolin. *Read Sil 92, 132-8, 201; UT 54.*

Éomer — Nephew and fosterson of King Théoden; at the time of the War of the Ring Third Marshal of the Mark; after Théoden’s death eighteenth King of Rohan; friend of King Elessar. *Read LotRII 42-52, 78, 144, 149, 153, 155-206, 233-41, 256; III 54-61, 78-94, 96, 128, 167-207, 288, 293, 300-6, 312-3, 315-6; UT 286, 315, 317, 355, 359-60, 364, 366-9, 400.*

Éomund [1] — Chief captain of the host of the Éothéod at the time of the Ride of Eorl. *Read UT 305.*

Éomund [2] — Chief Marshal of the Mark of Rohan; wedded Théodwyn sister of Théoden; father of Éomer and Éowyn. *Read LotRII 42, III 141-2, 175; UT 364, 367.*

Eönwë — One of the mightiest of the Maiar; called the Herald of Manwë; leader of the host of the Valar in the attack on Morgoth at the end of the First Age. *Read Sil 30, 249-254, 260, 285; UT 395.*

Éored — A body of the Riders of the Éothéod. *Read LotRII 45, 48; III 135; UT 290, 301, 315, 357, 362, 367-8.*

Eorl the Young — Lord of the Éothéod; rode from his land in the far North to the aid of Gondor against the invasion of the Balchoth; received Calenardhon in gift from Cirion Steward of Gondor; first King of Rohan. *Read LotRII 40; III 67; UT 260, 277-8, 288, 290, 297-9, 301-8, 310-11, 313-16, 319, 365, 367, 371.* Called Lord of the Éothéod, Lord of the Riders, Lord of the Rohirrim, King of Calenardhon, King of the Mark of the Riders, *read UT 297, 302-3, 305-7, 310.* Chronicle of/Tale of Cirion and Eorl, *read UT 278, 288, 296.* Oath of Eorl, *read UT 278, 304, 310, 316, 365, 371;* words of the oath, *read UT 304-5.*

Éothéod — (R. “Horse-folk”). The descendants of the Northman refugees who migrated out of Rhovanion between T.A. 1856 and T.A. 1899. Heirs of the horse-loving Éothraim, they first settled in the western vales of the Anduin (near the Gladden Fields) after being forced out of their homeland by the Wainriders. In T.A. 1977, they migrated northward, this time to the upper vales of the Anduin. There, they became known as the Éothéod. Later, in T.A. 2510, they moved south to Calenardhon in Gondor, where they founded the Kingdom of Rohan and became known as the Rohirrim. *Read UT 288-9, 294-8, 303-7, 311-13, 315, 318.* For Riders/Horsemen of the North, *read UT 299-302, 310.*

Éothraim — (Rh. app. “Glorious Horsemen”). The six tribes of Northman horsemen who occupy the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimútéothraim, or “Gathering of the Glorious Horses,” they are the ancestral culture of the Éothéod and the Rohirrim.

Éowyn — Sister of Éomer, wife of Faramir; slayer of the Lord of the Nazgûl in the Battle of the Pelennor Fields. *Read LotRII 152, 159-65; III 58, 65-9, 82-4, 90-1, 141-8, 164-5, 168-9, 174-7, 179, 184, 291-300, 306, 315-6; UT 364.*

Epessë — An aftername received by one of the Eldar in addition to the given names (essi). *Read UT 266.*

Ephel Brandir — (S. “Encircling Fence of Brandir”). Dwellings of the Men of Brethil upon Amon Obel; also called the Ephel. *Read Sil 216, 219-21; UT 110-11, 122-3, 126-8, 131-2, 136, 141.*

Ephel Dúath — (S. “Fence of Shadow”). The mountain range between Gondor and Mordor; also called the Mountains of Shadow. *Read LotRI 321; LotRII 309; LotRIII 88, 197; Sil 291-2, 297; UT 293-4, 312.*

Erebor — (“The Lonely Mountain”). An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of the Long Lake. The River Running (S. “Celduin”) begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor’s southern flank. The kingdom of the Dwarves under the Mountain and the lair of Smaug were located beneath the peak at different times. *Read LotRI 32; III 193; UT 289, 321, 323-4, 326-8, 334.* As the Lonely Mountain, *read LotRI 110, 302; II 161; III 189, 193; UT 258, 321, 328.*

Erech — (Du. “Frightful Place”). High vale in the upper Morthond valley in Lamedon, just south of the Paths of the Dead. It is named for the grassy, barren hill upon which lies the half-submerged, spherical Stone of Erech, brought from Númenor by Isildur. The town of Sam Erech dominates this strategic locale, and lies due west of the pass called Tarlang’s Neck. *Read LotRIII 64-5, 73, 184; Sil 291.*

Ered Gorgoroth — (S. “The Mountains of Terror”). Located northward of Nan Dungortheb; also called the Gorgoroth. *Read LotRI 260; LotRII 422; Sil 81, 95, 121, 132, 146, 164, 176, 201; UT 41.*

Ered Harmal — (S. “Mountains of the Golden South”). Mountain chain in south-central Endor.

Ered Lithui — (S. “Ash Mountains”). The peaks forming the northern border of Mordor. *Read LotRII 308; III 206, 251; UT 292, 312.*

Ered Lómin — (S. “The Echoing Mountains”). The Ered Lómin formed the west-fence of Hithlum. *Read Sil 106, 118-19; UT 20, 52.* As the Echoing Mountains of Lammoth, *read UT 23.*

Ered Luin — (S. “The Blue Mountains”). Also called the Ered Lindon (S. “The Mountains of Lindon”). After the destruction at the end of the First Age Ered Luin formed the north-western coastal range of Middle-earth. *Read LotRI 22; LotRII 90; Sil 54, 91, 94, 112-15, 123, 133, 140, 145, 195, 232-5, 285-6, 289-90; UT 213, 228, 252, 321, 322, 334-5, 379, 383.* Translated the Blue Mountains, (*read UT 114, 214, 247, 252, 322, 329, 332*), called also the Western Mountains, (*read UT 213*); for other references, *read UT 61-2, 174, 228, 233, 328, 332.*

Ered Mithrin — (S. “Grey Mountains”). The craggy mountains extending from east to west north of Mirkwood. *Read UT 295.*

Eredrim — (S. “Mountain-host”). Dunlending-related peoples of the highlands of Dor-en-Ennil. The Eredrim are descendants of the Daen Coentis.

Ered Tarthonion — (S. “Mountains of Lofty Pines”). The highlands of Dor-en-Ennil, their highest peaks rise in central Belfalas. They are actually a great transverse section of the White Mountain range. Eredrim occupy many of the highland valleys in the Ered Tarthonion.

Ered Wethrin — (S. "The Mountains of Shadow," "The Shadowy Mountains"). The great curving range bordering Dor-nu-Faughlith (Ard-galen) on the west and forming the barrier between Hithlum and West Beleriand. *Read Sil* 106-7, 109, 113, 116, 118-20, 126, 143, 151-2, 160, 170, 175, 190, 192, 194, 203, 207, 209, 212, 216, 227-8, 239; *UT* 26, 33, 68, 110, 121, 127, 160. Translated as Mountains of Shadow (*read UT* 87, 90, 104) and Shadowy Mountains (*read UT* 73, 78), for other references, *read UT* 36, 38, 70.

Eregion — (S. "Land of Holly," W. "Hollin"). The highland region of Eriador between the rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountain's edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since T.A. 1697 and is now known for its numerous holly trees. It also contains the West Gate of Moria, which faces the river Sirannon, the chief tributary of Glanduin. More specifically, the Noldorin realm founded in the Second Age by Galadriel and Celeborn (in close association with Khazad-dûm) at the western feet of the Misty Mountains; where the Elven Rings were made. Destroyed by Sauron. *Read LotRI* 76; *Sil* 286-8; *UT* 206, 228, 234-9, 243-4, 250-2, 254-5, 257, 264. As Hollin, *read LotRI* 369; *Sil* 286; *UT* 235.

Erelas — Fourth of the beacons of Gondor in Ered Nimrais. (Possibly a pre-Númenórean name; although the name is Sindarin in style, its suitable meaning in that language is somewhat oblique. "It was a green hill without trees," so that er-"single" and las(s) "leaf" yielding "Lonely Leaf" might refer to its relatively leafless condition when compared to a forested hill.) *Read UT* 314.

Erellont — One of the three mariners who accompanied Eärendil on his voyages. *Read Sil* 248.

Erendis — Wife of Tar-Aldarion ("the Mariner's Wife"), between whom there was great love that turned to hatred; mother of Tar-Ancalimë. Valandil Lord of Andúnië gave her the name Uinéniel ("daughter of Uinen"); her name in Quenya is Tar-Elestirnë ("Lady of the Star-brow"). *Read UT* 177-98, 201-9, 212-16, 219, 224-5, 227, 284, 386. Called the Lady of the Westlands (*read UT* 180) and the White Lady of Emerië (*read UT* 194).

Eriador — All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"), in which lay the Kingdom of Arnor (and also the Shire of the Hobbits). Its northern boundary follows the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and, by most, Dunland, and Enedhwaith. *Read LotRI* 21-2, 236; *Sil* 54, 91, 94, 145, 267, 290, 295-6, 298, 303; *UT* 175, 200, 209, 213-14, 233-9, 242, 244, 247, 256, 261-3, 265, 271, 326, 328, 342, 347, 373, 398.

Erkenbrand — Rider of Rohan, Master of Westfold and the Hornburg; under King Éomer Marshal of the West-mark. *Read LotRII* 168, 170, 172, 186, 188, 191, 199; *UT* 359-62, 364-6, 368-9.

Eru — ("The One," "He that is Alone," Q. "Father of All" Ilúvatar). The creator of Eä and all things within and without. *Read Sil* 15-21, 25-9, 31, 39-50, 56, 65-6, 68, 74-5, 78, 83, 85, 88, 90, 98, 104, 187, 253, 261-2, 264-6, 269, 271-2, 278-80; *UT* 166, 184, 200-1, 214-15, 305, 317, 389, 393. For the Hallows of Eru on the Meneltarma, *read UT* 223. See Children of Ilúvatar.

Eruhantalë — ("Thanksgiving to Eru"). The autumn feast in Númenor. *Read UT* 166, 175, 214.

Erukyermë — ("Prayer to Eru"). The spring feast in Númenor. *Read UT* 166, 183, 204, 215.

Erolaitalë — ("Praise of Eru"). The midsummer feast in Númenor. *Read UT* 166.

Eryn Vorn — (S. "Dark Wood"). The great cape on the coast of Minhiriath south of the mouth of the Baranduin. *Read UT* 262.

Esgalduin — (S. "River under Veil"). The river of Doriath, dividing the forests of Neldoreth and Region, and flowing into Sirion. *Read LotRI* 120; *Sil* 93, 121, 132, 165, 184-5, 218, 234; *UT* 74, 82, 120.

Esgaroth — (S. "Veiled Foam"?). Lake-town. A great commercial town and freshwater port, Esgaroth is located in the midst of the Long Lake. It is the chief center of trade for goods passing between the Wood-elves of Mirkwood and the Northmen of Wilderland. *Read Hob* 175-6, 193-200, 245-54, 291; *LotRI* 55.

Estë — ("Rest"). One of the Valier, the spouse of Imo (Lórien). *Read Sil* 25, 28, 30, 63, 99-100.

Estelmo — Elendur's esquire, who survived the disaster of the Gladden Fields. *Read UT* 276, 282.

Estolad — ("The Encampment"). The land south of Nan Elmoth where the Men of the followings of Bëor and Marach dwelt after they crossed the Blue Mountains into Beleriand. *Read Sil* 142-6; *UT* 77.

Ethir Anduin — (S. "Outflow of Anduin"). The delta of the Great River in the Bay of Belfalas. *Read UT* 240, 242, 402.

Evil Breath — A wind out of Angband that brought sickness to Dor-lómin, from which Túrin's sister Urwen (Lalaith) died. *Read UT* 58-9, 61.

Exiles, The — The rebellious Noldor who returned to Middle-earth from Aman. *Read UT* 20, 55, 229, 259.

Ezellohar — The Green Mound of the Two Trees of Valinor; called Corollairë in Quenya. *Read Sil* 38, 46, 76, 78-9.

F

Faithful, The — Those Númenóreans who were not estranged from the Eldar and continued to revere the Valar in the days of Tar-Ancalimon and later kings. See also Elendili. *Read Sil* 266-9, 271-3, 275-6, 291-2; *UT* 222-3, 265, 316-17. Also "The Faithful" of the Fourth Age, those who remained uncorrupted by Sauron. *Read UT* 395.

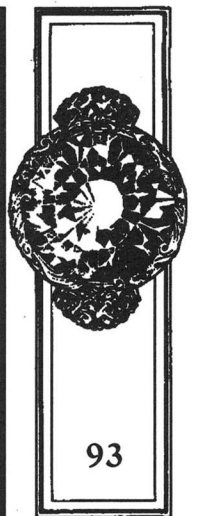
Falas — The western coasts of Beleriand, south of Nevrastr. *Read Sil* 58, 93, 96-7, 107, 120, 160, 190, 196, 211; *UT* 33-4, 51. For Havens of the Falas, *read UT* 247.

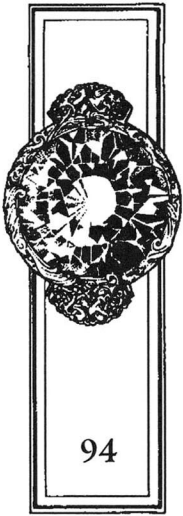
Falathar — One of the three mariners who accompanied Eärendil on his voyages. *Read Sil* 248.

Falathrim — The Telerin Elves of the Falas, whose lord was Círdan. *Read Sil* 58; *UT* 33.

Fallohides — One of the three peoples into which the Hobbits were divided, described in the prologue to *The Lord of the Rings*. *Read LotRI* 22; *UT* 287.

Fangorn — The oldest of the Ents and the guardian of Fangorn Forest, *read LotRII* 84; *III* 318-20 *UT* 261. Translated Treebeard, *read LotRII* 83-114, 121, 130-2, 206, 216-29, 243-6; *III* 32, 317-21, 325; *UT* 253, 366.





Fangorn Forest — (S. “Beard of the Tree”). The huge woodland that stretches from about one hundred and twenty-five miles along the southern flank of the Misty Mountains, widening to almost one hundred miles at one point. The upper waters of the rivers Entwash and Limlight pass through Fangorn. One of the oldest forests in Middle-earth, it is the home and protectorate of the Ents. *Read LotRI 484; II 27, 80; III 61; UT 241, 261, 305, 312, 318, 343, 371-2.* Called Entwood in Rohan, *read LotRII 48, 146; III 320; UT 318, 371.*

Fanuidhol — (S. “Cloudyhead;” Kh. “Bundushathûr”). Easternmost and greyest of the three spires above Moria. Its heights are most often shrouded in mist. *Read LotRI 370, 432; III 325.*

Faramir [1] — Younger son of Ondoher King of Gondor; slain in battle with the Wainriders. *Read UT 291, 294-5.*

Faramir [2] — Younger son of Denethor II, Steward of Gondor; Captain of the Rangers of Ithilien; after the War of the Ring Prince of Ithilien and Steward of Gondor. *Read LotRII 336-86, 401; III 29, 98-123, 152-79, 198, 292-306, 315-6; UT 344, 397, 399, 408, 413.*

Far Harad — (W./S. “Far South”). The southern reaches of the vast, arid area known as Harad. Far Harad encompasses all the lands north of the foothills of the Yellow Mountains and south of the line between An Aras on the Belegaer and Clyan along the flank of the Ered Harmal. The highlands called Raj form the cultural center and richest region of Far Harad.

Fëanor — (Q.). Eldest son of Finwë (the only child of Finwë and Míriel), half-brother of Fingolfin and Finarfin; greatest of the Noldor, and leader in their rebellion; deviser of the Fëanorian script; maker of the Silmarils and the palantíri; slain in Mithrim in the Dagor-nuin-Giliath. His name was Curufinwë (Q. *curu* = “skill”), and he gave this name to his fifth son, Curufin; but he was himself known always by his mother’s name for him, Fëanáro “spirit of Fire,” which was given the Sindarin form Fëanor. *Read Sil Chapters V-IX and XIII passim; see esp. 60, 63-4, 66, 98; LotRI 397; II 259-60; UT 23, 76, 229-33, 235-6, 248.* Elsewhere his name occurs chiefly in “the sons of Fëanor,” *read Sil passim; UT 146.* Fëanorians, *read UT 251.* Fëanorian lamps, *read UT 22, 51, 154.*

Fëanturi — (Q. “Masters of Spirits”). The Valar Námo (Mandos) and Irmo (Lórien). *Read Sil 28; UT 397.*

Felagund — The name by which King Finrod was known after the establishment of Nargothrond; it was Dwarvish in origin (*felak-gundu* = “cave-hewer,” but translated in the text as “Lord of Caves,” *read Sil 61*). For references see Finrod. For the Doors of Felagund, *read UT 116-17, 119.*

Felaróf — The horse of Eorl the Young. *Read LotRII 143; UT 299, 314.*

Fell Winter — The winter of the year 495 in the First Age from the rising of the Moon, after the fall of Nargothrond. *Read UT 25, 28, 36, 38, 42, 52, 112.*

Fenmarch — A region of Rohan west of the Mering Stream. *Read LotRIII 93; UT 314.*

Ferny — A family of Men in Bree. For Bill Ferny, *read LotRI 212, 224, 244; III 332, 343, 350; UT 354.*

Field of Celebrant — Partial translation of Parth Celebrant (S. “Field,” “Grassland of Celebrant”). The grasslands between the rivers Silverlode (Celebrant) and Limlight; in restricted sense of Gondor, the land between the lower Limlight and Anduin. Field of Celebrant is often used of the Battle of the Field of Celebrant, the victory of Círon and Eorl over the Balchoth in T.A. 2510, references to which are included here. Also called the Northern Fields. *Read LotRII 148, 363; III 314; UT 260, 288, 290, 296, 299-300, 307 (Celebrant), 313, 339, 371.*

Fili — (Kh.) Dwarf of the House of Durin; nephew and companion of Thorin Oakenshield; slain in the Battle of Five Armies. *Read Hob passim; UT 335.*

Finarfin — (Q.). The third son of Finwë, the younger of Fëanor’s half-brothers; remained in Aman after the Exile of the Noldor and ruled the remnant of his people in Tirion. Alone among the Noldorin princes, he and his descendants had golden hair, derived from his mother Indis, who was a Vanyarin Elf (see Vanyar). Father of Finrod, Orodreth, Angrod, Aegnor, and Galadriel. *Read Sil 60, 65, 69-70, 83-5, 88, 102, 167, 176, 251; UT 229-30.* Many other occurrences of the name of Finarfin relate to his sons or his people. *Read Sil passim; UT 21, 52, 157, 159, 229, 231, 234, 250, 255.*

Finduilas [1] — Daughter of Orodreth; loved by Gwindor, who gave her the name Faelivrin; captured in the sack of Nargothrond, killed by the Orcs at the Crossings of Teiglin. Buried in the Haudh-en-Elleth. *Read Sil 209-11, 213-16, 225; UT 37, 54, 108-9, 111-12, 122, 130, 143, 150, 157-9.*

Finduilas [2] — Daughter of Adrahil, Prince of Dol Amroth; wife of Denethor II, Steward of Gondor, mother of Boromir and Faramir. *Read LotRIII 296 UT 407, 413.*

Fingolfin — (Q.). The second son of Finwë, the elder of Fëanor’s half-brothers; High King of the Noldor in Beleriand, dwelling in Hithlum; slain by Morgoth in single combat. Father of Fingon, Turgon, and Aredhel. *Read Sil 60, 65, 69-71, 75, 83-4, 89-90, 100, 106, 108-9, 111, 113, 115-16, 119, 121, 129, 143, 147, 150, 152-5, 196; UT 43, 55-60, 215.* Many other occurrences of the name of Fingolfin relate to his sons or his people. For House of/People of Fingolfin, *read also UT 45, 68, 157; for son of Fingolfin (Turgon), read UT 18, 45.*

Fingon — (Q.). The eldest son of Fingolfin, called the Valiant; rescued Maedhros from Thangorodrim; High King of the Noldor after the death of his father; slain by Gothmog in the Nirnaeth Arnoediad. Father of Gil-galad. *Read Sil 60, 84-5, 87, 89-90, 109-11, 116, 119, 121, 131, 138, 152, 154, 160, 164, 189-96, 244, 286; UT 18, 59-60, 63, 65-6, 75, 146, 400.* For son of Fingon (Gil-galad), *read UT 199.*

Finrod — (Q.). The eldest son of Finarfin, called “the Faithful” and “the Friend of Men.” Founder and King of Nargothrond, whence his name Felagund (cave-hewer); encountered in Ossiriand the first Men to cross the Blue Mountains; rescued by Barahir in the Dagor Bragollach; redeemed his oath to Barahir by accompanying Beren on his quest; slain in defense of Beren in the dungeons of Tol-in-Gaurhoth. The following references include those to Felagund used alone: *read LotRI 118; Sil 61, 83, 85, 90, 109, 111, 113-14, 120-2, 124, 126, 128-30, 140-4, 147, 149, 152, 160, 164, 167-76, 184, 204, 211, 213, 215, 217-18, 230-1, 233; UT 38, 54, 87, 112, 116-17, 229-30, 234, 250, 255, 284 (Finrod as the rejected name of Finarfin, read UT 255; Inglor as the rejected name of Finrod, read UT 255).*

Finwë — (Q.). Leader of the Noldor on the westward journey from Cuiviénen; King of the Noldor in Aman; father of Fëanor, Fingolfin, and Finarfin; slain by Morgoth at Formenos. *Read Sil 52-5, 57-66, 69-72, 75, 79, 82, 127 (other references are to his sons or his house); UT 230.*

Firien-dale — Cleft in which Mering Stream rose. *Read UT 300, 314.*

Firien Wood — In full Halifirien Wood; in Ered Nimrais about the Mering Stream and on the slopes of the Halifirien. *Read UT 300-1, 314, 318.* Also called Firienholt (*read UT 306, 318*); the Whispering Wood (*read UT 301-2*); and the Wood of Anwar (*read UT 306*).

First Age (I.A.) — The first recorded Age of Middle-earth. Its (temporally) uncertain beginnings date back to the creation of the Light of Arda and the rise of the Two Lamps (Illuin and Ormal). Its ending point was marked by the overthrow of Morgoth (the Black Enemy), Sauron’s overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien’s *Unfinished Tales* and *The Silmarillion*.

Firstborn, The — The Elder Children of Ilúvatar, the Elves. *Read LotRI 294, 320; II 55; Sil 18, 20, 22, 39, 41, 44, 46, 48, 249, 254, 261, 263-4, 286-7, 298, 304.*

Flet — (S. "Talan;" pl. "Telain"). Platforms built of white wood, which are the homes of the Galadhrim (S. "Tree People") of Lórien. These are almost never more than unwallled platforms, having no roof or even a railing. Only the mallorn leaves and movable, plaited screen windbreaks provide shelter. Flets are reached by lightweight roop ladders. *Read LotRI 444 UT 245-6.*

Folwine — Fourteenth King of Rohan, great-grandfather of Théoden; reconquered the west-march of Rohan between Adorn and Isen. *Read UT 315, 364.*

Folde — (R.). A region of southern Rohan. Situated around Edoras, it was the core of the King's Lands. *Read LotRIII 92-3; UT 367.*

Ford of Carrock — Ford over Anduin between the Carrock and the east bank of the river. Term may also refer to the Old Ford, where the Old Forest Road crossed Anduin, south of the Ford of Carrock. *Read LotRI 301; UT 278.*

Fords of Isen — Crossing of the Isen by the great Númenórean road linking Gondor and Arnor; called in Sindarin Athrad Angren and Ethraid Engrin. *Read LotRII 168; LotRIII 54; UT 264, 271, 306, 314, 316, 318, 346, 354, 356-66, 368-73, 411.*

Fords of the Poros — Crossing of the river Poros on the Harad Road. *Read UT 291.*

Forest River — River flowing from Ered Mithrin through northern Mirkwood and into the Long Lake. *Read UT 295.*

Formenos — (S. "Northern Fortress"). The stronghold of Fëanor and his sons in the north of Valinor, built after the banishment of Fëanor from Tirion. *Read Sil 71-2, 75, 79-80, 127.*

Fornost Erain — (S. "Northern Fortress of the Kings"). The Númenórean city on the North Downs in Eriador. Also called the "Norbury of the Kings," Fornost originally served as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 850, the court gradually shifted from the royal capital at Annúminas to Fornost. This fortified city became the capital when Arnor was split in T.A. 861. *Read LotRI 23, 320; III 63, 337; Sil 291; UT 271, 278, 314, 369, 413.*

Forodwaith — (S. "Folk of the Northern Lands"). This term applies to the peoples of the Forochel (S. "Icy North") region of northwesternmost Middle-earth. It is sometimes loosely interpreted as meaning the "Lands of the Northern Folk," which has led many men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste." The Lossoth are the chief group of Forodwaith. *Read UT 14, 242.*

Forostar — The northern promontory of Númenor. *Read UT 165, 167, 169, 173.* Translated the Northlands, (*read UT 165, 169*) and the north country, (*read UT 174*).

Forthwini — Son of Marhwini; leader of the Éothéod in the time of King Ondoher of Gondor. *Read UT 291.*

Forweg — Man of Dor-lómin, captain of the outlaw-band (Gaurwaith) that Túrin joined; slain by Túrin. *Read UT 85-9, 147-8.*

Fourth Age (F.A.) — The fourth recorded Age of Middle-earth, the "Age of Men." It began with the passing of the Three Rings over the sea. During the Fourth Age most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as Dwarves and Hobbits began to seek solitude, for their ways were no longer understood by the overlords of the continent—Men.

Framsberg — Situated atop a hill on a spur jutting eastward from the northern Misty Mountains, Framsberg is a formidably positioned, walled town that overlooks the river Langwell. It is the principal center of Éotheód commerce, and indeed all trade in the upper Anduin valley. Framsberg was abandoned around T.A. 2510, when the Éotheód migrate south to Rohan.

Fréaláf — Tenth King of Rohan, nephew of King Helm Hammerhand. *Read LotRIII 315 UT 373.*

Freca — A vassal of King Helm Hammerhand, slain by him. *Read UT 364-5.*

Free Peoples — The "good" races of Middle-earth: Elves, Dwarves, Hobbits, and Men (especially the Dúnedain); specifically those races which are in opposition to Sauron. *Read LotRI 361.*

Frodo — Frodo Baggins, Hobbit of the Shire; the Ringbearer in the War of the Ring. *Read LotR passim; Sil 303; UT 148, 216, 228-9, 231, 246, 257, 261, 287, 310, 321, 326-30, 336, 347, 354.*

Frumgar — Leader of the northward migration of the Éothéod out of the Vales of Anduin. *Read UT 313.*

Fuinar — (Q. "Shadow-elves;" sing. "Fuina"). The Fuinar are a secretive Silvan or Avar people who reside in and around the great forest of Valagalen in Drel.

Fuinur — A renegade Númenórean who became mighty among the Haradrim at the end of the Second Age. *Read Sil 293.*

G

Galadhon — The son of Elmo (younger brother of Olwë and Elwë), Galadhon was the father of Celeborn. *Read UT 233, 266.*

Galadhrim — (S.). The Elves of Lórien. *Read UT 245-6, 260-1, 267.*

Galador — First Lord of Dol Amroth, son of Imrazôr the Númenórean and the Elf Mithellas. *Read UT 248, 316.*

Galadriel — (Q.). Daughter of Finarfin and sister of Finrod Felagund; one of the leaders of the Noldorin rebellion against the Valar (*read UT 232*); wedded Celeborn of Doriath and with him remained in Middle-earth after the end of the First Age; keeper of Nenya, the Ring of Water, in Lothlórien. *Read LotRI 457-77, 482-88, 502-3; II 35, 51; III 57, 309-26 passim, 374, 380-4; Sil 61, 83-4, 90, 114-15, 126-8, 130, 144, 169, 234, 254, 298-300; UT 168, 206, 228-38, 240, 243-5, 249-56, 258, 266-7, 281, 286, 339, 388, 395, 405.* Al(a)táriel ("Maiden Crowned with Radiant Garland") is the Quenya and Telerin forms of her name (*read UT 266*); Artanis is the name given to her by her father (*read UT 231, 266*); Nerwen is the name given to her by her mother (*read UT 229, 231, 266*). Called also Lady of the Noldor, (*read UT 249*), Lady of the Golden Wood, (*read UT 299*), and the White Lady, (*read UT 307, 319*).

Galathil — The son of Elmo, Galathil was the brother of Celeborn and father of Nimloth (the mother of Elwing). *Read UT 233, 266.*

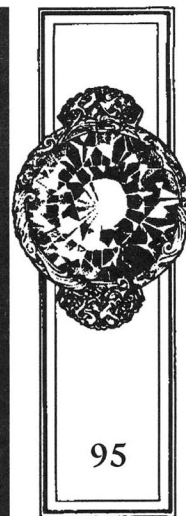
Galathilion — (Q.). The White Tree of Tirion, the image of Telperion made by Yavanna for the Vanyar and the Noldor. *Read LotRIII 308; Sil 59, 263, 291.*

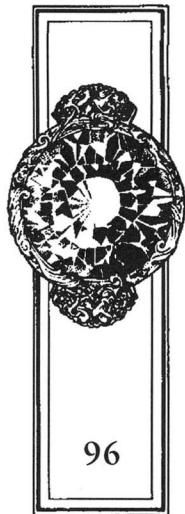
Galdor — Called the Tall; son of Hador Lórindol and lord of Dor-lómin after him; father of Húrin and Huor; slain at Eithel Sirion. *Read Sil 148, 152, 155, 158-60, 198, 209, 230, 251; UT 21, 57, 60, 66, 75, 79, 105.*

Galvorn — (S.). The metal devised by Eöl, *read Sil 133.*

Gamgee — A family of Hobbits in the Shire. See Elanor, Hamfast, Samwise.

Gamil Zirak — (Kh.). Dwarf-smith called "the Old." He was the master of Telchar of Nogrod. *Read UT 76.*





Gandalf — (R. “Elf of the Wand”). A Maia servant of Manwë, Gandalf was one of the Istari (Order of Wizards). As Gandalf the Grey, he was a member of the Fellowship of the Ring. *Read LotR passim*. Gandalf was his name among Northern Men (*read UT 391, 399*). *Read Sil 300; UT 54-5, 235, 283-4, 312, 314, Part 3 III and IV passim, 356, 360, 363-6, 368, Part 4 II and III passim*. He was called Olórin (his given name) in the Undying Lands (*read Sil 30-1; UT 249-50, 330, 393, 395-7, 400-2*). Among the Elves, he was called Mithrandir (translated the Grey Pilgrim, the Grey Wanderer, and the Grey Messenger). *Read LotRI 353, 465; II 125, 353; III 20, 42, 86; Sil 300-4; UT 242, 340, 346, 351, 389-90, 392-399*. His name is Incánus in the South (*read LotRII 353*). Tharkûn (Kh. “Staff-man”) among the Dwarves, Greyhame (“Grey mantle”) in Rohan, and once Láthspell (“Ill-news”) by Wormtongue (*read LotRII 149*).

Gap of Rohan, the Gap — The opening, some 20 miles wide, between the last end of the Misty Mountains and the north-thrust spur of the White Mountains, through which flowed the river Isen. *Read UT 340, 356-7, 364, 370, 412*. For Gap of Calenardhon, *read UT 370*.

Gates of Summer — A great festival of Gondolin, on the eve of which the city was assaulted by the forces of Morgoth. *Read Sil 242*.

Gaurwaith — The outlaw-band on the western borders of Doriath that Túrin joined, and of which he became the captain. *Read UT 85, 87, 90*. Translated Wolf-men; *read UT 85, 90*.

Gelion — The great river of East Beleriand, rising in Himring and Mount Rerir and fed by the rivers of Ossiriad flowing down from the Blue Mountains. *Read Sil 54-5, 91-2, 96, 112, 121-4, 140, 142, 146, 153, 188, 232-5*.

Gelmir [1] — (S.). Elf of Nargothrond, brother of Gwindor, captured in the Dagor Bragollach and afterwards put to death in front of Eithel Sirion, as a provocation to its defenders, before the Nirnaeth Arnoediad. *Read Sil 188, 191*.

Gelmir [2] — (S.). Noldorin Elf of the people of Angrod, who with Arminas came upon Tuor at Annon-in-Gelydh and afterwards went to Nargothrond to warn Orodreth of its peril. *Read Sil 212; UT 21-2, 51-2, 159-62*.

Gethron — Man of Húrin’s household who with Grithnir accompanied Túrin to Doriath and afterwards returned to Dorlómin. *Read UT 71, 73-4*.

Ghân-buri-Ghân — Chieftain of the Drúedain or “Wild Men” of Drúadan Forest. *Read LotRIII 130-3, 313; UT 382-5*. As Ghan, *read UT 385*.

Gildor — [1] An Adan of the First House, he was one of the twelve companions of Barahir in Dorthonion. *Read Sil 155*.

Gildor (Inglorion) — [2] A Noldo of the House of Finarfin (through the line of Finrod), Gildor resided in Imladris at the outbreak of the War of the Ring. He was a friend of Bilbo. His Wandering Company kept watch throughout north-central Eriador and his journeys frequently took him in Lindon or at the Tower Hills. There, he made use of the Western Palantír. Gildor eventually sailed to Aman with Last Riding of the Keepers of the Ring. *Read LotRI 118-24, 125-26, 151-52, 184, 234; LotRII 249 LotRIII 381*.

Gil-galad — (S. “Star of Radiance”). The name by which Ereinion (“Scion of Kings”) son of Fingon was afterwards known. After the death of Turgon he became the last High King of the Noldor in Middle-earth, and remained in Lindon after the end of the First Age; leader with Elendil of the Last Alliance of Men and Elves and slain with him in combat with Sauron. *Read LotRI 83, 250, 257, 319-20, 332; Sil 154, 196, 244, 247, 254, 267-8, 286-7, 289-90, 292-4, 297-8; UT 148, 168, 174-5, 185, 199, 203, 206, 212-13, 217, 219-20, 236-9, 243-4, 247, 254, 258, 262, 266, 280, 282, 305, 395*. Called King of the Elves, *read UT 199*. For the Land of Gil-galad (Lindon), *read UT 185*. See also Ereinion.

Gilmith — Sister of Galador, first Lord of Dol Amroth. *Read UT 248*.

Gilrain — River of Lebennin in Gondor flowing into the Bay of Belfalas west of Ethir Anduin. *Read LotRIII 184; UT 242-3, 316*.

Gimilkhâd — (Ad.). Younger son of Ar-Gimilzôr and Inzilbêth and father of Ar-Pharazôn, the last King of Númenor. *Read Sil 269; UT 242-3, 316*.

Gimilzagar — Second son of Tar-Calmacil. *Read UT 227*.

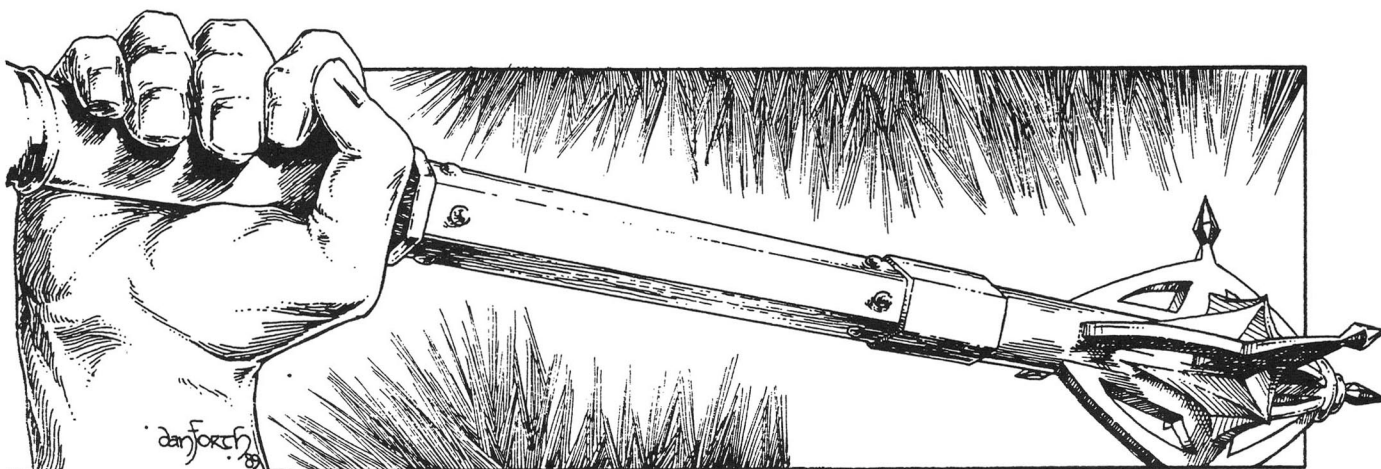
Gimli — (Kh.) Dwarf of the House of Durin, son of Glóin; one of the Fellowship of the Ring. *Read LotR passim; UT 235, 277-8, 321, 328-9, 336, 365, 402*.

Ginglith — River in West Beleriand flowing into the Narog above Nargothrond. *Read Sil 169, 212*.

Gladden — River flowing down from the Misty Mountains and joining Anduin at the Gladden Fields; translation of Sindarin Sîr Ninglor. *Read LotRI 259; UT 280-1, 337, 339, 343, 353*.

Gladden Fields — Partial translation of Loeg Ningloron (S. “Pools of the Golden Water-flowers”); the great stretches of reeds and iris (gladden) in and about where the Gladden River joined Anduin, where Isildur was slain and the One Ring lost. *Read especially UT 280. Read LotRI 83; Sil 295-6, 301; UT 258, 272, 275-6, 280-3, 288, 297, 312-13*.

Glade — Generically referring to any open space in a forest, this word in Lórien also refers to the various craft and service guilds.



Glamdring — (“Foe-hammer”). Sword originally wielded by Turgon, King of Gondolin, but lost when the city fell to Morgoth. Gandalf recovered the blade in the Third Age and bore it through the War of the Rings. *Read LotRI 367; II 147; III 336; UT 54.*

Glanduin — (S. “Swanfleet,” “Border-river”). A major river marking the southern border of Eregion. It flows westward from the Misty Mountains to join the Mitheithel at Tharbad, the two becoming the Gwathló. It is called “swanfleet” because of the many swans which frequent its lower reaches — especially Ost-in-Edhil. *Read UT 261-5. See Nin-in-Eilph.*

Glaurung — The first of the Dragons of Morgoth, called the Father of Dragons; in the Dagor Bragollach, the Nirnaeth Arnoediad, and the Sack of Nargothrond; cast his spell upon Túrin and upon Nienor; slain by Túrin at Cabed-en-Aras. Called also the Great Worm (*read UT 127, 133, 143-4*), and the Worm of Morgoth (*read UT 135*). *Read Sil 116-17, 148, 151, 153, 192-3, 212-15, 217-18, 220-6, 229-30, 239, 242; UT 75, 107, 112, 117-20, 124-45, 149-50, 155, 159.* In many references called the Dragon, also called the Great Worm of Angband (*read UT 37*) and the Gold-worm of Angband (*read UT 75*).

Glingal — (“Hanging Flame”). The image of Laurelin made by Turgon in Gondolin. *Read Sil 126.*

Glirhuin — A minister of Brethil. *Read Sil 230.*

Glithui — River flowing down from Ered Wethrin, a tributary of Teiglin. *Read UT 38, 54, 68.*

Glóin — (Kh.) Dwarf of the House of Durin, companion of Thorin Oakenshield; father of Gimli. *Read LotRI 300-3, 315-55, passim, 361; II 42; III 70; UT 327, 332-3.*

Glóredhel — (S.). Daughter of Hador Lórinol of Dor-lómin and sister of Galdor; wedded Haldir of Brethil. *Read Sil 158; UT 57, 68.*

Glorfindel — (S.). Elf of Gondolin, who fell to his death in Cirith Thoronath in combat with a Balrog after the escape from the sack of the city. The name means “Golden-haired.” *Read Sil 194, 243-4.* Also the name of an Elf of Rivendell. *Read LotRI 280-6, 293-9, passim, 315, 348-61, passim; III 309; UT 353.*

Gollum — A Stoor Hobbit, originally named Sméagol, who recovered the One Ring from the river-bed of the Anduin. *Read LotRI passim; UT 148, 337-9, 342-5, 349, 353.*

Golodhrim — (S.). The Noldor. Golodh was the Sindarin form of Quenya *Noldo*, and *-rim* a collective plural ending; cf. Annon-in-Gelydh, the Gate of the Noldor. *Read Sil 134.*

Golug — (B.S.) Orc name for the Noldor. *Read UT 92.*

Gondolin — (S. “The Hidden Rock”). Secret city of King Turgon surrounded by the Encircling Mountains (Echoriath). Destroyed by Morgoth. The original Quenya name for Gondolin was Ondolindë (“Stone Song”). *Read LotRI 319; Sil 60, 107, 125-6, 131-2, 134-6, 138-9, 154, 158-60, 182, 189-90, 192, 194, 196-7, 205, 227-8, 239-44, 247, 249, 254, 261; UT 51-6, 63, 66, 146, 172, 189, 228, 235, 248-9, 251, 316-17.* Called Ondolindë, the Hidden City (*read UT 28, 56*), the Hidden Kingdom (*read UT 18, 39, 42-3, 46-7, 50, 56*) and the Hidden Realm (*read UT 161*).

Gondolindrim — (S.). The people of Gondolin. *Read Sil 138, 159, 192; UT 53.* Also called the Hidden People, *read UT 31-2, 42.*

Gondor — (S. “Stone-land”). Also known as the South Kingdom, Gondor is the great Dúnanadan realm that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anórien; Ithilien; Lossarnach; Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). *Read LotRI 23, 29, 319; II 20; III 20; Sil 291-7, 302-4; UT 163-5, 173, 214, 224, 241-2, 244, 247, 255, 259-60, 262, 264, Part 3 I and II passim, 314, 326, 330, 338-9, 344, 354, 356, 364, 366, 369-73, 383-4, 386, 390, 398-400, 402-9, 411-13.* For City of Gondor (Minas Tirith), *read Sil 304.* As the Southern Realm/South Kingdom/Kingdom of the South, *read UT 241, 287, 295, 304, 306, 308, 310, 369.* For Gondorian(s), *read UT 306, 371-2* (cf. Great People of the West, *read UT 304*).

Gorgoroth — (S.). A plateau in Mordor, between the converging Mountains of Shadow and Mountains of Ash. *Read LotRI 321, 519; II 308; III 207; Sil 292, 294, 296.* Also refers to Ered Gorgoroth.

Gorlim — Called the Unhappy; one of the twelve companions of Barahir on Dorthonion, who was ensnared by a phantom of his wife Eilinel and revealed to Sauron the hiding-place of Barahir. *Read Sil 155, 162-3.*

Gothmog — Lord of Balrogs, high-captain of Angband, slayer of Féanor, Fingon, and Ecthelion. (The same name was borne in the Third Age by the Lieutenant of Minas Morgul; *LotRIII 148*.) *Read Sil 107, 193, 195, 242; UT 56.*

Gramuz — (Rh. “Plainsmen”). The sedentary Northman farmers and herders of the Rhovanion prairie.

Great Gates — East Gate of Khazad-dûm; also called the Dimrill Gate. It opens eastward onto Azanulbizar.

Greater Gelion — One of the two tributary branches of the river Gelion in the north, rising in Mount Rerir. *Read Sil 123.*

Great Journey — The westward march of the Eldar from Cuiviénen. *Read UT 228, 236, 241, 256.*

Great Plague — The plague that spread out of Rhovanion into Gondor and Eriador in T.A. 1636. *Read UT 262, 264, 288-9, 311, 354, 370.* As the Dark Plague, *read UT 404.*

Green-elves — Translation of Laiquendi; the Nandorin Elves of Ossiriand. For their origin, *read Sil 94*, and for the name, *read Sil 96. Read Sil 96, 113, 123-4, 140, 142, 153, 195, 235-6; UT 234, 256.*

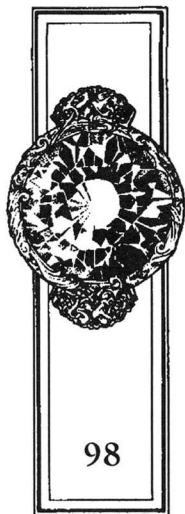
Greenway — (S. “Men Galen”). The section of the Old North Road between Bree and Tharbad, the Greenway cuts across Cardolan. It is so named because of the grass that grows between its paving stones. *Read LotRI 29, 207; III 335; UT 348.* See Roads.

Greenwood the Great — Translation of the Sindarin name Eryn Galen, the great forest east of the Misty Mountains, afterwards named Mirkwood. *Read LotRI 21; Sil 290, 295, 299-300, 302; UT 249, 251-2, 258-9, 271-3, 279-83, 391.*

Greylin — Name given by the Éothéod to a river flowing from Ered Mithrin to join Anduin near its source. (The second element of the name must be Anglo-Saxon *blynn* “torrent,” the literal meaning of which was probably “the noisy one.”) *Read UT 295, 313.*

Gríma — Counsellor of King Théoden and agent of Saruman. *Read LotRII 151-8, 227, 233; III 77, 174, 324, 369-70; UT 340, 345-7, 355, 359, 365, 367-8, 391.* Called (the) Wormtongue, (*read LotRII 144, 148-60, 226-9; UT 277, 340, 345-6, 367*).





Grimbold — Rider of Rohan, from Westfold; with Elfhelm leader of the Rohirrim at the Second Battle of the Fords of Isen; died on the Pelennor Fields. *Read LotRIII 135, 151-2; UT 356-66, 368-9.*

Grithmir — Man of Húrin's household who with Gethron accompanied Túrin to Doriath, where he died. *Read UT 71, 73-4.*

Grond — The great mace of Morgoth, with which he fought Fingolfin; called the Hammer of the Underworld. The battering-ram used against the Gate of Minas Tirith was named after it. *Read LotRIII 124; Sil 154.*

Guild of Weaponsmiths (in Númenor) — Members of this guild possessed great skill in the forging of swords, axe-blades, spears, and knives. Before the days of imperial conquest, these weapons were created to preserve the craft rather than to arm warriors on the field of battle. *Read UT 170.*

Guilin — Father of Gelmir and Gwindor, Elves of Nargothrond. *Read Sil 188, 191, 207, 209, 212.*

Gundor — Younger son of Hador Lórinol, lord of Dor-lómin; slain with his father at Eithel Sirion in the Dagor Bragollach. *Read Sil 148, 152, 251.*

Gurthang — (S. "Iron of Death"). Name of Beleg's sword Anglachel after it was reforged for Túrin in Nargothrond, and from which he was named Mormegil (Blacksword). *Read Sil 210, 213, 216, 222, 224-6; UT 110, 126, 128, 135, 137, 140-3, 145.* Called the Black Thorn of Brethil, *read UT 128.*

Gwaeron — (S.). Sindarin name of the third month "in the reckoning of the Edain," *read UT 62.* (With Gwaeron cf. the name of the eagle Gwaihir "Windlord") See Súlimë.

Gwaith-i-Mírdain — (S. "Brotherhood of the Jewelsmiths"). A guild, school, and workshop established by Celebrimbor in Hollin. This order achieved greater feats of workmanship than any other individual or group in Middle-earth save Fëanor — and perhaps Annatar, though the power of the Elven-rings was such that even the One could not truly dominate them. Also known simply as Mírdain. *Read Sil 286; UT 237-8.* For House of the Mírdain, *read UT 238.*

Gwathló — (S. "Gwaithir," "River of Shadow;" W. "Greyflood;" A. "Agathurush"). The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water southwestward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. Both Tharbad and Lond Daer are situated on its banks. *Read UT 175, 200, 206, 214, 239-40, 261-5, 278, 314, 340, 344, 346, 370, 383.* See Battle of the Gwathló.

Gwindor — Elf of Nargothrond, brother of Gelmir; enslaved in Angband, but escaped and aided Beleg in the rescue of Túrin; brought Túrin to Nargothrond; loved Finduilas Orodreth's daughter; slain in the Battle of Tumhalad. *Read Sil 188, 190-2, 207-12; UT 37, 51, 54, 154-9.*

H

H. — Abbreviation for Haradaic, the dominant language family in northern (Near) Harad. (It is occasionally rendered "Har.")

Hador — (Ad.). Hador was Lord of the Third House of the Edain (aka the "House of Hador"). A heroic ally of Fingolfin, he was the greatest of the Adan chieftains who fought during the Dagor Bragollach. There, he commanded Fingolfin's rearguard. He perished while defending the Eithel Sirion. As Lord of Dor-lómin, Hador was often called Lórinol (S. "Goldenhead"). He fathered Galdor, the father of Húrin.

Read Sil 147-8, 152, 155, 158, 160; UT 57, 60, 68, 71, 73, 75, 79, 105. For House/People/Kindred of Hador, *read Sil 148, 157-8, 160, 189, 194-5, 198-9, 206, 215, 227, 249; UT 17-18, 20-1, 28, 46, 62-5, 68-9, 72, 78, 85, 89-90, 112, 115, 124, 146-7, 161, 173, 214-15, 310, 386; LotRI 355; LotRII 364.* For son of Hador (Galdor), *read UT 21.* For heir of (the House of) Hador, Túrin, *read UT 62, 64-5, 71.* For Helm of Hador, see Dragon-helm of Dor-lómin.

Haladin — The second people of Men to enter Beleriand; afterwards called the People of Haleth, dwelling in the Forest of Brethil, also called the Men of Brethil. *Read Sil 142, 145-6, 155, 157-8, 160, 192, 195; UT 383-4.*

Haldad — Leader of the Haladin in their defense against the attack on them by Orcs in Thargelion, and slain there; father of the Lady Haleth. *Read Sil 145-7.*

Haldan — Son of Haldar; leader of the Haladin after the death of the Lady Haleth. *Read Sil 146.*

Haldar — Son of Haldad of the Haladin, and brother of the Lady Haleth; slain with his father in the Orc-raid on Thargelion. *Read Sil 146-7.*

Haldir — Son of Halmir of Brethil; wedded Glórdhel, daughter of Hador of Dor-lómin; slain in the Nirnaeth Arnoediad. *Read Sil 158, 189-90, 192, 195; UT 57, 68.*

Haleth — Called the Lady Haleth; leader of the Haladin (who were named from her the people of Haleth) from Thargelion to the lands west of Sirion. *Read Sil 146-7; UT 130, 377, 385.* For House/People/Folk/Men of Haleth, *read Sil 146-8, 157, 189, 216, 221-2; UT 63, 85, 87, 110-11, 129, 134, 377-80, 382-4, 386-7.* As Halethrim (the People of Haleth), *read UT 140.* See also Brethil.

Half-elven — Translation of Sindarin Peredhel, plural Peredhil, applied to Elrond and Elros. *Read Sil 246, 254, 261, 286, 288, and to Eärendil, read Sil 241.*

Halifirien — (R. "Holy Mount"). Seventh beacon of Gondor in Ered Nimrais. Named Amon Anwar in Sindarin, translated "Hill of Awe" and partially as "Hill of Anwar" Eilenær is its pre-Númenórean name (related to Eilenach). *Read UT 300-2, 306, 308-10, 314, 316, 318-9; LotRIII 20, 94.* For Halifirien Wood, see Firien Wood.

Hallacar — Son of Hallatan of Hyarastorni; wedded Tar-Ancalimë, first Ruling Queen of Númenor, with whom he was at strife. Hallacar gave himself the name Māmandil during his first encounters with Ancalimë. *Read UT 209, 211-12, 220.*

Hallas — Son of Cirion; Thirteenth Ruling Steward of Gondor; deviser of the names Rohan and Rohirrim. *Read UT 297, 302, 307.*

Hallatan — Lord of Hyarastorni in the Mittelmar (Inlands) of Númenor; cousin of Tar-Aldarion. *Read UT 197-9, 204, 206, 209, 211, 217, 220.* Called the Sheep-lord, *read UT 195.*

Halls of Awaiting — The Halls of Mandos. *Read Sil 67.*

Halmir — Lord of the Haladin, son of Haldan and father of Haldir; with Beleg of Doriath defeated the Orcs that came south from the Pass of Sirion after the Dagor Bragollach. *Read Sil 157-8, 189; UT 57.*

Háma — Captain of the household of King Théoden. *Read UT 367.*

Hamfast Gamgee — Sam Gamgee's father. (The name Hamfast is Anglo-Saxon *ham-faest*, literally "home-fixe" or "home-firm.") *Read LotRI 44-7, 50, 65, 104-5, 113, 344; LotRII 272, 336, 430; LotRIII 212, 259, 327, 362-73; UT 327.* Called Gaffer Gamgee and the Gaffer, *read UT 327, 352.*

Handir — Son of Haldir and Glórdhel, father of Brandir the Lame, *read UT 110, 129, 138, 141;* lord of the Haladin after Haldir's death; slain in Brethil in battle with Orcs. *Read Sil 195, 212, 216; UT 91.*

Harad — (S. “South”). The vast region located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. Harad is also called Haradwaith, a label which more properly refers to the people of the region. *Read LotRI 325, 519; LotRII 338; LotRIII 43; UT 181, 236, 295, 312, 398-9, 402.* Near Harad, *read UT 312, 398.* Far Harad, *read UT 398-9.*

Haradaic — The dominant language family in northern (Near) Harad. Haradaic is associated with the Haradrim (Haradwaith). Southern Haradrim, however, generally speak various forms of (northern) Apysaic.

Haradrim — (S. “Southern People,” “South-folk,” “Southrons”). Also called the Haradwaith. The Haradrim comprise various confederations of Haradaic- and Apysaic-speaking peoples who reside in Harad. *Read LotRI 322; LotRII 363; LotRIII 86; Sil 293; UT 383, 399.*

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. Its waters meet those of the Belegaer to the west at Metharn (Hyarnúmente).

Hareth — Daughter of Halmir of Brethil; wedded Galdor of Dor-lómin; mother of Húrin and Huor. *Read Sil 158, 160; UT 57, 63.*

Harfoots — One of the three peoples into which the Hobbits were divided. The other two groups were Fallohides and Stoors. *Read LotRI 22; UT 287.*

Harlindon — Lindon south of the Gulf of Lhûn. *Read UT 252.*

Harlond — (S. “South Haven”). A port suburb of Minas Tirith, Harlond is situated southeast of the city. It lies on the northern bank of the Anduin, just outside the Rammas Echor, and serves as the capital’s principal commercial entry point. Harlond’s five anchorages are surrounded by a landward wall. *Read LotRIII 23.*

Harrowdale — (W. “Disturbing Valley”). Valley in the north-central White Mountains out of which flows the river Snowbourne. The northward facing mouth of Harrowdale opens into Rohan just below Edoras. The high meadow of Dunharrow sits above Harrowdale. *Read LotRIII 66; UT 366-8.*

Hathaldir — Called the Young; one of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Hathol — Father of Hador Lorindol. *Read Sil 147.*

Hatholdir — Man of Númenor, friend of Tar-Meneldur; father of Orchaldor. *Read UT 173.*

Haudh-en-Arwen — (S. “The Ladybarrow”). The burial-mound of Haleth in the Forest of Brethil. *Read Sil 147.*

Haudh-en-Elleth — (S. “Mound of the Elf-maid”). Situated in Brethil near the Crossings of Teiglin, it was the mound in which Finduilas [I] (the Noldo daughter of Orodreth and lover of Túrin) was buried. Túrin watched over the grave of his fallen lover, and there met his Nienor. *Read Sil 216-17, 219-20, 223, 225; UT 112, 122, 124, 130, 137-8, 143; Read UT 112.*

Haudh-en-Ndengin — (S. “The Mound of Slain”). Located in the desert of Anfauglith, where were piled the bodies of the Elves and Men that died in the Nirnaeth Arnoediad. Also called Haudh-en-Nirnaeth (S. “Mound of Tears”). *Read Sil 197-8; UT 17, 66, 68, 146.* As the Great Mound, *read UT 105-6.*

Havens, The — Brithombar and Eglarest on the coast of Beleriand, *read Sil 107, 113, 121, 154, 196; UT 32, 34, 247.* The Havens of Sirion at the end of the First Age, *read Sil 238, 246-7, 253; UT 18, 21, 146, 233, 249, 252.* The Grey Havens (Mithlond) in the Gulf of Lhûn, *read Sil 289, 298-9, 304.* Alqualondë, the Haven of the Swans of Swanhaven, is also called simply The Haven, *read Sil 87, 89.*

Helcar — The Inland Sea in the northeast of Middle-earth, where once stood the mountain of the lamp of Illuin; the mere of Cuiviémen where the first Elves awoke is described as a bay in this sea. *Read Sil 49, 53.*

Helcaraxë — The strait between Araman and Middle-earth; also referred to as the Grinding Ice. *Read Sil 51, 57, 80, 89-90, 108, 116, 129, 134; UT 33, 56.*

Helevorn — (S. “Black Glass”). A lake in the north of Thargelion, below Mount Rerir, where Caranthir dwelt. *Read Sil 112, 124, 153.*

Helluin — The star Sirius. *Read Sil 48, 64.*

Helm’s Deep — (S. “Ostiras”). Located near the center of Rohan’s Westfold, Helm’s Deep is the westernmost Rohirrim refuge. It consists of a fortress, the Hornburg, and wall complex (Deeping Wall) built across the mouth of a gorge, while the Glittering Caves (Aglarond) lie at its southern end. *Read LotRII 168-71; LotRIII 63; UT 356, 358, 360, 362, 364-5, 367, 371, 411.*

Henderch — Man from the Westlands of Númenor, a mariner of Tar-Aldarion. *Read UT 196-7, 199.*

Henneth Annûn — (S. “Window of the Sunset”). Name of a cave behind a waterfall in Ithilien. *Read LotRII 358; LotRIII 102; UT 397.*

Herumor — A renegade Númenórean who became mighty among the Haradrim at the end of the Second Age. *Read Sil 293.*

Hidden Kingdom — Name given both to Doriath (*read Sil 115, 164, 166, 225*) and to Gondolin (*read Sil 131, 241*). For Hidden King, see Turgon.

High Pass — The pass through the Misty Mountains east of Rivendell, *read LotRI 301; LotRII 437; UT 278, 353.* Also called Cirith Forn en Andrath (S. “The High-climbing Pass of the North”), *read UT 271, 278,* and the Pass of Imladris, *read UT 281-2.*

Hildifons Took — One of Bilbo Baggins’ uncles. *Read UT 332.*

Hildor — (S. “Followers”). Sinda name for the Secondborn (Men). The term also refers to the original “Fathers of Men.”

Hildórien — (S. “Land of the Followers”). Birthplace of Men (Hildor) in the First Age. Hildórien lay south of Cuiviémen, along the northern flanks of the Mountains of the Wind in the Farthest East of Middle-earth. *Read Sil 103, 141.*

Hildorin — (S.). The language of the Hildor and mother tongue of mannish speech. It was derived from Avarin (Elvish) and influenced by Melkorin (the Ancient Black-tongue).

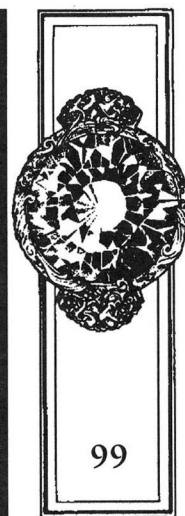
Hillmen — A short, dark hardy folk who settled Rhudaur in the late First and early Second Ages. Distantly related to the Dunlendings, they lived peaceably as hunters and gathers until the coming of the Dúnedain and Dunlending tribes during the late Second Age. Over time, they all but disappeared as a distinct group.

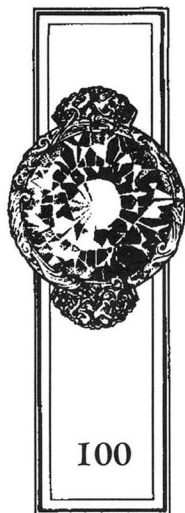
Himlad — (S. “Cool Plain”). The region where Celegorm and Curufin dwelt south of the Pass of Aglon. *Read Sil 124, 132, 135.*

Himring — (S. “Ever-cold”). The great hill west of Maglor’s Gap on which was the stronghold of Maedhros. *Read Sil 112, 123-4, 132, 152-3, 176, 184, 189.*

Hirilondë — (“Haven-finder”). The great ship built by Tar-Aldarion. *Read UT 192, 195, 201-2, 205, 213.* Called Turuphanto (“The Wooden Whale”) during its construction, *read UT 191.*

Hirilorn — (S.). The great beech-tree in Doriath with three trunks, in which Lúthien was imprisoned. The name means “Tree of the Lady.” *Read Sil 172, 186; UT 78.*





Hísilómë — (Q. "Land of Mist"). Quenya name of Hithlum. *Read Sil 118.*

Hísimë — (Q.). Quenya name of the eleventh month according to the Númenórean calendar, corresponding to November. Called Hithui in Sindarin. *Read UT 37, 43, 279.*

Hithlum — (S. "Land of Mist"). The region bounded on the east and south by Ered Wethrin and on the west by Ered Lómin. Called Hísilómë in Quenya. *Read Sil 51, 81, 106, 108-9, 111, 116, 118-19, 121, 123, 131, 143, 151-7, 160, 182, 189-92, 194-6, 198-9, 207, 227, 238; UT 17-18, 25, 57, 59, 66-9, 74-5, 78-80.*

Hobbiton — Village in the Westfarthing of the Shire, home of Bilbo Baggins. *Read UT 323, 348, 352-3.*

Hobbits — (Kd. "Kuduk"). Also called Halflings, Perianth, or Shire-folk, the Hobbits are the shortest of the Free Peoples, averaging between 2 and 4 feet in height and tending to be fat. They have large, hairy feet and usually go barefoot. Lovers of good food and drink, Halflings spend much of their time dining at taverns and friends' houses. They can move very quietly in need, and possess a high level of manual dexterity. Hobbits have stout constitutions and resist even the most powerful magical and physical damage for extended periods.

They are a simple race of curious origin, divided into Stoor, Harfoot, and Fallohide subgroups. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and Men. The smaller, browner Harfoots are the most common and are closest to the Dwarves; both groups enjoy rugged highlands and hills. The Stoors fall inbetween in size and numbers. This tribe returned to the Wilderland during the 15th century of the Third Age and settled by the Gladden Fields on the Anduin's west bank. *Read LotRI 19-20, 323; LotRII 16-7, 207; LotRIII 21, 46, 88, 143, 165, 244, 284; Sil 303; UT 253, 286-7, 323, 325, 329, 331-4, 337, 339, 342, 344, 347, 349-52, 354, 382, 385, 398, 399, 402, 405.* Called the Little People, *read UT 349-51.*

Holman Greenhand — Hobbit of the Shire, Bilbo Baggins' gardener. *Read UT 323, 327.*

Hornburg — Fortress in Rohan at the entrance to Helm's Deep. Súthburg is its former name. *Read LotRII 169; LotRIII 56; UT 359-60, 363, 365, 370-1, 373.* See Battle of the Hornburg; Aglarond.

Huan — ("Great Dog," "Hound"). The great wolfhound of Valinor that Oromë gave to Celegorm; friend and helper of Beren and Lúthien; slew and slain by Carcharoth. *Read Sil 172-80, 182, 185-6.*

Hunthor — A Man of the Haladin in Brethil who accompanied Túrin in his attack on Glaurung at Cabed-en-Aras and was killed there by a falling stone. *Read Sil 221-2; UT 129, 132-4, 139.* Wife of Hunthor, *read UT 132.*

Huor — Son of Galdor of Dor-lómin, husband of Rían and father of Tuor; went to Gondolin with Húrin his brother; slain in the Nirnaeth Arnoediad. *Read Sil 126, 148, 158, 190, 194, 198, 238, 240-1, 243, 251; UT 17-18, 22, 29, 57-8, 65, 68, 146, 161.* For "Son of Huor" (Tuor), *read UT 17-18, 21, 27-9, 32, 35, 46, 51, 161.*

Huorns — The "trees" that came to the Battle of the Hornburg and entrapped the Orcs. The name is doubtless Sindarian, containing *orn* "tree." Cf. Meriadoc's words in *LotRII*: "They still have voices, and can speak with the Ents — that is why they are called Huorns. Treebeard says." *Read LotRII 217; LotRIII 58; UT 364.*

Húrin [1] — Called Thalion (*read UT 62, 65, 156, 159*), "the Steadfast" (*read UT 66, 74*), "the Strong;" son of Galdor of Dor-lómin, husband of Morwen and father of Túrin and Nienor; lord of Dor-lómin, vassal of Fingon. Went with Huor his brother to Gondolin; captured by Morgoth in the Nirnaeth Arnoediad but defied him; set upon Thangorodrim for many years; after his release slew Mîm in Nargothrond and brought the Nauglamír to King Thingol. *Read LotRI 355; Sil 126, 148, 158-60, 190-201, 205-6, 208-11, 213-17, 220, 222-4, 226-33, 238, 241, 251; UT 17-18, 21, 32, 37, 46, Part I II passim* (in many cases naming Húrin only as father or kinsman), 386. For the Tale of the Children of Húrin, *read UT 97, 146.*

Húrin [2] — Húrin (the Tall) of Emyrn Arnen, Steward of King Minardil, from whom derived the House of the Stewards of Gondor. *Read LotRIII 148, 292, 301-2, 304; UT 309.*

Hyarastorni — Lands of the lordship of Hallatan in the Mittelmar (Inlands) of Númenor. *Read UT 197-9, 204, 206, 209, 211, 217.*

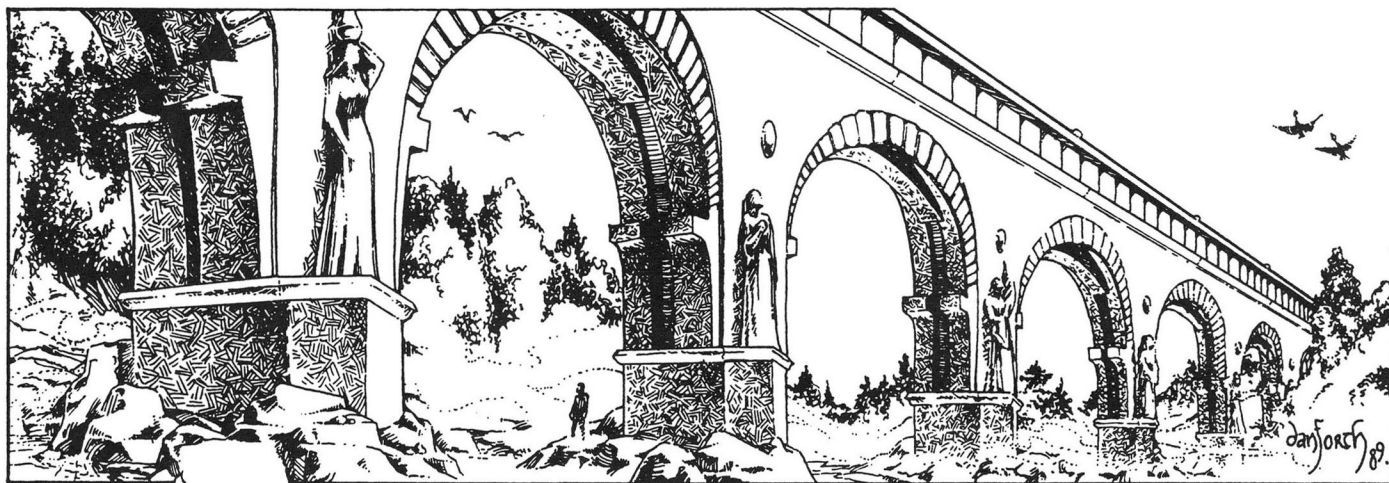
Hyarmendacil I — ("South-victor"). Fifteenth King of Gondor. *Read UT 260.*

Hyarmentir — The highest mountain in the regions south of Valinor. *Read Sil 74.*

Hyarnustar — (Q. "Southwestlands"). The south-western promontory of Númenor. *Read UT 165, 167-8.*

Hyarrostar — (Q. "Southeastlands"). The south-eastern promontory of Númenor. *Read UT 165, 168.*

Hythe — (W. "Harbor"). A small port or dock; specifically the small harbor in Lórien near the confluence of the Anduin and Celebrant.



I

Iant Iaur — (S. “The Old Bridge”). Built over the Esgalduin on the northern borders of Doriath; also called the Bridge of Esgalduin. *Read Sil 121, 132.*

Íbal — A mariner in the service of Tar-Aldarion, Íbal hailed from Emerië in Númenor. He was the son of Ulbar. *Read UT 194, 198, 207.*

Ibûn — One of the sons of Mîm the Petty-dwarf. *Read Sil 203, 205-6; UT 101-2.*

Idril — Called Celebrindal “Silverfoot;” the daughter (and only child) of Turgon and Elenwë; wife of Tuor, mother of Eärendil, with whom she escaped from Gondolin to the Mouths of Sirion; departed thence with Tuor into the West. *Read Sil 126, 134, 136, 138-9, 240-3, 245-6, 249, 254, 261; UT 56, 249, 251.*

Illuin — One of the Lamps of the Valar made by Aulë. Illuin stood in the northern part of Middle-earth, and after the overthrow of the mountain by Melkor the Inland Sea of Helcar was formed there. *Read Sil 35-6, 49, 57.*

Ilmarë — A Maia, the handmaid of Varda. *Read Sil 30.*

Ilmen — The region above the air where the stars are. *Read Sil 99-101, 282.*

Imlach — Father of Amlach. *Read Sil 144.*

Imladris — (S. “Rivendell,” literally “Deep Dale of the Cleft”). Elrond’s dwelling in a valley of the Misty Mountains. *Read Hob 46-54, 295-8; LotRI 22, 100, 289, 323; LotRII 45, 53; LotRIII 56, 182, 326; Sil 288, 293, 295-8, 303; UT 165, 238-40, 243-4, 264, 271-2, 277-9, 283-5, 322, 327, 330, 347-8, 350, 353.* For Pass of Imladris, see High Pass.

Imrahil — Lord of Dol Amroth at the time of the War of the Ring. *Read LotRIII 23, 50, 147-8, 151, 154, 165-9, 189-207, 287, 301, 316; UT 246, 248, 286, 316.*

Imrazôr — Called “the Númenórean;” took to wife the Elf Mithrellas; father of Galador first Lord of Dol Amroth. *Read UT 248, 316.*

Indis — (Q.). Vanyarin Elf, close kin of Ingwë; second wife of Finwë, mother of Fingolfin and Finarfin. *Read Sil 60, 64-5, 69; UT 229-30.*

Indor — Man of Dor-lómin, father of Aerin. *Read UT 108.*

Ingwë — (Q.). Leader of the Vanyar, the first of the three hosts of the Eldar on the westward journey from Cuiviénen. In Aman he dwelt upon Taniquetil, and was held High King of all the Elves. *Read Sil 52-3, 57, 59, 62, 64, 102, 251.*

Inzilbêth — (Ad.). Queen of Ar-Gimilzôr; of the house of the lords of Andúnië. Mother of Inziladûn (Tar-Palantir). *Read Sil 268; UT 223, 227.*

Irmo — The Vala usually named Lórien, the place of his dwelling. Irmo means “master of visions and dreams,” “Desirer,” or “Master of Desire.” Olofantur is the earlier “true” name Irmo (Lórien). *Read Sil 28, 30, 63; UT 253, 397.* See also Féanturi.

Iron Hills — Range east of the Lonely Mountain and north of the Sea of Rhûn. *Read UT 332.*

Iron Mountains — (S. “Ered Engrin,” Q. “Orongreni”). The mountain range in the farthest north of Middle-earth. Ever since the cataclysm at the end of the First Age, its westernmost portion lies mostly beneath the sea, while the rest of the range is sundered by the great Bay of Utûm. *Read Sil 109, 115-6, 118, 151, 160.*

Isen — River flowing from the Misty Mountains through Nan Curunír (the Wizard’s Vale) and across the Gap of Rohan; translation (to represent the language of Rohan) of Sindarin (Sîr) Angren, q.v. *read LotRI 386-7; LotRII 166; LotRIII 54; UT 175, 214, 262-4, 303, 305-6, 314, 318, 346, 356-7, 360-1, 363-6, 369-73, 383-4.* See Fords of Isen.

Isengard — (S. “Angrenost;” W. “Iron Fortress”). Built by Gondor to guard the gap of Rohan, Isengard is an ancient citadel located in a valley called Nan Curunír, at the southernmost tip of the Misty Mountains. The fortress stands vigil over western Calenardhon (Rohan) and the upper Isen (Angren) valley. It consists of a four-spired black tower, Orthanc, hewn from a volcanic laen plug and surrounded by a natural, volcanic-stone wall enclosure. One of the seven Palantíri was located in Orthanc. In T.A. 2759, the citadel became the abode of Saruman. *Read LotRI 338; LotRII 21, 207; LotRIII 22; Sil 291, 300-3; UT 305-6, 318, 338-41, 345-7, 354, 356-7, 359-61, 363-6, 370-3, 392, 404-5, 412.* Ring of Isengard (*read UT 371-3, 412*), and Circle of Isengard (*read UT 340*) refer to the great circular wall surrounding the inner plain, in the center of which was Orthanc. For Isengarders, *read UT 358-9.*

Isengar Took — One of Bilbo Baggins uncles. *Read UT 332.*

Isil — (Q.). Quenya name of the Moon. *Read Sil 99-100.*

Isildur — Elder son of Elendil, who with his father and his brother Anárion escaped from the Drowning of Númenor and founded in Middle-earth the Númenórean realms in exile; lord of Minas Ithil; cut the Ruling Ring from Sauron’s hand; slain by Orcs in the Anduin when the Ring slipped from his finger. *Read LotRI 83, 87, 92, 319-32 passim 361, 509; LotRII 43; LotRIII 62; Sil 272-3, 276, 279-80, 290-6, 301; UT 215, 271-83, 300, 304, 308-10, 370, 383.* For Heirs of Isildur, *read Sil 298, 301.* For Heir of Isildur (Aragorn), *read Sil 303-4; UT 280, 408, 414.* For Ring of Isildur, *read UT 406;* Scroll of Isildur, *read UT 283, 413;* “Tradition of Isildur,” *read UT 309-10;* Isildur’s wife, *read UT 271.*

Isilmë — Daughter of Tar-Elendil, sister of Silmariën. *Read UT 173.*

Isilmo — Son of Tar-Súríon; father of Tar-Minastir. *Read UT 220, 226.*

Istari — The Wizards, the Maiar who were sent from Aman in the Third Age to resist Sauron; Sindarin Ithryn (see Ithryn Luin). See Saruman, Gandalf, and Radagast. *Read Sil 299-300; UT 237, 254, 388, 390-5, 401.* Translated Wizards, *read LotRI 290; LotRII 240; UT 388, 391, 395.* For Heren Istariön (“Order of Wizards”), *read UT 388-9, 392, 400.*

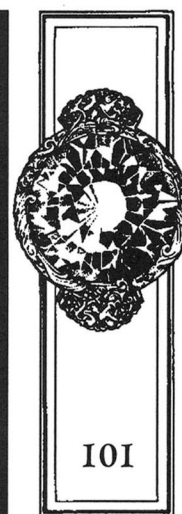
Ithilbor — Nandorin Elf, father of Saeros. *Read UT 77, 81.*

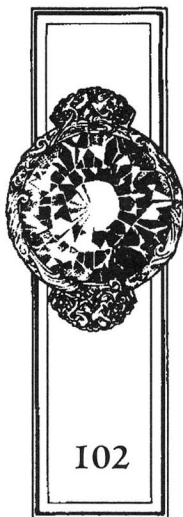
Ithilien — (S. “Land of the Moon;” R. “Moonlending”). Although technically a province, Ithilien is essentially a royal fief in northern Gondor. Founded by Isildur, its capital is located at Minas Ithil (later called Minas Morgul). Ithilien encompasses all the lands north of the river Poros, south of the Wetwang Marshes (Nindalf), east of the Anduin, and west of Mordor. The river Ithilduin flows through the center of the province, dividing it into two parts: Forithilien (North Ithilien) and Harithilien (South Ithilien). *Read LotRI 322; LotRII 326; LotRIII 23; UT 148, 289, 292-5, 310, 312, 318, 383, 404.* North Ithilien, *read UT 319;* South Ithilien, *read UT 292, 295.*

Ithil-stone, Stone of Ithil — The palantír of Minas Ithil. *Read LotRII 259; UT 403-5, 407-10, 412, 414.*

Ithryn Luin — (S.). The two Istari, Alatar and Pallando, who went into the East of Middle-earth and never returned (singular ithron, *read UT 388*). *Read UT 389-90, 393-4, 401.* Translated Blue Wizards, *read UT 390, 392, 394.*

Ivrin — The lake and falls beneath Ered Wethrin where the river Narog rose. *Read Sil 119, 209; UT 37-8, 54, 104, 149.* For Pools of Ivrin, *read Sil 113, 210, 215, 239.* For Falls of Ivrin, *read Sil 120, 170.* For Eithel Ivrin (S. “Ivrin’s Well”), the source of the Norog, *read Sil 209, 212.*





K

K. — Abbreviation for Kuduk, the ancient Hobbitish tongue. (It is occasionally rendered “Hob.”)

Kelvar — (Q. “Animals,” “Things that Move;” sing. “Kelva”). Living things that move or, as noted by Yavanna, that “can flee” (*Sil* 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. *Read Sil* 45-6.

Kh. — Abbreviation for Khuzdul the language of Dwarves.

Khamûl — (B.S.) Nazgûl, second to the Chief; dwelt in Dol Guldur after its reoccupation in T.A. 2951. *Read UT* 338-9, 344, 348, 352. Called the Shadow of the East (*read UT* 338), and the Black Easterling (*read UT* 352).

Khand — Land south-east of Mordor. *Read LotRIII* 148; *UT* 291-2.

Kheled-zâram — (Kh. “Glass-lake;” W. “Mirrormere”). Dark and smooth as glass, this small, but deep, lake is revered as a holy place by the Dwarves. At this place, Durin the Deathless (Durin I) saw a vision which confirmed him as King and led to the founding of Khazad-dûm (Moria). Legend says that during the First Age, Durin gazed into the waters and saw the reflection of seven stars. Even though it was daylight, they formed a crown above his head.

Today an obelisk marks where Durin stood, and the stars always shine in the water, regardless of the lighting; however, no one's face is ever reflected among the ripples of the Mirrormere. The lake lies in the vale called Azanulbizar. Shaped like a spearhead whose point cuts northwestward into the mountains, Kheled-zâram is fed by a waterfall which is the lowest of a series of small cataracts born in the Cirith Caradhras. In turn, the lake gives birth to the river Celebrant.

Khîm — Son of Mîm the Petty-dwarf, slain by Androg (one of Túrin's outlaw band). *Read Sil* 203, *UT* 101, 103.

Khuzdul — The secret language of Dwarves, Khuzdul originated with the Vala Aulë (Mahal) and is derived from Valarin. It is typically referred to as “Dwarvish.”

Kingdoms of the Dúnedain — Arnor and Gondor, *read UT* 263-4, 314, 405. Also called the Two Kingdoms and the Realms in Exile.

King's Heir (of Númenor) — Title given by the Kings of Númenor to the individual that the sovereign wishes to rule the realm when he resigns the office. Frequently conferred when the Heir reaches the age of 100 years. *Read UT* 170, 174, 177-9, 182-6, 188-90, 198-9, 202, 208-9, 212, 214, 217, 220, 223, 225.

King's Lands — In Rohan, these included Edoras and the adjacent lands (among these, Harrowdale), Aldburg, and the Folde. *Read UT* 367. In Númenor, that part of Mittalmar called Arandor, in which were located the haven of Rómenna, the Meneltarma, and Armenelos, the City of Kings. *Read UT* 165, 169.

King's Men — Númenóreans hostile to the Eldar and the Elendili. *Read Sil* 266-7, 269; *UT* 221. For King's Party, *read UT* 223.

King under the Mountain — Ruler of the Dwarves of Erebor. *Read LotRI* 21, 241; *UT* 327. Kingdom, Kingship under the Mountain, *read UT* 322, 326, 329; Mountain Kingdom, *read UT* 329.

Kinslaying, The — The slaying of the Teleri by the Noldor at Alqualondë. *Read Sil* 87, 89-90, 104, 111, 127, 129, 139, 141, 156.

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir “the Usurper” against King Eldacar.

Kirinki — Small scarlet-plumaged birds of Númenor. *Read UT* 169.

Kuduk — Ancient Hobbitish, Kuduk is related to Pûkael. By the late Third Age, Hobbits speak a different tongue (Westron).

L

Ladros — The lands to the northeast of Dorthonion that were granted by the Noldorin Kings to the Men of the House of Bëor. *Read Sil* 148; *UT* 70.

Laen — An unbreakable rock with glass-like texture and the strength and cohesion of superb steel. Normally laen is found in unique volcanic plugs, pillars of stone which hardened within the shafts of dormant or extinct volcanos. These deposits correspond to the land formed during the struggles with Morgoth and the other Valar when Middle-earth was being shaped. The most famous site is at Isengard.

Black laen is the most common, although a number of clear or colored varieties also exist. The Dúnedain of Númenor were the only folk to work the substance on any scale. Elves and Dwarves, however, are acquainted with the material's value and nature, and the art of laen-carving is still known in small circles. Its rarity and utility are legend, but few Men recognize or understand the substance.

Laer Cú Beleg — (S. “The Song of the Great Bow”). Composed by Túrin at Eithel Ivrin in memory of Beleg Cúthalion. *Read Sil* 209.

Lairelossë — (“Summer-snow-white”). A fragrant evergreen tree brought to Númenor by the Eldar of Eressëa. *Read UT* 167.

Lakemen — The Northmen of Lake-town (Esgaroth) and the settlements surrounding the Long Lake.

Lalaith — (S. “Laughter”). The name by which Urwen (Húrin and Morwen's daughter who died in childhood) was called, from the stream that flowed past Húrin's house. *Read Sil* 198; *UT* 57-61, 147, 157. See Nen Lalaith.

Lamedon — (S. “Land of the Tongue”). The region of Gondor between the rivers Ringló and Morthond, it lies northwest of the Land of the Prince, on the southern slopes of the White Mountains. Its chief town is Calembel (Upon the Hill), on the River Ciril. The town of Erech lies in northwestern Lamedon. *Read LotRIII* 43; *UT* 318.

Lammoth — (S. “The Great Echo”). The region north of the Firth of Drengist between Ered Lómin and the Sea, named from the echoes of Morgoth's cry in his struggle with Ungoliant. *Read Sil* 80-1, 106; *UT* 23, 52.

Langwell — (W. “Source of the Langflood”). The name given by the Éothéod to the river from the northern Misty Mountains which after its junction with Greylin they called Langflood (Anduin). *Read UT* 295.

Lanthir Lamath — (S. “Waterfall of Echoing Voices”). The cascade beside Dior's house in Ossiriand, and after which his daughter Elwing (“Star-spray”) was named. *Read Sil* 235.

Lár — A league (very nearly three miles). *Read UT* 279, 285.

Larnach — One of the Woodmen in the lands south of Teiglin. *Read UT* 88, 90. Daughters of Larnach, *read UT* 88-90.

Last Alliance — The league made at the end of the Second Age between Elendil and Gil-galad to defeat Sauron; also the Alliance, the War of the (Last) Alliance. *Read LotRI* 250; *LotRIII* 215; *Sil* 293; *UT* 237, 239, 243, 245, 258, 271, 278-82, 308, 395.

Laurelin — (Q. “Song of Gold”). The younger of the Two Trees of Valinor. Called also the Tree of the Sun (*read UT* 49), the Golden Tree of Valinor (*read UT* 168, 253), Malinalda (Q. “Tree of Gold”), and Culúrien. *Read Sil* 38-9, 61, 74, 99-101, 126; *UT* 49, 168, 230.

Laurinquë — Yellow-flowered tree of the Hyarrostar in Númenor. *Read UT* 168.

Lay of Leithian — The long poem concerning the lives of Beren and Lúthien from which the prose account in *The Silmarillion* was derived. Leithian is translated “Release from Bondage.” *Read Sil 162, 165, 168, 171-2, 186.*

Lebennin — (S. “Five Rivers” or “Place of Five Waters”). A well-settled region lying west of the Anduin and southeast of the White Mountains. It was one of the “faithful fiefs” of Gondor. The five rivers referred to are the Erui, Sirith, Celos, Serni, and the Gilrain. The great port of Pelargir and part of the territory of the Lord of Linhir are in Lebennin. *Read LotRI 386; LotRIII 23; UT 242, 316.*

Lebinnevet — (S. “Lebennin’s End,” also “Lebennevet”). The point of land protruding southward into the Bay of Belfalas, between the mouths of the rivers Gilrain and Anduin. Lebinnevet is also the name for the district that encompasses southern Lebennin.

Lefnui — (S. “Fifth”). The westernmost major river in Gondor. The Lefnui flows southward from the western end of Ered Nimrais and enters the Bay of Belfalas at Lond Feren (Aiqalondë). Starting at Gondor’s eastern boundary and numbering westward, it is the “fifth” (after Erui, Sirith, Serni, and Morthond) of the Gondorian rivers feeding the Nen Belfalas. *Read UT 263, 383-4.*

Legolas — Sindarin Elf of Northern Mirkwood, son of Thranduil; one of the Fellowship of the Ring. *Read LotR passim; UT 171, 246, 248, 256, 258, 315-16, 365-6, 395.*

Legolin — The third of the tributaries of Gelion in Ossiriand. *Read Sil 123.*

Lembas — (S.). Sindarin name of the waybread of the Eldar (from earlier *lennmbass* (“journey-bread”); in Quenya *coimas* (“life-bread”)). *Read LotRI 478, 502; LotRII 35; LotRIII 233; Sil 202, 204, 207-8; UT 148, 152, 276.* As Waybread (of the Elves), *read UT 33, 38, 152.*

Lenwë — (Q.). The leader of the Elves from the host of the Teleri who refused to cross the Misty Mountains on the westward journey from Cuiviénen (the Nandor); father of Denethor. *Read Sil 54, 94.*

Léod — Lord of the Éothéod, father of Eorl the Young. *Read UT 297, 301, 303, 311, 313-14.*

Lhûn — River in Eriador flowing into the sea in the Gulf of Lhûn. *Read LotRIII 383; Sil 285-6, 290; UT 239.* For Gulf of Lhûn, *read LotRII 259; UT 213.* Frequently in an adapted spelling Lune.

Limlight — River flowing from Fangorn Forest to Anduin and forming the extreme north-bound of Rohan. (For the perplexed origin of the name and its other forms: Limlaith, Limlich, Limliht, Limlint, *read UT 318.*) *Read LotRI 493; UT 260, 281, 295, 299-300, 305, 313-14, 316, 318, 343, 345.*

Linaewen — (“Lake of birds”). The great mere in Nevrastr. *Read Sil 119; UT 25, 401.*

Lindal — (S. “Mere’s End”). The waterfalls at the southern end of the Long Lake. Lindal marks the exit of the lakewaters, as they spill over a eighty-foot cataract and resume their course as the River Running (S. “Celduin”).

Lindon — (S. “Place of Music,” lit. “Lofty Song”). Lindon is a coastal realm which encompasses all the lands west of the Blue Mountains. It is all that remains of the ancient reaches of Beleriand. An Elven Kingdom, Lindon is divided by the Gulf of Lhûn into two parts: Forlindon and Harlindon. The Grey Havens, ruled by Círdan the Shipwright, lie on the gulf and serve as the customary center of the realm. *Read Sil 123, 285, 287, 289-90, 298; UT 56, 168, 175, 199, 212-13, 216, 219, 228, 233, 236-9, 243-4, 247, 252, 264-5, 390, 398, 414.* As the green land of the Eldar, *read UT 174;* as the land of Gil-galad, *read UT 185.*

Lindórië — Sister of Eärendur fifteenth Lord of Andúnië, Mother of Inzilbëth mother of Tar-Palantir. *Read Sil 268; UT 223.*

Lintador — (E. “Tuneful Ones”). One of the two great branches of the Hildor, they comprise the western branch of Men. The Edain and Northmen are Lintado peoples.

Lisgardh — Land of reeds at the Mouths of Sirion. *Read UT 34.*

Lissuin — A fragrant flower of Tol Eressëa. *Read UT 189.*

Little Gelion — One of the two tributary branches of the river Gelion in the north, rising in the Hill of Himring. *Read Sil 123.*

Loa — The Elvish solar year. *Read UT 327.*

Lómelindi — (Q.). Quenya word meaning “dusk-singers,” i.e. nightingales. *Read Sil 55.*

Lond Daer — (S. “Great Haven”). Founded as Vinyalondë (Q. “New Haven”) by Tar-Aldarion of Númenor in S.A. 777, Lond Daer was a great haven for the seafarers of Westernessee. *Read UT 176, 180-1, 188, 200, 206, 214, 239, 253, 261-3, 265.* Its location, at the mouth of the Gwathló, between the ports of Lindon and the harbor at Edhellond (near Dol Amroth) gave birth to its other name: Lond Daer Enedh (S. “Great Middle Haven”). *Read UT 264-5.*

Londaroth — The ruined Northman town standing below the Long Lake by Lindal.

Long Lake — (S. “Annen”). A long, deep lake located on the River Running, the Long Lake is situated just to the east of Mirkwood and south of the Lonely Mountain. The Taurduin, or “Forest River,” meets the River Running at the Long Lake. Lake-town rises out of the lakewaters near this confluence. *Read LotRI 55; UT 258.*

Long Marshes — (S. “Aelinann”). The wetlands surrounding the lower portion of the Forest River (S. “Taurduin”), east of Mirkwood and west of the Long Lake.

Long Winter — The winter of T.A. 2758-9. *Read UT 331, 373.*

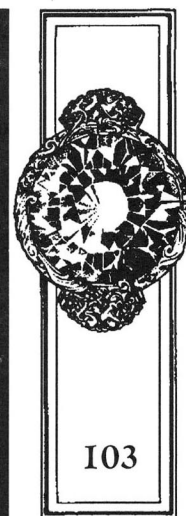
Lórellin — The lake in Lórien in Valinor where the Vala Estë sleeps by day. *Read Sil 28.*

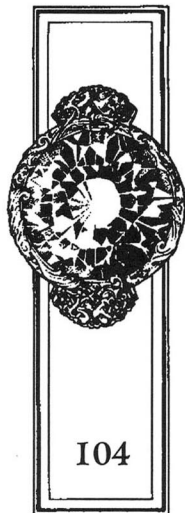
Lorgan — Chief of the Easterling Men in Hithlum after the Nirnaeth Arnoediad, by whom Tuor was enslaved. *Read Sil 238; UT 19.*

Lórien [1] — (Q.). The name of the gardens and dwelling-place of the Vala Irmo, who was himself usually called Lórien. *Read Sil 25, 28, 30, 55, 63-4, 93, 99-100, 234; UT 253, 397.* See Irmo.

Lórien [2] — (Q.). The land ruled by Celeborn and Galadriel between the rivers Celebrant and Anduin. Probably the original name of this land was altered to the form of the Quenya name Lórien of the gardens of the Vala Irmo in Valinor. *Read LotRI 300, 438; LotRII 21; LotRIII 97; Sil 298; UT 228-9, 234, 240-1, 243-6, 248, 252-3, 256-60, 267, 272, 276, 280-2, 299, 316, 322, 330, 339, 343, 345, 353, 390.* Also known at various times as Lothlórien (S. “Dreamflower” or “Lórien of the Blossom”), *read LotRI 434; LotRII 42; LotRIII 309; Sil 298; UT 56, 169, 171, 216, 231, 235, 240, 245, 252-3, 265, Laureandë, Laurelindorenan (S. “Land of the Valley of Singing Gold”), read LotRII 88, 348; LotRIII 318, Nandorin Lórinand (read UT 236-8, 240, 252-3, 257), Sindarin Glornan/Nan Laur, (read UT 253), derived from older Lindórinand (S. “Vale of the Land of the Singers”), the Golden Wood, (read LotRI 439, LotRII 42; LotRIII 312, 327), and Dwimordene (R. “Haunted Valley,” “Phantom-vale”). The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nandor Elves preceded her there.*

Losgar — The place of the burning of the ships of the Teleri by Fëanor, at the mouth of the Firth of Drengist. *Read Sil 90, 97, 106, 109, 119, 127, 129.*





Lossarnach — (S. "Flowery Arnach"). The region near the headwaters of the river Erui. Lossarnach is tucked between the Ered Nimrais (to the north) and the provinces of Anórien (to the north and east) and Lebennin (to the south). *Read LotRIII 22; UT 286.*

Lótessë — (Q.). Quenya name of the fifth month according to the Númenórean calendar, corresponding to May. Lothron is the Sindarin name. *Read UT 65, 302.*

Lothíriel — Daughter of Imrahil of Dol Amroth; wife of King Éomer of Rohan and mother of Elfwine the Fair. *Read UT 286.*

Lothlann — (S. "The wide and empty"). The great plain north of the March of Maedhros. *Read Sil 123, 153, 208.*

Luinil — Name of a star (one shining with a blue light). *Read Sil 48.*

Lumbar — Name of a star. *Read Sil 48.*

Lune — Alternate spelling of Lhûn. *Read LotRIII 383; UT 228, 233, 252, 398.*

Lúthien — The daughter of King Thingol and Melian the Maia, who after the fulfillment of the Quest of the Silmaril and the death of Beren chose to become mortal and share his fate. *Read LotRI 258-60; LotRII 422; LotRIII 186, 312; Sil 91, 95, 123, 148, 162, 165-8, 172-89, 198, 234-6, 246, 249, 254, 261; UT 57-8, 79, 84, 157.* Beren gave Lúthien the name Tinúviel ("Daughter of Twilight"), a poetic word for nightingale, *read UT 57.*

M

Mablād — A Dwarven tribe who settled in the Yellow Mountains of southern Endor. These Naugrim make their capital at Blackflame.

Mablung — ("of the Heavy Hand"). Elf of Doriath, chief captain of Thingol, friend of Túrin; slain in Menegroth by the Dwarves. *Read Sil 113, 184-6, 189, 200, 217-19, 225, 230, 234; UT 80-2, 84, 94, 114-21, 143-5, 149.* Also called the Hunter, *read UT 80.*

Maedhros — (Q.). The eldest son of Fëanor, called the Tall; rescued by Fingon from Thangorodrim; held the Hill of Himring and the lands about; formed the Union of Maedhros that ended in the Nirnaeth Arnoediad; bore one of the Silmarils with him to his death at the end of the First Age. *Read Sil 60, 83, 90, 108-13, 115-16, 119, 121-4, 133, 140, 145, 152-3, 157, 176, 188-93, 195, 237, 246-7, 250, 252-4; UT 58, 75, 147.*

Maeglin — (S. "Sharp Glance"). Son of Eöl and Aredhel Turgon's sister, born in Nan Elmoth; became mighty in Gondolin, and betrayed it to Morgoth; slain in the sack of the city by Tuor. Lómion (Q. "Son of Twilight") is Aredhel gave to Maeglin. *Read Sil 92, 133-9, 159, 194, 202, 240-2; UT 49, 54, 56.*

Maggot, Farmer — Hobbit of the Shire, farming in the Marish near the Bucklebury Ferry. *Read UT 352.*

Maglor — (Q.). The second son of Fëanor; a great singer and minstrel; held the lands called Maglor's Gap; at the end of the First Age seized with Maedhros the two Silmarils that remained in Middle-earth, and cast the one that he took into the Sea. *Read Sil 60, 83, 87, 113, 115, 117, 124, 140, 153, 157, 183, 193, 247, 250, 252-4.*

Maglor's Gap — The region between the northern arms of Gelion where there were no hills of defense against the North. *Read Sil 115, 124, 153.*

Magor — Son of Malach Aradan; leader of the Men of the following of Marach who entered West Beleriand. *Read Sil 143, 147.*

Máhanaxar — The Ring of Doom outside the gates of Valmar, in which were set the thrones of the Valar. The Ring is where the Powers sat in council. *Read Sil 38, 50, 52, 70, 78-9, 82, 85, 98.*

Mahtan — A great smith of the Noldor, father of Nerdanel the wife of Fëanor. *Read Sil 64, 69.*

Maia — (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." *Read Sil 21, 29-32, 36, 55, 58, 75, 82, 92, 95, 97, 99, 188, 234, 236, 261, 285; UT 214, 254, 393-4, 401.*

Maier — (Q. sing. "Maie"). The female Maia.

Malach — Son of Marach; given the Sindarin name Aradan. *Read Sil 143, 147.*

Malantur — Númenórean, descendant of Tar-Elendil. *Read UT 208.*

Malduin — (S. "Yellow River"). A tributary of the Teiglin. *Read Sil 205; UT 38, 54.*

Mallorn — (S.). Name of the great trees with golden flowers brought from Tol Eressëa to Eldalondë in Númenor, and afterwards grown in Lothlórien. *Read LotRI 443; LotRII 117; LotRIII 375; UT 56, 171, 253.* Quenya malinornë, plural malinorni, *read UT 167-8.*

Mallos — A golden flower of Lebennin. *Read UT 316.*

Mandos — (Q.). The place of the dwelling in Aman of the Vala properly called Námo, the Judge, though this name was seldom used, and he himself was usually referred to as Mandos. Named as Vala: *read Sil 25, 28-9, 48, 52, 65, 67, 70-2, 78-9, 87, 98, 102, 104, 111, 129, 186-7, 249, 255.* Named as the place of his dwelling (including Halls of Mandos; also Halls of Awaiting, Houses of the Dead): *read Sil 28, 42, 44, 52, 59, 64-5, 67, 88, 104, 107, 186-7, 234; UT 30, 82, 156, 393, 397.* With reference to the Doom of the Noldor (or the Doom of Mandos) and the Curse of Mandos: *read Sil 125-6, 129, 139, 141, 167, 170, 176, 240; UT 29-30, 230.* For Second Prophecy of Mandos, *read UT 402.* See Fëanturi, Námo.



Manwë — (Q.). The chief of the Valar, called also Súlimo (rendered in the Valaquenta as “Lord of the Breath of Arda;” literally “the Breather”), the Elder King, the Ruler of Arda. *Read Sil passim*, *read esp.* 21, 26, 39-40, 65-6, 85, 110; *UT* 55, 67, 156, 169, 200, 222, 232, 393, 395-6. Called the Elder King, *read UT* 67, 396. See Witnesses of Manwë.

Marach — Leader of the third host of Men to enter Beleriand, ancestor of Hador Lórindol. *Read Sil* 142-4, 150.

March of Maedhros — The open lands to the north of the headwaters of the river Gelion, held by Maedhros and his brothers against attack on East Beleriand; also called the eastern March. *Read Sil* 112-13, 123.

Mardil — Called the Faithful; the first ruling Steward of Gondor. *Read Sil* 297; *UT* 309, 317, 319-20. Called Voronwë “the Steadfast,” (*read UT* 317), and the Good Steward, (*read UT* 320).

Marhari — Leader of the Northmen in the Battle of the Plains, where he was slain; father of Marhwini. *Read UT* 289, 311.

Marhwini — (“Horse-friend”). Leader of the Northmen (Éothéod) who settled in the Vales of Anduin after the Battle of the Plains, and ally of Gondor against the Wainriders. *Read UT* 289-91, 311.

Mark, The — Name among Rohirrim for their own country. *Read UT* 306, 311, 314-15, 364-5, 371. Also called Riddermark, (*read LotRI* 344, 493; *LotRII* 42, 141; *LotRIII* 77; *UT* 367, 371), Mark of the Riders, (*read UT* 306); and for Marshals of the Mark, *read UT* 364, 366-9. See also East-mark, West-mark, and Rohan.

Mearas — The horses of Rohan. *Read UT* 311, 314.

Melian — A Maia, who left Valinor and came to Middle-earth; afterwards the Queen of King Thingol in Doriath, about which she set a girdle of enchantment, the Girdle of Melian; mother of Lúthien, and fore-mother of Elrond and Elros. *Read Sil* 30-1, 55-6, 58, 91-3, 95, 97, 104, 111, 115, 121-2, 126-9, 132, 144, 146-7, 151, *Ch. XIX passim*, 188-9, *Ch. XXI and XXII passim*, 254, 261; *UT* 73-6, 78-9, 83, 85, 109, 113, 115, 121, 148, 152-3, 158, 234. For Girdle of Melian, *read UT* 41, 63, 78, 109, 113-14.

Menegroth — (S. “The Thousand Caves”). The hidden halls of Thingol and Melian on the River Esgalduin in Doriath. *Read Sil* 56, 93-4, 96-7, 108, 111, 114, 122, 129, 166, 168, 172, 179, 183-6, 188, 199-202, 205, 217, 219, 231-6; *UT* 74, 76-9, 81-5, 94, 144, 148, 231, 259.

Menel — (“Heaven”). Literally the Region of the Stars, it includes all of the heavens and lies above Arda. *Read UT* 67, 184.

Meneldil — (S.). Son of Anárion, third King of Gondor. *Read LotRI* 321, 331; *Sil* 295-6; *UT* 271, 279, 304, 308, 319.

Menelmacar — (S. “Swordsmen of the Sky”). The constellation Orion. *Read Sil* 48.

Meneltarma — (S. “Pillar of Heaven”). The mountain in the midst of Númenor, upon whose summit was the Hallow of Eru Ilúvatar. *Read Sil* 261-2, 266, 269-70, 272, 277, 279, 281; *UT* 31 (unnamed, in Tuor’s dream), 165-6, 168-9, 175, 183-4, 188, 192, 215, 223. Translated Pillar of the Heavens, (*read UT* 166), and the Pillar, (*read UT* 188). Called also the Holy Mountain, (*read UT* 166), and the Hallowed Mountain of the Númenóreans, (*read UT* 183).

Men-i-Naugrim — (S. “Way of the Dwarves”). A name of the Old Forest Road. *Read UT* 280-1. Translated Dwarf Road, *read UT* 280-1.

Mereth Aderthad — (S. “The Feast of Reuniting”). Held by Fingolfin near the Pools of Ivrin. *Read Sil* 113.

Meriadoc Brandybuck — Hobbit of the Shire, one of the Fellowship of the Ring. *Read LotR passim*; *UT* 321, 336, 365, 368, 383, 386-7.

Mering Stream — (“Boundary Stream”). It flows down from Ered Nimrais to join the Entwash, and forms the boundary between Rohan and Gondor; in Sindarin called Glanhír. *Read UT* 300-2, 305-6, 318.

Methed-en-Glad — (S. “End of the Wood”). A stronghold in Dor Cúarthol at the edge of the forest south of Teiglin. *Read UT* 153.

Metraith — (S. “Streetsend”). Often considered the capital, Metraith is a strategically located town in central Cardolan. It stands at the crossroads of the Greenway and the Redway, by the royal hold at Thalion. Thus, Metraith is also known as Thalion.

Middle-earth — (“Endorë;” “Endor;” “the Middle Land”). One of the continental land masses found in the world. It was not the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* focus on the Third Age of Middle-earth and the very beginning of the Fourth Age (*read LotRI* 21; *LotRII* 131; *LotRIII* 23). Also called the Hither Lands (*read Sil* 55, 57-8, 89, 239, 246, 251, 254, 262, 299), the Outer Lands (*read Sil* 39, 41, 47, 90, 100, 249), the Dark Lands, (*read UT* 178), and the Great Lands, (*read LotRII* 362; *Sil* 263; *UT* 174).

Mîm — The Petty-dwarf, in whose house (Bar-en-Danwedh) on Amon Rûdh Túrin dwelt with the outlaw band, and by whom their lair was betrayed to the Orcs; slain by Húrin in Nargothrond. *Read Sil* 202-6, 230; *UT* 96-104, 147-8, 151-2, 154.

Minardil — Twenty-fifth King of Gondor. *Read UT* 309.

Minas Ithil — (S. “Tower of the Moon”). Afterwards called Minas Morgul; the city of Isildur, built on a shoulder of the Ephel Dúath. *Read LotRI* 321; *LotRII* 259; *LotRIII* 196, 305; *Sil* 291-3, 296-7; *UT* 280, 310, 314, 403, 406, 412. See also Ithil-stone.

Minas Morgul — (S. “Tower of Sorcery”). The name of Minas Ithil after its capture by the Ringwraiths. *Read LotRI* 321, *LotRII* 259, 396; *LotRIII* 41; *Sil* 297, 303; *UT* 295, 319-20, 338, 352. See also Witch-king.

Minas Tirith [1] — (S. “Tower of Watch”). Built by Finrod Felagund on Tol Sirion; see Tol-in-Gaurhoth. *Read Sil* 120, 155-7, 205; *UT* 54. For “Minas of King Finrod,” *read UT* 38.

Minas Tirith [2] — (S.). Later name of Minas Anor (S. “Tower of the Sun”), the city of Anárion, at the feet of Mount Mindolluin. *Read Sil* 297. Called the City of Gondor, *read Sil* 304, and the Guarded City, *read LotRIII* 24. *Read LotRI* 321; *LotRII* 18; *LotRIII* 20; *UT* 255, 293-4, 296-7, 301-2, 314, 316, 319, 321, 327-9, 353, 364, 369-73, 382, 402-4, 406, 412-13. For Minas Anor, *read Sil* 291-2, 294-7, 304; *UT* 314, 415, for the Hallows of Minas Tirith, *read UT* 310, 313; for the White Tower of Minas Tirith, *read UT* 406; Also called Mundburg (“Guardian Fortress”) in Rohan, *read LotRII* 143; *LotRIII* 93; *UT* 297, 304. See also Anor-stone.

Mindeb — A tributary of Sirion, between Dimbar and the Forest of Neldoreth. *Read Sil* 121, 201.

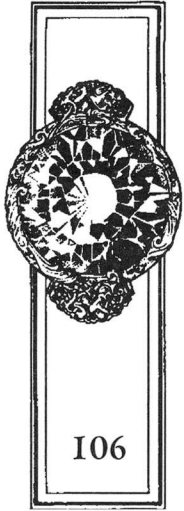
Mindolluin — (S. “Towering Blue-head”). The great mountain behind Minas Tirith. *Read LotRII* 262, 371; *LotRIII* 24; *Sil* 291, 304.

Mindon Eldaliéva — (Q. “Lofty Tower of the Eldalië”). The tower of Ingwë in the city of Tirion; also simply the Mindon. *Read Sil* 59, 70, 82, 85, 88.

Minhiriath — (S. “Between the Rivers”). The region of Eriador located between the rivers Gwathló and Baranduin, Minhiriath forms the southwestern half of Cardolan. *Read UT* 261-2, 264-5, 341.

Minohtar — Nephew of King Ondoher; slain in Ithilien in T.A. 1944 in battle with the Wainriders. *Read UT* 292-4.





Min-Rimmon — (“Peak of the Rimmon”). The Rimmon was a group of crags. Min-Rimmon was the fifth of the beacons of Gondor in Ered Nimrais. *Read LotRIII 20; UT 301, 314.*

Míriel [1] — (Q.). The first wife of Finwë, mother of Fëanor; died after Fëanor’s birth. Called Serindë (Q. “the Broideress”). *Read Sil 60, 63-4, 69.*

Míriel [2] — Daughter of Tar-Palantir, forced into marriage by Ar-Pharazôn, and as his queen named in Adûnaic Ar-Zimraphel; also called in Quenya Tar-Míriel. *Read Sil 269, 279; UT 190, 224, 227.*

Mirkwood — The great stretch of forest called by the Elves Taur-e-Ndaedlos (S. “Forest of Great Fear”). Like the “Old Forest” and “Fangorn,” it is a remnant of the great forest which once covered most of northwestern Endor. Located east of the Misty Mountains, it was earlier called Greenwood the Great. After the War of the Ring, its name was changed to Eryn Lasgalen (S. “Wood of Greenleaves”). *Read LotRI 22, 72; LotRII 42; LotRIII 43; UT 243-4, 246, 256-7, 260, 281, 288-90, 295-8, 303, 307, 310-13, 337, 343.*

Miruvor — The cordial of the Eldar. *Read UT 276, 284.*

Misty Mountains — (S. “Hithaeglir,” “Line of Misty Peaks,” “Mountains of Mist”). Snow- and mist-capped mountains which run southward for 900 miles from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. “Nan Anduin”) and (according to some) Rhovanion. In many of the following references the mountains are not named. *Read Sil 54, 91, 94, 290, 293, 295; UT 200, 228, 235-6, 243-4, 256, 258, 261-2, 272-3, 280-2, 295, 299, 306-7, 313, 339, 342, 346, 353, 370.*

Mitheithel — (S. “Pale-grey Spring,” “Grey Spring,” W. “Hoarwell”). The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coldfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen (Loudwater). It joins the Glânduin in the marshes of Swanfleet, giving birth to the Gwathló, a wide, slow-moving river that cuts through southeastern Eriador. The Mitheithel forms part of the northeastern border of Cardolan. *Read LotRI 268, 280; UT 261, 263-4. Translated Hoarwell, read LotRI 22; UT 261, called Greyflood, read LotRI 268; LotRIII 337.*

Mithlond — (S. “The Grey Havens”). The harbors of the Elves on the Gulf of Lhûn, ruled by Círdan; also referred to as the Havens. *Read LotRII 258; LotRIII 383; Sil 286, 289, 298-9, 304; UT 171, 174-5, 188, 199, 205, 232. Translated “the Grey Havens,” read LotRI 26, 79, 315; LotRIII 185; UT 239, 247, 252, 278, 389, 392, 400.*

Mithrellas — Elf of Lórien, companion to Nimrodel; taken to wife by Imrazôr the Númenórean; mother of Galador first Lord of Dol Amroth. *Read UT 248, 316.*

Mithril — The metal known as “Moria-silver” or “True-silver,” found also in Númenor. *Read UT 221, 227, 284.*

Mithrim — (S.). The name of the great lake in the east of Hithlum, and also of the region about it and of the mountains to the west, separating Mithrim from Dor-lómin. The name was originally that of the Sindarin Elves who dwelt there. *Read Sil 106-10, 112, 119, 198, 238; UT 17, 20-1, 25, 56, 68.*

Mittalmar — The central region of Númenor, translated Inlands. *Read UT 165-6, 168, 217.*

Morannon — (S.). The main (northwestern) entry to Mordor. *Read LotRII 309; LotRIII 198; UT 292-5, 312. Translated the Black Gate, read LotRI 332; LotRII 297, 309, 317; LotRIII 109, 112, 200; UT 369; called also the Gates of Mordor, read UT 280, 292. For Watchtowers (Towers of the Teeth) of the Morannon, read LotRII 308, 324; LotRIII 200; UT 293, 312.*

Mordor — (S. “Black-land,” “Land of Shadow”). The high land east of the Anduin which is guarded on the north by the Ered Lithui (S. “Ash Mountains”) and on the west and south by the Ephel Dúath (S. “Shadow Fence”). These two mountain ranges converge around the vale of Udûn. First settled by Sauron around S.A. 1000, Mordor has always been associated with the Dark Lord. Between S.A. 3441 and T.A. 1636, Gondor’s armies guarded the land, but the watch was removed following the Great Plague. *Read LotR passim. Read Sil 267, 280, 288, 290-7, 302-3; UT 236, 239, 243-4, 255, 258-9, 280, 282-3, 291, 296, 322, 330, 337, 341-2, 346, 367, 383, 398, 406, 408.*

Mórenorë — (Q. “Dark Land;” aka “Móryarmenë,” “Hyarmenorë”). Mórenorë is the Quenya Elvish label for the small continent south of Middle-earth, the remote land separated from Endor by the Haragaer.

Morgai — (“Black Fence”). The inner ridge much lower than the Ephel Dúath and separated from it by a deep trough; the inner ring of the Fences of Mordor. *Read LotRIII 214; UT 282.*

Morgoth — (S. “Black Enemy”). The renegade Vala (see “Valar” below) who coveted lordship over the world, and possibly all existence. Morgoth was the embodiment and focus of darkness—evil incarnate. He established lordship over northern Middle-earth during the First Age. Before he turned to evil, his name was the Quenya Melkor, “He who arises in Might.” In Sindarin, Belegûr, which was used only in altered form, Belegurth (“Great Death”). *Read Sil 16, 18, 31-2, 50, 65-6, 79, 81-2, 101, 205, 260; UT 17-19, 26, 29, 34, 36-7, 40-1, 43, 52, 55, Part I II passim, 199, 201, 214, 228, 230, 232, 235-6, 247, 251, 253, 288, 378, 383, 385, 398. Called the Black King (read UT 60), the Dark Lord (read UT 79), Bauglir (read UT 66), the Enemy (read UT 28-9, 37-8, 41, 43, 54, 59, 63, 78, 95, 153, 160, 398), and by the Drúedain “the Great Dark One,” (read UT 383).*

Moria — (S. “The Black Chasm,” “Hadhodrond;” W. “Dwarrowdelf,” “Delving of the Dwarves;” Kh. “Khazad-dûm,” “Dwarf-mansion”). In the Khuzdul Khazad-dûm, the suffix *dûm* is probably a plural or collective, meaning “excavations, halls, mansions.” Moria stands as a citadel, mansion, and city-hold of Durin’s Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin’s home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Balrog. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains. *Read LotRI 316, 370, 386, 395, 411; LotRII 21, 46, 134, 194; LotRIII 34; Sil 44, 91, 286, 288, 294; UT 235-8, 240-1, 243-5, 248, 252, 254, 258, 261, 272, 276, 281, 284, 321, 324, 327, 343, 345, 353, 401. East-gate of Moria, read LotRI 387, 410; UT 321, 327; West-gate, read UT 235, 345, 353.*

Morthond — (S. “Black-root”). River in central Gondor which forms the border between the regions of Lamedon and Anfalas, and Anfalas and Dor-en-Enril. The Morthond rises in the White Mountains, by the Paths of the Dead, in a vale called Mornan; thus its name. Flowing south past Erech, it winds west of Tarlang and down to the Bay of Belfalas. Its mouth is just north of Dol Amroth. The Elf-havens and port of Edhellond lie in the Morthond delta. *Read LotRIII 49, 73; UT 247, 255.*



Morwen [1] — (S. “Dark Maiden”). Daughter of Baragund (nephew of Barahir, the father of Beren); wife of Húrin and mother of Túrin and Nienor; called Eledhwen (translated in the text as “Elfsheen”) and the Lady of Dor-lómin. *Read Sil 148, 155, 160, 197-9, 210-11, 214-15, 217-19, 225, 227, 229, 231; UT 57, 59, 61-6, 68-71, 73-81, 104-9, 112-18, 121, 138, 144, 146-7, 155, 161, 189, 215-16.* For Eledhwen, *read UT 57, 62, 68, 161, 189.*

Morwen [2] — A Dúnadan lady of Lossarnach in Gondor, Morwen was a relative of Prince Imrahil of Dol Amroth. She married King Thengel of Rohan and bore five children. Théoden and Théodwyn were among her offspring. The Rohirrim called her “Steelshen.” *Read LotRIII 436-37; UT 286.*

Mountains — Refers to Mountains of Aman or Mountains of Defense. See Pelóri; of Dor-Lomin, see Dor-lómin; of the East, see Orocarni; of Iron, see Ered Engrin; of Mist, see Hithaeglir; of Mirkwood, *read UT 281*, Eryn-ny-Fuin; of Mithrim, see Mithrim; of Shadow, see Ered Wethrin and Ephel Dúath; of Terror, see Ered Gorgoroth; of Turgon, see Echoriath.

Mountains of the Wind — (S. “Ered Gwaen;” Q. “Orosúli”). Mountain range in southeastern Middle-earth. In the early days of Arda, before the changes, these peaks comprised the middle range of the three mountain chains in the East.

Mount Gundabad — The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued forth from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

N

Nahar — (Q.). The horse of the Vala Oromë, said by the Eldar to be so named on account of his voice. *Read Sil 29, 41, 49-50, 53, 76, 95.*

Naith of Lórien — (S. “Triangle;” W. “Gore” of Lórien). The central part of Lórien: the land between the angle of the Celebrant and the Anduin. *Read LotRI 450, 454, 482; UT 261, 282.*

Námo — (Q.). A Vala, one of the Aratar; usually named Mandos, the place of his dwelling. Namo means “Ordainer, Judge.” Nurufantur is the earlier “true” name of Námo (Mandos). *Read Sil 28.* See Fëanturi.

Nandor — (Q.). Said to mean “Those who turn back”: the Nandor were those Elves from the host of the Teleri who refused to cross the Misty Mountains on the westward journey from Cuiviënen, but of whom a part, led by Denethor, came long afterwards over the Blue Mountains and dwelt in Ossiriand (the Green-elves); for those who remained east of the Misty Mountains, see Silvan Elves. *Read Sil 54, 94, 122, 199; UT 77, 175, 214, 256.* Adjective Nandorin, *read UT 228, 234, 236, 240, 252-3, 257.*

Nan Dungorthëb — (S. “Valley of Dreadful Death”). Also Dungorthëb. The valley between the precipices of Ered Gorgoroth and the Girdle of Melian. *Read Sil 81, 121, 132, 164, 176.*

Nan Elmoth — (S.). The forest in Beleriand situated east of the river Celon, where Elwë (Thingol) was enchanted by Melian and lost; it was afterwards the dwelling-place of Eöl. *Read Sil 55, 58, 92, 132-6, 142, 202, 234.*

Nan-tathren — (S. “Willow-vale,” “the Land of Willows”). The valley where the river Narog flowed into Sirion. In Treebeard’s song (in *LotRII* 90), Quenya forms of the name are used: Tasarinan, Nan-tasaron. *Read Sil 120, 195, 243-4; UT 32, 34-5.*

Nardol — (S. “Fiery head”). The third of the beacons of Gondor in the Ered Nimrais. *Read UT 314, 319.*

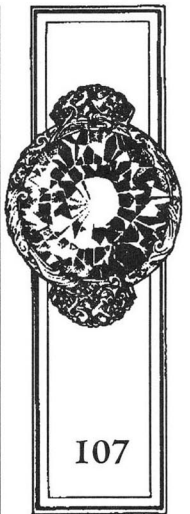
Nargothrond — “The great underground fortress on the river Narog, founded by Finrod Felagund and destroyed by Glaurung. It was also the name for the realm of Nargothrond, which extended east and west of the Narog. Called Nulukizdîn by the Dwarves. *Read LotRI 412, 462; Sil 114-15, 120-2, 126, 130, 140, 142, 147, 151-2, 156-7, 160, 168-71, 173, 176, 184, 188, 190-2, 195, Ch. XXI passim, 230-1, 233, 238, 240, 286; UT 25, 34, 38, 40-2, 51-2, 54, 87, 92, 100, 108-9, 111-14, 116-17, 119-20, 124-9, 135, 144, 146, 148-50, 153-5, 158-62, 189, 228, 235, 255.* See Narog.

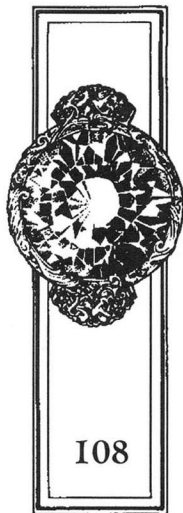
Nárië — Quenya name for the sixth month, according to the Númenórean calendar, corresponding to June. Nóruí is the Sindarin name.

Narmacil I — Seventeenth King of Gondor. *Read UT 292.*

Narmacil II — Twenty-ninth King of Gondor, slain in the Battle of the Plains. *Read UT 289, 291, 311-12.*

Narn i Hîn Húrin — (“The Tale of the Children of Húrin”). The long lay from which the story of Túrin Turambar as told in *The Silmarillion* was derived; ascribed to the poet Dírhavel, a Man who lived at the Havens of Sirion in the days of Eärendil and perished in the attack of the sons of Fëanor. “Narn” signifies a tale made in verse, but to be spoken and not sung. *Read Sil 198.*





Narog — The chief river of West Beleriand, rising at Ivrin under Ered Wethrin and flowing into Sirion in Nan-tathren. *Read Sil 96, 113-14, 120, 122, 168-70, 203, 209, 211-15, 217-18, 230; UT 35, 52-3, 116-20, 127, 149, 161.* For Sources of Narog, *read UT 37, 78;* for Vale of Narog, *read UT 99, 104, 148;* for People of Narog, *read UT 116;* for Lord of Narog, *read UT 153.*

Narquelë — (Q. "Sun-fading"). Quenya name of the tenth month according to the Númenórean calendar, corresponding to October. Narbeleth is the Sindarin name. *Read UT 37, 271, 279.*

Narrows of the Forest — The "waist" of Mirkwood caused by the indentation of the East Bight. *Read UT 291, 312.*

Narsil — The sword of Elendil, made by Telchar of Nogrod, that was broken when Elendil died in combat with Sauron; from the shards it was reforged for Aragorn and named Anduril. *Read LotRI 319-20, LotRIII 150; Sil 294-5; UT 272, 275.* For Anduril *read LotRI 363; LotRII 43; LotRIII 194.*

Narsilion — The Song of the Sun and Moon. *Read Sil 99.*

Narvi — (Kh.) Dwarf of Khazad-dûm, maker of the West-gate, close friend of Celebrimbor of Eregion. *Read UT 235.*

Narvinyë — Quenya name for the first month according to the Númenórean calendar, corresponding to January. Narwain is the Sindarin name.

Narya — One of the Three Rings of the Elves, the Ring of Fire or the Red Ring; borne by Círdan and afterwards by Mithrandir. *Read LotRIII 383; Sil 288, 298, 304; UT 237, 254, 389-90.* Called the Ring of Fire, (*read UT 237, 400*), the Red Ring Road, (*UT 237, 239, 254, 392*), and the Third Ring, (*read UT 389*).

Nauglamír — (S. "The Necklace of the Dwarves"). Made for Finrod Felagund by the Dwarves, brought by Húrin out of Nargothrond to Thingol, and the cause of his death. *Read Sil 114, 231-3, 235-6.*

Nazgûl — (B.S. "Ring Servants," "Ringwraiths"). Also called simply "The Nine," these were nine great lords of Men enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became "shadows" of great power, and acted as Sauron's most trusted lieutenants. The Witch-king of Angmar, also called the lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action. The Nazgûl were afraid of water, some fires, and the name "Elbereth." They were virtually blind by usual standards, but possessed amazing senses of smell, etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamûl, the second to the Chief, had considerable fear of the light. Some of the others may have shared all or part of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called "Black Riders," and the Úlairi. *Read LotRI 328, 336; LotRII 61; LotRIII 43; UT 295, 310, 338-9, 341, 344-6, 352-3.* As Ringwraiths, *read LotRI 82; LotRII 129, 396; LotRIII 199, 275; UT 267, 283, 289, 296-7, 300, 302-3, 338-9, 342, 344, 347, 352;* as Black Riders, *read LotRI 112; LotRII 94; LotRIII 41; UT 340-2, 344-8, 352, 354;* as the Nine, *read UT 339, 346;* as Fell Riders, *read LotRIII 41, 43; read LotR passim.*

Neldoreth — (S.). The great beech-forest forming the northern part of Doriath; called Taur-na-Neldor in Treebeard's song in *LotRII*. *Read LotRI 260; LotRII 90; Sil 55, 91, 93, 95-6, 121, 165, 172, 198, 234.*

Nellas — Elf of Doriath, friend of Túrin in his boyhood; bore witness against Saeros in the trial of Túrin before Thingol. *Read UT 76, 83-4, 95-6.*

Nénar — (Q.). Name of a Star. *Read Sil 48.*

Nen Girth — (S. "Shuddering Water"). Name given to Dimrost (S. "the Rainy Stair"), the falls of Celebros in the Forest of Brethil. *Read Sil 220-2, 224; UT 123, 127, 129, 132, 135-6, 139, 141, 143, 145, 149.*

Nénimë — (Q.). Quenya name of the second month according to the Númenórean calendar, corresponding to February. Called Nínui in Sindarin. *Read UT 279.*

Nen Lalaith — (S.). Stream rising under Amon Dorthir in Ered Wethrin and flowing past Húrin's house in Dor-lómin. *Read UT 58-9, 68.* See Lalaith.

Nenning — River in West Beleriand, reaching the sea at the Haven of Eglarest. *Read Sil 120, 196, 211; UT 53.*

Nenuial — (S. "Lake of Twilight"). Located between the arms of the Hills of Evendim (Emyn Uial) north of the Shire, in Eriador, where the river Baranduin rose, and beside which the city of Annúminas was built. *Read Sil 291; UT 234-5.* Translated Evendim, *read LotRI 320; LotRIII 337; UT 214, 234.*

Nenya — One of the Three Rings of the Elves, the Ring of Water, borne by Galadriel; also called the White Ring, (*read UT 237, 339*) and the Ring of Adamant, (*read LotRI 472, 503; LotRIII 381; Sil 288, 298; UT 237, 251, 254*).

Nerdanel — (Q.). Called the Wise; daughter of Mahtan the smith, wife of Fëanor. *Read Sil 64, 66, 69.*

Nessa — (Q.). One of the Valier, the sister of Oromë and spouse of Tulkas. *Read Sil 25, 29, 36.*

Nessamelda — Fragrant evergreen tree with scarlet fruit brought to Númenor by the Eldar of Eressëa. The name perhaps means "beloved of Nessa," one of the Valier; also called vardarianna and yavannamirë ("Jewel of Yavanna"). *Read UT 167.*

Nevrast — (S.). The region west of Dor-lómin, beyond Ered Lomin, where Turgon dwelt before his departure to Gondolin. The name, meaning "Hither Shore," was originally that of all the northwestern coast of Middle-earth (the opposite being Haerast "the Far Shore," the coast of Aman). *Read Sil 114-15, 119, 125-6, 131, 196, 238, 244; UT 24-5, 30, 32-4, 46, 48-9, 51-3, 69, 148, 401.*

Nienna — (Q.). One of the Valier, numbered among the Aratar; Lady of pity and mourning, the sister of Mandos and Lórien. *Read Sil 25, 28-9, 31, 38, 65, 79, 98; UT 393.*

Nienor — ("Mourning"). The daughter of Húrin and Morwen and sister of Túrin; spell-bound by Glaurung at Nargothrond and in ignorance of her past wedded Túrin in Brethil in her name Níniel; cast herself into the Teiglin. *Read Sil 199, 211, 214-15, 217-26; UT 73, 75, 77-8, 106-7, 109, 112-15, 117-27, 129, 131-2, 136-46, 149. Read UT 73, 115, 138.*

Nimbrethil — (S.). Birch-woods in Arvernien in the south of Beleriand. Cf. Bilbo's song at Rivendell: "He built a boat of timber felled in Nimbrethil to journey in..." (*LotRI 308*). *Read Sil 246.*

Nimloth [1] — (S.). The White Tree of Númenor, of which a fruit taken by Isildur before it was felled grew into the White Tree of Minas Ithil. Nimloth "White Blossom" is the Sindarin form of Quenya Ninquelótë, one of the names of Telperion. *Read LotRIII 308; Sil 38, 59, 263, 268-9, 272-3, 276, 291; UT 223, 266.*

Nimloth [2] — (S.). Elf of Doriath who wedded Dior Thingol's Heir; mother of Elwing; slain in Menegroth in the attack by the sons of Fëanor. *Read Sil 234-6; UT 233, 266.*

Nimphelos — (S.). The great pearl given by Thingol to the lord of the Dwarves of Belegost. *Read Sil 92.*



Nimrodel — (“Lady of the White Grotto”). A beautiful Silvan Elf of Lórien, beloved of Amroth, who dwelt beside the falls of Nimrodel until she went south and was lost in Ered Nimrais. *Read UT 240-3, 246, 248, 255, 257, 261, 316.* Also a mountain stream falling into the Celebrant, named after Nimrodel the Elf who dwelt beside it. *Read LotRI 439-42; LotRIII 119, 181; UT 241, 246, 343.*

Nindalf — (W. “Wetwang”). The great marsh south of the Eryn Muil and east of the Anduin. It is fed by local runoff and the flows from the river Onodló (W. “Entwash”). *Read LotRI 483.*

Nindamos — Chief settlement of the fishermen on the southern coast of Númenor, at the mouths of Siril. *Read UT 168.*

Nine Walkers — Pitted against the Nine Black Riders: the Fellowship of the Ring. *Read LotRI 359; LotRII 355; UT 256, 345, 395.*

Nin-in-Eilph — (“Waterlands of the Swans”). The great fens of the lower reaches of the river called in its upper course Glanduin. *Read UT 265.* Translated Swanfleet *Read UT 262, 265.*

Niphredil — A white flower that bloomed in Doriath in starlight when Lúthien was born. It grew also on Cerin Amroth in Lothlórien. *Read LotRI 454-5; Sil 91.*

Nirnaeth Arnoediad — (S. “Tears Unnumbered”). The name given to the ruinous fifth battle in the wars of Beleriand. *Read Sil 138, 192, 195, 198, 207, 209, 238, 240-1; UT 17-18, 20-2, 49, 51, 53-4, 56, 58, 65-6, 85, 128, 145-7, 156, 160, 247.*

Nísimaldar — (“Fragrant Trees”). Land about the Haven of Eldalondë in western Númenor. *Read UT 167.*

Nísinen — Lake in the river Nunduinë in western Númenor. *Read UT 168.*

Nivrim — (S.). That part of Doriath that lay on the west bank of Sirion. *Read Sil 122.*

Nogrod — (S. “Hollow Dwelling”). One of the two cities of the Dwarves in the Blue Mountains; translation into Sindarin of Dwarvish Tumunzahar. Westron Translation: Hollowbold (Early English “bold,” noun related to the verb “to build”). *Read Sil 91-2, 94, 113, 133-4, 177, 189, 204, 231-3, 235; UT 75, 235, 252.*

Noirinan — Valley at the southern feet of the Meneltarma at the head of which were the tombs of the Kings and Queens of Númenor. *Read UT 166, 168.* Translated Valley of the Tombs, *read UT 166, 169.*

Noldolantë — (Q. “The Fall of the Noldor”). A lament made by Maglor son of Fëanor. *Read Sil 87.*

Noldor — (Q.). The Deep Elves, the second host of the Eldar on the westward journey from Cuiviënen, led by Finwë. The name (Quenya Noldo, Sindarin Golodh) meant “the Wise” (but wise in the sense of possessing knowledge, not in the sense of possessing sagacity, sound judgement). For the language of the Noldor, see Quenya. *Read esp. LotRII 259; Sil 39, 53, 60, 62-3, 117, 287; read also UT 18, 21-2, 25-6, 28-9, 31-2, 33-5, 42-5, 47, 51-3, 55, 57-8, 92, 103, 156, 170, 190, 229-36, 243, 247-9, 254, 256-8, 266, 286.* Called the Loremasters, *read UT 254.* For High King of the Noldor, *read UT 18;* Gate of the Noldor, see Annon-in-Gelydh; High Speech of the Noldor, see Quenya; Lady of the Noldor, see Galadriel; Lamps of the Noldor, *read UT 22, 51,* and see Fëanor. Adjective Noldorin, *read UT 51, 235, 244, 257, 259.*

Nóm, Nómin — (“Wisdom” and “the Wise”). The names that the Men of Bëor’s following gave to Finrod and his people in their own tongue. *Read Sil 141.*

North Cape — The end of the Forostar, the northern promontory of Númenor. *Read UT 166.*

North Downs — Hills of Eriador north of the Shire, where was built the Númenórean city of Fornost. *Read LotRI 319; LotRIII 337; Sil 291; UT 214.*

Northmen — Also called the Northrons. A group of tall, strong, fair, and hairy mannish folk. They are the “Middlemen,” a group culturally and physically closer to the Elves than those labeled “common,” but nonetheless distinct from the “High Men” or Edain. Branches of the Northmen include: the Wood-men, the Plains-men or Gramuz, the Lake-men, the Éotheod, the Beornings, the Nenedain, and the Estaravi in Angmar. *Read UT 288-90, 295-7, 310-13.* With reference to the Rohirrim, *read UT 372.* For Free Men of the North, *read UT 258.*

Núath, Woods of — Woods extending westwards from the upper waters of the river Narog. *Read UT 36, 53.*

Númendil — Seventeenth Lord of Andúnië. *Read UT 223.*

Númenor — (S. “West-land,” or “Westernesse;” Q. “Númenóre”). The large, fertile island continent located in the middle of the Great Sea (S. “Belegaer”) from its creation at the beginning of the Second Age until its destruction in S.A. 3319. The westernmost home of mortal Men, Númenor was often called Andor (S. “Land of the Gift”), for it was a reward for the Edain’s aid in the struggle against Morgoth during the First Age. From S.A. 32 until its Downfall (A. “Akallabêth”), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúadan race that later dominated western Endor. Called also Anadûnë and Yôzâyan in Adûnaic, Elenna in Quenya (“Starwards”), a name from the guidance of the Edain by Eärendil on their voyage to Númenor after its creation; *read Sil 261, 279, 281.* Elenna-nórë (Q. “The Land Named Starwards”) is a fuller form of Elenna. Other epithets include the Great Isle (*read UT 386*), Isle of Kings (*read UT 199*), Isle of Westernesse (*read UT 183*), the Land of the Star (*read Sil 274, 276;* as a translation of Elenna-nórë in the Oath of Cirion, *read UT 305*). After its downfall known as Akallabêth, Atalantë, and Mar-nu-Falmar. *Read LotRI 23, 29, 83; LotRII 20, 258; LotRIII 35; Sil 59, 148, 260-72, 276-81, 286, 289-93, 296, 302; UT 52, 56, Part 2 I-III passim, 236, 239, 247, 262-3, 265, 272, 276, 279-80, 284, 287-8, 316-17, 385-6, 398, 400, 403, 414.*

Númenóreans — The Men of Númenor, called also Dúnedain (the following references include Númenórean used as an adjective). *Read LotRI 29, 83, 201, 320, 338, 518; LotRII 202, 338, 355, 362; LotRIII 215; Sil 30, 261-71, 273-4, 276-80, 286, 289-94, 296-8, 300, 303-4; UT Part 2 I-III passim (read especially 206-7, 224-5), 236, 239, 247-8, 253, 255, 258, 261-5, 273, 278-9, 283, 285-8, 314, 369, 383-4, 386, 398-9, 401, 404, 409.* For Kings of Men, *read LotRI 182; LotRII 258; LotRIII 101; UT 27, 200, 259, 303;* for Men of the Sea, *read LotRII 100, 113; UT 170, 263;* and see Dúnedain. For Númenórean Tongue/Speech, see Adûnaic.

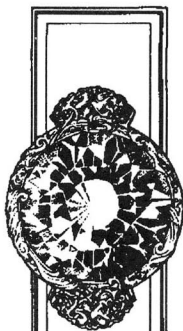
Númerámar — (“West-wings”). The ship of Vëantur in which Aldarion made his first voyage to Middle-earth. *Read UT 175.*

Nunduinë — River in the west of Númenor, flowing into the sea at Eldalonde. *Read UT 168.*

Núneth — Mother of Erengis. *Read UT 183, 186, 190-1, 193, 198.*

Núnnen — (“Sad Water”). The inland sea in the south of Mordor. *Read LotRII 308; LotRIII 246, 305; UT 398.*

Nurtalë Valinóreva — (Q. “The Hiding of Valinor”). Witnessing Morgoth’s attack on Tilion, the Maia who guided the moon along its course, the Valar raised the Pelóri to fortify Valinor against assault and filled the seas with shadowy enchantments to prevent mariners from reaching the West. *Read Sil 102.*



O

Ohtar — (“Warrior”). The esquire of Isildur, who brought the shards of Elendil’s sword Narsil to Imladris. (On the name Ohtar, read *UT* 282). Read *LotRI* 320; *Sil* 295; *UT* 272-5, 282.

Oiolairë — (“Ever-summer”). An evergreen tree brought to Númenor by the Eldar of Eressëa, from which was cut the Bough of Return set upon the Númenórean ships (Corollairë, the Green Mound of the Trees in Valinor, was also called Coron Oiolairë. Read *UT* 167, 179, 187-8, 192, 205, 215. For Bough of Return, read *UT* 179-80, 192.

Oiolossë — (Q. “Ever-snow-white”). The most common name among the Eldar for Taniquetil (the Mountain of Manwë in Aman), rendered into Sindarin as Amon Uilos; but according to the Valaquenta it was “the uttermost tower of Taniquetil.” Read *Sil* 26, 37; *UT* 55.

Oiomúré — (Q.). A region of mists near to the Helcaraxë. Read *Sil* 80.

Old Company — Name given to the original members of Túrin’s band in Dor-Cúarthol. Read *UT* 153.

Old Ford — Ford over Anduin on the Old Forest Road. Read *UT* 281. See Ford of Carrock.

Old Forest — (S. “Taur Iaur”). The Old Forest lies in the northwestern corner of Cardolan, between the Barrow-downs (S. “Tyrn Gorthad”) and the river Baranduin. The home of Tom Bombadil, it is a remnant of the ancient wood that once covered much of northwestern Endor. Read *LotRI* 45, 156; *LotRII* 89, 94; *LotRIII* #40, 342; *UT* 348.

Old Took — Gerontius Took, Hobbit of the Shire, grandfather of Bilbo Baggins and great-great-grandfather of Peregrin Took. Read *UT* 332.

Orodruin



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.” Oromë (Araw) is the Vala closest to the Olvar. Trees are the greatest of the Olvar. Read *Sil* 45-6.

Olwë — (Q.). Leader together with his brother Elwë (Thingol) of the hosts of the Teleri on the westward journey from Cuiviënen; lord of the Teleri of Alqualondë in Aman. Read *Sil* 53-5, 58, 60-2, 86-8, 94, 111, 127; *UT* 229, 232-4.

Ondoher — Thirty-first King of Gondor, slain in battle with the Wainriders in T.A. 1944. Read *UT* 291-5.

Ondosto — A place in the Forostar (Northlands) of Númenor, probably particularly associated with the stone-quarries of the region (Quenya *ondo* “stone”). Read *UT* 169.

Orchaldor — Númenórean, husband of Ailinel the sister of Tar-Aldarion; father of Soronto. Read *UT* 173.

Orcs — Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the “foul life.” Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common Orcs which average about four to five feet in height and sport grotesque, fanged faces; and the greater Orcs or Uruk-hai, who reach heights of six feet and have more “human” features. All are heavy of build and have long, thin arms and thick hides.

Bred as laborers and warriors, Orcs respect little but brute force, and are most potent when serving under a “focused will.” They are without exception cannibalistic, bloodthirsty, and cruel, and care little for social organization. Generally, smaller tribal/clanal units are the norm, based on a strong leader; each employs its own dialect. Most are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make anything unassociated with fighting.

Lesser Orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater Orcs are most carefully bred and can operate in the daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the Uruk-hai are products of Saruman’s White Hand, and were first spawned from Orcs and Men. It appears, however, that they first arose in Mordor, and that their lineages have nothing to do with the Secondborn. While the lesser Orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms. Read *LotRI* 26, 83, 505; *LotRII* 17, 33, 48, 59, 69; *LotRIII* 87, 115; *Sil* 50, 94; *UT* 357-8, 385.

Orfalch Echor — (S.). The great ravine through the Encircling Mountains by which Gondolin was approached; also simple the Orfalch. Read *Sil* 239; *UT* 46-9, 316.

Orleg — A man of Túrin’s outlaw-band, slain by Orcs on the road to Nargothrond. Read *UT* 91-2.

Ormal — (Q.). One of the lamps of the Valar made by Aulë. Ormal stood in the south of Middle-earth. Read *Sil* 35-6.

Orocarni — (Q. “Red Mountains;” S. “Ered Caran”). Mountain range in northeastern Endor. The Elven birthplace of Cuiviënen was set in the foothills of these peaks. In the early days of Arda, before the changes, these peaks comprised the northern range of the three mountain chains in the East. Read *Sil* 49.

P

Orodreth — (Q.). The second son of Finarfin; warden of the tower of Minas Tirith on Tol Sirion; King of Nargothrond after the death of Finrod his brother; father of Finduilas; slain in the Battle of Tumhalad. *Read* *Sil* 61, 83, 120, 155-6, 170, 173, 176, 188, 209-12, 216; *UT* 54, 110, 149, 153, 155, 157-60, 162, 255. As Lord of Narog, *read* *UT* 153.

Orodruin — (“Mountain of Blazing Fire”). The volcano in Mordor in which Sauron forged the Ruling Ring. It was given the name Amon Amarth (S. “Mount Doom”) when its fires awoke again after Sauron’s return from Númenor. *Read* *LotRI* 94-5, 318; *LotRII* 230, 319, 368; *LotRIII* 98, 214, 266; *Sil* 288, 292-5; *UT* 280, 283, 409. For Amon Amarth, *read* *LotRI* 322, 367; *LotRII* 292; *LotRIII* 214, 268; *Sil* 293, 304.

Oromë — (Q. “Horn-blowing,” “Sound of Horns”). A Vala, one of the Aratar; the great hunter, leader of the Elves from Cuiviénen, spouse of Vána. Called Araw, Aldaron (Q. “Lord of Trees”), and Tauron (S. “the Forester,” “Lord of Forests”). *Read* *LotRIII* 138; *Sil* 25, 29, 36, 41, 47, 49-50, 52-4, 57, 60, 62, 72-4, 76, 83, 93, 95, 99, 153, 172, 185; *UT* 183, 187, 393-4.

Oromët — A hill near the haven of Andúnië in the west of Númenor, on which was built the tower of Tar-Minastir. *Read* *Sil* 269; *UT* 220.

Oropher — King of the Silvan Elves in Greenwood the Great; slain in the War of the Last Alliance; father of Thranduil. *Read* *UT* 258-9, 280-1.

Orrostar — (“Eastlands”). The eastern promontory of Númenor. *Read* *UT* 165, 169.

Orthanc — (“Forked Height”). The Númenórean tower in the Circle of Isengard, afterwards the abode of Saruman. *Read* *LotRI* 337; *LotRII* 46, 204; *LotRIII* 116; *Sil* 291-2, 300; *UT* 276, 306, 314, 339, 346, 352, 354, 371-3, 400, 404, 406. For Orthanc-stone/Stone of Orthanc/the palantír of Orthanc, *read* *UT* 276, 403-5, 407-10, 413-14.

Osgiliath — (S. “Fortress [or “Citadel”] of the Stars”). Originally founded as the capital of Gondor, Osgiliath is situated on both sides of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith. *Read* *LotRI* 321; *LotRII* 22; *LotRIII* 23; *Sil* 291-3, 297; *UT* 271, 278-9, 285, 301, 338, 344, 353, 369, 401-2. For Stone of Osgiliath (the palantír), *read* *UT* 408-9, 411.

Ossë — (Q.). Maia of the Sea, vassal of Ulmo, with whom he entered the waters of Arda; lover and instructor of the Teleri. *Read* *Sil* 30, 40, 57-9, 61, 87, 119, 196, 260; *UT* 30, 32, 53, 156, 178-9, 181, 214.

Ossiriand — (S. “Land of Seven Rivers”). The land of the Green-elves. The seven rivers referred to in its name being Gelion and its tributaries flowing down from the Blue Mountains. Cf. Treebeard’s song in *LotRII* 90. “I wandered in Summer in the elm-woods of Ossiriand. Ah! the light and the music in the Summer by the Seven Rivers of Ossir!” See also Lindon. *Read* *Sil* 94, 96, 113, 121-4, 140, 142-3, 151, 153, 188, 195, 234-6, 285-6; *UT* 77, 234, 256, 383.

Ostelor — Located near Mirëdor, at the mouth of the Sir Celiant, it is the principal city in Drel. Ostelor’s two ports open onto the Bay of Drel.

Ost-in-Edhil — (S. “Fortress of the Eldar”). Capitol city and citadel of the Elves in Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron’s armies. Oropher and Thranduil briefly resided there during the Second Age. *Read* *Sil* 286-7; *UT* 236.

Ostohor — Seventh King of Gondor. *Read* *UT* 319.

Palantír — (Q. “Far Seer;” pl. “Palantíri”). Seven spheres of “seeing” located in strategic sites in Arnor and Gondor, the two kingdoms of the Dúnedain, during the late Second Age. Originally made by the Noldo Fëanor in Aman and placed in Númenor, they were later brought to Middle-earth by Elendil and the “Faithful.” The main palantír was placed in the Dome of the Stars in Gondor’s capital: Osgiliath. Among the others, at least one possessed “a greater power” than the norm; it was located in Arnor within the great Tower of Amon Sûl (on Weathertop). This latter sphere, together with another from Annúminas (the old capital of Arnor), was lost in the shipwreck of Arvedui in the middle of the Third Age. The other “Northern Stone” was located in the Tower Hills; the “Southern Stones” were placed at Osgiliath, Orthanc, Minas Anor (renamed Minas Tirith), and Minas Ithil (renamed Minas Morgul). The spheres varied in size and coloration. Each enabled the user, to varying degrees, to view far away places and communicate with other willing users of the Stones. Also called “Stones” or the “Seeing Stones.” *Read* *LotRII* 254, 258-9, 383; *LotRIII* 189, 321; *Sil* 276, 291-2; *UT* 276, 301, 306, 354, 401, 403-15; in *Part 4 III*, frequently referred to as the Stone(s).

Palarran — (“Far-Wanderer”). A great ship built by Tar-Aldarion. *Read* *UT* 178-9, 187-8, 212, 401.

Parth Galen — (S. “Green Sward”). A grassy place on the northern slopes of Amon Hen by the shore of Nen Hithoel. *Read* *LotRI* 511, 524; *LotRII* 18; *LotRIII* 53, 288; *UT* 405.

Paths of the Dead — The underground tunnel-road (and surrounding complex) running beneath the White Mountains and connecting Dunharrow (in Calenardhon/Rohan) to the upper Morthond valley in Lamedon. It is haunted by the Dead, warriors of a cursed army cast in the shadow-world after they broke their Oath to serve Gondor in the war against Sauron during the Second Age. *Read* *LotRIII* 56.

Pel — Reaches situated south of the Yellow Mountains and east of Drel, in southwestern Middle-earth. Like Drel, Pel is located near the cape called Metharn (Hyarnúmente). A warm, humid land, it contains the forests of Tathom and Taur Galen. The region is named for the four Apsyan tribes that occupy the area.

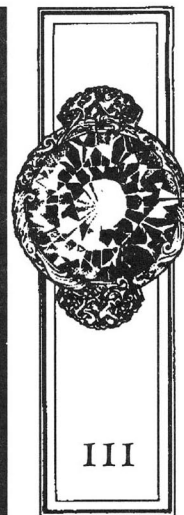
Pelargir — (S. “Garth of Royal Ships”). Great port city on the Anduin. Founded by the Faithful of Númenor in S.A. 2350, it is the oldest city in Gondor. Pelargir is the capital of Lebennin and serves as the home for the Royal Fleet. It is also the center of the urban district that bears its name. *Read* *LotRIII* 74; *Sil* 267; *UT* 264-5, 291, 402.

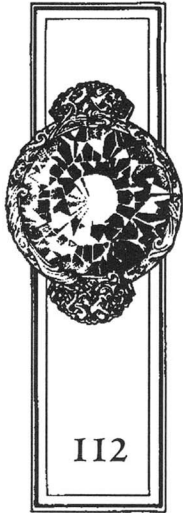
Pelendur — Steward of Gondor. *Read* *UT* 413.

Pelennor (Fields) — (S. “Fenced Land,” “Enclosed Lands”). The “townlands” of Minas Tirith, guarded by the wall of Rammas Echor, on which was fought the greatest battle of the War of the Ring. The 96,000 acre area was about fifteen miles in diameter. Pelennor consists mostly of rolling pastures and farmland. *Read* *LotRIII* 22; *UT* 290, 326, 366, 369.

Pelóri — (Q. “The fencing or defensive heights”). Called also the Mountains of Aman and the Mountains of Defense, raised by the Valar after the destruction of their dwelling on Almaren; ranging in a crescent from north to south, close to the eastern shores of Aman. *Read* *Sil* 37, 39, 47, 57, 59, 73-4, 80, 100-2, 174; *UT* 36.

Peregrin Took — Hobbit of the Shire, one of the Fellowship of the Ring. *Read* *LotR* *passim*; *UT* 287, 310, 321, 329, 331, 368, 405-6, 410, 413. Called Pippin, *read* *UT* 287, 314.





Petty-dwarves — (“Noegyth Nibin”). A lesser branch of the Khazād banished from the great Dwarven cities of the East in the Elder Days. Also called Nibin-noeg, pl. Nibin-nogrim. *Read Sil 204, 230; UT 100, 148, 150.* For Bar-en-Nibin-noeg, *read UT 100*; for Moors of the Nibin-noeg, *read UT 148.*

Poros — River flowing down from the Ephel Dúath to join Anduin above its delta. *Read UT 295.* See Fords of the Poros.

Prophecy of the North — The Doom of the Noldor, uttered by Mandos on the coast of Araman. *Read Sil 87.*

Púkel-men — Name in Rohan for the images on the road to Dunharrow, but also used as a general equivalent to Drúedain, *q.v. read LotRIII 80; UT 263, 383-5, 387.* See Drúwaith Iaur.

Q

Quendi — (Q. “Those that speak with voices”). Original Elvish name for Elves (of every kind, including the Avari). *Read Sil 41, 49-52, 55, 59, 68, 70, 99, 105, 141; UT 225.*

Quenta Silmarillion — (Q. “The History of the Silmarils”). The story of the creation of the Silmarils by Fëanor, the rebellion of the Noldo Elf and his people against the Valar, the Elves’ banishment from Valinor and their return to Middle-earth, and their struggle against the Great Enemy. *Read Sil 286.*

Quenya — (Q.). The ancient tongue, common to all Elves, in the form that it took in Valinor; brought to Middle-earth by the Noldorin exiles, but abandoned by them as a daily speech (save in Gondolin, *read UT 55*), especially after the edict of King Thingol against its use; *read esp. Sil 113, 129.* Not named as such in *The Silmarillion*, but referred to as Eldarin, *read Sil 28, 262, 281; High Eldarin, read Sil 261-2; High-elven, read Sil 217, 267; the tongue of Valinor, read Sil 113; the speech of the Elves of Valinor, read Sil 125; the tongue of the Noldor, read Sil 129, 133; the High Speech of the West/ the Noldor, read Sil 129; UT 44, 55. Read UT 55, 216, 218, 221-2, 253, 255, 265-7, 282, 305, 317-18, 385, 388, 396, 399-401.* As High-elven, *read UT 112, 216, 218, 266, 396-7.*

R

R. — Abbreviation for Rohirric, the language of the Rohirrim. It is descended from the ancient Foradanin speech of Rhovanion and northern Eriador.

Radagast — One of the Istari (Wizards). His Quenya name, Aiwendil, means “Lover of Birds.” *Read LotRI 336-8; Sil 300, 302; UT 352, 389-90, 392-4, 401.*

Radhruin — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

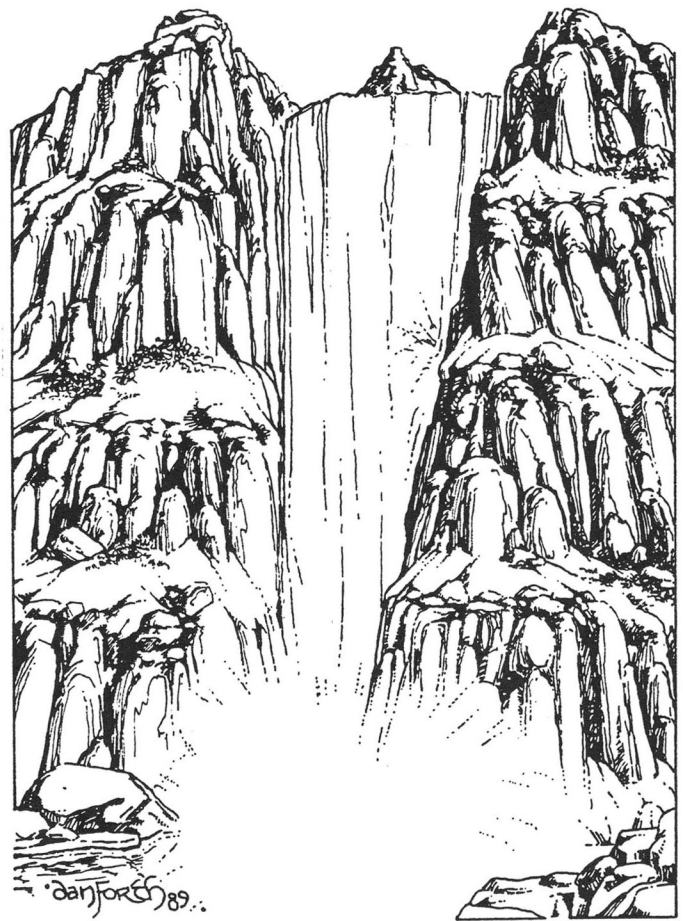
Ragnir — A blind servant of Húrin’s house in Dor-lómin. *Read UT 71.*

Ragnor — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Raj — (Ap. “Paradise”). The fertile and relatively forgiving hill country surrounding the Rijesha river valley. Raj is the cultural and economic center of Far Harad.

Rammas Echor — (S. “Great Wall of the Outer Circle”). Originally called the Noeg Echor (S. “Encircling Dike”), the Rammas Echor is a massive wall system that surrounds the Pelennor Fields. It first consisted of a high earthen embankment encircled by a broad, deep ditch. Later, following T.A. 2951, a formidable wall surmounts the embankment. *Read LotRIII 23.*

Rána — (“The Wanderer”). A name of the Moon among the Noldor. *Read Sil 99; UT 242.*



Ranga — Númenórean measure, a full pace, slightly longer than a yard. *Read UT 285-6.*

Rangers — The Dúnedain of the North after the end of the North Kingdom, secret guardians of Eriador. *Read LotRI 205; LotRIII 59, 150; UT 341, 347, 398.* Also refers to the rangers of Ithilien, *read LotRII 338.*

Rath Dínen — “The Silent Street” in Minas Tirith. *Read UT 255.*

Rauros — (S. “Roaring Spray”). The great falls in the river Anduin. *Read LotRI 476; LotRII 20; LotRIII 34; Sil 297.*

Red Arrow — The “war-arrow” sent from Gondor to Rohan as a token of the need of Minas Tirith. *Read UT 364, 411.*

Red Eye — Another name for the “Lidless Eye,” the emblem of Sauron. *Read UT 282.*

Redway — (S. “Men Caran”). The Redway is named for the reddish paving stones that cover its surface. Beginning at the Sarn Ford on the Baranduin, it runs southeastward across western Cardolan and joins the Old North Road (Greenway) at Metraith (Thalion).

Region — The dense forest forming the southern part of Doriath. *Read Sil 55, 93, 96-7, 121, 132, 233-4; UT 114.*

Reir — Mountain to the north of Lake Helevorn, where rose the greater of the two tributary branches of Gelion. *Read Sil 112, 123-4, 153.*

Rh. — Abbreviation for “Rhovaic,” the ancient speech of the Men of Rhovanion. It is more properly called “Eastern Foradanin.” Rohirric and other Northman tongues derive from this language.

Rhosgobel — The dwelling of Radagast at the edge of Mirkwood near the Carrock. (The name is stated to mean “russet-town” or more literally “russet-enclosure.”) *Read LotRI 336, 354; UT 401.*

Rhovanion — (S. “Wilderland;” lit. “Wild Place”). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. “Ered Mithrin”), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. “Carnen”). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion. *Read Sil 291; UT 244, 288-92, 299, 311-12.* For King of Rhovanion, Vidugavia, *read UT 311.*

Rhudaur — (S. “East Wood;” D. “Place of Roaring Red-gold”). Easternmost of the three sections of Arnor, Rhudaur was the wildest, most rugged, and least populated region in the North Kingdom. The territory lay between the Misty Mountains, the Ettenmoors, and the Weather Hills. When Arnor was sundered in T.A. 861, Rhudaur became an independent realm. Its sparse Dúnadan aristocracy lost control of the kingdom in T.A. 1349, and during the following year Rhudaur went to war with Cardolan and Arthedain. Although a distinct state until T.A. 1409, it was a subject-state of the Witch-king of Angmar for the last sixty years of its existence. *Read Sil 291; UT 354.*

Rhûn — (“East”). Used generally of the lands of the further East of Middle-earth, esp. the territories east of the Sea of Rhûn and the easternmost peak of the Ered Lithui. *Read LotRI 325; LotRIII 29, 280; UT 398.* For Sea of Rhûn, *read UT 272, 290, 292, 296.*

Rían — Daughter of Belegund (nephew of Barahir, the father of Beren); wife of Huor and mother of Tuor; after Huor’s death died of grief on the Haudh-en-Ndengin. *Read Sil 148, 155, 161, 198, 238; UT 17, 57-8, 68, 215.*

Riders — See Éothéod. As Riders of Rohan, see Rohirrim. As Black Riders, see Nazgûl.

Rijesha — (Ap. “River”). Chief river in southwestern Harad. Most of the waters of the Raj drain into the Rijesha, which in turn spills into the great Bay of Tulwang (at Bozisha-Dar).

Ringarë — Quenya name for the twelfth month according to the Númenórean calendar, corresponding to December. Girithron is the Sindarin name.

Ringil — The sword of Fingolfin. *Read Sil 153-4.*

Ringló — River in Gondor, joining the Morthond north-east of Dol Amroth. (It is stated that the Ringló “drew its first waters from a high snowfield that fed an icy tarn in the mountains. If this at seasons of snow-melting spread into a shallow-lake it would account for the name, another of the many that refer to a river’s source.” (For the account of Gwathló, *read UT 263.*) *Read UT 247, 316.*

Rings of Power — The enchanted rings forged in the Second Age by the Noldo Elves of Ost-in-Edhil with Annatar’s help. *See Sil 287-8, 300-2; UT 237, 349, 351-2, 354, 405, 413.* The One Ring, Great Ring, or Ruling Ring: *read Sil 267, 280, 287-9, 292, 294-5, 298-9, 301-4; UT 229, 231, 237, 251, 253-4, 273-7, 283, 329-30, 337-40, 342-8, 352-4, 387, 405-6, 413.* As Gollum’s Ring, *read UT 349;* and as the Ring of Isildur, *read UT 406.* Three Rings of the Elves: *read Sil 288, 298-9, 304; UT 237-8, 251, 254, 274, 392* (see also Narya, the Ring of Fire, Nenya, the Ring of Adamant, and Vilya, the Ring of Sapphire). Seven Rings of the Dwarves: *read Sil 288-9, 299, 302; UT 238.* For the last of the Seven, *read UT 321, 324, 328, 336.* Nine Rings of Men: *read Sil 267, 288-9, 299, 302; UT 238, 338, 343.* Fellowship of the Ring: *read UT 246, 345, 405.* War of the Ring: *read UT 245, 248, 257, 260, 262, 276, 281, 283-4, 315-16, 329, 338, 354, 366, 371, 383, 400, 403, 405, 411-12.* The Ringbearer: *read UT 329-30.*

Ringwil — The stream that flowed into the river Narog at Nargothrond. *Read Sil 122.*

Rivil — Stream falling northwards from Dorthonion and flowing into Sirion in the Fen of Serech. *Read Sil 191, 194; UT 66.* See also Rivil’s Well, *read Sil 163.*

Roads — In Beleriand in the Elder Days: (i) The highway from Tol Sirion to Nargothrond by the Crossings of Teiglin, *read UT 38-9, 54, 91-2, 130, 149;* called the Old South Road, *read UT 96.* (ii) The East Road, from Mount Taras in the West, crossing Sirion at the Brithiach and Aros at the Arossiach, perhaps leading to Himring, *read UT 41, 54.* (iii) See Dwarf-road.

East of the Blue Mountains: (i) The great Númenórean road linking the Two Kingdoms, by Tharbad and the Fords of Isen; called the North-South Road, (*read UT 264, 314*), and (east of the Fords of Isen) the West Road, (*read UT 300*); also the Great Road (*read UT 306*), the Royal Road, (*read UT 369-70*), the horseroad (*read UT 358*), the Greenway (*q.v. read UT 348*); other references, *read UT 271, 278, 300, 302, 314, 340, 363, 366.* (ii) The branch road from the Great Road going to the Hornburg, *read UT 358, 363* (see Deeping-road). (iii) The road from Isengard to the Fords of Isen, *read UT 361, 365, 372.* (iv) The Númenórean road from the Grey Havens of Rivendell, traversing the Shire; called the East-West Road, (*read UT 252, 278*), the East Road, (*read LotRI 153; LotRIII 339; UT 341*); other references, *read UT 271, 332, 335.* (v) The road descending from the Pass of Imladris, crossing Anduin at the Old Ford, and traversing Mirkwood; called the Old Forest Road, (*read UT 281, 344, 401*), the Forest Road, (*read UT 281-2*), and Men-i-Naugrim, the Dwarf-road. (vi) Númenórean roads east of Anduin including the road through Ithilien, *read UT 294, 312;* called the North Road, *read UT 293-4;* roads east and north from the Morannon, *read UT 312.*

Rochallor — The horse of Fingolfin. *Read Sil 153.*

Rochon Methestel — (“Rider of the Last Hope”). The name of a song made concerning Borondir Udalraph. *Read UT 313.*

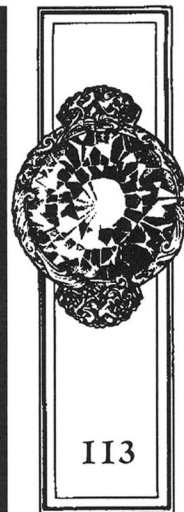
Rohan — (S. “Horse-land,” “Rochand”). Calenardhon before T.A. 2510. Called The Mark or Riddermark, it is a fertile, grassy region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan’s chief town is Edoras. *Read LotRI 323; LotRII 23, 30, 38, 141; LotRIII 20, 94; Sil 297, 303; UT 55, 237, 255, 260, 286, 288, 306, 311, 313-15, 318-19, 331, 339-41, 346-7, 355, 360, 362, 364, 368-9, 371-3, 384, 387, 400, 411-12.* See also The Mark, Gap of Rohan, Rohirrim.

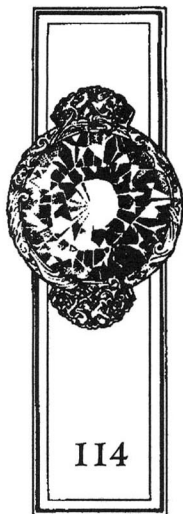
Rohirrim — (“The Horse-lords”). The semi-nomadic people inhabiting Rohan after T.A. 2510. *Read LotRI 343, 493; LotRII 27, 35, 40, 141, 212; LotRIII 22; Sil 297; UT 55, 278, 286, 288, 290, 294, 301, 306-7, 309-11, 315-19, 355, 358-9, 362, 366, 369-73, 382, 384, 387, 400.* For Riders of Rohan, *read LotRIII 25, 60-173 passim; UT 314-15, 356-7, 359-64, 366-9, 371, 373, 411.* Also called the Eorlings (“The people of Eorl”), *read UT 358.* See also Éothéod, Eorl.

Rómendacil I — Tarostar, eighth King of Gondor, who took the title of Rómendacil “East-victor” after his repulse of the first attacks on Gondor by Easterlings. *Read UT 308, 319.*

Rómendacil II — Minalcar, for many years Regent and afterwards nineteenth King of Gondor, who took the title of Rómendacil after his great defeat of the Easterlings in T.A. 1248. *Read UT 311.*

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.





Rómenna — (“Eastwards”). Great haven on the east coast of Númenor. *Read Sil* 268, 272-3, 275, 279; *UT* 165, 169, 174-5, 179-82, 186, 191-2, 195, 201, 212. For Firth of Rómenna, *read UT* 165, 174; for Bay of Rómenna, *read UT* 176.

Ró-molló — An island city located of the coast of northern Drel.

Rúmil — (Q.). A Noldorin sage of Tirion, first deviser of written characters; to him is attributed the Ainulindalë. *Read Sil* 63-4.

S

S. — Abbreviation for Sindarin (“Grey-elvish”).

Sackville-Baggins — Name of a family of Hobbits in the Shire. *Read UT* 347. Otho Sackville-Baggins, *read UT* 354; Lotho, *read UT* 354.

Sador — Serving-man of Húrin in Dor-lómin and friend of Túrin in his childhood, by whom he was called Labadal (“Hopafot”). *Read UT* 60-2, 64-5, 69, 71-3, 105-6, 108, 386; called Onefoot, *read UT* 105.

Saeros — Nandorin Elf, one of the chief counselors of Thingol in Doriath; insulted Túrin in Menegroth, and by him pursued to his death. *Read Sil* 199; *UT* 77, 79-84, 94, 147, 387.

Salmar — (Q.). A Maia who entered Arda with Ulmo; maker of Ulmo’s great horns, the Ulumúri. *Read Sil* 40.

Sam(wise) Gamgee — Hobbit of the Shire, one of the Fellowship of the Ring, and companion of Frodo in Mordor. *Read LotRI* *passim*; *UT* 148, 216, 284, 327. As Master Samwise, *read UT* 284-5.

Sarch nia Hîn Húrin — (S. “Grave of the Children of Húrin”). Brethil. *Read UT* 140.

Sarn Athrad — (S. “Ford of Stones”). Located where the Dwarf-road from Nogrod and Belegost crossed the river Gelion. *Read Sil* 92, 140, 232, 235; *UT* 235.

Sarn Ford — Partial translation of Sarn Athrad “Ford of Stones,” ford over the Baranduin at the extreme southern point of the Shire. *Read LotRI* 234; *LotRIII* 345, 356; *UT* 239, 241.

Sarn Gebir — (S. “Stone-spikes”). Name of rapids in Anduin above the Argonath, so called because of upright stake-like spikes of rock at their beginning. *Read UT* 292, 338, 343.

Saruman — (“Man of Skill”). One of the Istari (Wizards) and the head of their order. Also called Curunír (S. “The One of Cunning Devices”), Curumo in Quenya, Curunír Lân, Saruman the White, and the White Messenger. After T.A. 2758, he dwelt in the tower Orthanc. *Read LotRI* 78, 336-44; *LotRII* 21-232 *passim*, 233-42, 297-300, 322-25, 340, 367; *Sil* 300-3; *UT* 276-7, 315, 321, 323, 337-42, 346-52, 354-7, 360-7, 373, 387, 389-94, 399-401, 404-8, 412-13; as Sharkey, *read LotRIII* 351-74 *passim*.

Sauron — (“The Abhorred”). The Dark Lord, the Shadow, the Lord of the Rings. A Maia of Aulë who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age, he convinced the Noldor of Eregion to create rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power—the Three Rings of the Elves, the Seven of the Dwarf lords, and the Nine Rings of mankind. Both the Dwarves and Elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness—they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent.

Sauron was overthrown twice in the Second Age, first by the Númenóreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time he returned to power. His “body,” however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth—I) the Uruk-hai, or Great Orcs, and 2) the Olog-hai, or Black Trolls. Both were formidable fighting forces. *Read LotRI* 72, 291; *LotRII* 100; *LotRIII* 23, 117, 189; and *LotRI* *passim*; *Sil* 32, 47, 51, 141, 155-6, 162-4, 170-2, 174-6, 178, 267, 270-5, 277, 279-81, 285-304; *UT* 166, 188, 199, 206, 219-20, 222, 226, Part 2 IV *passim*, 271-3, 280-4, 290-1, 312-13, 321-2, 326, 330, 337-40, 342-6, 348, 352, 354, 373, 383, 386-91, 393, 395-9, 401, 403-8, 412. Called the Dark Lord, (*read LotRI* 81; *LotRII* 43; *LotRIII* 31; *UT* 231), the Dark Power, (*read LotRI* 79; *LotRIII* 157; *UT* 336), the Black One, (*read LotRII* 318). Also see Annatar, Artano, Aulëndil. For Sauron’s Isle, see Tol-in-Gaurhoth.

Second Age (S.A.) — The second recorded Age of Middle-earth. It began after the fall of Morgoth with the founding of the Grey Havens and Lindon. The Age ended in S.A. 3441, when Elendil and Gil-galad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and his Nazgûl passed into the shadows. *Read LotRI* 318.

Sederi — A Kiran people who reside in Mag. Tumag, Hyarn, Pel, and Mirëdor in southwestern Endor.

Serech — The great fen north of the Pass of Sirion, where the river Rivil flowed in from Dorthonion. *Read Sil* 107, 152, 163, 191, 193-4, 228; *UT* 69, 148.

Seregon — (S. “Blood of Stone”). A plant with deep red flowers that grew on Amon Rûdh. *Read Sil* 203, 206; *UT* 99, 148.

Serni — One of the rivers of Lebennin in Gondor. (The name is a derivative of Sindarin *sern* “small stone, pebble,” equivalent of Quenya *sarnië* “shingle, pebble-bank.” Although Serni was the shorter river, its name was continued to the sea after its confluence with the Gilrain. Its mouth was blocked with shingles, which in later times caused ships approaching the Anduin and heading for Pelargir to go by the eastern side of Tol Falas, then following the sea passage made by the Númenóreans through the Anduin delta. *Read UT* 243.

Shadowfax — The great horse of Rohan ridden by Gandalf in the War of the Ring. *Read LotRI* 344, 346; *LotRII* 46; *LotRIII* 20; *UT* 314, 341, 364, 405.

Shelflands — The coastal lands between the Mountains of the Wind and the Encircling Sea in southeastern Middle-earth. Includes Lochas Drus, Ka’ish, Arg-Símorig, and Ruiriik.

Shire — (Kd. “Sûza”). Located in southeastern Arthedain, along the old border with Cardolan, the Shire was a fertile, county-sized area covering over 18,000 square miles. In T.A. 1601, King Aregeleb II granted the region to the Hobbits (Kd. “Kuduk”) led by the brothers Blanco and Marcho of the Fallohide tribe. Within the next thirty years, the majority of all the three tribes of the Hobbits migrated into the Shire, where they set up their own semi-autonomous society. The Shire survived the downfall of Arthedain in T.A. 1974. Note that the adjacent Hobbit settlement of “Buckland” was actually in northwestern Cardolan and was not officially integrated into the Shire until early in the Fourth Age. *Read LotRI* 20, 43; *LotRII* 94; *LotRIII* 20, 342; *UT* 234, 252, 287, 322-5, 327-9, 331-5, 339-42, 344-50, 352, 354. For Shire Calendar/Reckoning, *read UT* 279, 284. For Shire-folk, *read UT* 323, 331, 333.

Sil. — Abbreviation for Silvan Elvish (“Bethteur”). (Note “Avarin.”)

Silmarien — Daughter of Tar-Elendil, the fourth King of Númenor; mother of the first lord of Andúnië (Valandil) and ancestress of Elendil and his sons Isildur and Anárion. *Read Sil 268; UT 171, 173, 208, 215, 219, 225, 277, 284.*

Silmarils — (Q.) The three jewels made by Fëanor before the destruction of the Two Trees of Valinor, and filled with their light; *read esp. Sil 67. Read LotRI 260, 309-10; LotRII 408, 418; Sil 39, 67-9, 71-2, 75, 78-83, 101, 104-5, 108, 111, 116, 127, 167-9, 173, 181-2, 184-6, 189, 199, 232-7, 244, 246-8, 250, 252-4; UT 52, 230, 233, 252.* See War of the Jewels.

Silvan Elves — Also called Woodland Elves, the Silvan Elves are Avari. The Eldar often equated them with the Nandor, Elves who journeyed westward but never passed over of the Misty Mountains (The Nandor remained in the vale of Anduin and in Greenwood the Great.) Generally speaking, the Silvan Elves include all of the Quendi who are not Eldar. They are also called Tawarwaith ("The Forest People") or Avari (Q. "Refusers"). *Read Sil 286, 298; UT 214, 240-1, 243, 245, 247-8, 256-60, 267, 272, 280.* For "Bethteur," the Silvan Elvish/Silvan Tongue, *read UT 241, 257, 259-60.*

Sindar — (S. "Grey Elves;" alt. "Elves of Twilight"). The name was applied to all the Elves of Telerin origin whom the returning Noldor found in Beleriand, save for the Green-elves of Ossiriand. The Noldor may have devised this name because the first Elves of this origin whom they met with were in the north, under the grey skies and mists about Lake Mithrim (see Mithrim); or perhaps because the Grey-elves were not of the Light (of Valinor) nor yet of the Dark (Avari), but were Elves of the Twilight, *read Sil 56.* But it was held to refer to Elwë's name Thingol (Quenya Sindacollo, Singollo, "Grey-cloak"), since he was acknowledged high king of all the land and its peoples. The Sindar called themselves Edhil, plural Edhel. *Read Sil 29, 37, 56, 91, 94-5, 104, 108, 113, 117-20, 124, 126, 128-9, 137, 143, 151, 156-7, 198, 204-5, 225, 234, 236, 238, 285; UT 48, 228, 236, 247, 252, 256-9.* As "Grey-elves," *read UT 17-19, 21, 34, 68, 93, 100, 103, 234, 248.*

Sindarin — The Elvish tongue of Beleriand, derived from the West-elvish speech (Eldarin) but greatly changed through long ages from Quenya of Valinor; acquired by the Noldor exiles in Beleriand (see *Sil 113, 129*). Called also the Grey-elven tongue, the tongue of the Elves of Beleriand, etc. *Read Sil 40, 59-60, 113, 118-19, 125, 129, 147, 155, 165, 204, 259, 261; UT 54-5, 76, 148, 215-16, 231, 243, 247, 253, 255, 257, 261, 263, 265-7, 279, 281-2, 287, 301, 306, 313, 317-19, 377, 385, 388, 392, 399-400.* In the sense "of the Sindar," *read UT 233, 240, 243-4, 252, 256, 258-60.* As Tongue of Beleriand, *read UT 44, 215;* as Grey-elven tongue, *read UT 146.*

Sirannon — (S. "Gatestream"). Stream running west out of the Misty Mountains just above Moria's West-gate. It joins the River Glanduin near the ancient Elven site of Ost-in-Edhil. A pool in the Sirannon guards the entry to Khazad-dûm, for it lies close to the door and is inhabited by the evil freshwater Kraken called the "Watcher in the Water." It has been said that the Watcher dammed the river. *Read LotRI 293, 392-3.*

Siril — The chief river of Númenor, flowing southwards from the Meneltarma. *Read UT 168.*

Sirion — The great river flowing from north to south and dividing West from East Beleriand. *Read Sil Passim; read esp. 51, 120, 122; UT 34-5, 38, 40-2, 54, 56, 78, 109, 114, 116, 120, 147.* Falls of Sirion, *read Sil 168, 231.* Fens of Sirion, *read Sil 168; UT 147.* Gates of Sirion, *read Sil 122.* Havens of Sirion, *read Sil 238, 246-7, 253;* see also Havens. Mouths of Sirion, *read Sil 57, 120, 157, 159, 196, 237, 244, 246; UT 20, 34, 51, 53, 121, 159-60, 378.* Pass(es) of Sirion, *read Sil 115, 120, 152, 160, 178, 192, 194, 212, 216; UT 18, 110, 160.* Springs of Sirion, *read UT 160.* Vale (Valley) of Sirion, *read Sil 545, 106, 115, 119, 125, 202, 215, 243; UT 28, 39, 43, 73, 96, 99, 109, 147-8.*

Smaug — The great Dragon of Erebor. In many references called the Dragon. *Read Hob 23-4, 212-31, 245-9; LotRI 303; LotRIII 327; UT 258, 321-4, 326, 328-30, 332-4.*

Snowbourne — River rising under the Starkhorn and flowing out down Harrowdale and past Edoras. *Read LotRIII 76; UT 367.*

Sons of Fëanor — See Maedhros, Maglor, Celegorm, Caranthir, Curufin, Amrod, Amras. Often referred to as a group, especially after the death of their father. *Read Sil 64, 69, 71, 83, 108-9, 112-13, 121, 123-4, 127-9, 131, 133-5, 150, 152-3, 169, 176, 184, 189-90, 192-3, 195, 236-7, 244, 247, 253.*

Sorontil — ("Eagle-horn"). A great height on the coast of the northern promontory of Númenor. *Read UT 167.*

Soronto — Númenórean, son of Tar-Aldarion's sister Ailinel and cousin of Tar-Ancalimë. *Read UT 173, 208-9, 211, 213, 220, 225-6.*

Soronúmë — (Q.) Name of a constellation. *Read Sil 48.*

South Downs — Hills in Eriador south of Bree. *Read UT 348.*

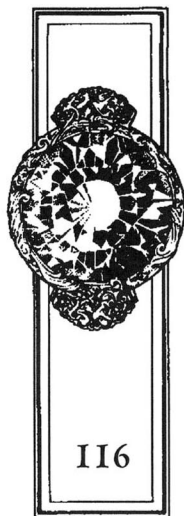
Southfarthing — One of the divisions of the Shire. *Read LotRI 28, 65; LotRII 208, 229; LotRIII 324; UT 341, 354.*

Southrons — Term used in Gondor, especially Lebennin, for Men from Harad or Umbar. *Read LotRII 338; LotRIII 113.*

Stewards of Gondor — The chief councillors to the royal Line of Anárion in Gondor. Mardil was the first of the Ruling Stewards, since he held office when King Eärnur rode away to war and never returned. Arandur, meaning "King's Servant," "Minister," is the Quenya term for the Stewards. *Read LotRIII 25; UT 297, 302-6, 308-9, 315, 317, 319, 371-2, 403-4, 406-9, 413.* For Book of the Stewards, *read UT 310.*

Stock — A village in the Shire, at the north end of the Marish. *Read UT 352.*





Stone of the Hapless — Memorial stone of Túrin and Nienor by Cabed Naeramarth in the river Teiglin. *Read Sil* 230.

Stonewain Valley — Valley in the Drúadan Forset at the eastern end of Ered Nimrais. (The name is a translation of Imrath Gondriach; imrath means “a long narrow valley with a road or watercourse running through it lengthwise.”) *Read UT* 319, 382.

Stoors — One of the three peoples into which the Hobbits were divided; the other two were Harfoots and Fallohides. *Read LotRI* 22; *UT* 287, 339, 345, 348, 353.

Straight Road, Straight Way — The path over the Sea into the Ancient or True West, on which the ships of the Elves might still sail after the Downfall of Númenor and the Changing of the World. *Read Sil* 281-2.

Strawheads — Contemptuous name among the Easterlings in Hithlum for the People of Hador. *Read LotRII* 180; *UT* 69.

Sudúri — (S. “Lond Gwathló;” Q. “Mistalondë”). Port town on the lower Gwathló, upstream from the ruins of Lond Daer. After the fall of Cardolan, Sudúri becomes the principal town in the Kingdom of (the) Saralainn.

Súlimë — (Q.). Quenya name of the third month according to the Númenórean calendar, corresponding to March. Called Gwaeron in Sindarin. *Read UT* 21, 297.

T

Talath Dirnen — (S. “The Guarded Plain”). Located north of Nargothrond. *Read Sil* 147, 168, 172, 205, 210, 212; *UT* 92.

Taniquelassë — (Q.). Fragrant evergreen tree brought to Númenor by the Eldar of Eressëa. *Read UT* 167.

Taniquetil — (Q. “High White Peak”). The highest of the mountains of the Pelóri and the highest mountain of Arda, upon whose summit are Ilmarin, the mansions of Manwë and Varda; also called Elerrina (“Crowned with Stars”), the White Mountain, the Holy Mountain, and the Mountain of Manwë, Oiolossë. *Read Sil* 26, 37, 40, 48, 50, 61-2, 74-6, 79, 83, 85, 110, 248, 278, 281; *UT* 30, 395.

Tar-Alcarin — (Q.). Seventeenth Ruler of Númenor. *Read UT* 222.

Tar-Aldarion — (Q.). Sixth Ruler of Númenor, the Mariner King; by the Guild of Venturers called the (Great) Captain. *Read UT* 168, 171, 173-206, 208-9, 212-17, 219-20, 224-5, 227, 236, 239, 253, 262-5, 284, 386, 401. See Anardil.

Tar-Amandil — (Q.). Third Ruler of Númenor, grandson of Elros Tar-Minyatur. *Read UT* 217, 219, 225.

Tar-Anárion — (Q.). Eighth Ruler of Númenor, son of Tar-Ancalimë and Hallacar of Hyarastorni. *Read UT* 211-12, 217, 220. For Daughters of Tar-Anárion, *read UT* 212, 220.

Tar-Ancalimë — (Q.). Seventh Ruler of Númenor and the first Ruling Queen, daughter of Tar-Aldarion and Erendis. In her youth she was called Emerwen Aranel (“Princess Shepherdess”). *Read UT* 190-5, 197-8, 202-4, 206-9, 211-12, 217, 219-20, 225. See Emerwen.

Tar-Ancalimon — (Q.). Fourteenth King of Númenor, in whose time the Númenóreans became divided into opposing parties. *Read Sil* 266; *UT* 169, 221, 224, 226.

Tar-Anducal — (Q.). Name taken as Ruler of by Herucalmo, who usurped the throne on the death of Tar-Vanimeldë, his wife and third Ruling Queen of Númenor. *Read UT* 222.

Tarannon — Twelfth King of Gondor. Also called Falastur (“Lord of the Coasts”). *Read UT* 401-2.

Taras — Mountain on a promontory of Nevrast; beneath it was Vinyamar, the dwelling of Turgon before he went to Gondolin. *Read Sil* 119, 238; *UT* 26-7, 33, 36, 41, 54.

Taras-ness — The headland from which Mount Taras rose. *Read UT* 28.

Tar-Atanamir — (Q.). Thirteenth King of Númenor, called “the Great” and “the Unwilling,” to whom the Messengers of the Valar came. *Read Sil* 265-6; *UT* 169, 216, 218, 221, 226-7.

Tar-Ciryatan — (Q.). Twelfth King of Númenor, “the Ship-builder.” *Read Sil* 265; *UT* 221.

Tar-Elendil — (Q.). Fourth King of Númenor, father of Silmarien (from whom Elendil was descended) and Meneldur. Also called Parmaitë (“Book-handed”). *Read Sil* 268; *UT* 171-3, 175, 208, 214-15, 219, 225, 317.

Tarlang’s Neck — A wide, low pass through the long mountain ridge called Tarlang. This rugged ridge is a southern spur of the White Mountains and cuts through central Lamedon. The road through Tarlang’s Neck connects Erech with Calembel. *Read LotRII* 75.

Tarmasundar — (“Roots of the Pillar”). The five ridges extending from the base of the Meneltarma. *Read UT* 166.

Tar-Meneldur — (Q.). Fifth Ruler of Númenor, astronomer, father of Tar-Aldarion. Tar-Meneldur’s given name is Írimon; he is also called Elentirmo (“Star-watcher”). *Read UT* 167, 171, 173-81, 183-4, 186-8, 192-3, 195-206, 208, 212-15, 219, 225, 236, 386. See Elentirmo, Írimon.

Tar-Minastir — (Q.). Eleventh King of Númenor, who sent a fleet to aid Gil-galad against Sauron. *Read Sil* 267, 269; *UT* 206, 220, 223, 226, 239, 265.

Tarn Aeluin — (S.). The lake on Dorthonion where Barahir and his companions made their lair, and where they were slain. *Read Sil* 162-3.

Tar-Palantir — (Q. “He Who Looks Afar”). Twenty-third King of Númenor, who repented of the ways of the Kings, and took his name in Quenya. Also called Inziladûn or Ar-Inziladûn. *Read Sil* 269, 272; *UT* 223-4, 227.

Tar-Súrion — (Q.). Ninth Ruler of Númenor. *Read UT* 212, 220, 226.

Tar-Telemmaitë — (Q. “Silver-handed”). Fifteenth Ruler of Númenor, so named for his love of silver. *Read UT* 221, 284.

Tar-Telperien — (Q.). Tenth Ruler of Númenor and the second Ruling Queen. *Read UT* 220, 226.

Tar-Vanimeldë — (Q.). Sixteenth Ruler of Númenor and the third Ruling Queen. *Read UT* 222.

Taur-en-Faroth — (S.). The wooded highlands to the west of the river Narog above Nargothrond; also called Faroth or the High Faroth. *Read Sil* 114, 122, 168; *UT* 116, 119, 149.

Taur-im-Duinath — (S. “The Forest between Rivers”). name of the wild country south of the Andram between Sirion and Gelion. *Read Sil* 123, 153.

Teiglin — A tributary of Sirion, rising in Ered Wethrin and bounding the Forest of Brethil on the south; see also Crossings of Teiglin. *Read Sil* 120, 122, 147, 157, 200, 205, 212, 215-16, 220-1, 224, 226, 230; *UT* 38, 52, 54, 78, 85, 87, 96, 110-11, 120-1, 123, 126-7, 130-1, 133, 136-40, 142, 146-7, 149, 152.

Telchar — (S.). The most renowned of the smiths of Nogrod, the maker of Angrist and (according to Aragorn in *LotRII* 147) of Narsil. *Read Sil* 94, 177; *UT* 75-6.

Telemnar — (S.). Twenty-sixth King of Gondor. *Read Sil* 296.

Teleri — (Q. “Last-comers,” “Hindmost”). The third and greatest of the three hosts of the Eldar on the westward journey from Cuiviénen, led by Elwë (Thingol), and Olwë; of whom were the Elves of Alqualondë in Aman. They called themselves the Lindar, the Singers. The name Teleri was given to them by those before them on the march, the other Eldar. Both the Sindar and the Nandor were Teler Elves. in origin. Most shunned the journey to Aman and settled in northwestern Endor. *Read Sil 40, 53-5, 57-61, 66, 72-3, 75, 86-7, 90, 94, 97, 102, 133-4, 137, 248-9, 251, 254, 286; UT 24, 35, 228-32, 253, 256, 266, 286; as the Third Clan, read UT 256. For Lindar (“The Singers”), read UT 253, 286; Falmari (or Sea-elves) is the name of the Teleri who departed from Middle-earth and went into the West, read Sil 53.*

Telerin — Of the Teleri, *read UT 229, 232-4, 256. Of the tongue of the Teleri, read UT 265-6.*

Telperion — (Q.). The elder of the Two Trees of Valinor. *Read LotRIII 308; Sil 38-9, 48, 59, 74, 99-100, 202, 263, 291; UT 49, 230, 266. Also called the White Tree, read Sil 59, and Silpion, read Sil 38. In Telerin Tyelperion read UT 266.*

Telumehtar — Twenty-eighth King of Gondor; called Umbardacil “Conqueror of Umbar” after his victory over the Corsairs in T.A. 1810. *Read UT 291, 312.*

Telumendil — (Q.). Name of a constellation. *Read Sil 48.*

Thain’s Book — A copy of the Red Book of Westmarch made at the request of King Elessar and brought to him by the Thain Peregrin Took when he retired to Gondor; much annotated afterwards in Minas Tirith. *Read UT 399.*

Thalos — The second of the tributaries of Gelion in Ossiriand. *Read Sil 123, 140.*

Thangail — (“Shield-fence”). A battle-formation of the Dúnedain. *Read UT 272, 281.*

Thangorodrim — (S. “Mountains of Tyranny”). Reared by Morgoth above Angband; broken down in the Great Battle at the end of the First Age. *Read LotRI 319; LotRII 408; Sil 81, 96, 107-110, 116, 118-19, 150-2, 178, 182, 190, 192, 197, 207, 252, 259, 285, 293; UT 18, 43, 55, 67, 247, 252.*

Tharbad — (S. “Crossing-way”). The fortified river-port that straddles the river Gwathló at the point where the Old North Road meets the Old South Road. Founded by the Númenóreans in the Second Age, it was the principal city in Cardolan, but ruined and deserted at the time of the War of the Ring. *Read LotRI 22, 359, 484; UT 206, 239, 261-5, 278, 314, 340-1, 346-8, 354, 370. For Bridge of Tharbad, read UT 264, 344, 370.*

Thargelion — (“The Land beyond Gelion”). Located between Mount Rerir and the river Ascar, where Caranthir dwelt; called also Dor Caranthir (S. “Land of Caranthir”) and by an early name Talath Rhûnen (S. “The East Vale”). *Read Sil 124, 132, 142, 153.*

Thengel — Sixteenth King of Rohan, father of Théoden. *Read LotRII 43; LotRIII 92; UT 286.*

Théoden — Seventeenth King of Rohan, slain in the Battle of the Pelennor Fields. *Read LotRII 43-50 passim, 128-46 passim, 147-72, 179-209, 229-38; LotRIII 26, 29, 55, 59-61, 65, 76-94, 109, 127-45; UT 277, 290, 315, 340, 346-7, 355, 359-60, 363-9. As Lord of the Mark, read LotRII 43; LotRIII 176.*

Théodred — Son of Théoden King of Rohan; slain in the First Battle of the Fords of Isen. *Read UT 355-61, 364-5, 367-9.*

Théodwyn — Daughter of Thengel King of Rohan, mother of Éomer and Éowyn. *Read UT 364.*

Thingol — (S. “Grey-cloak,” “Grey-mantle;” Q. “Sindacollo,” “Singollo”). The name by which Elwë (Sindarin Elu), leader with his brother Olwë of the host of the Teleri from Cuiviénen and afterwards King of Doriath, was known in Beleriand; also called the Hidden King. See Elwë. *Read LotRI 260; Sil 56, 91-7, 108, 111-12, 114-15, 121-2, 126-9, 131-2, 143, 147-8, 151, 157, 165-9, 172-3, 179, 183-6, 188-9, 198-202, 211, 217, 219, 227, 231-6, 240, 254; UT 55-7, 63, 70-2, 74-85, 90, 93-5, 112-14, 119-21, 143, 147-9, 153, 171, 228-9, 231-4, 259.*

Third Age (T.A.) — The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). *Read LotRI 21; LotRIII 304.*

Thorin Oakenshield — (Kh.) Dwarf of the House of Durin, King in exile, leader of the expedition to Erebor; slain in the Battle of Five Armies. *Read Hob passim; LotRI 32, 300; UT 278, 321-6.*

Thorondor — (“King of Eagles”). Lord of the Eagles of the Crissaegrim. Cf. *LotRIII 287*, “Old Thorondor, who built his eyries in the inaccessible peaks of the Encircling Mountains when Middle-earth was young.” See Crissaegrim. *Read LotRIII 278; Sil 110, 125, 154, 158-9, 182, 228, 240, 243, 251; UT 43, 48, 55.*

Thráin I — (Kh.) Dwarf of the House of Durin, first King under the Mountain. *Read UT 327.*

Thráin II — (Kh.) Dwarf of the House of Durin, King in exile, father of Thorin Oakenshield; died in the dungeons of Dol Guldur. *Read LotRI 351, 387; UT 321, 324, 327-8, 336.*

Thranduil — (S.). The son of Oropher (the first King of Greenwood the Great), Thranduil was a Sinda Elf. When his father died at the end of the Second Age, he became King of the Woodland Realm and Lord of the Silvan Elves (of Mirkwood). Thranduil fathered Legolas, the Elf-hero and member of the Fellowship of the Ring. *Read LotRI 315; Sil 299; UT 243-4, 252, 256-60, 272, 276, 279-83, 338, 342-4, 353.*

Thrór — (Kh.) Dwarf of the House of Durin, King under the Mountain at the coming of Smaug, father of Thráin II; killed in Moria by the Orc Azog. *Read LotRI 316; UT 321, 324, 327-8.*

Thuringwethil — (S. “Woman of Secret Shadow”). The vampiric messenger of Sauron, Thuringwethil. hailed from Tol-in-Gaurhoth. She often took the form of a great bat. Lúthien entered Angband disguised as Thuringwethil. *Read Sil 178-9.*

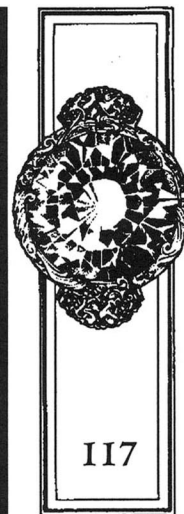
Tilion — A Maia, steersman of the Moon. *Read Sil 99-102.*

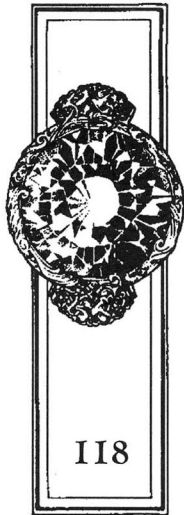
Tirion — (“Great Watch-tower”). The city of the Elves on the hill of Túna in Aman. *Read LotRI 309, 482; LotRII 260; Sil 59, 61-3, 69, 71, 75, 82, 84-6, 102, 114-15, 125-7, 169, 240, 248, 291.*

Tol Eressëa — (S. “The Lonely Isle”). The isle on which the Vanyar and the Noldor and afterwards the Teleri were drawn across the ocean by Ulmo, and which was at last rooted in the Bay of Eldamar near to the coasts of Aman. On Eressëa the Teleri long remained before they went to Alqualondë; and there dwelt many of the Noldor and the Sindar after the ending of the First Age. *Read LotRI 321; LotRIII 289; Sil 50, 57-9, 61, 102, 248, 250, 254, 260, 262-3, 268, 278-9, 282, 286-7, 292; UT 167, 170, 215-6, 222-3, 229, 242, 250, 414.*

Tol Falas — (S.). Island in the Bay of Belfalas close to Ethir Anduin. *Read UT 316.*

Tol Galen — (S. “The Green Isle”). Located in the river Adurant in Ossiriand, where Beren and Lúthien dwelt after their return. *Read Sil 123, 188, 234-5.*





Tol Morwen — (S.). Island in the sea after the drowning of Beleriand on which stood the memorial stone of Túrin, Nienor, and Morwen. *Read Sil 230.*

Tol Sirion — (S.). Island in the river in the Pass of Sirion on which Finrod built the tower of Minas Tirith; after its capture by Sauron named Tol-in-Gaurhoth (S. "Isle of Werewolves"). *Read Sil 114, 120, 156, 172, 174; UT 54. As Sauron's Isle, read UT 160.*

Tol Uinen — (S.). Island in the Bay of Rómenna on the east coast of Númenor. *Read UT 176, 182.*

Took — Name of a family of Hobbits in the Westfarthing of the Shire. *Read LotRI 22, 30; LotRII 80, 252; LotRIII 357, 363; UT 331.*

Trolls — (S. "Tereg," sing. "Torog"). Morgoth bred the first Trolls during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone Trolls have over the ages diversified into several other species, including Hill, Cave, and Snow Trolls. Stone Trolls are still the most numerous sort, ranging throughout the broken lands of Rhudaur. Hill Trolls stalk the lower slopes of the Misty Mountains, while Snow Trolls lurk amidst the upper peaks and glaciers. Cave Trolls haunt the caverns beneath the mountains, never venturing onto the surface of the world.

Trolls are a colossal race, 9-11 feet high, with thick bodies and limbs, and tough hides of overlapping scales. Most are greenish or grey, but the rare Snow Trolls are white. Troll blood is black and steaming.

Immensely strong, their ferocity is terrifying, and in battle Trolls are utterly fearless, attacking with crude battering weapons or naked claws and fangs until victorious or slain. Like common Orcs, Trolls can see at night as though it were brightest day, and possess limited vision even in absolute subterranean darkness, Cave Trolls being the most perceptive. Principal Trollish handicaps are direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity. *Read LotRI 72; LotRII 83; LotRIII 123, 207.*

Trollshaws — (S. "Pinnath Tereg"). The hilly region of Rhudaur that lies south of the rugged Coldfells, east of the river Hoarwell, west of the river Loudwater, and north of the gentle fells of the Angle.

Tuilë — The first season ("spring") in the loa. *Read UT 327.*

Tulkas — A Vala, the "greatest in strength and deeds of prowess," who came last to Arda; also called Astaldo (Q. "The Valiant"). *Read Sil 25, 28-9, 35-7, 48, 51, 66, 70-3, 77-8, 83.*

Tûl Póac — Major trade city located in southern Far Harad. A well-fortified hill settlement, Tûl Póac is on the highway called the Camel Road, midway between Raj and Kirmlesra.

Tumhalad — (S.). Valley in the land between the rivers Ginglith and Narog, where the host of Nargothrond was defeated. *Read Sil 212-13; UT 155, 159.*

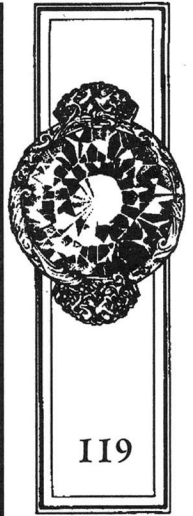
Tumladen — (S. "The Wide Valley"). The hidden vale in the Encircling Mountains in the midst of which stood the City of Gondolin. (Tumladen was afterwards the name of a valley in Gondor: *LotRIII 41*). *Read Sil 115, 125, 134, 158, 182, 239-40, 243.*



Túna — The green hill in the Calacirya on which Tirion, the city of the Elves, was built. *Read Sil 59, 61-3, 69, 72, 82, 85, 88, 102, 115, 125, 248, 263, 278.*

Tuor — The (only) Adan son of Huor and Rían, Tuor was fostered by Annael (a Grey-elf of Mithrim). He spent his childhood years in the caves of Androth. Lorgan the Easterling captured and enslaved him when he was only sixteen. Tuor escaped and became an outlaw. Bearing the message of his guardian, the Vala Ulmo, Tuor entered Gondolin with the aid of his Elf-friend, Voronwë. King Turgon refused to abandon the city, and Tuor took residence there. He wedded Idril, Turgon's daughter. He escaped the destruction of Gondolin, taking flight with Idril their son Eärendil. He later set sail for Aman in his ship Eärrámë. *Read Sil 148, 198, 238-46, 249; UT 17-57, 68, 159, 161-2, 192, 215, 316-17. For the Axe of Tuor, see Dramborleg.*

Turgon — Called the Wise; the second son of Fingolfin; dwelt at Vinyamar in Nevrast before he departed in secret to Gondolin, which he ruled until his death in the sack of the city; father of Idril the mother of Eärendil. *Read Sil 60, 83, 89-90, 113, 115, 119, 125-6, 130-2, 134, 136-8, 154, 158-60, 182, 189-90, 192-4, 196, 201, 227-8, 238-42, 244, 249, 254; UT 18, 22, 24, 26-30, 32, 33-40, 42-3, 45, 47, 49-56, 63, 66, 146, 160-1, 235, 249, 400. Called the Hidden King, read UT 32.*



Túrin — Son of Húrin and Morwen; chief subject of the lay named *Narn i Hîn Húrin* from which a portion of *Quenta Silmarillion* was derived. He was named many things by many people, including himself. The Elves in Nargothrond called him Adanedhel “Elf-Man,” Finduilas named him Thurin “the Secret,” ballads created Dagnir Glaurunga “Glaurung’s Bane,” and the Men in Brethil called him Mormegil “Black Sword” on account of his weapon when he led the host of Nargothrond, and then Turambar “Master of Doom” or “Master of Dark Shadow.” Turin named himself Agarwaen “Blood-stained” when he came to Nargothrond, Gorthol “Dread Helm” as one of the two captains in Dor-Cúarthol, Neithan “the Wronged” or “One Who is Deprived” among the outlaws, and “Wildman of the Woods” when he first came among the Men of Brethil. *Read LotRI 355; LotRII 428; Sil 148, 170, 198-227, 230, 239; UT 37-8, 51-2, 54, Part I Ilpassim, 57-9, 86, 88-90, 92-4, 110-12, 124, 131, 134, 138; 140, 147, 155, 157, 161, 215, 387.*

Two Trees of Valinor — Created by Yavanna’s song of power, into which she put all her reverence for the things with roots in the earth. Telperion, the Elder, shed silver light from his blossoms. Laurelin, the Younger, spilled golden rays from her flowers. *Read Sil 38, 46-7, 52-3, 56, 58-9, 61, 66-7, 71-2, 75-6, 78, 95, 97-101, 103, 126, 233, 240, 244, 272; UT 230, 232.*

U

Uinen — A Maia, the Lady of the Seas, spouse of Ossë. *Read Sil 30, 40, 58, 87; UT 176, 178-9, 182-3, 214.*

Uinendili — (“Lovers of Uinen”). Name given to the Númenórean Guild of Venturers. *Read UT 176.*

Ulbar — Númenórean, a shepherd in the service of Hallatan of Hyarastorni who became a mariner of Tar-Aldarion. *Read UT 195-8.* For Ulbar’s wife, *read UT 198.*

Uldor — Called the Accursed; son of Ulfang the Black; slain by Maglor in the Nirnaeth Arnoediad. *Read Sil 157, 190, 193-4, 251; UT 89-90.*

Ulfang — Called the Black; a chieftain of the Easterlings, who with his three sons followed Caranthir, and proved faithless in the Nirnaeth Arnoediad. *Read Sil 157, 189, 193.*

Ulfast — Son of Ulfang the Black, slain by the sons of Bór in the Nirnaeth Arnoediad. *Read Sil 157, 189, 193.*

Ulmo — A Vala, one of the Aratar, called Lord of Waters and King of the Sea. The name was interpreted by the Eldar to mean “The Pourer” or the “The Rainer.” *Read esp. Sil 26-7, 40. Read Sil 19-20, 25-30, 40, 45, 50 52, 57-9, 61, 66, 86, 101, 103, 114-15, 119, 122-3, 125-7, 155, 158, 196, 209, 212, 238-41, 243-4, 347, 249; UT 20, 23, 28-34, 36-7, 39, 41, 43, 45, 51-4, 56, 160-2.* Called Dweller in (of) the Deep, (*read UT 22, 28*) and Lord of the Waters, *read UT 22, 28, 30, 32, 35, 39, 43, 45, 50, 160.*

Ulrad — A member of the outlaw-band (Gaurwaith) that Túrin joined. *Read UT 86-7, 89, 92-3, 97, 103.*

Ulumúri — The great horns of Ulmo made by the Maia Salmar. *Read Sil 27, 40, 57.*

Ulwarth — Son of Ulfang the Black, slain by the sons of Bór in the Nirnaeth Arnoediad. *Read Sil 157, 193.*

Úmanyar — (Q.). Name given to those Elves who went on the westward journey from Cuiviënen but did not reach Aman: “Those not of Aman,” beside Amanyar “Those of Aman.” *Read Sil 53, 56.*

Úmarth — (“Ill-fate”). A fictitious name for his father given out by Túrin in Nargothrond. *Read Sil 210.*

Umbar — (S. “Hollow Dwelling”). Port city and surrounding coastal region located in Near Harad, across the Bay of Belfalas from Gondor. Umbar’s great firth and numerous smaller bays provided havens for the Corsairs that raided Gondor’s southern flank. Founded in the Second Age by the Men of Númenor, Umbar was been held by various groups at odds with the South Kingdom: Black Númenóreans, Corsairs, and Haradrim. *Read LotRII 338; LotRIII 42, 149; Sil 270; UT 242, 296, 312, 398, 402.*

Undeas — 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.

Undeeps — The two great westward bends of Anduin, called the North and South Undeeps, between the Brown Lands and the Wold of Rohan. *Read UT 260, 289-90, 292, 296-7, 299-300, 314.*

Underking (in Rohan) — *Read UT 369.*

Úner — (“Noman”). Term used by Ancalimë when she first refused to marry Hallacar son of Hallatan of Hyarastorni. *Read UT 211.*

Ungoliant — The great spider, destroyer with Melkor of the Trees of Valinor. Shelob in *The Lord of the Rings* was “the last child of Ungoliant to trouble the unhappy world.” *Read LotRII 423; Sil 73-4, 76, 79-81, 89, 95, 101, 121, 132, 164, 248; UT 52, 232.*

Union of Maedhros — The league formed by Maedhros to defeat Morgoth that ended in the Nirnaeth Arnoediad. *Read Sil 188-9.*

Úrimë — (Q.). Quenya name of the eighth month according to the Númenórean calendar, corresponding to August. Úrui is the Sindarin Name. *Read UT 302.*

Urthel — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Uruks — Anglicized form of Uruk-hai of the Black Speech, a race of Orcs of great size and strength. *Read LotRI 421; LotRII 61, 441; LotRIII 118, 256; UT 357-9, 361.*

Utumno — The first great stronghold of Melkor, in the north of Middle-earth, destroyed by the Valar. *Read Sil 36-7, 41, 47, 50-1, 73, 81, 99, 118.*

V

Vairë — (“The Weaver”). One of the Valier, the spouse of Námo Mandos. *Read Sil 25, 28.*

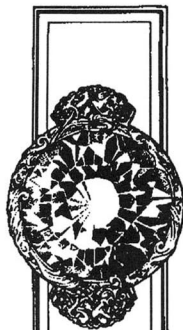
Valacar — Twentieth King of Gondor, whose marriage to Vidumavi of the Northmen led to the civil war of the Kin-strife. *Read UT 311.*

Valacirca — (Q. “The Sickles of the Valar”). Name of the constellation of the Great Bear. *Read Sil 48, 174.*

Valandil [1] — Son of Silmarien; first Lord of Andúnië. *Read UT 173, 182, 189, 208, 215, 217, 219.* For the wife of Valandil, *read UT 182.*

Valandil [2] — Youngest son of Isildur; third King of Arnor. *Read LotRI 320; LotRII 310; Sil 295-6; UT 271, 277-8, 284-5.*

Valaquenta — (Q. “Account of the Valar”). A short work treated as a separate entity from *Quenta Silmarillion*.



Valar — (Q. “Those with Power,” “The Powers;” sing. “Vala;” S. “Belain,” sing. “Balan”). The greater of the Ainur who entered Eä as guardians and executors of Eru’s vision. There were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are the 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. *Read LotRII 340; LotRIII 137; UT 29, 34, 62, 156, 161, 178, 195, 221-3, 389, 396; the Lords of Valinor, (read Sil passim); read esp. 20-1, 41, 74; UT 30, 35, 38, 45-6, 53, 67, 155-6, 169, 174, 180-1, 184, 187-8, 193, 195, 199, 201, 205, 214, 221-2, 229-32, 236, 241, 249-51, 253-4, 259, 304, 308-9, 389, 391-6. See also Ainur, Aratar. As the Powers, read UT 62.*

Valaróma — (Q.). The horns of the Vala Oromë. *Read Sil 29, 41, 77, 95.*

Valdicli — The seven oligarchs who dominate the Dominions or Seven Lands. Their union is called the Council of Seven. Among other sites, the Valdacli employ the exalted circle at Cor Minyadhra as their meeting place.

Valier — (Q. “The Queens of the Valar;” sing. “Valië”). The seven female Valar, a term used only in the *Valaquenta*. *Read Sil 25, 27, 29.*

Valinor — (Q. “Land of the Valar”). The land in eastern Aman beyond the mountains of the Pelóri which is the home of the Valar, most of the Maiar, and the Vanyar Elves. Also called the Guarded Realm, it lies west of Eldamar and its capital is Valimar. *Read LotRI 309; LotRIII 311; Sil passim; read esp. 37-8, 102; UT 22, 29, 53, 76, 156, 168, 215, 230-3, 235, 253-4, 256, 266, 286, 395-7. For “Valinórean,” read LotRIII 172; UT 394. For the Darkening of Valinor, read UT 29, 232.*

Valmar — (Q.). The city of the Valar in Valinor; the name also occurs in the form Valimar. In Galadriel’s lament in Lórien (*LotRII 489*) Valimar is made equivalent to Valinor. *Read Sil 28-9, 38, 50, 55, 61, 65, 70-2, 74-6, 84, 102, 187, 148-9; UT 232.*

Vána — (Q.). One of the Valier, the sister of Yavanna and spouse of Oromë; called the Ever-young. *Read Sil 25, 29-30, 99.*

Vanyar — (Q. “Fair Elves”). The first host of the Eldar on the westward journey from Cuiviénen, led by Ingwë. All of them left Middle-earth and remained in Aman. The name (sing. Vanya) means “the Fair,” referring to the golden hair of the Vanyar; see Finarfin. *Read Sil 40, 53-4, 57, 59-61, 64, 66, 75-6, 82, 98-9, 102, 130, 136, 251, 254; UT 229-30.*

Vardamir — Called Nólimon for his love of ancient learning; son of Elros Tar-Minyatur; accounted the Second Ruler of Númenor although he did not ascend the throne. *Read UT 217-20, 224-5.*

Vása — (Q. “The Consumer”). A name for the Sun among the Noldor. *Read Sil 99.*

Vëantur — Captain of the King’s Ships under Tar-Elendil; grandfather of Tar-Aldarion; commander of the first Númenórean ship to return to Middle-earth. *Read UT 171, 173-5, 213, 219.*

Venturers, Guild of — The brotherhood of mariners formed by Tar-Aldarion. *Read UT 171, 176-8, 180, 182, 185-8, 190, 195, 206, 212, 214.*

Vidugavia — (“Wood-dweller”). Northman, called King of Rhovanion. *Read UT 311.*

Vidumavi — (“Wood-maiden”). Daughter of Vidugavia; wedded Valacar King of Gondor. *Read UT 311.*

Vilya — One of the Three Rings of the Elves, the Ring of Air, (*read UT 237*), borne by Gil-galad and afterwards by Elrond; also called the Ring of Sapphire and the Blue Ring. *read UT 239, 256. Read LotRIII 381; Sil 288, 298; UT 239, 256.*

Vingilot — (Q. “Vingilôtë,” “Foam-flower”). The name of Eärendil’s ship; called Rothinzil in Adúnaic. *Read Sil 246-7, 250, 252, 259-60.*

Vinyamar — The house of Turgon in Nevrastr under Mount Taras. The meaning is probably “New Dwelling.” *Read Sil 115, 119, 125, 130, 238-40; UT 26-8, 31, 46, 51-2, 54, 317.*

Viressë — (Q.). Quenya name of the fourth month according to the Númenórean calendar, corresponding to April. *Read UT 187, 298-9.*

Void — That which is outside Existence (Eä).

Voronwë — (“The Steadfast”). Elf of Gondolin, the only mariner to survive from the seven ships sent into the West after the Nirnaeth Arnoediad; met with Tuor at Vinyamar and guided him to Gondolin. *Read Sil 196, 239; UT 30-50, 553-5, 317. Also the name of Mardil Steward of Gondor. Read UT 317.*

W

Wainriders — An Easterling people who invaded Gondor in the nineteenth and twentieth centuries of the Third Age. *Read UT 289-96, 311-13, 316.*

Walls of Night — The utterly black mountain girdle that encircled Arda prior to its reformation in Second Age 3319. These walls marked the edge of the world, and the only exit was the Doors of Night in the Farthest West. The Gates of Morning in the Farthest East served as the only entrance.

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. *Read LotRI 388, 390.*

War of the Jewels — The wars of Beleriand fought by the Noldor for the recovery of the Silmarils. *Read UT 386.*

Watchful Peace — The period lasting from T.A. 2063, when Sauron left Dol Guldur, until 2460, when he returned. *Read UT 296, 313, 370, 406.*

Weather Hills — Hills in Eriador, of which Amon Sûl (Weathertop) was the southernmost. *Read UT 214.*

West, The — Northwestern Middle-earth, specifically the area within which the events of *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.

Westfold — Region of Rohan, the slopes and fields between Thrihyrne (the peaks above the Hornburg) and Edoras. *Read UT 356, 359-60, 362, 366, 368, 371-3. For Muster of Westfold, read LotRII 168; LotRIII 59, 199; UT 367.*

West-gate — The western entry into Khazad-dûm; also called Durin’s Gate, the Doors of Durin, the West Door, and the Elven-Door. Composed of the mithril-based Ithildin (S. “Moon-star”), it is only visible in starlight or moonlight and, even then, must be touched by one who utters the proper phrase. In order to gain passage, the Opening-word *mellon* (S. “Friend”) must be spoken. The West-gate looks out upon a small pool in the River Sirannon and faces Eregion.

Although built by the Dwarf Narvi, the Elf-smith Celebrimbor, King of Eregion, drew the words of its Gate-inscription. They read: *Ennyn Durin Aran Moria; pedo mellon a minno. Below there is the faint message: Im Narvi hain echant: Celebrimboro Eregion Teithant i thiw hin.*

The Sindarin translates as: *The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter; and: I, Narvi, made them. Celebrimbor of Hollin drew these signs.*

Westlands — Of Númenor, see Andustar. Referring to Middle-earth, a very general expression, referring broadly to the lands west of Anduin. *Read* *LotRI* 200, 239, 331, 390, 392.

West-mark — The western half of Rohan in the military organization of the Rohirrim (See East-mark). *Read* *UT* 359, 367-9. For Muster of the West-mark, *read* *UT* 369; for Marshal of the West-mark, *read* *UT* 369.

Westron — The common tongue of the North-west of Middle-earth, described in Appendix F to The Lord of the Rings, and represented by modern English. *Read* *UT* 313, 342, 370, 399-400. As Common Speech, *read* *LotRI* 23, 80; *LotRII* 41; *LotRIII* 46; *UT* 301, 304-5, 316, 319, 384, 400.

White Council — The deliberations of the Wise, meeting at intervals from T.A. 2463 to 2953; usually referred to as the Council, formed to oppose Sauron. *Read* *LotRI* 72, 78; *LotRII* 96, 241; *LotRIII* 328; *Sil* 300-2; *UT* 254, 322-3, 326, 330, 349-52, 354, 373, 404-6, 412. For a much earlier Council of the Wise also called the White Council, *read* *UT* 239-40, 254.

White Mountains — (S. "Ered Nimrais"). Snow-capped mountains which run eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of the Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet. *Read* *LotRI* 338; *LotRII* 363, 371; *LotRIII* 24; *Sil* 94; *UT* 243, 300, 306. Translated as White Mountains, *read* *LotRI* 321; *LotRII* 29; *LotRIII* 24, 78-9; *UT* 242-3, 260, 309, 370-1, 383-4.

White Tree — See Telperion (White Tree of Valinor), Galathilion (White Tree of Tirion), Nimloth [I] (White Tree of Númenor). The White Trees of Minas Ithil and Minas Anor. *Read* *Sil* 273, 276, 291, 293-7, 304. For the White Tree of Tol Eressëa, see Celeborn [I].

Wight — An 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).

Wild Elves — Mîm's term for Dark Elves (Avari). *Read* *UT* 103.

Wild Lands — Term used in Rohan for the lands west of the Gap. *Read* *UT* 370.

Wild Men — The Drúedain. Or a general term for Easterling Men from beyond Anduin, *read* *LotRII* 364; *LotRIII* 128-33; *UT* 259.

Wilwarin — (Q.). Name of a constellation. The word meant "butterfly" in Quenya, and the constellation was perhaps Cassiopeia. *Read* *Sil* 48.

Wise, The — The Istari and the greatest Eldar of Middle-earth. *Read* *LotRI* 20, 78; *LotRIII* 112, 380; *UT* 338-9, 344, 349. See White Council.

Witch-king — The Númenórean Prince who was the first among Men to accept a Ring of Power from Sauron. Of all nine Ringwraiths, he possessed the greatest power of independent action. *Read* *LotRI* 25; *LotRIII* 112; *UT* 313, 343-4, 346, 348, 353-4. Called also Chieftain of the Ringwraiths (*read* *UT* 338), the (Black) Captain (*read* *LotRI* 346; *LotRIII* 110; *UT* 341, 348, 352, 354), Lord of Morgul (*read* *LotRI* 291; *LotRII* 401; *UT* 338-41, 353), and the Lord of the Nazgûl (*read* *UT* 295, 340).

Wold — A region of Rohan, the northern part of the East emnet (Anglo-Saxon *emnet* "plain"). *Read* *LotRII* 38, 94; *UT* 299-301, 338-9, 368.

Wolf-folk — Name given to the Easterlings of Dor-lómin. *Read* *UT* 109.

Wolfriders — Orcs or Orc-like beings mounted on wolves. *Read* *UT* 357-8, 363, 365.

Woodhall — A village in the Shire, at the foot of the Woody End slopes. *Read* *LotRI* 107; *UT* 352.

Woodland Realm — The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm's people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. King Oropher later joined the Last Alliance of Men and Elves and marched on Mordor. He perished during the first assault on Barad-dûr. His son Thranduil then became King.

Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood. *Read* *LotRII* 42.

Woodmen — A distinct group of Northman clans who reside in the depths of Mirkwood. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families. Their chief settlement is at Woodmen-town in southwestern Mirkwood. *Read* *UT* 276. Also Dwellers in the woods south of Teiglin, hárried by the Gaurwaith. *Read* *UT* 87, 90-1, 147; or the Men of Brethil, *read* *LotRI* 91; *UT* 110-12, 122-6, 128.

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

Y

Yavanna — (Q. "Giver of Fruits"). One of the Valier, numbered among the Aratar; the spouse of Aulë; called also Kementári. *Read esp.* *Sil* 27-8. *Read* *Sil* 25, 27-9, 35, 38-40, 45-7, 55, 59, 74, 78-9, 81, 91, 98-100, 104, 260, 263, 291; *UT* 34, 187, 235, 250, 393.

Yavannië — (Q.). Quenya name of the ninth month according to the Númenórean calendar, corresponding to September. Ivanneth is the sindarin name. *Read* *UT* 271-2, 279.

Year of Lamentation — The year of the Nirnaeth Arnoediad. *Read* *Sil* 126, 198; *UT* 17, 70, 75.

Yellow Mountains — (Q. "Orolanari;" S. "Ered Laranor;" K. "Mablâd;" DR. "Manjano Malimavi") Also called the Mountains of the South, these peaks extend across the southern part of Middle-earth. In the early days of Arda, before the changes, these peaks comprised the southern range of the three mountain chains in the East.

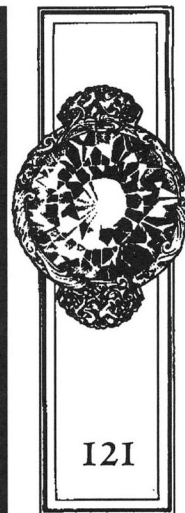
Known for their yellowish, loam-producing rock and their myriad ecosystems, the Orolanari run eastward from the cape of Sare and bend across south-central and southwestern Middle-earth. Minyadhras, the westernmost and southernmost peak in the range, rises near the cape called Metharn (S. "South's End;" Q. "Hyarnúmente," "Mentelanari") at the southwestern tip of the middle continent.

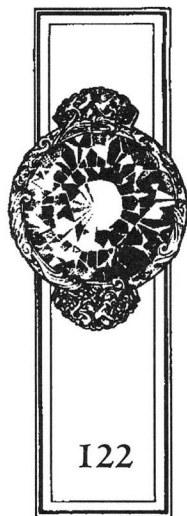
The Yellow Mountains separate the hilly, humid realms along Endor's southern coasts from the drier reaches of Far Harad and the neighboring lands of Isra, Chennacatt, Ciryatandor, Hyarn, Elorna, Mirëdor, and Drel. Alpine in character, they rise to heights well over 10,000 feet. Their higher peaks are snow-capped year round.

Yestarë — The first day of the Elvish solar year (loa). *Read* *UT* 327.

Z

Zamîn — Old woman in the service of Erendis.





13.2 REFERENCE GUIDE

Since the glossary in section 13.1 lists concepts according to their most common labels, you may need this guide to cross-reference equivalent terms.

Adanedhel — Túrin
 Aftercomers — Atani
 Agarwaen — Túrin
 Agathurush — Gwathló
 Aiwendel — Radagast
 Alatar — Ithryn Luin
 Al(a)táriel — Galadriel
 Aldarion — Tar-Aldarion
 Aldaron — Oromë
 Amon Amarth — Orodruin
 Amon Anwar — Halifirien
 Amon Uilos — Oiološsë
 Amrod — Amras
 Anadûnë — Númenor
 Andor — Númenor
 Anfauglir — Carcharoth
 Angren — Isen
 Angrenost — Isengard
 Anor — Minas Tirith
 Anwar — Halifirien
 Apanónar — Atani
 Aradan — Malach
 Arandur — Stewards of Gondor
 Aranel — Dior
 Ar-Inziladûn — Tar-Palantir
 Artanis — Galadriel
 Artano — Annatar
 Ar-Zimraphel — Míriel [2]
 Astaldo — Tulkas
 Atalantë — Akallabêth
 Atanamir — Tar-Atanamir
 Atanatári — Atani
 Athrad Angren — Fords of Isen
 Aulendil — Annatar
 Barazinbar — Caradhras
 Battle Plain — Dagorlad
 Bauglir — Morgoth
 Beornings — Bejarbar
 Black Captain — Witch-king
 Black Easterling — Khamûl
 Black Gate — Morannon
 Black King — Morgoth

Black Land — Mordor
 Black Riders — Nazgûl
 Blacksword, Black Sword — Mormegil
 Blessed Realm — Aman
 Blue Mountains — Ered Luin
 Blue Ring — Vilya
 Blue Wizards — Ithryn Luin
 Bough of Return — Oiolairë
 Bragollach — Dagor Bragollach
 Brandywine — Baranduin
 Bridge of Esgalduin — Iant Iaur
 Camlost — Beren
 Celebrindal — Idril
 Ceveth — Cermië
 Children of Aulë — Dwarves
 Children of Earth — Children of Ilúvatar
 Cirith Dúath — Cirith Ungol
 Cirith Forn en Andrath — High Pass
 Common Speech — Westron
 Corollairë — Ezellohar
 Culúrien — Laurelin
 Curufinwë — Fëanor
 Curumo — Saruman
 Curunír — Saruman
 Cúthalion — Beleg
 Dagnir Glaurunga — Túrin
 Dark Lands — Middle-earth
 Dark Plague — Great Plague
 Deathless Lands — Aman
 Deer's Leap — Cabed-en-Aras
 Deldúwath — Dorthonion
 Dimrill Dale — Azanulbizar
 Dimrost — Nen Girith
 Dor Caranthir — Thargelion
 Dor-nu-Faughlith — Anfaughlith
 Drúath — Drúedain
 Dungortheb — Nan Dungortheb.
 Dwarrowdelf — Moria
 Dweller in/of the Deep — Ulmo
 Dwimordene — Lórien [2]
 Echoing Mountains — Ered Lómin
 Eilenaer — Halifirien
 Eithel Ivrin — Ivrin
 Ekkaia — Encircling Sea
 Eldalië — Eldar
 Elder Children — Children of Ilúvatar
 Eledhrim — Edhelrim
 Eledhwen — Morwen [1]

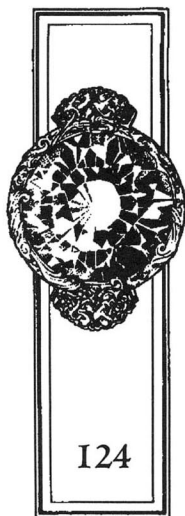
Elende — Eldamar
 Elendili — Faithful
 Elenna — Númenor
 Elentári — Elbereth
 Elentirimo — Tar-Meneldur
 Elerrina — Taniquetil
 Elestirnë — Erendis
 Elfstone — Elessar
 Elu — Elwë
 Eluchíl — Dior
 Elvenhome — Eldamar
 Emerwen Aranel — Tar-Ancalimë
 Emyrn Duir — Emyrn-nu-Fuin
 Encircling Mountains — Echoriath
 Engwar — Atani
 Entwood — Fangorn Forest
 Eorlings — Rohirrim
 Erchamion — Beren
 Ered Engrin — Iron Mountains
 Ered Lindon — Ered Luin
 Ered Nimrais — White Mountains
 Ereinion — Gil-galad
 Eressëa — Tol Eressëa
 Eryn Galen — Greenwood the Great
 Eryn Lasgalen — Mirkwood
 Ethraid Engrin — Fords of Isen
 Evendim — Nenuial
 Evermind — Alfirin
 Faelivrin — Finduilas
 Fair Folk — Eldar
 Falastur — Tarannon
 Falmari — Teleri
 Faroth — Taur-en-Faroth
 Firienholt — Firien Wood
 Fírimar — Atani
 Firth of Drengist — Drengist
 Followers, The — Atani
 Ford of Stones — Sarn Athrad
 Fords of Aros — Arossiach
 Forest Road — Roads
 Forsaken Elves — Eglath
 Gabilgathol — Belegost
 Gate of the Noldor — Annon-in-Gelydh
 Gates of Mordor — Morannon
 Gil-Estel — Eärendil
 Gimilzôr — Ar-Gimilzôr
 Girithron — Ringarë
 Glaemscrafu — Aglarond
 Glamhoth — Orcs



Glanhír — Mering Stream
Glornan — Lórien [2]
Golden Tree (of Valinor) — Laurelin
Golden Wood — Lórien [2]
Gonnhirrim — Dwarves
Gorthaur — Sauron
Gorthol — Túrin
Great Captain — Tar-Aldarion
Great Haven — Lond Daer
Great Isle — Númenor
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Great Middle Haven — Lond Daer
Great Mound — Haudh-en-Ndengin
Great River — Anduin
Grey-elven tongue — Sindarin
Grey-elves — Sindar
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Grey Havens — Mithlond
Greyhame — Gandalf
Greymantle — Thingol
Grey Messenger — Gandalf
Grey Mountains — Ered Mithrin
Grey Pilgrim — Gandalf
Grinding Ice — Helcaraxë
Guarded Plain — Talath Dirnen
Guarded Realm — Valinor, Doriath
Guild of Venturers — Venturers
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Gwirth — Vîressë
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Haradwaith — Haradrim
Haudh-en Nirnaeth — Haudh-en-Ndengin
Helm of Hador — Dragon-helm of Dor-lómin
Heren Istarion — Istari
Herucalmo — Tar-Anducal
Herunúmen — Ar-Adûnakhôr
Hidden City — Gondolin
High Elves — Eldar
High-elven — Quenya
High Faroth — Taur-en-Faroth
High Speech — Quenya
Hildor — Atani
Hill of Anwar — Halifirien
Hill of Awe — Halifirien
Hísilómë — Hithlum
Hithaeglir — Misty Mountains
Hither Lands — Middle-earth

Hithui — Hísimë
Hoarwell — Mitheithel
Hollin — Eregion
Hollowbold — Nogrod
Holy Mountain — Taniquetil, Meneltarma
Ilúvatar — Eru
Incánus — Gandalf
Incomers — Easterlings, Brodda
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Kementári — Yavanna
Khazâd — Dwarves
Kings of Men — Númenóreans
Labadal — Sador
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Laiquendi — Green-elves
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Land of Willows — Nan-tathren
Langflood — Anduin
Langstrand — Anfalas
Lindar — Teleri
Little People — Hobbits
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Lómion — Maeglin
Lonely Isle — Tol Eressëa
Lonely Mountain — Erebor
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Lord of Morgul — Witch-king
Lord of Waters — Ulmo
Lords of Andúnië — Andúnië
Lords of the West — Valar
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Mahal — Aulë
Malgalad — Amdír
Malinalda — Laurelin
Malinornë — Mallorn
Mámandil — Hallacar

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Master of Doom — Túrin
Melkor — Morgoth
Men — Atani
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Mickleburg — Belegost
Minalcar — Rómendacil II
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Mírdain — Gwaith-i-Mírdain
Mithrandir — Gandalf
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Morgul, Lord of — Witch-king
Moriquendi — Dark Elves
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Northern Waste — Forodwaith
Northlands (of Númenor) — Forostar
North-South Road — Roads
Nórui — Nárie
Nulukkizdîn — Nargothrond



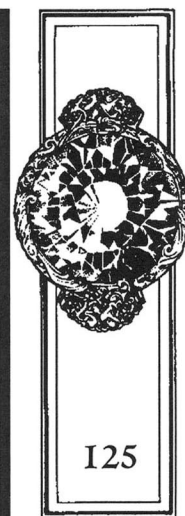
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Oghor-hai — Drúedain
Old Forest Road — Roads
Old Púkel-land — Drúwaith Iaur
Olofantur — Irmo
Olórin — Gandalf
Ondolindë — Gondolin
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Running, River — Celduin
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Shadowy Mountains — Ered Wethrin
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Swanhaven — Alqualondë
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Talan — Flet
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Woses — Drúedain
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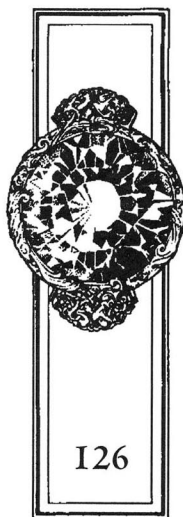
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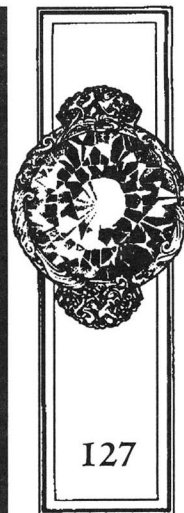
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2002 MERP™ 2nd Edition Accessory Pack/Boxed

Sept. '93

14.00

This boxed play aid for use with *Middle-earth Role Playing™ 2nd Edition* rulesbook gives players everything they need for a deluxe set-up of their role playing events! An ideal accessory for newcomers and veterans alike! Contents are: one 16 page B&W book of displays & floorplans for adventure material in the *MERP™ 2nd Edition* rulesbook, one 32 page B&W book with an additional introductory adventure, one new 16 page color book of displays for use with the 32 page adventure, color cardboard characters (with some new characters added) & stands, dice and plastic hex sheet overlays. Bring your MERP campaign to life! (Note: some of these materials were previously published as contents of ST#8100, *MERP* Boxed Set). This is not a complete game—MERP rules required.

2003 Middle-earth Campaign Guide/+ map

Sept. '93

20.00

The must-have background sourcebook for *Middle-earth Role Playing™ 2nd Edition* rules, the *Campaign Guidebook* gives you 112 packed pages + a full 24" x 36" color map insert of Middle-earth. This sourcebook is a compilation of material originally published as two separate titles, *Middle-earth Campaign & Adventure Guidebook*, Volumes I & II (#2200 & #2210). The well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent are included in the in-depth coverage of the entire history of the West. Theme maps detailing topography, climate, trade routes & population centers will help any Middle-earth campaign. There are also guidelines for incorporating the Middle-earth setting into other major role playing systems, such as ICE's advanced level *Rolemaster*™. Also included is a comprehensive glossary of terms for the unique names Tolkien created for the people, cultures, and places of Middle-earth. The Elvish dictionary provides notes on pronunciation and grammar. All in all this is a stellar publication for Middle-earth gamers and collectors!

2004 MERP™ 2nd Edition Combat Screen

Oct. '93

8.00

A useful play aid for both players and gamemasters and for use with *Middle-earth Role Playing™ 2nd Edition*, this sturdy combat screen includes all the MERP tables needed for battles, maneuvering, and action. Sped up your role playing campaign with these tables at your fingertips! The screen measures 34" x 11" and the two 17" x 11" reference sheets can be used as screen extenders. Most of this material was previously published in the combat screen for the previous edition of MERP. The *Combat Screen* will include some changes in tables corresponding to *MERP 2nd Edition*, but is usable for all editions of MERP.

2005 Arnor™ (M-E Realm) Boxed

Oct. '93

35.00

Arnor is the initial release in the new *Realms of Middle-earth* series, usable with *MERP™ 2nd Edition* and all previous editions of MERP. This boxed set contains the *Arnor* material in two volumes as well as beautiful color maps. In the year 861 of the Third Age, Arnor was sundered. Thus the North Kingdom split into three independent, neighboring but lesser states: Arthedain, Cardolan, and Rhudaur. This realm module details the three sister kingdoms and their relations with one another. Much of the material covering Arthedain and Cardolan was previously available in *Rangers of the North* and *The Lost Realm of Cardolan*. The information on Rhudaur, together with more extensive lore concerning the inhabitants of sundered Arnor, has never appeared in previous modules. *Arnor* includes color terrain maps detailing the lands of Arthedain, Cardolan, and Rhudaur. Color cuty maps depicting the streets, canals, bridges, and edifices of Tharbad; the avenues, gardens, and libraries of Annúminas; and the earthen dikes, stone walls, and high guard towers of fortified Fornost are also included. *Arnor* is a grand beginning to a super series!

2006 Valar and Maiar (Peoples of M-E)

Oct. '93

14.00

Valar and Maiar is the first book in ICE's new "*Peoples of Middle-earth*" series, for use with *Middle-earth Role Playing™ 2nd Edition*. This lavishly-illustrated*, 96-page character compendium documents the Holy Ones, the guardians of Middle-earth. Here you'll find detailed descriptions of all the exalted Valar, including Manwë (Lord of the Powers), Elbereth (Queen of the Stars), Aulë (Father of the Dwarves), and the Black Enemy Morgoth (Father of Evil). You'll also find complete summaries of the Valar's immortal servants, the Maiar: including the noble Wizards like Gandalf and Saruman and awful overlords like the fiery Balrog of Moria and Sauron, the Lord of the Rings. Covering everything from enchanted powers and mystical magic items, *Valar & Maiar* should delight any fan of Tolkien's wondrous world. *Illustrations are black & white. Perfect bound.

4000 Northwestern Middle-earth Campaign Atlas

Sept. '93

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This fine combination product is destined to become the ultimate gaming resource for *Middle-earth Role Playing™ 2nd Edition* and other fantasy RPG players. Get two products, *Northwestern Middle-earth Map Set*™ and *Northwestern Middle-earth Gazetteer*™ in one package and save money. (A \$32 retail value). The *Map Set* features 12 color maps covering the terrain in detail as well as 2 "piece-maps" that fill in the gaps between previous campaign maps. The *Gazetteer* references regions, geographical features, cities, realms, or sites to supply all you need to know (and more?) about them: elevation, average rainfall & temperature, population, form of government, military forces and most importantly, the corresponding map coordinates. Both GMs and players will enjoy using this *Campaign Atlas* to quickly learn about the history and culture of the sites covered in many of ICE's MERP campaign and adventure modules. Usable with all editions of MERP.

4001 Northwestern Middle-earth Map Set™ Campaign Atlas

Aug '93

12.00

"Is there any way I can get the Middle-earth maps from ICE's MERP Campaigns all in one place?" Finally the answer is "YES" in a grand way. This fine product is destined to become the ultimate gaming resource for MERP and other fantasy RPG players. *Northwestern Middle-earth Map Set* provides the regional color maps from previous MERP campaigns and includes instructions for piecing them together for a large scale comprehensive detailed view of Northwest Middle-earth - breathtaking! This complete map presentation will even "fill in the holes" for the previously unmapped lands at the edges of Gondor, Rohan and Fangorn Forest. A must for GMs players and collectors.



Middle-earth Campaign Guide™



Inside you'll find the full color poster map of Middle-earth® pictured here. It's larger, of course, 24" x 36" and rendered in exquisite detail. It includes the region chronicled in J.R.R. Tolkien's *The Lord of the Rings* as well as the wild lands—north, east, and south!

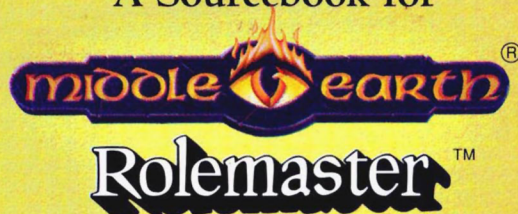
The *Middle-earth Campaign Guide* includes:

- **TIMELINE** provides in-depth coverage of the entire history of the West.
- **LINGUISTIC** guidelines for the many tongues of Middle-earth—the speech of Elves, Dwarves, Ents, Hobbits, and Men.
- **DICTIONARY** of Elvish, including notes on pronunciation and grammar.
- **GLOSSARY OF TERMS** provides a quick reference for the encyclopedic volume of unique names Tolkien created for the people, cultures, and places of Middle-earth.
- **ROLE PLAYING** notes for incorporating Middle-earth into any major role playing system.
- **THEME MAPS** detail Middle-earth's topography, climate, trade routes, and population centers.
- **24" x 36" COLOR MAP** pictured above—including a superimposed reference grid.

The *Campaign Guide* provides a working base for creative minds who enjoy Tolkien's world—people who have long wished to venture into Middle-earth's lands, experience its magic and politics, discover new cultures, and build upon its wondrous structures and settings. This sourcebook charts the well-documented reaches of northwestern Endor, as well as the shadowy lands that comprise the rest of the continent. Its scope is broad, treating the fundamental and unique themes needed by those who wish to enjoy authentic fantasy role playing in Tolkien's Middle-earth.

The *Middle-earth Campaign Guide* is a compilation of material previously available in the *Middle-earth Adventure Guidebook, Volumes I and II*.

A Sourcebook for



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