

# THE LORD OF THE RINGS REALMS IN EXILE

For Crusader Kings III  
Release 2.0 The Siege of Gondor





## Introduction

### Return of the Crusader King

G'day and welcome to the Realms mod for Crusader Kings III, Paradox's great grand strategy game. I am part of an incredible team that has heeded the call for adventure! With modders from previous Paradox titles in Imperator: Rome, Europa Universalis IV and Crusader Kings 2, alongside brand new modders who have shown incredible talent, together we are building a map of Middle-earth, full of the diverse characters and cultures seen in J.R.R. Tolkien's The Lord of the Rings. It is a wonderful thing that we have succeeded in this.

"I wisely started with a map, and made the story fit (generally with meticulous care for distances)." — J.R.R. Tolkien.

The map of Middle-earth that we have created is one of the most detailed of any LotR video game, it is the combined work of BoneLorde, Jaime-san and myself. Meanwhile, the legendary Owlcoholic has forged the body of Sauron as he appears as a character in Realms. The trio, Vierwood, Jaime-san and VectorMaximus have worked on the extensive histories and events of Middle-earth. There is new music, coat of arms, buildings, portraits and more, crafted by members of the Realms team.

The first release showcased **The Riders of Rohan**, beset on three fronts by the wizard Saruman, Dunlending Wildmen and Leofring bandits. The second release now features **The Siege of Gondor**, against Sauron there is little hope of victory. Invading from the southern lands are the warlords of the Haradrim and the Black Lords of Umbar. The starting year is **3000 of The Third Age**. Time enough to set in motion The War of the Ring and witness the Return of the King.

— from Matt Alexi

Realms in Exile refers to the three kingdoms that formed after the destruction of the isle of Numenor. These are Gondor, Arnor and Umbar. Gondor features in the third book of The Lord of the Rings. It is ruled by the stewards of Minas Tirith, as their king was lost in a duel with the Witch King of Minas Morgul. Arnor is the lost realm of the north, Aragorn is chieftain of its few survivors. Umbar was once a city of the Numenoreans at the height of their power in Middle-earth, now it is a mighty haven of corsairs.

## Realms 2.0

### The Siege of Gondor

Our development cycle will change after Realms 2.0 so that we have more, smaller updates. The future plan for Realms 2.1 is to add new content to Mordor. Yet we won't be adding large regions and new races between versions, the elves are planned for Realms 3.0, which will include Lothlórien and Mirkwood.

## Characters

### Play as Denethor, the Steward of Minas Tirith

- Your son, Boromir, is a great captain of men; how long must a kingdom be without king? And though you do not see it, Faramir stands beside his in brother in valiance.
- Special buildings for Minas Tirith, Minas Ithil, Dol Amroth and Pelargir.
- Unique city, castle and temple 3d models for the Dúnedain culture.
- Events for the Return of the King.
- I will see the glory of Gondor restored. For Gondor! And the White City!*

### Play as Sauron, the Lord of the Rings

- Send forth your Nazgûl and Uruks who will lead the vast armies of orcs to overrun Middle-earth, driving the free peoples into the sea.
- A full set of Uruk buildings to industrialise Mordor.
- Sauron shall rule this Middle-earth.*

### Play as Suladân, the Serpent Lord

- Clear the lands of Harandor of Gondorian oppression, claiming it for the Haradrim people.
- With access to the fabled Mûmakil and Siege Mumakil, there is nothing that can stop you.
- My duty is to my people. I love that which I protect.*

### Play as Kathuphazgân, the last Black Lord of Umbar

- Your two sons Cássimir and Burôdapân vie for power.
- The lady Berúthiel rises to prominence in your court.
- Rising from the ocean are the exiles of Ar-Adûnâim, who have declared a direct lineage to Ar-Pharazôn the Golden.
- Take to the seas and live a life of a corsair lord.
- True heirs to Umbar and Gondor, the Realms in Exile.*



## Map Expansions

- Expanded the realm of Enedhwaith with new tribes who are neighbours of the Dunlendings and Rohirrim.
- Added the realms of Gondor, Mordor, Near Haradwaith and Umbar.

## New Art

- Shining helms of Gondor. Two new helmets for the men of Gondor. The winged helmet design is from Bannerlord: Kingdoms of Arda, and used with permission from their team.
- 3d models for Gondorian castles and cities.
- Extravagant Coat of Arms for Gondor and Harad.

## Events

- Events for characters involved in the Siege of Gondor bookmark.
- The Return of the King: Aragorn becomes the king of Gondor.
- Burning of the Westfolde event chain linked to Saruman and the prince Théodred's decisions.

## Faiths

- New faiths for the Dunlendings, Haradrim and People of Darkness.
- As the Free Peoples you may choose a Valar to uphold.

## Realm & House Title History

Added to Realms 2.0 is the house of Castamir, true heirs of the throne of Gondor, but cast out in a disastrous civil war; his descendant, **Kathuphazgân** (kath-oo-faz-gahn) is now Black Lord of Umbar. Joining Realms are the two heroes of Umbar: the rivalling sons of Kathuphazgân, who are from The Battle for Middle-earth, The Age of the Ring. **Câssimir** (Cahs-sim-ir) & **Burôdapân** (boo-ror-dap-ahn).

## Plans for Realms 2.1

Our plan for Realms 2.1 is to add more flavour to the Uruks of Mordor.



## Development Team, Credits & Acknowledgements

### Team Members

#### Lead Development Team

- Arsonium
- BoneLord
- Jaime-san
- Matt Alexi "Legoman"
- Owlcoholic/Rewinged
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### Acknowledgements

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This mod is not endorsed by Paradox Interactive or Steam or the copyright owners of LotR.

If any work is used and not given credit, please contact Matt Alexi on Discord and we apologise in advance.

Modders of Crusader Kings III and Imperator: Rome are free to use our CK3 work, please credit us with *Lord of the Rings: Realms in Exile* and a link to our Steam Workshop page.

## Credits

Unsplash, loading screens  
<https://unsplash.com/>

Pixabay, loading screens  
<https://pixabay.com/>

Tolkien Gateway, description text  
[http://tolkiengateway.net/wiki/Main\\_Page](http://tolkiengateway.net/wiki/Main_Page)

StarRaven, Sketchy Cartography Brushes  
<https://www.deviantart.com/starraven/art/Sketchy-Cartography-Brushes-198264358>

John, Middle-earth Map Style  
<https://adventuresinmapping.com/2018/09/10/middle-earth-map-style/>

Lord\_Ellessar, collection of Coat of Arms

xangelo7, ambient animals  
CK3 Mod Coop #shared-resources <https://discord.gg/apEvxDZ>

SatoriLotus, the Crest of House Cirdan  
<https://www.deviantart.com/satorilotus/art/The-Crest-of-House-Cirdan-730493974>

aholdretiredelephant, Turko-Mongol tamgas  
Imperator Mod Coop #osp-channel <https://discord.gg/SraHyRj>

Istvan Straban, dark\_priestess event picture  
<https://www.artstation.com/artwork/vQ8yx>

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- Arsonium
- QualitySalt
- Chrysl3l
- Matt Alexi "Legoman"

<https://steamcommunity.com/sharedfiles/filedetails/?id=1851278287>

**Crusader Kings II Middle Earth Project Team**

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<https://www.moddb.com/mods/ck2-middle-earth-project>

**Europa Universalis IV Lord of Universalis Team**

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- Nicrlaithekings
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<https://steamcommunity.com/workshop/filedetails/?id=582680245>

**The Lord of the Rings: The Battle for Middle-earth The Age of the Ring**

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- DúnedainRanger76
- Mathijs

<https://www.moddb.com/mods/the-horse-lords-a-total-modification-for-bfme>

## Discord Servers

### Special Thanks to these Discords

Thank you for modding support,  
lore research and advertising.

**CK3 Mod Coop**

<https://discord.gg/apEvxDZ>



**DISCORD**

**Age of the Ring Community**

<https://discord.gg/MB8Kj9N>

### Join the Realms Community

Join our Community Discord, you'll be able to speak with the developers of Realms, participate in challenges and surveys and receive our latest news.

<https://discord.gg/FKr4Zbr>