

APPENDICES

A ANNALS OF THE KINGS AND RULERS

I The Númenorean Kings

(I) Númenor

(II) The Realms In Exile

(III) Eriador, Arnor, and The Heirs Of Isildur

(IV) Gondor and The Heirs Of Anñrion

(V) Here Follows a Part of The Tale of Aragorn and Arwen

II THE HOUSE OF EORL

III DURIN'S FOLK

Here follows one of the last notes in the Red Book

B THE TALE OF YEARS (CHRONOLOGY OF THE WESTLANDS)

The Second Age

The Third Age

C FAMILY TREES

D CALENDARS

SHIRE CALENDAR FOR USE IN ALL YEARS

THE CALENDARS

E WRITING AND SPELLING

I Pronunciation of Words and Names

II Writing

F

I The Languages and Peoples of The Third Age

II On Translation

INDEXES

I Songs and Verses

II Persons, Beasts and Monsters

III Places

IV Things

APPENDIX A

ANNALS OF THE KINGS AND RULERS

Concerning the sources for most of the matter contained in the following Appendices, especially A to D, see the note at the end of the Prologue. The section A III, _Durin's Folk_, was

probably derived from Gimli the Dwarf, who maintained his friendship with Peregrin and Meriadoc and met them again many times in Gondor and Rohan.

The legends, histories, and lore to be found in the sources are very extensive. Only selections from them, in most places much abridged, are here presented. Their principal purpose is to illustrate the War of the Ring and its origins, and to fill up some of the gaps in the main story. The ancient legends of the First Age, in which Bilbo's chief interest lay, are very briefly referred to, since they concern the ancestry of Elrond and the Númenorean kings and chieftains. Actual extracts from longer annals and tales are placed within quotation marks. Insertions of later date are enclosed in brackets. Notes within quotation marks are found in the sources. Others are editorial.

The dates given are those of the Third Age, unless they are marked S.A. (Second Age) or F.A. (Fourth Age). The Third Age was held to have ended when the Three Rings passed away in September 3021, but for the purposes of records in Gondor F.A.I began on March 25, 3021. On the equation of the dating of Gondor and Shire Reckoning see Vols. I 23 and III 486. In lists the dates following the names of kings and rulers are the dates of their deaths, if only one date is given. The sign † indicates a premature death, in battle or otherwise, though an annal of the event is not always included.

I

THE NUMENOREAN KINGS

(i)

NÚMENOR

Fëanor was the greatest of the Eldar in arts and lore, but also the proudest and most selfwilled. He wrought the Three Jewels, the *_Silmarilli_*, and filled them with the radiance of the Two Trees, Telperion and Laurelin, that gave light to the land of the Valar. The Jewels were coveted by Morgoth the Enemy, who stole them and, after destroying the Trees, took them to Middle-earth, and guarded them in his great fortress of Thangorodrim. Against the will of the Valar Fëanor forsook the Blessed Realm and went in exile to Middle-earth, leading with him a great part of his people; for in his pride he purposed to recover the Jewels from Morgoth by force. Thereafter followed the hopeless war of the Eldar and the Edain against Thangorodrim, in which they were at last utterly defeated. The Edain (Atani) were three peoples of Men who, coming first to the West of Middle-earth and the shores of the Great Sea, became allies of the Eldar against the Enemy.

There were three unions of the Eldar and the Edain: Lúthien and Beren; Idril and Tuor; Arwen and Aragorn. By the last the long-sundered branches of the Half-elven were reunited and their line was restored.

Lúthien Tinúviel was the daughter of King Thingol Grey-cloak of Doriath in the First Age, but her mother was Melian of the people of the Valar. Beren was the son of Barahir of the First House of the Edain. Together they wrested a _silmaril_ from the Iron Crown of Morgoth. Lúthien became mortal and was lost to Elven-kind. Dior was her son. Elwing was his daughter and had in her keeping the _silmaril_.

Idril Celebrindal was the daughter of Turgon, king of the hidden city of Gondolin. Tuor was the son of Huor of the House of Hador, the Third House of the Edain and the most renowned in the wars with Morgoth. Eärendil the Mariner was their son.

Eärendil wedded Elwing, and with the power of the _silmaril_ passed the Shadows and came to the Uttermost West, and speaking as ambassador of both Elves and Men obtained the help by which Morgoth was overthrown. Eärendil was not permitted to return to mortal lands, and his ship bearing the _silmaril_ was set to sail in the heavens as a star, and a sign of hope to the dwellers in Middle-earth oppressed by the Great Enemy of his servants. The _silmarilli_ alone preserved the ancient light of the Two Trees of Valinor before Morgoth poisoned them; but the other two were lost at the end of the First Age. Of these things the full tale, and much else concerning Elves and Men, is told in _The Silmarillion_.

The sons of Eärendil were Elros and Elrond, the _Peredhil_ or Half-elven. In them alone the line of the heroic chieftains of the Edain in the First Age was preserved; and after the fall of Gil-galad the lineage of the High-elven Kings was also in Middle-earth only represented by their descendants.

At the end of the First Age the Valar gave to the Half-elven an irrevocable choice to which kindred they would belong. Elrond chose to be of Elven-kind, and became a master of wisdom. To him therefore was granted the same grace as to those of the High Elves that still lingered in Middle-earth: that when weary at last of the mortal lands they could take ship from the Grey Havens and pass into the Uttermost West; and this grace continued after the change of the world. But to the children of Elrond a choice was also appointed: to pass with him from the circles of the world; or if they remained, to become mortal and die in Middle-earth. For Elrond, therefore, all chances of the War of the Ring were fraught with sorrow.

Elros chose to be of Man-kind and remain with the Edain; but a great life-span was granted to him many times that of lesser men.

As a reward for their sufferings in the cause against Morgoth, the Valar, the Guardians of the World, granted to the Edain a land to dwell in, removed from the dangers of Middle-earth. Most of them, therefore, set sail over Sea, and guided by the Star of Eärendil came to the great Isle of Elenna, westernmost of all Mortal lands. There they founded the realm of Númenor.

There was a tall mountain in the midst of the land, the Meneltarma, and from its summit the farsighted could descry the white tower of the Haven of the Eldar in Eressëa. Thence the Eldar came to the Edain and enriched them with knowledge and many gifts; but one command had been laid upon the Númenoreans, the 'Ban of the Valar': they were forbidden to sail west out of sight of their own shores or to attempt to set foot on the Undying Lands. For though a long span of life had been granted to them, in the beginning thrice that of lesser Men, they must remain mortal, since the Valar were not permitted to take from them the Gift of Men (or the Doom of Men, as it was afterwards called).

Elros was the first King of Númenor, and was afterwards known by the High-elven name Tar-Minyatur. His descendants were long-lived but mortal. Later when they became powerful they begrudged the choice of their forefather, desiring the immortality within the life of the world that was the fate of the Eldar, and murmuring against the Ban. In this way began their rebellion which, under the evil teaching of Sauron, brought about the Downfall of Númenor and the ruin of the ancient world, as is told in the Akallabêth.

These are the names of the Kings and Queens of Númenor: Elros Tar-Minyatur, Vardamir, Tar-Amandil, Tar-Elendil, Tar-Meneldur, Tar-Aldarion, Tar-Ancalimë (the first Ruling Queen), Tar-Anárion, Tar-Súrion, Tar-Telperiën (the second Queen), Tar-Minastir, Tar-Ciryatan, Tar-Atanamir the Great, Tar-Ancalimon, Tar-Telemmaitë, Tar-Vanimeldë (the third Queen), Tar-Alcarin, Tar-Calmacil.

After Calmacil the Kings took the sceptre in names of the Númenorean (or Adûnaic) tongue: Ar-Adûnakhôr, Ar-Zimrathôn, Ar-Sakalthôr, Ar-Gimilzôr, Ar-Inziladûn. Inziladûn repented of the ways of the Kings and changed his name to Tar-Palantir 'The Farsighted'. His daughter should have been the fourth Queen, Tar-Míriel, but the King's nephew usurped the sceptre and became Ar-Pharazôn the Golden, last King of the Númenoreans.

In the days of Tar-Elendil the first snips of the Númenoreans came back to Middle-earth. His elder child was a daughter, Silmariën. Her son was Valandil, first of the Lords of Andúnië in the west of the land, renowned for their friendship with the Eldar. From him were descended Amandil, the last lord, and his son Elendil the Tall.

The sixth King left only one child, a daughter. She became the first Queen; for it was then made a law of the royal house that the eldest child of the King, whether man or woman, should receive the sceptre.

The realm of Númenor endured to the end of the Second Age and increased ever in power and splendour, and until half the Age had passed the Númenoreans grew also in wisdom and joy. The first sign of the shadow that was to fall upon them appeared in the days of Tar-Minastir, eleventh King. He it was that sent a great force to the aid of Gil-galad. He loved the Eldar but envied them.

The Númenoreans had now become great mariners, exploring all the seas eastward, and they began to yearn for the West and the forbidden waters; and the more joyful was their life, the more they began to long for the immortality of the Eldar.

Moreover, after Minastir the Kings became greedy of wealth and power. At first the Númenoreans had come to Middle-earth as teachers and friends of lesser Men afflicted by Sauron; but now their havens became fortresses, holding wide coast-tends in subjection. Atanamir and his successors levied heavy tribute, and the ships of the Númenoreans returned laden with spoil.

It was Tar-Atanamir who first spoke openly against the Ban and declared that the life of die Eldar was his by right. Thus the shadow deepened, and the thought of death darkened the hearts of the people. Then the Númenoreans became divided: on the one hand were the Kings and those who followed them, and were estranged from the Eldar and the Valar; on the other were the few who called themselves the Faithful. They lived mostly in the west of the land.

The Kings and their follower little by little abandoned the use of the Eldarin tongues; and at last the twentieth King took his royal name, in Númenorean form, calling himself Ar-Adûnakhôr, 'Lord of the West'. This seemed ill-omened to the Faithful for hitherto they had given that title only to one of the Valar, or to the Elder King himself. And indeed Ar-Adûnakhôr began to persecute the Faithful and punished those who used the Elven-tongues openly; and the Eldar came no more to Númenor.

The power and wealth of the Númenoreans nonetheless continued to increase; but their years lessened as their fear of death grew, and their joy departed. Tar-Palantir attempted to amend the evil; but it was too late, and there was rebellion and strife in Númenor. When he died, his nephew, leader of the rebellion, seized the sceptre, and became King Ar-Pharazôn. Ar-Pharazôn the Golden was the proudest and most powerful of all the Kings, and no less than the kingship of the world was his desire.

He resolved to challenge Sauron the Great for the supremacy in Middle-earth, and at length he himself set sail with a great navy, and he landed at Umbar. So great was the might and splendour of the Númenoreans that Sauron's own servants deserted him; and Sauron humbled himself, doing homage, and craving pardon. Then Ar-Pharazôn in the folly of his pride carried him back as a prisoner to Númenor. It was not long before he had bewitched the King and was master of his counsel; and soon he had tamed the hearts of all the Númenoreans, except the remnant of the Faithful, back towards the darkness.

And Sauron lied to the King, declaring that everlasting life would be his who possessed the Undying Lands, and that the Ban was imposed only to prevent the Kings of Men from surpassing the Valar. 'But great Kings take what is their right,' he said.

At length Ar-Pharazôn listened to this counsel, for he felt the waning of his days and was besotted by the fear of Death. He prepared then the greatest armament that the world had seen, and when all was ready he sounded his trumpets and set sail; and he broke the Ban of the Valar, going up with war to wrest everlasting life from the Lords of the West. But when Ar-Pharazôn set foot upon the shores of Aman the Blessed, the Valar laid down their Guardianship and called upon the

One, and the world was changed. Númenor was thrown down and swallowed in the Sea, and the Undying Lands were removed for ever from the circles of the world. So ended the glory of Númenor.

The last leaders of the Faithful, Elendil and his sons, escaped from the Downfall with nine ships, bearing a seedling of Nimloth, and the Seven Seeing-stones (gifts of the Eldar to their House); and they were borne on the wings of a great storm and cast up on the shores of Middle-earth. There they established in the North-west the Númenorean realms in exile, Arnor and Gondor. Elendil was the High King and dwelt in the North at Annúminas; and the rule in the South was committed to his sons, Isildur and Anárion. They founded there Osgiliath, between Minas Ithil and Minas Anor, not far from the confines of Mordor. For this good at least they believed had come out of ruin, that Sauron also had perished.

But it was not so. Sauron was indeed caught in the wreck of Númenor, so that the bodily form in which he long had walked perished; but he fled back to Middle-earth, a spirit of hatred borne upon the dark wind. He was unable ever again to assume a form that seemed fair to men, but became black and hideous, and his power thereafter was through terror alone. He re-entered Mordor, and hid there for a time in silence. But his anger was great when he learned that Elendil whom he most hated, had escaped him, and was now ordering a realm upon his borders.

Therefore, after a time he made war upon the Exiles, before they should take root. Orodruin burst once more into flame, and was named anew in Gondor _Amon Amarth_, Mount Doom. But Sauron struck too soon, before his own power was rebuilt, whereas the power of Gil-galad had increased in his absence; and in the Last Alliance that was made against him Sauron was overthrown and the One Ring was taken from him. So ended the Second Age.

(ii)

THE REALMS IN EXILE

The Northern LineHeirs of Isildur

Arnor. Elendil †S.A. 3441, Isildur 2, Valandil 249, Eldacar 339, Arantar 435, Tarcil 515, Tarondor 602, Valandur †652, Elendur 777, Eärendur 861.

Arthedain. Amlaith of Fornost (eldest son of Eärendur) 946, Beleg 1029, Mallor 1110, Celepharn 1191, Celebrindor 1272, Malvegil 1349, Argeleb I †1356, Arveleg I 1409, Araphor 1589, Argeleb II 1670, Arvegil 1743, Arveleg II 1813, Araval 1891, Araphant 1964, Arvedui Last-king †1975. End of the North-kingdom.

Chieftains. Aranarth (elder son of Arvedui) 2106, Arahael 2177, Aranuir 2247, Aravir 2319, Aragorn I † 2327, Araglas 2455, Arahad I 2523, Aragost 2588, Aravorn 2654, Arahad II 2719, Arassuil 2784, Arathorn I † 2848, Argonui 2912, Arador † 2930, Arathorn II † 2933, Aragorn II F.A.120.

The Southern LineHeirs of Anárion

Kings of Condor. Elendil, (Isildur and) Anárion †S.A. 3440, Meneldil son of Anárion 158, Cemendur 238, Eärendil 324, Anardil 411, Ostoher 492, Rómendacil I (Tarostar) 1541, Turambar 667, Atanatar I 748, Siriondil 830. Here followed the four 'Ship-kings':

Tarannon Falastur 913. He was the first childless king, and was succeeded by the son of his brother Tarciryan. Eärnil I †936, Ciryandil †1015, Hyarmendacil I (Ciryaher) 1149. Gondor now reached the height of its power.

Atanatar II Alcarin 'the Glorious' 1226, Narmacil I 1294. He was the second childless king and was succeeded by his younger brother. Calmacil 1304, Minalcar (regent 1240-1304), crowned as Rómendacil II 1304, died 1366, Valacar. In his time the first disaster of Gondor began, the Kin-strife.

Eldacar son of Valacar (at first called Vinitharya) deposed 1437. Castamir the Usurper †1447. Eldacar restored, died 1490.

Aldamir (second son of Eldacar) †1540, Hyarmendacil II (Vinyarion) 1621, Minardil †1634, Telemnar †1636. Telemnar and all his children perished in the plague; he was succeeded by his nephew, the son of Minastan, second son of Minardil. Tarondor 1798, Telumehtar Umbardacil 1850, Narmacil II †1856, Calimehtar 1936, Ondoher †1944. Ondoher and his two sons were slain in battle. After a year in 1945 the crown was given to the victorious general Eärnil, a descendant of Telumehtar Umbardacil, Eärnil II 2043, Eärnur †2050. Here the line of the Kings came to an end, until it was restored by Elessar Telcontar in 3019. The realm was then ruled by the Stewards.

Stewards of Gondor. The House of Húrin: Pelendur 1998. He ruled for a year after the fall of Ondoher, and advised Gondor to reject Arvedui's claim to the crown. Vorondil the Hunter 2029. Mardil Voronwë 'the Steadfast', the first of the Ruling Stewards. His successors ceased to use High-elven names.

Ruling Stewards. Mardil 2080, Eradan 2116, Herion 2148, Belegorn 2204, Húrin I 2244, Túrin I 2278, Hador 2395, Barahir 2412, Dior 2435, Denethor I 2477, Boromir 2489, Cirion 2567. In his time the Rohirrim came to Calenardhon.

Hallas 2605, Húrin II 2628, Belecthor I 2655, Orodreth 2685, Ecthelion I 2698, Egalmoth 2743, Beren 2763, Beregon 2811, Belecthor II 2872, Thorondir 2882, Túrin II 2914, Turgon 2953, Ecthelion II 2984, Denethor II. He was the last of the Ruling Stewards, and was followed by his second son Faramir, Lord of Emyr Arnem, Steward to King Elessar, F.A. 82.

ERIADOR, ARNOR, AND THE HEIRS OF ISILDUR

'Eriador was of old the name of all the lands between the Misty Mountains and the Blue; in the South it was bounded by the Greyflood and the Glanduin that flows into it above Tharbad.

'At its greatest Arnor included all Eriador, except the regions beyond the Lune, and the lands east of Greyflood and Loudwater, in which lay Rivendell and Hollin. Beyond the Lune was Elvish country, green and quiet, where no Men went; but Dwarves dwelt, and still dwell, in the east side of the Blue Mountains, especially in those parts south of the Gulf of Lune, where they have mines that are still in use. For this reason they were accustomed to pass east along the Great Road, as they had done for long years before we came to the Shire. At the Grey Havens dwelt Círdan the Shipwright, and some say he dwells there still, until the Last Ship sets sail into the West. In the days of the Kings most of the High Elves that still lingered in Middle-earth dwelt with Círdan or in the seaward lands of Lindon. If any now remain they are few.'

The North-kingdom and the Dúnedain

After Elendil and Isildur there were eight High Kings of Arnor. After Eärendur, owing to dissensions among his sons their realm was divided into three: Arthedain, Rhudaur, and Cardolan. Arthedain was in the North-west and included the land between Brandywine and Lune, and also the land north of the Great Road as far as the Weather Hills. Rhudaur was in the North-east and lay between the Ettenmoors, the Weather Hills, and the Misty Mountains, but included also the Angle between the Hoarwell and the Loudwater. Cardolan was in the South, its bounds being the Brandywine, the Greyflood, and the Great Road.

In Arthedain the line of Isildur was maintained and endured, but the line soon perished in Cardolan and Rhudaur. There was often strife between the kingdoms, which hastened the waning of the Dúnedain. The chief matter of debate was the possession of the Weather Hills and the land westward towards Bree. Both Rhudaur and Cardolan desired to possess Amon Sûl (Weathertop), which stood on the borders of their realms; for the Tower of Amon Sûl held the chief _Palantír_ of the North, and the other two were both in the keeping of Arthedain.

'It was in the beginning of the reign of Malvegil of Arthedain that evil came to Arnor. For at that time the realm of Angmar arose in the North beyond the Ettenmoors. Its lands lay on both sides of the Mountains, and there were gathered many evil men, and Orcs, and other fell creatures. [The lord of that land was known as the Witch-king, but it was not known until later that he was indeed the chief of the Ringwraiths, who came north with the purpose of destroying the Dúnedain in Arnor, seeing hope in their disunion, while Gondor was strong.]'

In the days of Argeleb son of Malvegil, since no descendants of Isildur remained in the other kingdoms, the kings of Arthedain again claimed the lordship of all Arnor. The claim was resisted by Rhudaur. There the Dúnedain were few, and power had been seized by an evil lord of the Hill-men, who was in secret league with Angmar. Argeleb therefore fortified the Weather Hills; but he was slain in battle with Rhudaur and Angmar.

Arveleg son of Argeleb, with the help of Cardolan and Lindon, drove back his enemies from the Hills; and for many years Arthedain and Cardolan held in force a frontier along the Weather Hills, the Great Road, and the lower Hoarwell. It is said that at this time Rivendell was besieged.

A great host came out of Angmar in 1409, and crossing the river entered Cardolan and surrounded Weathertop. The Dúnedain were defeated and Arveleg was slain. The Tower of Amon Sûl was burned and razed; but the _palantír_ was saved and carried back in retreat to Fornost, Rhudaur was occupied by evil Men subject to Angmar, and the Dúnedain that remained there were slain or fled west. Cardolan was ravaged. Araphor son of Arveleg was not yet full-grown, but he was valiant, and with aid from Círdan he repelled the enemy from Fornost and the North Downs. A remnant of the faithful among the Dúnedain of Cardolan also held out in Tyrn Gorthad (the Barrowdowns), or took refuge in the Forest behind.

It is said that Angmar was for a time subdued by the Elvenfolk coming from Lindon; and from Rivendell, for Elrond brought help over the Mountains out of Lórien. It was at this time that the Stoors that had dwelt in the Angle (between Hoarwell and Loudwater) fled west and south, because of the wars, and the dread of Angmar, and because the land and clime of Eriador, especially in the east, worsened and became unfriendly. Some returned to Wilderland, and dwelt beside the Gladden, becoming a riverside people of fishers.

In the days of Argeleb II the plague came into Eriador from the Southeast, and most of the people of Cardolan perished, especially in Minhiriath. The Hobbits and all other peoples suffered greatly, but the plague lessened as it passed northwards, and the northern parts of Arthedain were little affected. It was at this time that an end came of the Dúnedain of Cardolan, and evil spirits out of Angmar and Rhudaur entered into the deserted mounds and dwelt there.

It is said that the mounds of Tyrn Gorthad, as the Barrowdowns were called of old, are very ancient, and that many were built in the days of the old world of the First Age by the forefathers of the Edain, before they crossed the Blue Mountains into Beleriand, of which Lindon is all that now remains. Those hills were therefore revered by the Dúnedain after their return; and there many of their lords and Kings were buried. [Some say that the mound in which the Ring-bearer was imprisoned had been the grave of the last prince of Cardolan, who fell in the war of 1409.]

In 1974 the power of Angmar arose again, and the Witch-king came down upon Arthedain before winter was ended. He captured Fornost, and drove most of the remaining Dúnedain over the Lune; among them were the sons of the king. But King Arvedui held out upon the North Downs

until the last, and then fled north with some of his guard; and they escaped by the swiftness of their horses.

'For a while Arvedui hid in the tunnels of the old dwarf-mines near the far end of the Mountains, but he was driven at last by hunger to seek the help of the Lossoth, the Snowmen of Forochel. Some of these he found in camp by the seashore; but they did not help the king willingly, for he had nothing to offer them, save a few jewels which they did cat value; and they were afraid of the Witch-king, who (they said) could make frost or thaw at his will. But partly out of pity for the gaunt king and his men, and partly out of fear of their weapons, they gave them a little food and built for them snow-huts. There Arvedui was forced to wait, hoping for help from the south; for his horses had perished.

'When Círdan heard from Aranarth son of Arvedui of the king's flight to the north, he at once sent a ship to Forochel to seek for him. The ship came there at last after many days, because of contrary winds, and the mariners saw from afar the little fire of drift-wood which the lost men contrived to keep alight. But the winter was long in loosing its grip that year; and though it was then March, the ice was only beginning to break, and lay far out from the shore.

'When the Snowmen saw the ship they were amazed and afraid, for they had seen no such ship on the sea within their memories; but they had become now more friendly, and they drew the king and those that survived of his company out over the ice in their sliding carts, as far as they dared. In this way a boat from the ship was able to reach them.

'But the Snowmen were uneasy; for they said that they smelled danger in the wind. And the chief of the Lossoth said to Arvedui: "Do not mount on this sea-monster! If they have them, let the seamen bring us food and other things that we need, and you may stay here till the Witch-king goes home. For in summer his power wanes; but now his breath is deadly, and his cold arm is long."

'But Arvedui did not take his counsel. He thanked him, and at parting gave him his ring, saying: "This is a dung of worth beyond your reckoning. For its ancients alone. It has no power, save the esteem in which those hold it who love my house. It will not help you, but if ever you are in need, my kin will ransom it with great store of all that you desire."

'Yet the counsel of the Lossoth was good, by chance or by foresight; for the ship had not reached the open sea when a great storm of wind arose, and came with blinding snow out of the North; and it drove the ship back upon the ice and piled ice up against it. Even the mariners of Círdan were helpless, and in the night the ice crushed the hull, and the ship foundered. So perished Arvedui Last-king, and with him the palantíri were buried in the sea. It was long afterwards that news of the shipwreck of Forochel was learned from the Snowmen.'

The Shire-folk survived, though war swept over them and most of them fled into hiding. To the help of the king they sent some archers who never returned; and others went also to the battle in which Angmar was overthrown (of which more is said in the annals of the South). Afterwards in the peace that followed the Shire-folk ruled themselves and prospered. They chose a Thain to take the place of the King, and were content; though for a long time many still looked for the return of

the King. But at last that hope was forgotten, and remained only in the saying _When the King comes back_, used of some good that could not be achieved, or of some evil that could not be amended. The first Shire-thain was one Bucca of the Marish, from whom the Oldbucks claimed descent. He became Thain in 379 of our reckoning (1979).

After Arvedui the North-kingdom ended, for the Dúnedain were now few and all the peoples of Eriador diminished. Yet the line of the kings was continued by the Chieftains of the Dúnedain, of whom Aranarth son of Arvedui was the first. Arahael his son was fostered in Rivendell, and so were all the sons of the chieftains after him; and there also were kept the heirlooms of their house: the ring of Barahir, the shards of Narsil, the star of Elendil, and the sceptre of Annúminas.

'When the kingdom ended the Dúnedain passed into the shadows and became a secret and wandering people, and their deeds and labours were seldom sung or recorded. Little now is remembered of them since Elrond departed. Although even before the Watchful Peace ended evil things again began to attack Eriador or to invade it secretly, the Chieftains for the most part lived out their long lives. Aragorn I, it is said, was slain by wolves, which ever after remained a peril in Eriador, and are not yet ended. In the days of Arahad I the Orcs, who had, as later appeared, long been secretly occupying strongholds in the Misty Mountains, so as to bar all the passes into Eriador, suddenly revealed themselves. In 2509 Celebrían wife of Elrond was journeying to Lórien when she was waylaid in the Redhorn Pass, and her escort being scattered by the sudden assault of the Orcs, she was seized and carried off. She was pursued and rescued by Elladan and Elrohir, but not before she had suffered torment and had received a poisoned wound. She was brought back to Imladris, and though healed in body by Elrond, lost all delight in Middle-earth, and the next year went to the Havens and passed over Sea. And later in the days of Arassuil, Orcs, multiplying again in the Misty Mountains, begin to ravage the lands, and the Dúnedain and the sons of Elrond fought with them. It was at this time that a large band came so far west as to enter the Shire, and were driven off by Bandobras Took.'

There were fourteen Chieftains, before the fifteenth and last was born, Aragorn II, who became again King of born Gondor and Arnor. 'Our King, we call him; and when he comes north to his house in Annúminas restored and stays for a while by Lake Evendim, then everyone in the Shire is glad. But he does not enter this land and binds himself by the law that he has made, that none of the Big People shall pass its borders. But he rides often with many fair people to the Great Bridge, and there he welcomes his friends, and any others who wish to see him; and some ride away with him and stay in his house as long as they have a mind. Thain Peregrin has been there many times; and so has Master Samwise the Mayor. His daughter Elanor the Fair is one of the maids of Queen Evenstar.'

It was the pride and wonder of the Northern Line that, though their power departed and their people dwindled, through all the many generations the succession was unbroken from father to son. Also, though the length of the lives of the Dúnedain grew ever less in Middle-earth, after the ending of their kings the waning was swifter in Gondor; and many of the Chieftains of the North still lived to twice the age of Men, and far beyond the days of even the oldest among us. Aragorn

indeed lived to be two hundred and ten years old, longer than any of his line since King Arvegil; but in Aragorn Elessar the dignity of the kings of old was renewed.

(iv)

GONDOR AND THE HEIRS OF ANÁRION

There were thirty-one kings in Gondor after Anárion was slain before the Barad-dûr. Though war never ceased on their borders, for more than a thousand years the Dúnedain of the South grew in wealth and power by land and sea, until the reign of Atanatar II, who was called Alcarin, the Glorious. Yet the signs of decay had then already appeared; for the high men of the South married late, and their children were few. The first childless king was Falastur, and the second Narmacil I, the son of Atanatar Alcarin.

It was Ostoher the seventh king who rebuilt Minas Anor, where afterwards the kings dwelt in summer rather than in Osgiliath. In his time Gondor was first attacked by wild men out of the East. But Tarostar, his son, defeated them and drove them out, and took the name of Rómendacil 'East-victor'. He was, however, later slain in battle with fresh hordes of Easterlings. Turambar his son avenged him, and won much territory eastwards.

With Tarannon, the twelfth king, began the line of the Ship-kings, who built navies and extended the sway of Gondor along the coasts west and south of the Mouths of Anduin. To commemorate his victories as Captain of the Hosts, Tarannon took the crown in the name of Falastur 'Lord of the Coasts'.

Eärnil I, his nephew, who succeeded him, repaired the ancient haven of Pelargir, and built a great navy. He laid siege by sea and land to Umbar, and took it, and it became a great harbour and fortress of the power of Gondor. But Eärnil did not long survive his triumph. He was lost with many ships and men in a great storm off Umbar. Ciryandil his son continued the building of ships; but the Men of the Harad, led by the lords that had been driven from Umbar, came up with great power against that stronghold, and Ciryandil fell in battle in Haradwaith.

For many years Umbar was invested, but could not be taken because of the sea-power of Gondor. Ciryaher son of Ciryandil bided his time, and at last when he had gathered strength he came down from the north by sea and by land, and crossing the River Harnen his armies utterly defeated the Men of the Harad, and their kings were compelled to acknowledge the overlordship of Gondor (1050). Ciryaher then took the name of Hyarmendacil 'South-victor'.

The might of Hyarmendacil no enemy dared to contest during the remainder of his long reign. He was king for one hundred and thirty-four years, the longest reign but one of all the Line of Anárion. In his day Gondor reached the summit of its power. The realm then extended north to Celebrant and the southern eaves of Mirkwood; west to the Greyflood; east to the inland Sea of

Rhûn; south to the River Harnen, and thence along the coast to the peninsula and haven of Umbar. The Men of the Vales of Anduin acknowledged its authority; and the kings of the Harad did homage to Gondor, and their sons lived as hostages in the court of its King. Mordor was desolate, but was watched over by great fortresses that guarded the passes.

So ended the line of the Ship-kings. Atanatar Alcarin son of Hyarmendacil lived in great splendour, so that men said precious stones are pebbles in Gondor for children to play with. But Atanatar loved ease and did nothing to maintain the power that he had inherited, and his two sons were of like temper. The waning of Gondor had already begun before he died, and was doubtless observed by its enemies. The watch upon Mordor was neglected. Nonetheless it was not until the days of Valacar that the first great evil came upon Gondor: the civil war of the Kin-strife, in which great loss and ruin was caused and never fully repaired.

Minalcar, son of Calmacil, was a man of great vigour, and in 1240 Narmacil, to rid himself of all cares, made him Regent of the realm. From that time onwards he governed Gondor in the name of the kings until he succeeded his father. His chief concern was with the Northmen.

These had increased greatly in the peace brought by the power of Gondor. The kings showed them favour, since they were the nearest in kin of lesser Men to the Dúnedain (being for the most part descendants of those peoples from whom the Edain of old had come); and they gave them wide lands beyond Anduin south of Greenwood the Great, to be a defence against men of the East. For in the past the attacks of the Easterlings had come mostly over the plain between the Inland Sea and the Ash Mountains.

In the days of Narmacil I their attacks began again, though at first with little force; but it was learned by the regent that the Northmen did not always remain true to Gondor, and some would join forces with the Easterlings, either out of greed for spoil, or in the furtherance of feuds among their princes. Minalcar therefore in 1248 led out a great force, and between Rhovanion and the Inland Sea he defeated a large army of the Easterlings and destroyed all their camps and settlements east of the Sea. He then took the name of Rómendacil.

On his return Rómendacil fortified the west shore of Anduin as far as the inflow of the Limlight, and forbade any stranger: to pass down the River beyond the Emyrn Muil. He it was that built the pillars of the Argonath at the entrance to Nen Hithoel. But since he needed men, and desired to strengthen the bond between Gondor and the Northmen, he took many of them into his service and gave to some high rank in his armies.

Rómendacil showed especial favour to Vidugavia, who had aided him in the war. He called himself King of Rhovanion, and was indeed the most powerful of the Northern princes, though his own realm lay between Greenwood and the River Celduin. In 1250 Rómendacil sent his son Valacar as an ambassador to dwell for a while with Vidugavia and make himself acquainted with the language, manners, and policies of the Northmen. But Valacar far exceeded his father's designs. He grew to love the Northern lands and people, and he married Vidumavi, daughter of Vidugavia. It was some years before he returned. From this marriage came later the war of the Kin-strife.

'For the high men of Gondor already looked askance at the Northmen among them; and it was a thing unheard of before that the heir to the crown, or any son of the King, should wed one of lesser and alien race. There was already rebellion in the southern provinces when King Valacar grew old. His queen had been a fair and noble lady, but short-lived according to the fate of lesser Men, and the Dúnedain feared that her descendants would prove the same and fall from the majesty of the Kings of Men. Also they were unwilling to accept as lord her son, who though he was now called Eldacar, had been born in an alien country and was named in his youth Vinitharya, a name of his mother's people.

Therefore when Eldacar succeeded his father there was war in Gondor. But Eldacar did not prove easy to thrust from his heritage. To the lineage of Gondor he added the fearless spirit of the Northmen. He was handsome and valiant, and showed no sign of ageing more swiftly than his father. When the confederates led by descendants of the kings rose against him, he opposed them to the end of his strength. At last he was besieged in Osgiliath, and held it long, until hunger and the greater forces of the rebels drove him out, leaving the city in flames. In that siege and burning the Tower of the Stone of Osgiliath was destroyed, and the _palantír_ was lost in the waters.

'But Eldacar eluded his enemies, and came to the North, to his kinsfolk in Rhovanion. Many gathered to him there, both of the Northmen in the service of Gondor, and of the Dúnedain of the northern parts of the realm. For many of the latter had learned to esteem him, and many more came to hate his usurper. This was Castamir, grandson of Calimehtar, younger brother of Rómendacil II. He was not only one of those nearest by blood to the crown, but he had the greatest following of all the rebels; for he was the Captain of Ships, and was supported by the people of the coasts and of the great havens of Pelargir and Umbar.

'Castamir had not long sat upon the throne before he proved himself haughty and ungenerous. He was a cruel man, as he had first shown in the taking of Osgiliath. He caused Ornendil son of Eldacar, who was captured, to be put to death; and the slaughter and destruction done in the city at his bidding far exceeded the needs of war. This was remembered in Minas Anor and in Ithilien; and there love for Castamir was further lessened when it became seen that he cared little for the land, and thought only of the fleets, and purposed to remove the king's seat to Pelargir.

'Thus he had been king only ten years, when Eldacar, seeing his time, came with a great army out of the north, and folk flocked to him from Calenardhon and Anórien and Ithilien. There was a great battle in Lebennin at the Crossings of Erui, in which much of the best blood in Gondor was shed. Eldacar himself slew Castamir in combat, and so was avenged for Ornendil; but Castamir's sons escaped, and with others of their kin and many people of the fleets they held out long at Pelargir.

'When they had gathered there all the force that they could (for Eldacar had no ships to beset them by sea) they sailed away, and established themselves at Umbar. There they made a refuge for all the enemies of the king, and a lordship independent of his crown. Umbar remained at war with Gondor for many lives of men, a threat to its coastlands and to all traffic on the sea. It was never again completely subdued until the days of Elessar; and the region of South Gondor became a debatable land between the Corsairs and the Kings.'

'The loss of Umbar was grievous to Gondor, not only because the realm was diminished in the south and its hold upon the Men of the Harad was loosened, but because it was there that Ar-Pharazôn the Golden, last King of Númenor, had landed and humbled the might of Sauron. Though great evil had come after, even the followers of Elendil remembered with pride the coming of the great host of Ar-Pharazôn out of the deeps of the Sea; and on the highest hill of the headland above the Haven they had set a great white pillar as a monument. It was crowned with a globe of crystal that took the rays of the Sun and of the Moon and shone like a bright star that could be seen in clear weather even on the coasts of Gondor or far out upon the western sea. So it stood, until after the second arising of Sauron, which now approached, Umbar fell under the domination of his servants, and the memorial of his humiliation was thrown down.'

After the return of Eldacar the blood of the kingly house and other houses of the Dúnedain became more mingled with that of lesser Men. For many of the great had been slain in the Kin-strife; while Eldacar showed favour to the Northmen, by whose help he had regained the crown, and the people of Gondor were replenished by great numbers that came from Rhovanion.

This mingling did not at first hasten the waning of the Dúnedain, as had been feared; but the waning still proceeded, little by little, as it had before. For no doubt it was due above all to Middle-earth itself, and to the slow withdrawing of the gifts of the Númenoreans after the downfall of the Land of the Star. Eldacar lived to his two hundred and thirty-fifth year, and was king for fifty-eight years, of which ten were spent in exile.

The second and greatest evil came upon Gondor in the reign of Telemnar, the twenty-sixth king, whose father Minardil, son of Eldacar, was slain at Pelargir by the Corsairs of Umbar. (They were led by Angamaitë and Sangahyando, the great-grandsons of Castamir.) Soon after a deadly plague came with dark winds out of the East The King and all his children died, and great numbers of the people of Gondor, especially those that lived in Osgiliath. Then for weariness and fewness of men the watch on the borders of Mordor ceased and the fortresses that guarded the passes were unmanned.

Later it was noted that these things happened even as the Shadow grew deep in Greenwood, and many evil things reappeared, signs of the arising of Sauron. It is true that the enemies of Gondor also suffered, or they might have overwhelmed it in its weakness; but Sauron could wait, and it may well be that the opening of Mordor was what he chiefly desired.

When King Telemnar died the White Tree of Minas Anor also withered and died. But Tarondor, his nephew, who succeeded him, replanted a seedling in the citadel. He it was who removed the king's house permanently to Minas Anor, for Osgiliath was now partly deserted, and began to fall into ruin. Few of those who had fled from the plague into Ithilien or to the western dales were willing to return.

Tarondor, coming young to the throne, had the longest reign of all the Kings of Gondor; but he could achieve little more than the reordering of his realm within, and the slow nursing of its strength. But Telumehtar his son, remembering the death of Minardil, and being troubled by the insolence of the Corsairs, who raided his coasts even as far as the Anfalas, gathered his forces and in 1810 took Umbar by storm. In that war the last descendants of Castamir perished, and Umbar was again held for a while by the kings. Telumehtar added to his name the title Umbardacil. But in the new evils that soon befell Gondor Umbar was again lost, and fell into the hands of the Men of the Harad.

The third evil was the invasion of the Wainriders, which sapped the waning strength of Gondor in wars that lasted for almost a hundred years. The Wainriders were a people, or a confederacy of many peoples, that came from the East; but they were stronger and better armed than any that had appeared before. They journeyed in great wains, and their chieftains fought in chariots. Stirred up, as was afterwards seen, by the emissaries of Sauron, they made a sudden assault upon Gondor, and King Narmacil II was slain in battle with them beyond Anduin in 1856. The people of eastern and southern Rhovanion were enslaved; and the frontiers of Gondor were for that time withdrawn to the Anduin and the Eryn Muil. [At this time it is thought that the Ringwraiths re-entered Mordor.]

Calimehtar, son of Narmacil II, helped by a revolt in Rhovanion, avenged his father with a great victory over the Easterlings upon Dagorlad in 1899, and for a while the peril was averted. It was in the reign of Araphant in the North and of Ondoher son of Calimehtar in the South that the two kingdoms again took counsel together after long silence and estrangement. For at last they perceived that some single power and will was directing the assault from many quarters upon the survivors of Númenor. It was at that time that Arvedui heir of Araphant wedded Fíriel daughter of Ondoher (1940). But neither kingdom was able to send help to the other; for Angmar renewed its attack upon Arthedain at the same time as the Wainriders reappeared in great force.

Many of the Wainriders now passed south of Mordor and made alliance with men of Khand and of Near Harad; and in this great assault from north and south, Gondor came near to destruction. In 1944 King Ondoher and both his sons, Artamir and Faramir, fell in battle north of the Morannon, and the enemy poured into Ithilien. But Eärnil, Captain of the Southern Army, won a great victory in South Ithilien and destroyed the army of Harad that had crossed the River Poros. Hastening north, he gathered to him all that he could of the retreating Northern Army and came up against the main camp of the Wainriders, while they were feasting and revelling, believing that Gondor was overthrown and that nothing remained but to take the spoil. Eärnil stormed the camp and set fire to the wains, and drove the enemy in a great rout out of Ithilien. A great part of those who fled before him perished in the Dead Marshes.

'On the death of Ondoher and his sons, Arvedui of the North-kingdom claimed the crown of Gondor, as the direct descendant of Isildur, and as the husband of Fíriel, only surviving child of Ondoher. The claim was rejected. In this Pelendur, the Steward of King Ondoher, played the chief part.

"The Council of Gondor answered: "The crown and royalty of Gondor belongs solely to the heirs of Meneldil, son of Anárion, to whom Isildur relinquished this realm. In Gondor this heritage is reckoned through the sons only; and we have not heard that the law is otherwise in Arnor."

"To this Arvedui replied: "Elendil had two sons, of whom Isildur was the elder and the heir of his father. We have heard that the name of Elendil stands to this day at the head of the line of the Kings of Gondor, since he was accounted the high king of all the lands of the Dúnedain. While Elendil still lived, the conjoint rule in the South was committed to his sons; but when Elendil fell, Isildur departed to take up the high kingship of his father, and committed the rule in the South in like manner to the son of his brother. He did not relinquish his royalty in Gondor, nor intend that the realm of Elendil should be divided for ever.

"Moreover, in Númenor of old the sceptre descended to the eldest child of the king, whether man or woman. It is true that the law has not been observed in the lands of exile ever troubled by war; but such was the law of our people, to which we now refer, seeing that the sons of Ondoher died childless."

To this Gondor made no answer. The crown was claimed by Eärnil, the victorious captain; and it was granted to him with the approval of all the Dúnedain in Gondor, since he was of the royal house. He was the son of Siriondil, son of Calimmacil, son of Arciryas brother of Narmacil II. Arvedui did not press his claim; for he had neither the power nor the will to oppose the choice of the Dúnedain of Gondor; yet the claim was never forgotten by his descendants even when their kingship had passed away. For the time was now drawing near when the North-kingdom would come to an end.

'Arvedui was indeed the last king, as his name signifies. It is said that this name was given to him at his birth by Malbeth the Seer, who said to his father: "_Arvedui_ you shall call him, for he will be the last in Arthedain. Though a choice will come to the Dúnedain, and if they take the one that seems less hopeful, then your son will change his name and become king of a great realm. If not, then much sorrow and many lives of men shall pass, until the Dúnedain arise and are united again."

'In Gondor also one king only followed Eärnil. It may be that if the crown and the sceptre had been united, then the kingship would have been maintained and much evil averted. But Eärnil was a wise man, and not arrogant, even if, as to most men in Gondor, the realm in Arthedain seemed a small thing, for all the lineage of its lords.

'He sent messages to Arvedui announcing that he received the crown of Gondor, according to the laws and the needs of the South-kingdom, "but I do not forget the loyalty of Arnor, nor deny our kinship, nor wish that the realms of Elendil should be estranged. I will send to your aid when you have need, so far as I am able."

'It was, however, long before Eärnil felt himself sufficiently secure to do as he promised. King Araphant continued with dwindling strength to hold off the assaults of Angmar, and Arvedui when he succeeded did likewise; but at last in the autumn of 1973 messages came to Gondor that Arthedain was in great straits, and that the Witch-king was preparing a last stroke against it. Then

Eärnil sent his son Eärnur north with a fleet, as swiftly as he could, and with as great strength as he could spare. Too late. Before Eärnur reached the havens of Lindon, the Witch-king had conquered Arthedain and Arvedui had perished.

'But when Eärnur came to the Grey Havens there was joy and great wonder among both Elves and Men. So great in draught and so many were his ships that they could scarcely find harbourage, though both the Harlond and the Forlond also were filled; and from them descended an army of power, with munition and provision for a war of great kings. Or so it seemed to the people of the North, though this was but a small sending-force of the whole might of Gondor. Most of all, the horses were praised, for many of them came from the Vales of Anduin, and with them .were riders tall and fair, and proud princes of Rhovanion.

Then Círdan summoned all who would come to him, from Lindon or Arnor, and when all was ready the host crossed the Lune and marched north to challenge the Witch-king of Angmar. He was now dwelling, it is said, in Fornost, which he had filled with evil folk, usurping the house and rule of the kings. In his pride he did not await the onset of his enemies in his stronghold, but went out to meet them, thinking to sweep them, as others before, into the Lune.

'But the Host of the West came down on him out of the Hills of Evendim, and there was a great battle on the plain between Nenuial and the North Downs. The forces of Angmar were already giving way and retreating towards Fornost when the main body of the horsemen that had passed round the hills came down from the north and scattered them in a great rout. Then the Witch-king, with all that he could gather from the wreck, fled northwards, seeking his own land of Angmar. Before he could gain the shelter of Carn Dûm the cavalry of Gondor overtook him with Eärnur riding at their head. At the same time a force under Glorfindel the Elf-lord came up out of Rivendell. Then so utterly was Angmar defeated that not a man nor an orc of that realm remained west of the Mountains.

'But it is said that when he was lost suddenly the Witch-king himself appeared, black-robed and black-masked upon a black horse. Fear fell upon all who beheld him; but he singled out the Captain of Gondor for the fullness of his hatred, and with a terrible cry he rode straight upon him. Eärnur would have withstood him; but his horse could not endure that onset, and it swerved and bore him far away before he could master it.

'Then the Witch-king laughed, and none that heard it ever forgot the horror of that cry. But Glorfindel rode up then on his white horse, and in the midst of his laughter the Witch-king turned to flight and passed into the shadows. For night came down on the battlefield, and he was lost, and none saw whither he went.

'Eärnur now rode back, but Glorfindel, looking into the gathering dark, said: "Do not pursue him! He will not return to this land. Far off yet is his doom, and not by the hand of man will he fall." These words many remembered; but Eärnur was angry, desiring only to be avenged for his disgrace.

'So ended the evil realm of Angmar; and so did Eärnur, Captain of Gondor, earn the chief hatred of the Witch-king; but many years were still to pass before that was revealed.'

It was thus in the reign of King Eärnil, as later became clear, that the Witch-king escaping from the North came to Mordor, and there gathered the other Ringwraiths, of whom he was the chief. But it was not until 2000 that they issued from Mordor by the Pass of Cirith Ungol and laid siege to Minas Ithil. This they took in 2002, and captured the _palantír_ of the tower. They were not expelled while the Third Age lasted; and Minas Ithil became a place of fear, and was renamed Minas Morgul. Many of the people that still remained in Ithilien deserted it.

'Eärnur was a man like his father in valour, but not in wisdom. He was a man of strong body and hot mood; but he would take no wife, for his only pleasure was in fighting, or in the exercise of arms. His prowess was such that none in Gondor could stand against him in those weapon-sports in which he delighted, seeming rather a champion than a captain or king, and retaining his vigour and skill to a later age than was then usual.'

When Eärnur received the crown in 2043 the King of Minas Morgul challenged him to single combat, taunting him that he had not dared to stand before him in battle in the North. For that time Mardil the Steward restrained the wrath of the king. Minas Anor, which had become the chief city of the realm since the days of King Telemnar, and the residence of the kings, was now renamed Minas Tirith, as the city ever on guard against the evil of Morgul.

Eärnur had held the crown only seven years when the Lord of Morgul repeated his challenge, taunting the king that to the faint heart of his youth he had now added the weakness of age. Then Mardil could no longer restrain him, and he rode with a small escort of knights to the gate of Minas Morgul. None of that riding were ever heard of again. It was believed in Gondor that the faithless enemy had trapped the king, and that he had died in torment in Minas Morgul; but since there were no witnesses of his death, Mardil the Good Steward ruled Gondor in his name for many years.

Now the descendants of the kings had become few. Their numbers had been greatly diminished in the Kin-strife; whereas since that time the kings had become jealous and watchful of those near akin. Often those on whom suspicion fell had fled to Umbar and there joined the rebels; while others had renounced their lineage and taken wives not of Númenorean blood. So it was that no claimant to the crown could be found who was of pure blood, or whose claim all would allow; and all feared the memory of the Kin-strife, knowing that if any such dissension arose again, then Gondor would perish. Therefore, though the years lengthened, the Steward continued to rule Gondor, and the crown of Elendil lay in the lap of King Eärnil in the Houses of the Dead, where Eärnur had left it.

The Stewards

The House of the Stewards was called the House of Húrin, for they were descendants of the Steward of King Minardil (1621-34), Húrin of Emyn Arnen, a man of high Númenorean race. After his day the kings had always chosen their stewards from among his descendants; and after the days of Pelendur the Stewardship became hereditary as a kingship, from father to son or nearest kin.

Each new Steward indeed took office with the oath 'to hold rod and rule in the name of the king, until he shall return.' But these soon became words of ritual little heeded, for the Stewards exercised all the power of the kings. Yet many in Gondor still believed that a king would indeed return in some time to come; and some remembered the ancient line of the North, which it was rumoured still lived on in the shadows. But against such thoughts the Ruling Stewards hardened their hearts.

Nonetheless the Stewards never sat on the ancient throne; and they wore no crown, and held no sceptre. They bore a white rod only as the token of their office; and their banner was white without charge; but the royal banner had been sable, upon which was displayed a white tree in blossom beneath seven stars.

After Mardil Voronwë, who was reckoned the first of the line there followed twenty-four Ruling Stewards of Gondor, until the time of Denethor II, the twenty-sixth and last. At first they had quiet, for those were the days of the Watchful Peace, during which Sauron withdrew before the power of the White Council and the Ringwraiths remained hidden in Morgul Vale. But from the time of Denethor I, there was never full peace again, and even when Gondor had no great or open war its borders were under constant threat.

In the last years of Denethor I the race of uruks, black orcs of great strength, first appeared out of Mordor, and in 2475 they swept across Ithilien and took Osgiliath. Boromir son of Denethor (after whom Boromir of the Nine Walkers was later named) defeated them and regained Ithilien; but Osgiliath was finally ruined, and its great stone-bridge was broken. No people dwelt there afterwards. Boromir was a great captain, and even the Witch-king feared him. He was noble and fair of face, a man strong in body and in will, but he received a Morgul-wound in that war which shortened his days, and he became shrunken with pain and died twelve year after his father.

After him began the long rule of Cirion. He was watchful and wary, but the reach of Gondor had grown short, and he could do little more than defend his borders, while his enemies (or the power that moved them) prepared strokes against him that he could not hinder. The Corsairs harried his coasts, but it was in the north that his chief peril lay. In the wide lands of Rhovanion, between Mirkwood and the River Running, a fierce people now dwelt, wholly under the shadow of Dol Guldur. Often they made raids through the forest, until the vale of Anduin south of the Gladden was largely deserted. These Balchoth were constantly increased by others of like kind that came in from the east, whereas the people of Calenardhon had dwindled. Cirion was hard put to it to hold the line of the Anduin.

Foreseeing the storm, Cirion sent north for aid, but over-late; for in that year (2510) the Balchoth, having built many great boats and rafts on the east shores of Anduin, swarmed over the River and swept away the defenders. An army marching up from the south was cut off and driven north over the Limlight, and there it was suddenly attacked by a horde of Orcs from the Mountains and pressed towards the Anduin. Then out of the North there came help beyond hope, and the horns of the Rohirrim were first heard in Gondor. Eorl the Young came with his riders and swept away the enemy, and pursued the Balchoth to the death over the fields of Calenardhon. Cirion

granted to Eorl that land to dwell in, and he swore to Cirion the Oath of Eorl, of friendship at need or at call to the Lords of Gondor.'

In the days of Beren, the nineteenth Steward, an even greater peril came upon Gondor. Three great fleets, long prepared, came up from Umbar and the Harad, and assailed the coasts of Gondor in great force; and the enemy made many landings, even as far north as the mouth of the Isen. At the lame time the Rohirrim were assailed from the west and the east, and their land was overrun, and they were driven into the dales of the White Mountains. In that year (2758) the Long Winter began with cold and great snows out of the North and the East which lasted for almost five months. Helm of Rohan and both his sons perished in that war; and there was misery and death in Eriador and in Rohan. But in Gondor south of the mountains things were less evil, and before spring came Beregon son of Beren had overcome the invaders. At once he sent aid to Rohan. He was the greatest captain that had arisen in Gondor since Boromir; and when he succeeded his father (2763) Gondor began to recover its strength. But Rohan was slower to be healed of the hurts that it had received. It was for this reason that Beren welcomed Saruman, and gave to him the keys of Orthanc; and from that year on (2759) Saruman dwelt in Isengard.

It was in the days of Beregon that the War of the Dwarves and Orcs was fought in the Misty Mountains (2793-9), of which only rumour came south, until the Orcs fleeing from Nanduhirion attempted to cross Rohan and establish themselves in the White Mountains. There was fighting for many years in the dales before that danger was ended.

When Belecthor II, the twenty-first Steward, died, the White Tree died also in Minas Tirith; but it was left standing 'until the King returns', for no seedling could be found.

In the days of Turin II the enemies of Gondor began to move again; for Sauron was grown again to power and the day of his arising was drawing near. All but the hardiest of its people deserted Ithilien and removed west over Anduin, for the land was infested by Mordor-orcs. It was Túrin that built secret refuges for his soldiers in Ithilien, of which Kenneth Annûn was the longest guarded and manned. He also fortified again the isle of Cair Andros to defend Anórien. But his chief peril lay in the south, where the Haradrim had occupied South Gondor, and there was much fighting along the Poros. When Ithilien was invaded in great strength. King Folcwine of Rohan fulfilled the Oath of Eorl and repaid his debt for the aid brought by Beregon, sending many men to Gondor. With their aid Túrin won a victory at the crossings of the Poros; but the sons of Folcwine both fell in the battle. The Riders buried them after the fashion of their people, and they were laid in one mound, for they were twin brothers. Long it stood, _Haudh in Gwanûr_, high upon the shore of the river, and the enemies of Gondor feared to pass it.

Turgon followed Turin, but of his time it is chiefly remembered that two years ere his death, Sauron arose again, and declared himself openly; and he re-entered Mordor long prepared for him. Then the Barad-dûr was raised once more, and Mount Doom burst into flame, and the last of the

folk of Ithilien fled far away. When Turgon died Saruman took Isengard for his own, and fortified it.

Ecthelion II, son of Turgon, was a man of wisdom. With what power was left to him he began to strengthen his realm against the assault of Mordor. He encouraged all men of worth from near or far to enter his service, and to those who proved trustworthy he gave rank and reward. In much that he did he had the aid and advice of a great captain whom he loved above all. Thorongil men called him in Gondor, the Eagle of the Star, for he was swift and keen-eyed, and wore a silver star upon his cloak; but no one knew his true name nor in what land he was born. He came to Ecthelion from Rohan, where he had served the King Thengel, but he was not one of the Rohirrim. He was a great leader of men, by land or by sea, but he departed into the shadows whence he came, before the days of Ecthelion were ended.

Thorongil often counselled Ecthelion that the strength of the rebels in Umbar was a great peril to Gondor, and a threat to the fiefs of the south that would prove deadly, if Sauron moved to open war. At last he got leave of the Steward and gathered a small fleet, and he came to Umbar unlooked-for by night, and there burned a great part of the ships of the Corsairs. He himself overthrew the Captain of the Haven in battle upon the quays, and then he withdrew his fleet with small loss. But when they came back to Pelargir, to men's grief and wonder, he would not return to Minas Tirith, where great honour awaited him.

He sent a message of farewell to Ecthelion, saying: "Other tasks now call me, lord, and much time and many perils must pass, ere I come again to Gondor, if that be my fate." Though none could guess what those tasks might be, nor what summons he had received, it was known whither he went. For he took boat and crossed over Anduin, and there he said farewell to his companions and went on alone; and when he was last seen his face was towards the Mountains of Shadow.

There was dismay in the City at the departure of Thorongil, and to all men it seemed a great loss, unless it were to Denethor, the son of Ecthelion, a man now ripe for the Stewardship, to which after four years he succeeded on the death of his father.

Denethor II was a proud man, tall, valiant, and more kingly than any man that had appeared in Gondor for many lives of men; and he was wise also, and far-sighted, and learned in lore. Indeed he was as like to Thorongil as to one of nearest kin, and yet was ever placed second to the stranger in the hearts of men and the esteem of his father. At the time many thought that Thorongil had departed before his rival became his master, though indeed Thorongil had never himself vied with Denethor, nor held himself higher than the servant of his father. And in one matter only were their counsels to the Steward at variance: Thorongil often warned Ecthelion not to put trust in Saruman the White in Isengard, but to welcome rather Gandalf the Grey. But there was little love between Denethor and Gandalf; and after the days of Ecthelion there was less welcome for the Grey Pilgrim in Minas Tirith. Therefore later, when all was made clear, many believed that Denethor, who was subtle in mind and looked further and deeper than other men of his day, had discovered who this stranger Thorongil in truth was, and suspected that he and Mithrandir designed to supplant him.

'When Denethor became Steward (2984) he proved a masterful lord, holding the rule of all things in his own hand. He said little. He listened to counsel, and then followed his own mind. He had married late (2976), taking as wife Finduilas, daughter of Adrahil of Dot Amroth. She was a lady of great beauty and gentle heart, but before twelve years had passed she died. Denethor loved her, in his fashion, more dearly than any other, unless it were the elder of the sons that she bore him. But it seemed to men that she withered in the guarded city, as a flower of the seaward vales set upon a barren rock. The shadow in the east filled her with horror, and she turned her eyes ever south to the sea that she missed.

'After her death Denethor became more grim and silent than before, and would sit long alone in his tower deep in thought, foreseeing that the assault of Mordor would come in his time. It was afterwards believed that needing knowledge, but being proud, and trusting in his own strength of will, he dared to look in the _palantír_ of the White Tower. None of the Stewards had dared to do this, nor even the kings Eärnil and Eärnur, after the fall of Minas Ithil when the _palantír_ of Isildur came into the hands of the Enemy; for the Stone of Minas Tirith was the _palantír_ of Anárion, most close in accord with the one that Sauron possessed.

'In this way Denethor gained his great knowledge of things that passed in his realm, and far beyond his borders, at which men marvelled; but he bought the knowledge dearly, being aged before his time by his contest with the will of Sauron. Thus pride increased in Denethor together with despair, until he saw in all the deeds of that time only a single combat between the Lord of the White Tower and the Lord of the Barad-dûr, and mistrusted all others who resisted Sauron, unless they served himself alone.

'So time drew on to the War of the Ring, and the sons of Denethor grew to manhood. Boromir, five years the elder, beloved by his father, was like him in face and pride, but in little else. Rather he was a man after the sort of King Eärnur of old, taking no wife and delighting chiefly in arms; fearless and strong, but caring little for lore, save the tales of old battles. Faramir the younger was like him in looks but otherwise in mind. He read the hearts of men as shrewdly as his father, but what he read moved him sooner to pity than to scorn. He was gentle in bearing, and a lover of lore and of music, and therefore by many in those days his courage was judged less than his brother's. But it was not so, except that he did not seek glory in danger without a purpose. He welcomed Gandalf at such times as he came to the City, and he learned what he could from his wisdom; and in this as in many other matters he displeased his father.

'Yet between the brothers there was great love, and had been since childhood, when Boromir was the helper and protector of Faramir. No jealousy or rivalry had arisen between them since, for their father's favour or for the praise of men. It did not seem possible to Faramir that any one in Gondor could rival Boromir, heir of Denethor, Captain of the White Tower; and of like mind was Boromir. Yet it proved otherwise at the test. But of all that befell these three in the War of the Ring much is said elsewhere. And after the War the days of the Ruling Stewards came to an end; for the heir of Isildur and Anárion returned and the kingship was renewed, and the standard of the White Tree flew once more from the Tower of Ecthelion.'

(V)

HERE FOLLOWS A PART
OF THE
TALE OF ARAGORN AND ARWEN

'Arador was the grandfather of the King. His son Arathorn sought in marriage Gilraen the Fair, daughter of Dírhael, who was himself a descendant of Aranarth. To this marriage Dírhael was opposed; for Gilraen was young and had not leached the age at which the women of the Dúnedain wen accustomed to marry.

' "Moreover," he said, "Arathorn is a stern man of full age, and will be chieftain sooner than men looked for; yet my heart forebodes mat he will be shortlived."

'But Ivorwen, his wife, who was also foresighted, answered: "The more need of haste! The days are darkening before the storm, and great things are to come. If these two wed now, hope may be born for our people; but if they delay, it will not come while this age lasts."

'And it happened that when Arathorn and Gilraen had been married only one year, Arador was taken by hill-trolls in the Coldfells north of Rivendell and was slain; and Arathorn became Chieftain of the Dúnedain. The next year Gilraen bore him a son, and he was called Aragorn. But Aragorn was only two years old when Arathorn went riding against the Orcs with the sons of Elrond, and he was slain by an orc-arrow that pierced his eye; and so he proved indeed shortlived for one of his race, being but sixty years old when befell.

Then Aragorn, being now the Heir of Isildur, was taken with his mother to dwell in the house of Elrond; and Elrond took the place of his father and came to love him as a son of his own. But he was called Estel, that is "Hope", and his true name and lineage were kept secret at the bidding of Elrond; for the Wise then knew that the Enemy was seeking to discover the Heir of Isildur, if any remained upon earth.

'But when Estel was only twenty years of age, it chanced that he returned to Rivendell after great deeds in the company of the sons of Elrond; and Elrond looked at him and was pleased, for he saw that he was fair and noble and was early come to manhood, though he would yet become greater in body and in mind. That day therefore Elrond called him by his true name, and told him who he was and whose son; and he delivered to him the heirlooms of his house.

' "Here is the ring of Barahir," he said, "the token of our kinship from afar; and here also are the shards of Narsil. With these you may yet do great deeds; for I foretell that the span of your life shall be greater than the measure of Men, unless evil befalls you or you fail at the test. But the test will be hard and long. The Sceptre of Annúminas I withhold, for you have yet to earn it."

'The next day at the hour of sunset Aragorn walked alone in we woods, and his heart was high within him; and he sang, for he was full of hope and the world was fair. And suddenly even as he sang he saw a maiden walking on a greensward among the white stems of the birches; and he

halted amazed, thinking that he had strayed into a dream, or else that he had received the gift of the Elf-minstrels, who can make the things of which they sing appear before the eyes of those that listen.

'For Aragorn had been singing a part of the Lay of Lúthien which tells of the meeting of Lúthien and Beren in the forest of Neldoreth. And behold! there Lúthien walked before his eyes in Rivendell, clad in a mantle of silver and blue, fair as the twilight in Elven-home; her dark hair strayed in a sudden wind, and her brows were bound with gems like stars.

'For a moment Aragorn gazed in silence, but fearing that she would pass away and never be seen again, he called to her crying, _Tinúviel, Tinúviel!_ even as Beren had done in the Elder Days long ago.

'Then the maiden turned to him and smiled, and she said: "Who are you? And why do you call me by that name?"

'And he answered: "Because I believed you to be indeed Lúthien Tinúviel, of whom I was singing. But if you are not she, then you walk in her likeness."

' "So many have said," she answered gravely. "Yet her name is not mine. Though maybe my doom will be not unlike hers. But who are you?"

' "Estel I was called," he said; "but I am Aragorn, Arathorn's son, Isildur's Heir, Lord of the Dúnedain"; yet even in the saying he felt that this high lineage, in which his heart had rejoiced, was now of little worth, and as nothing compared to her dignity and loveliness.

'But she laughed merrily and said: "Then we are akin from afar. For I am Arwen Elrond's daughter, and am named also Undómiel."

' "Often is it seen," said Aragorn, "that in dangerous days men hide their chief treasure. Yet I marvel at Elrond and your brothers; for though I have dwelt in this house from childhood, I have heard no word of you. How comes it that we have never met before? Surely your father has not kept you locked in his hoard?"

' "No," she said, and looked up at the Mountains that rose in the east. "I have dwelt for a time in the land of my mother's kin, in far Lothlórien. I have but lately returned to visit my father again. It is many years since I walked in Imladris."

'Then Aragorn wondered, for she had seemed of no greater age than he, who had lived yet no more than a score of years in Middle-earth. But Arwen looked in his eyes and said: "Do not wonder! For the children of Elrond have the life of the Eldar."

'Then Aragorn was abashed, for he saw the elven-light in her eyes and the wisdom of many days; yet from that hour he loved Arwen Undómiel daughter of Elrond.

'In the days that followed Aragorn fell silent, and his mother perceived that some strange thing had befallen him; and at last he yielded to her questions and told her of the meeting in the twilight of the trees.

' "My son," said Gilraen, "your aim is high, even for the descendant of many kings. For this lady is the noblest and fairest that now walks the earth. And it is not fit that mortal should wed with the Elf-kin."

"Yet we have some part in that kinship," said Aragorn, "if the tale of my forefathers is true that I have learned."

' "It is true," said Gilraen, "but that was long ago and in another age of this world, before our race was diminished. Therefore I am afraid; for without the good will of Master Elrond the Heirs of Isildur will soon come to an end. But I do not think that you will have the good will of Elrond in this matter."

' "Then bitter will my days be, and I will walk in the wild alone," said Aragorn.

' "That will indeed be your fate," said Gilraen; but though she had in a measure the foresight of her people, she said no more to him of her foreboding, nor did she speak to any one of what her son had told her.

'But Elrond saw many things and read many hearts. One day, therefore, before the fall of the year he called Aragorn to his chamber, and he said: "Aragorn, Arathorn's son, Lord of the Dúnedain, listen to me! A great doom awaits you, either to rise above the height of all your fathers since the days of Elendil, or to fall into darkness with all that is left of your kin. Many years of trial lie before you. You shall neither have wife, nor bind any woman to you in troth, until your time comes and you are found worthy of it."

"Then Aragorn was troubled, and he said: "Can it be that my mother has spoken of this?"

' "No indeed," said Elrond. "Your own eyes have betrayed you. But I do not speak of my daughter alone. You shall be betrothed to no man's child as yet. But as for Arwen the Fair, Lady of Imladris and of Lórien, Evenstar of her people, she is of lineage greater than yours, and she has lived in the world already so long that to her you are but as a yearling shoot beside a young birch of many summers. She is too far above you. And so, I think, it may well seem to her. But even if it were not so, and her heart turned towards you, I should still be grieved because of the doom that is laid on us."

' "What is that doom?" said Aragorn.

' "That so long as I abide here, she shall live with the youth of the Eldar," answered Elrond, "and when I depart, she shall go with the, if she so chooses."

' "I see," said Aragorn, "that I have turned my eyes to a treasure no less dear than the treasure of Thingol that Beren once desired. Such is my fate." Then suddenly the foresight of his kindred came to him, and he said: "But lo! Master Elrond, the years of your abiding run short at last, and the choice must soon be laid on your children, to part either with you or with Middle-earth."

' "Truly," said Elrond. "Soon, as we account it, though many years of Men must still pass. But there will be no choice before Arwen, my beloved, unless you, Aragorn, Arathorn's son, come between us and bring one of us, you or me, to a bitter parting beyond the end of the world. Yon do not know yet what you desire of me." He sighed, and after a while, looking gravely upon the young man, he said again: "The years will bring what they will. We will speak no more of this until many have passed. The days darken, and much evil is to come."

"Then Aragorn took leave lovingly of Elrond; and the next day he said farewell to his mother, and to the house of Elrond, and to Arwen, and he went out into the wild. For nearly thirty years he laboured in the cause against Sauron; and he became a friend of Gandalf the Wise, from whom he gained much wisdom. With him he made many perilous journeys, but as the years wore on he went more often alone. His ways were hard and long, and he became somewhat grim to look upon, unless he chanced to smile; and yet he seemed to Men worthy of honour, as a king that is in exile, when he did not hide his true shape. For he went in many guises, and won renown under many names. He rode in the host of the Rohirrim, and fought for the Lord of Gondor by land and by sea; and then in the hour of victory he passed out of the knowledge of Men of the West, and went alone far into the East and deep into the South, exploring the hearts of Men, both evil and good, and uncovering the plots and devices of the servants of Sauron.

Thus he became at last the most hardy of living Men, skilled in their crafts and lore, and was yet more than they; for he was elven-wise, and there was a light in his eyes that when they were kindled few could endure. His face was sad and stern because of the doom that was laid on him, and yet hope dwelt ever in the depths of his heart, from which mirth would arise at times like a spring from the rock.

'It came to pass that when Aragorn was nine and forty years of age he returned from perils on the dark confines of Mordor, where Sauron now dwelt again and was busy with evil. He was weary and he wished to go back to Rivendell and rest there for a while ere he journeyed into the far countries; and on his way he came to the borders of Lórien and was admitted to the hidden land by the Lady Galadriel.

'He did not know it, but Arwen Undómiel was also there, dwelling again for a time with the kin of her mother. She was little changed, for the mortal years had passed her by, yet her face was more grave, and her laughter now seldom was heard. But Aragorn was grown to full stature of body and mind, and Galadriel bade him cast aside his wayworn raiment, and she clothed him in silver and white, with a cloak of elven-grey and a bright gem on his brow. Then more than any kind of Men he appeared, and seemed rather an Elf-lord from the Isles of the West. And thus it was that Arwen first beheld him again after their long parting; and as he came walking towards her under the trees of Caras Galadhon laden with flowers of gold, her choice was made and her doom appointed.

Then for a season they wandered together in the glades of Lothlórien, until it was time for him to depart. And on the evening of Midsummer Aragorn, Arathorn's son, and Arwen daughter of Elrond went to the fair hill, Cerin Amroth, in the midst of the land, and they walked unshod on the undying grass with elanor and niphredil about their feet And there upon that hill they looked east to the Shadow and west to the Twilight, and they plighted their troth and were glad.

'And Arwen said: "Dark is the Shadow, and yet my heart rejoices; for you, Estel, shall be among the great whose valour will destroy it."

' But Aragorn answered: "Alas! I cannot foresee it, and how lit may come to pass is hidden from me. Yet with your hope I will hope. And the Shadow I utterly reject. But neither, lady, is the Twilight for me; for I am mortal, and if you will cleave to me, Evenstar, then the Twilight you must also renounce."

'And she stood then as still as a white tree, looking into the West, and at last she said: "I will cleave to you, Dúnadan, and turn from the Twilight. Yet there lies the land of my people and the long home of all my kin." She loved her father dearly.

'When Elrond learned the choice of his daughter, he was silent, though his heart was grieved and found the doom long feared none the easier to endure. But when Aragorn came again to Rivendell he called him to him, and he said:

' "My son, years come when hope will fade, and beyond them little is clear to the. And now a shadow lies between us. Maybe, it has been appointed so, that by my loss the kingship of Men may be restored. Therefore, though I love you, I say to you: Arwen Undómiel shall not diminish her life's grace lot less cause. She shall not be the bride of any Man less than the King of both Gondor and Arnor. To the men even our victory can bring only sorrow and parting - but to you hope of joy for a while. For a while. Alas, my son! I fear that to Arwen the Doom of Men may seem hard at the ending."

'So it stood afterwards between Elrond and Aragorn, and they spoke no more of this matter, but Aragorn went forth again to danger and toil. And while the world darkened and fear fell on Middle-earth, as the power of Sauron grew and the Barad-dûr rose ever taller and stronger, Arwen remained in Rivendell, and when Aragorn was abroad, from afar she watched over him in thought; and in hope she made for him a great and kingly standard, such as only one might display who claimed the lordship of the Númenoreans and the inheritance of Elendil.

'After a few years Gilraen took leave of Elrond and returned to her own people in Eriador, and lived alone; and she seldom saw her son again, for he spent many years in far countries. But on a time, when Aragorn had returned to the North, he came to her, and she said to him before he went:

' "This is our last parting, Estel, my son. I am aged by care, even as one of lesser Men; and now that it draws near I cannot face the darkness of our time that gathers upon Middle-earth. I shall leave it soon."

'Aragorn tried to comfort her, saying: "Yet there may be a light beyond the darkness; and if so, I would have you see it and be glad."

'But she answered only with this _linnod_:

Ónen i-Estel Edain, ú-chebin estel anim,1~

and Aragorn went away heavy of heart. Gilraen died before the next spring.

"Thus the years drew on to the War of the Ring; of which more is told elsewhere: how the means unforeseen was revealed whereby Sauron might be overthrown, and how hope beyond hope was fulfilled. And it came to pass that in the hour of defeat Aragorn came up from the sea and unfurled the standard of Arwen in the battle of the Fields of Pelennor, and in that day he was first hailed as king. And at last when all was done he entered into the inheritance of his fathers and received the crown of Gondor and sceptre of Arnor; and at Midsummer in the year of the Fall of Sauron he took the hand of Arwen Undómiel, and they were wedded in the city of the Kings.

"The Third Age ended thus in victory and hope; and yet grievous among the sorrows of that Age was the parting of Elrond and Arwen, for they were sundered by the Sea and by a doom beyond the end of the world. When the Great Ring was unmade and the Three were shorn of their power, then Elrond grew weary at last and forsook Middle-earth, never to return. But Arwen became as a mortal woman, and yet it was not her lot to die until all that she had gained was lost.

'As Queen of Elves and Men she dwelt with Aragorn for six-score years in great glory and bliss; yet at last he felt the approach of old age and knew that the span of his life-days was drawing to an end, long though it had been. Then Aragorn said to Arwen:

' "At last, Lady Evenstar, fairest in this world, and most be-loved, my world is fading. Lo! we have gathered, and we have spent, and now the time of payment draws near."

'Arwen knew well what he intended, and long had foreseen it; nonetheless she was overborne by her grief. "Would you then, lord, before your time leave your people that live by your word?" she said.

' "Not before my time," he answered. "For if I will not go now, then I must soon go perforce. And Eldarion our son is a man full-ripe for kingship."

"Then going to the House of the Kings in the Silent Street, Aragorn laid him down on the long bed that had been prepared for him. There he said farewell to Eldarion, and gave into his hands the winged crown of Gondor and the sceptre of Arnor, and then all left him save Arwen, and she stood alone by his bed. And for all her wisdom and lineage she could not forbear to plead with him to stay yet for a while. She was not yet weary of her days, and thus she tasted the bitterness of the mortality that she had taken upon her.

' "Lady Undómiel," said Aragorn, "the hour is indeed hard, yet it was made even in that day when we met under the white birches in the garden of Elrond where none now walk. And on the hill of Cerin Amroth when we forsook both the Shadow and the Twilight this doom we accepted.

Take counsel with yourself, beloved, and ask whether you would indeed have the wait until I wither and rail from my high seat unmanned and witless. Nay, lady, I am the last of the Númenoreans and the latest King of the Elder Days; and to me has been given not only a span thrice that of Men of Middle-earth, but also the grace to go at my will, and give back the gift. Now, therefore, I will sleep.

' "I speak no comfort to you, for there is no comfort for such pain within the circles of the world. The uttermost choice is before you: to repent and go to the Havens and bear away into the West the memory of our days together that shall there be evergreen but never more than memory; or else to abide the Doom of Men."

' "Nay, dear lord," she said, "that choice is long over. There is now no snip that would bear the hence, and I must indeed abide the Doom of Men, whether I will or I nill: the loss and the silence. But I say to you, King of the Númenoreans, not till now have I understood the tale of your people and their fall. As wicked fools I scorned them, but I pity them at last. For if this is indeed, as the Eldar say, the gift of the One to Men, it is bitter to receive."

' "So it seems," he said. "But let us not be overthrown at the final test, who of old renounced the Shadow and the Ring. In sorrow we must go, but not in despair. Behold! we are not bound forever to the circles of the world, and beyond them is more than memory, Farewell!"

' "Estel, Estel!" she cried, and with that even as he took her hand and kissed it, he fell into sleep. Then a great beauty was revealed in him, so that all who after came there looked on him in wonder; for they saw that the grace of his youth, and the valour of his manhood, and the wisdom and majesty of his age were blended together. And long there he lay, an image of the splendour of the Kings of Men in glory undimmed before the breaking of the world.

'But Arwen went forth from the House, and the light of her eyes was quenched, and it seemed to her people that she had become cold and grey as nightfall in winter that comes without a star. Then she said farewell to Eldarion, and to her daughters, and to all whom she had loved; and she went out from the city of Minas Tirith and passed away to the land of Lórien, and dwelt there alone under the fading trees until winter came. Galadriel had passed away and Celeborn also was gone, and the land was silent.

'There at last when the mallorn-leaves were falling, but spring had not yet come, she laid herself to rest upon Cerin Amroth; and there is her green grave, until the world is changed, and all the days of her life are utterly forgotten by men that come after, and elanor and niphredil bloom no more east of the Sea.

'Here ends this tale, as it has come to us from the South; and with the passing of Evenstar no more is said in this book of the days of old.'

THE HOUSE OF EORL

'Eorl the Young was lord of the Men of Éothéod. That land lay near the sources of Anduin, between the furthest ranges of the Misty Mountains and the northernmost parts of Mirkwood. The Éothéod had moved to those regions in the days of King Eärnil II from lands in the vales of Anduin between the Carrock and the Gladden, and they were in origin close akin to the Beornings and the men of the west-eaves of the forest. The forefathers, of Eorl claimed descent from kings of Rhovanion, whose realm lay beyond Mirkwood before the invasions of the Wainriders, and thus they accounted themselves kinsmen of the kings of Gondor descended from Eldacar. They loved best the plains, and delighted in horses and in all feats of horsemanship, but there were many men in the middle vales of Anduin in those days, and moreover the shadow of Dol Guldur was lengthening; when therefore they heard of the overthrow of the Witch-king, they sought more room in the North, and drove away the remnants of the people of Angmar on the east side of the Mountains. But in the days of Léod, father of Eorl, they had grown to be a numerous people and were again somewhat straitened in the land of their home.

'In the two thousand five hundred and tenth year of the Third Age a new peril threatened Gondor. A great host of wild men from the North-east swept over Rhovanion and coming down out of the Brown-lands crossed the Anduin on rafts. At the same time by chance or design the Orcs (who at that time before their war with the Dwarves were in great strength) made a descent from the Mountains. The invaders overran Calenardhon, and Cirion, Steward of Gondor, sent north for help; for there had been long friendship between the Men of Anduin's Vale and the people of Gondor. But in the valley of the River men were now few and scattered, and slow to render such aid as they could. At last tidings came to Eorl of the need of Gondor, and late though it seemed, he set out with a great host of riders.

'Thus he came to the battle of the Field of Celebrant, for that was the name of the green land that lay between Silverlode and Limlight. There the northern army of Gondor was in peril. Defeated in the Wold and cut off from the south, it had been driven across the Limlight, and was then suddenly assailed by the Orc-host that pressed it towards the Anduin. All hope was lost when, unlooked for, the Riders came out of the North and broke upon the rear of the enemy. Then the fortunes of battle were reversed, and the enemy was driven with slaughter over Limlight. Eorl, led his men in pursuit, and so great was the fear that went before horsemen of the North that the invaders of the Wold were also thrown into panic, and the Riders hunted them over the plains of Calenardhon.'

The people of that region had become few since the Plague, and most of those that remained had been slaughtered by the savage Easterlings. Cirion, therefore, in reward for his aid, gave Calenardhon between Anduin and Isen to Eorl and his people; and they sent north for their wives and children and their goods and sealed in that land. They named it anew the Mark of the Riders, and they called themselves the Eorlingas; but in Gondor their land was called Rohan, and its people the Rohirrim (that is, the Horse-lords). Thus Eorl became the first King of the Mark, and he chose for his dwelling a green hill before the feet of the White Mountains that were the south-wall of his

land. There the Rohirrim lived afterwards as free men under their own kings and laws, but in perpetual alliance with Gondor.

'Many lords and warriors, and many fair and valiant women, are named in the songs of Rohan that still remember the North. Frumgar, they say, was the name of the chieftain who led his people to Éothéod. Of his son, Fram, they tell that he slew Scatha, the great dragon of Ered Mithrin, and the land had peace from the long-worms afterwards. Thus Fram won great wealth, but was at feud with the Dwarves, who claimed the hoard of Scatha. Fram would not yield them a penny, and sent to them instead the teeth of Scatha made into a necklace, saying: "Jewels such as these you will not match in your treasuries, for they are hard to come by." Some say that the Dwarves slew Fram for this insult. There was no great love between Éothéod and the Dwarves.

'Léod was the name of Eorl's father. He was a tamer of wild horses; for there were many at that time in the land. He captured a white foal and it grew quickly to a horse strong, and fair, and proud. No man could tame it. When Léod dared to mount it, it bore him away, and at last threw him, and Léod's head struck a rock, and so he died. He was then only two and forty years old, and his son a youth of sixteen.

'Eorl vowed that he would avenge his father. He hunted long for the horse, and at last he caught sight of him; and his companions expected that he would try to come within bowshot and kill him. But when they drew near, Eorl stood up and called in a loud voice: "Come hither, Mansbane, and get a new name!" To their wonder the horse looked towards Eorl, and came and stood before him, and Eorl said: "Felaróf I name you. You loved your freedom, and I do not blame you for that. But now you owe me a great weregild, and you shall surrender your freedom to me until your life's end."

'Then Eorl mounted him, and Felaróf submitted; and Eorl rode him home without bit or bridle; and he rode him in like fashion ever after. The horse understood all that men said, though he would allow no man but Eorl to mount him. It was upon Felaróf that Eorl rode to the Field of Celebrant; for that horse proved as long lived as Men, and so were his descendants. These were the *_mearas_*, who would bear no one but the King of the Mark or his sons, until the time of Shadowfax. Men said of them that Béma (whom the Eldar call Oromë) must have brought their sire from West over Sea.

'Of the Kings of the Mark between Eorl and Théoden most is said of Helm Hammerhand. He was a grim man of great strength. There was at that time a man named Freca, who claimed descent from King Fréawine, though he had, men said, much Dunlendish blood, and was dark-haired. He grew rich and powerful, having wide lands on either side of the Adorn. Near its source he made himself a stronghold and paid little heed to the king. Helm mistrusted him, but called him to his councils; and he came when it pleased him.

'To one of these councils Freca rode with many men, and he asked the hand of Helm's daughter for his son Wulf. But Helm said: "You have grown big since you were last here; but it is mostly fat, I guess"; and men laughed at that, for Freca was wide in the belt.

"Then Freca fell in a rage and reviled the king, and said this at the last: "Old kings that refuse a proffered staff may fall on their knees." Helm answered: "Come! The marriage of your son is a trifle. Let Helm and Freca deal with it later. Meanwhile the king and his council have matters of moment to consider."

"When the council was over, Helm stood up and laid his great hand on Freca's shoulder, saying: "The king does not permit brawls in his house, but men are freer outside"; and he forced Freca to walk before him out from Edoras into the field. To Freca's men that came up he said: "Be off! We need no hearers. We are going to speak of a private matter alone. Go and talk to my men!" And they looked and saw that the king's men and his friends far outnumbered them, and they drew back.

"Now, Dunlending," said the king, "you have only Helm to deal with, alone and unarmed. But you have said much already, and it is my turn to speak. Freca, your folly has grown with your belly. You talk of a staff! If Helm dislikes a crooked staff that is thrust on him, he breaks it. So!" With that he smote Freca such a blow with his fist that he fell back stunned, and died soon after.

'Helm then proclaimed Freca's son and near kin the king's enemies; and they fled, for at once Helm sent many men riding to the west marches.'

Four years later (2758) great troubles came to Rohan, and no help could be sent from Gondor, for three fleets of the Corsairs attacked it and there was war on all its coasts. At the same time Rohan was again invaded from the East, and the Dunlendings seeing their chance came over the Isen and down from Isengard. It was soon known that Wulf was their leader. They were in great force, for they were joined by enemies of Gondor that landed in the mouths of Lefnui and Isen.

The Rohirrim were defeated and their land was overrun; and those who were not slain or enslaved fled to the dales of the mountains. Helm was driven back with great loss from the Crossings of Isen and took refuge in the Hornburg and the ravine behind (which was after known as Helm's Deep). There he was besieged. Wulf took Edoras and sat in Meduseld and called himself king. There Haleth Helm's son fell, last of all, defending the doors.

'Soon afterwards the Long Winter began, and Rohan lay under snow for nearly five months (November to March, 2758-9). Both the Rohirrim and their foes suffered grievously in the cold, and in the dearth that lasted longer. In Helm's Deep there was a great hunger after Yule; and being in despair, against the king's counsel, Háma his younger son led men out on a sortie and foray, but they were lost in the snow. Helm grew fierce and gaunt for famine and grief; and the dread of him alone was worth many men in the defence of the Burg. He would go out by himself, clad in white, and stalk like a snow-troll into the camps of his enemies, and slay many men with his hands. It was believed that if he bore no weapon no weapon would bite on him. The Dunlendings said that if he could find no food he ate men. That tale lasted long in Dunland. Helm had a great horn, and soon it was marked that before he sallied forth he would blow a blast upon it that echoed in the Deep; and then so great a fear fell on his enemies that instead of gathering to take him or kill him they fled away down the Coomb.

'One night men heard the horn blowing, but Helm did not return. In the morning there came a sun-gleam, the first for long days, and they saw a white figure standing still on the Dike, alone, for none of the Dunlendings dared come near. There stood Helm, dead as a stone, but his knees were unbent. Yet men said that the horn was still heard at times in the Deep and the wraith of Helm would walk among the foes of Rohan and kill men with fear.

'Soon after the winter broke. Then Fréaláf, son of Hild, Helm's sister, came down out of Dunharrow, to which many had fled; and with a small company of desperate men he surprised Wulf in Meduseld and slew him, and regained Edoras. There were great floods after the snows, and the vale of Entwash became a vast fen. The Eastern invaders perished or withdrew; and there came help at last from Gondor, by the roads both east and west of the mountains. Before the year (2759) was ended the Dunlendings were driven out, even from Isengard; and then Fréaláf became king.

'Helm was brought from the Hornburg and laid in the ninth mound. Ever after the white _simbelmynë_ grew there most thickly, so that the mound seemed to be snow-clad. When Fréaláf died a new line of mounds was begun.'

The Rohirrim were grievously reduced by war and dearth and loss of cattle and horses; and it was well that no great danger threatened them again for many years, for it was not until the time of King Folcwine that they recovered their former strength.

It was at the crowning of Fréaláf that Saruman appeared, bringing gifts, and speaking great praise of the valour of the Rohirrim. All thought him a welcome guest. Soon after he took up his abode in Isengard. For this, Beren, Steward of Gondor, gave him leave, for Gondor still claimed Isengard as a fortress of its realm, and not part of Rohan. Beren also gave into Saruman's keeping the keys of Orthanc. That tower no enemy had been able to harm or to enter.

In this way Saruman began to behave as a lord of Men; for at first he held Isengard as a lieutenant of the Steward and warden of the tower. But Fréaláf was as glad as Beren to have this so, and to know that Isengard was in the hands of a strong friend. A friend he long seemed, and maybe in the beginning he was one in truth. Though afterwards there was little doubt in men's minds that Saruman went to Isengard in hope to find the Stone still there, and with the purpose of building up a power of his own. Certainly after the last White Council (2953) his designs towards Rohan, though he hid them, were evil. He then took Isengard for his own and began to make it a place of guarded strength and fear, as though to rival the Barad-dûr. His friends and servants he drew then from all who hated Gondor and Rohan, whether Men or other creatures more evil.

THE KINGS OF THE MARK

First Line

_Year _

2485-2545

1. _Eorl the Young_. He was so named because he succeeded his father in youth and remained yellow-haired and ruddy to the end of his days. These were shortened by a renewed attack of the Easterlings. Eorl fell in battle in the Wold, and the first mound was raised. Felaróf was laid there also.

2512-70

2. _Brego_. He drove the enemy out of the Wold, and Rohan was not attacked again for many years. In 2569 he completed the great hall of Meduseld. At the feast his son Baldor vowed that he would tread 'the Paths of the Dead' and did not return. Brego died of grief the next year.

2544-2645

3. _Aldor the Old_. He was Brego's second son. He became known as the Old, since he lived to a great age, and was king for 75 years. In his time the Rohirrim increased, and drove out or subdued the last of the Dunlendish people that lingered east of Isen. Harrowdale and other mountain-valleys were settled. Of the next three kings little is said, for Rohan had peace and prospered in their time.

2570-2659

4. _Fréa_. Eldest son, but fourth child of Aldor; he was already old when he became king.

2594-2680

5. _Fréawine_. _

2619-99

6. _Goldwine_. _

2644-2718

7. _Déor_. In his time the Dunlendings raided often over the Isen. In 2710 they occupied the deserted ring of Isengard, and could not be dislodged.

2668-2741

8. _Gram._

2691-2759

9. _Helm Hammerhand_. At the end of his reign Rohan suffered great loss, by invasion and the Long Winter. Helm and his sons Haleth and Háma perished. Fréaláf, Helm's sister's son, became king.

Second line

Year

2726-2798

10. _Fréaláf Hildeson_. In his time Saruman came to Isengard, from which the Dunlendings had been driven. The Rohirrim at first profited by his friendship in the days of dearth and weakness that followed.

2752-2842

11. _Brytta_. He was called by his people _Léofa_, for he was loved by all; he was openhanded and a help to all the needy. In his time there was war with Orcs that, driven from the North, sought refuges in the White Mountains. When he died it was thought that they had all been hunted out; but it was not so.

2780-2851

12. _Walda_. He was king only nine years. He was slain with all his companions when they were trapped by Orcs, as they rode by mountain-paths from Dunharrow.

2804-64

13. _Folca_. He was a great hunter, but he vowed to chase no wild beast while there was an Orc left in Rohan. When the last orc-hold was found and destroyed, he went to hunt the great boar of Everholt in the Firien Wood. He slew the boar but died of the tusk-wounds that it gave him.

2830-2903

14. Folcwine. When he became king the Rohirrim had recovered their strength. He reconquered the west-march (between Adorn and Isen) that Dunlendings had occupied. Rohan had received great help from Gondor in the evil days. When, therefore, he heard that the Haradrim were assailing Gondor with great strength, he sent many men to the help of the Steward. He wished to lead them himself, but was dissuaded, and his twin sons Folcred and Fastred (born 2858) went in his stead. They fell side by side in battle in Ithilien (2885). Turin II of Gondor sent to Folcwine a rich weregild of gold.

2870-2953

15. Fengel. He was the third son and fourth child of Folcwine. He is not remembered with praise. He was greedy of food and of gold, and at strife with his marshals, and with his children. Thengel, his third child and only son, left Rohan when he came to manhood and lived long in Gondor, and won honour in the service of Turgon.

2905-80

16. Thengel. He took no wife until late, but in 2943 he wedded Morwen of Lossarnach in Gondor, though she was seventeen years the younger. She bore him three children in Gondor, of whom Théoden, the second, was his only son. When Fengel died the Rohirrim recalled him, and he returned unwillingly. But he proved a good and wise king; though the speech of Gondor was used in his house, and not all men thought that good. Morwen bore him two more daughters in Rohan; and the last, Théodwyn, was the fairest, though she came late (2963), the child of his age. Her brother loved her dearly.

It was soon after Thengel's return that Saruman declared himself Lord of Isengard and began to give trouble to Rohan, encroaching on its borders and supporting its enemies.

2948-3019

17. Théoden. He is called Théoden Ednew in the lore of Rohan, for he fell into a decline under the spells of Saruman, but was healed by Gandalf, and in the last year of his life arose and led his men to victory at the Hornburg, and soon after to the Fields of Pelennor, the greatest battle of the Age. He fell before the gates of Mundburg. For a while he rested in the land of his birth, among the dead Kings of Gondor, but was brought back and laid in the eighth mound of his line at Edoras. Then a new line was begun.

Third Line

In 2989 Théodwyn married Éomund of Eastfold, the chief Marshal of the Mark. Her son Éomer was born in 2991, and her daughter Éowyn in 2995. At that time Sauron had arisen again, and the shadow of Mordor reached out to Rohan. Orcs began to raid in the eastern regions and slay or steal horses. Others also came down from the Misty Mountains, many being great uruks in the service of Saruman, though it was long before that was suspected. Éomund's chief charge lay in the east marches; and he was a great lover of horses and hater of Orcs. If news came of a raid he would often ride against them in hot anger, unwarily and with few men. Thus it came about that he was slain in 3002; for he pursued a small band to the borders of the Emyn Muil, and was there surprised by a strong force that lay in wait in the rocks.

Not long after Théodwyn took sick and died to the great grief of the king. Her children he took into his house, calling them son and daughter. He had only one child of his own, Théodred his son, then twenty-four years old; for the queen Elfhild had died in childbirth, and Théoden did not wed again. Éomer and Éowyn grew up at Edoras and saw the dark shadow fall on the halls of Théoden. Éomer was like his fathers before him; but Éowyn was slender and tall, with a grace and pride that came her out of the South from Morwen of Lossarnach, whom the Rohirrim had called Steelsheen.

2991-F.A. 63 (3084)

Éomer Éadig. When still young he became a Marshal of the Mark (3017) and was given his father's charge in the east marches. In the War of the Ring Théodred fell in battle with Saruman at the

Crossings of Isen. Therefore before he died on the Fields of the Pelennor Théoden named Éomer his heir and called him king. In that day Éowyn also won renown, for she fought in that battle, riding in disguise; and was known after in the Mark as the Lady of the Shield-arm.

Éomer became a great king, and being young when he succeeded Théoden he reigned for sixty-five years, longer than all their kings before him save Aldor the Old. In the War of the Ring he made the friendship of King Elessar, and of Imrahil of Dol Amroth; and he rode often to Gondor. In the last year of the Third Age he wedded Lothíriel, daughter of Imrahil. Their son Elfwine the Fair ruled after him.

In Éomer's day in the Mark men had peace who wished for it, and the people increased both in the dales and the plains, and their horses multiplied. In Gondor the King Elessar now ruled, and in Arnor also. In all the lands of those realms of old he was king, save in Rohan only; for he renewed to Éomer the gift of Cirion, and Éomer took again the Oath of Eorl. Often he fulfilled it. For though Sauron had passed, the hatreds and evils that he bred had not died, and the King of the West had many enemies to subdue before the White Tree could grow in peace. And wherever King Elessar went with war King Éomer went with him; and beyond the Sea of Rhûn and on the far fields of

the South the thunder of the cavalry of the Mark was heard, and the White Horse upon Green flew in many winds until Éomer grew old.

III

DURIN'S FOLK

Concerning the beginning of the Dwarves strange tales are told both by the Eldar and by the Dwarves themselves; but since these things lie far back beyond our days little is said of them here. Durin is the name that the Dwarves used for the eldest of the Seven Fathers of their race, and the ancestor of all the kings of the Long-beards. He slept alone, until in the deeps of time and the awakening of that people he came to Azanulbizar, and in the caves above Kheled-zâram in the east of the Misty Mountains he made his dwelling, where afterwards were the Mines of Moria renowned in song.

There he lived so long that he was known far and wide as Durin the Deathless. Yet in the end he died before the Elder Days had passed, and his tomb was in Khazad-dûm; but his line never failed, and five times an heir was born in his House so like to his Forefather that he received the name of Durin. He was indeed held by the Dwarves to be the Deathless that returned; for they have many strange tales and beliefs concerning themselves and their fate in the world.

After the end of the First Age the power and wealth of Khazad-dûm was much increased; for it was enriched by many people and much lore and craft when the ancient cities of Nogrod and Belegost in the Blue Mountains were ruined at the breaking of Thangorodrim. The power of Moria endured throughout the Dark Years and the dominion of Sauron, for though Eregion was destroyed and the gates of Moria were shut, the halls of Khazad-dûm were too deep and strong and filled with a people too numerous and valiant for Sauron to conquer from without. Thus its wealth remained long unravished, though its people began to dwindle.

It came to pass that in the middle of the Third Age Durin was again its king, being the sixth of that name. The power of Sauron, servant of Morgoth, was then again growing in the world, though the Shadow in the Forest that looked towards Moria was not yet known for what it was. All evil things were stirring. The Dwarves delved deep at that time, seeking beneath Barazinbar for _mithril_, the metal beyond price that was becoming yearly ever harder to win. Thus they roused from sleep a thing of terror that, flying from Thangorodrim, had lain hidden at the foundations of the earth since the coming of the Host of the West: a Balrog of Morgoth. Durin was slain by it, and the year after Náin I, his son; and then the glory of Moria passed, and its people were destroyed or fled far away.

Most of these that escaped made their way into the North, and Thráin I, Náin's son, came to Erebor, the Lonely Mountain, near the eastern eaves of Mirkwood, and there he began new works, and became King under the Mountain. In Erebor he found the great jewel, the Arkenstone, Heart of the Mountain. But Thorin I his son removed and went into the far North to the Grey Mountains, where most of Durin's folk were now gathering; for those mountains were rich and little explored. But there were dragons in the wastes beyond; and after many years they became strong again and multiplied, and they made war on the Dwarves, and plundered their works. At last Dáin I, together with Frór his second son, was slain at the door of his hall by a great cold-drake.

Not long after most of Durin's Folk abandoned the Grey Mountains. Grór, Dáin's son, went away with many followers to the Iron Hills; but Thrór, Dáin's heir, with Borin his father's brother and the remainder of the people returned to Erebor. To the Great Hall of Thráin, Thrór brought back the Arkenstone, and he and his folk prospered and became rich, and they had the friendship of all Men that dwelt near. For they made not only things of wonder and beauty but weapons and armour of great worth; and there was great traffic of ore between them and their kin in the Iron Hills. Thus the Northmen who lived between Celduin (River Running) and Carnen (Redwater) became strong and drove back all enemies from the East; and the Dwarves lived in plenty, and there was feasting and song in the Halls of Erebor.

So the rumour of the wealth of Erebor spread abroad and reached the ears of the dragons, and at last Smaug the Golden, greatest of the dragons of his day, arose and without warning came against King Thrór and descended on the Mountain in flames. It was not long before all that realm was destroyed, and the town of Dale near by was ruined and deserted; but Smaug entered into the Great Hall and lay there upon a bed of gold.

From the sack and the burning many of Thrór's kin escaped; and last of all from the halls by a secret door came Thrór himself and his son Thráin II. They went away south with their family into long and homeless wandering. With them went also a small company of their kinsmen and faithful followers.

Years afterwards Thrór, now old, poor, and desperate, gave to his son Thráin the one great treasure he still possessed, the last of the Seven Rings, and then he went away with one old companion only, called Nár. Of the Ring he said to Thráin at their parting:

'This may prove the foundation of new fortune for you yet, though that seems unlikely. But it needs gold to breed gold.'

'Surely you do not think of returning to Erebor?' said Thráin.

'Not at my age,' said Thrór. 'Our vengeance on Smaug I bequeath to you and your sons. But I am tired of poverty and the scorn of Men. I go to see what I can find.' He did not say where.

He was a little crazed perhaps with age and misfortune and long brooding on the splendour of Moria in his forefathers' days; or the Ring, it may be, was turning to evil now that its master was

awake, driving him to folly and destruction. From Dunland, where he was then dwelling, he went north with Nár, and they crossed the Redhorn Pass and came down into Azanulbizar.

When Thrór came to Moria the Gate was open. Nár begged him to beware, but he took no heed of him, and walked proudly in as an heir that returns. But he did not come back. Nár stayed near by for many days in hiding. One day he heard a loud shout and the blare of a horn, and a body was flung out on the steps. Fearing that it was Thrór, he began to creep near, but there came a voice from within the gate:

'Come on, bearding! We can see you. But there is no need to be afraid today. We need you as a messenger.'

Then Nár came up, and found that it was indeed the body of Thrór, but the head was severed and lay face downwards. As he knelt there, he heard orc-laughter in the shadows, and the voice said:

'If beggars will not wait at the door, but sneak in to try thieving, that is what we do to them. If any of your people poke their foul beards in here again, they will fare the same. Go and tell them so! But if his family wish to know who is now king here, the name is written on his face. I wrote it! I killed him! I am the master! '

Then Nár turned the head and saw branded on the brow in Dwarf-runes so that he could read it the name AZOG. That name was branded in his heart and in the hearts of all the Dwarves afterwards. Nár stooped to take the head, but the voice of Azog said:

'Drop it! Be off! Here's your fee, beggar-beard.' A small bag struck him. It held a few coins of little worth.

Weeping, Nár fled down the Silverlode; but he looked back once and saw that Orcs had come from the gate and were hacking up the body and flinging the pieces to the black crows.

Such was the tale that Nár brought back to Thráin; and when he had wept and torn his beard he fell silent. Seven days he sat and said no word. Then he stood up and said: 'This cannot be borne!' That was the beginning of the War of the Dwarves and the Orcs, which was long and deadly, and fought for the most part in deep places beneath the earth.

Thráin at once sent messengers bearing the tale, north, east, and west; but it was three years before the Dwarves had mustered their strength. Durin's Folk gathered all their host, and they were joined by great forces sent from the Houses of other Fathers; for this dishonour to the heir of the Eldest of their race filled them with wrath. When all was ready they assailed and sacked one by one all the strongholds of the Orcs that they could from Gundabad to the Gladden. Both sides were pitiless, and there was death and cruel deeds by dark and by light. But the Dwarves had the victory through their strength, and their matchless weapons, and the fire of their anger, as they hunted for Azog in every den under mountain.

At last all the Orcs that fled before them were gathered in Moria, and the Dwarf-host in pursuit came to Azanulbizar. That was a great vale that lay between the arms of the mountains about the lake of Kheled-zâram and had been of old part of the kingdom of Khazad-dûm. When the Dwarves saw the gate of their ancient mansions upon the hill-side they sent up a great shout like thunder in the valley. But a great host of foes was arrayed on the slopes above them, and out of the gates poured a multitude of Orcs that had been held back by Azog for the last need.

At first fortune was against the Dwarves; for it was a dark day of winter without sun, and the Orcs did not waver, and they outnumbered their enemies, and had the higher ground. So began the Battle of Azanulbizar (or Nanduhirion in the Elvish tongue), at the memory of which the Orcs still shudder and the Dwarves weep. The first assault of the vanguard led by Thráin was thrown back with loss, and Thráin was driven into a wood of great trees that then still grew not far from Kheled-zâram. There Frerin his son fell, and Fundin his kinsman, and many others, and both Thráin and Thorin were wounded. Elsewhere the battle swayed to and fro with great slaughter, until at last the people of the Iron Hills turned the day. Coming late and fresh to the field the mailed warriors of Náin, Grór's son, drove through the Orcs to the very threshold of Moria, crying 'Azog! Azog!' as they hewed down with their mattocks all who stood in their way.

Then Náin stood before the Gate and cried with a great voice: 'Azog! If you are in come out! Or is the play in the valley too rough?'

Thereupon Azog came forth, and he was a great Orc with a huge iron-clad head, and yet agile and strong. With him came many like him, the fighters of his guard, and as they engaged Náin's company he turned to Náin, and said:

'What? Yet another beggar at my doors? Must I brand you too?' With that he rushed at Náin and they fought. But Náin was half blind with rage, and also very weary with battle, whereas Azog was fresh and fell and full of guile. Soon Náin made a great stroke with all his strength that remained, but Azog darted aside and kicked Náin's leg, so that the mattock splintered on the stone where he had stood, but Náin stumbled forward. Then Azog with a swift swing hewed his neck. His mail-collar withstood the edge, but so heavy was the blow that Náin's neck was broken and he fell.

Then Azog laughed, and he lifted up his head to let forth a great yell of triumph; but the cry died in his throat. For he saw that all his host in the valley was in a rout, and the Dwarves went this way and that slaying as they would, and those that could escape from them were flying south, shrieking as they ran. And hard by all the soldiers of his guard lay dead. He turned and fled back towards the Gate.

Up the steps after him leaped a Dwarf with a red axe. It was Dáin Ironfoot, Náin's son. Right before the doors he caught Azog, and there he slew him, and hewed off his head. That was held a great feat, for Dáin was then only a stripling in the reckoning of the Dwarves. But long life and many battles lay before him, until old but unbowed he fell at last in the War of the Ring. Yet hardy and full of wrath as he was, it is said that when he came down from the Gate he looked grey in the face, as one who has felt great fear.

When at last the battle was won the Dwarves that were left gathered in Azanulbizar. They took the head of Azog and thrust into its mouth the purse of small money, and then they set it on a stake. But no feast nor song was there that night; for their dead were beyond the count of grief. Barely half of their number, it is said, could still stand or had hope of healing.

None the less in the morning Thráin stood before them. He had one eye blinded beyond cure, and he was halt with a leg-wound; but he said: 'Good! We have the victory. Khazad-dûm is ours!'

But they answered: 'Durin's Heir you may be, but even with one eye you should see clearer. We fought this war for vengeance, and vengeance we have taken. But it is not sweet. If this is victory, then our hands are too small to hold it.'

And those who were not of Durin's Folk said also: 'Khazad-dûm was not our Fathers' house. What is it to us, unless a hope of treasure? But now, if we must go without the rewards and the wergilds that are owed to us, the sooner we return to our own lands the better pleased we shall be.'

Then Thráin turned to Dáin, and said: 'But surely my own kin will not desert me?' 'No,' said Dáin. 'You are the father of our Folk, and we have bled for you, and will again. But we will not enter Khazad-dûm. You will not enter Khazad-dûm. Only I have looked through the shadow of the Gate. Beyond the shadow it waits for you still: Durin's Bane. The world must change and some other power than ours must come before Durin's Folk walk again in Moria.'

So it was that after Azanulbizar the Dwarves dispersed again. But first with great labour they stripped all their dead, so that Orcs should not come and win there a store of weapons and mail. It is said that every Dwarf that went from that battlefield was bowed under a heavy burden. Then they built many pyres and burned all the bodies of their kin. There was a great felling of trees in the valley, which remained bare ever after, and the reek of the burning was seen in Lórien.

When the dreadful fires were in ashes the allies went away to their own countries, and Dáin Ironfoot led his father's people back to the Iron Hills. Then standing by the great stake, Thráin said to Thorin Oakenshield: 'Some would think this head dearly bought! At least we have given our kingdom for it. Will you come with me back to the anvil? Or will you beg your bread at proud doors?'

'To the anvil,' answered Thorin. 'The hammer will at least keep the arms strong, until they can wield sharper tools again.'

So Thráin and Thorin with what remained of their following (among whom were Balin and Glóin) returned to Dunland, and soon afterwards they removed and wandered in Eriador, until at last they made a home in exile in the east of the Ered Luin beyond the Lune. Of iron were most of the things that they forged in those days, but they prospered after a fashion, and their numbers slowly increased. But, as Thrór had said, the Ring needed gold to breed gold, and of that or any other precious metal they had little or none.

Of this Ring something may be said here. It was believed by the Dwarves of Durin's Folk to be the first of the Seven that was forged; and they say that it was given to the King of Khazad-dûm, Durin III, by the Elven-smiths themselves and not by Sauron, though doubtless his evil power was on it, since he had aided in the forging of all the Seven. But the possessors of the Ring did not display it or speak of it, and they seldom surrendered it until near death, so that others did not know for certain where it was bestowed. Some thought that it had remained in Khazad-dûm, in the secret tombs of the kings, if they had not been discovered and plundered; but among the kindred of Durin's Heir it was believed (wrongly) that Thrór had worn it when he rashly returned there. What then had become of it they did not know. It was not found on the body of Azog.

None the less it may well be, as the Dwarves now believe, that Sauron by his arts had discovered who had this Ring, the last to remain free, and that the singular misfortunes of the heirs of Durin were largely due to his malice. For the Dwarves had proved untameable by this means. The only power over them that the Rings wielded was to inflame their hearts with a greed of gold and precious things, so that if they lacked them all other good things seemed profitless, and they were filled with wrath and desire for vengeance on all who deprived them. But they were made from their beginning of a kind to resist most steadfastly any domination. Though they could be slain or broken, they could not be reduced to shadows enslaved to another will; and for the same reason their lives were not affected by any Ring, to live either longer or shorter because of it. All the more did Sauron hate the possessors and desire to dispossess them.

It was therefore perhaps partly by the malice of the Ring that Thráin after some years became restless and discontented. The lust for gold was ever in his mind. At last, when he could endure it no longer, he turned his thoughts to Erebor, and resolved to go back there. He said nothing to Thorin of what was in his heart; but with Balin and Dwalin and a few others, he arose and said farewell and departed.

Little is known of what happened to him afterwards. It would now seem that as soon as he was abroad with few companions he was hunted by the emissaries of Sauron. Wolves pursued him, Orcs waylaid him, evil birds shadowed his path, and the more he strove to go north the more misfortunes opposed him. There came a dark night when he and his companions were wandering in the land beyond Anduin, and they were driven by a black rain to take shelter under the eaves of Mirkwood. In the morning he was gone from the camp, and his companions called him in vain. They searched for him many days, until at last giving up hope they departed and came at length back to Thorin. Only long after was it learned that Thráin had been taken alive and brought to the pits of Dol Guldur. There he was tormented and the Ring taken from him, and then at last he died.

So Thorin Oakenshield became the Heir of Durin, but an heir without hope. When Thráin was lost he was ninety-five, a great dwarf of proud bearing; but he seemed content to remain in Eriador. There he laboured long, and trafficked, and gained such wealth as he could; and his people were increased by many of the wandering Folk of Durin who heard of his dwelling in the west and came

to him. Now they had fair halls in the mountains, and store of goods, and their days did not seem so hard, though in their songs they spoke ever of the Lonely Mountain far away.

The years lengthened. The embers in the heart of Thorin grew hot again, as he brooded on the wrongs of his House and the vengeance upon the Dragon the he had inherited. He thought of weapons and armies and alliances, as his great hammer rang in his forge; but the armies were dispersed and the alliances broken and the axes of his people were few; and a great anger without hope burned him as he smote the red iron on the anvil.

But at last there came about by chance a meeting between Gandalf and Thorin that changed all the fortunes of the House of Durin, and led to other and greater ends beside. On a time Thorin, returning west from a journey, stayed at Bree for the night. There Gandalf was also. He was on his way to the Shire, which he had not visited for some twenty years. He was weary, and thought to rest there for a while.

Among many cares he was troubled in mind by the perilous state of the North; because he knew then already that Sauron was plotting war, and intended, as soon as he felt strong enough, to attack Rivendell. But to resist any attempt from the East to regain the lands of Angmar and the northern passes in the mountains there were now only the Dwarves of the Iron Hills. And beyond them lay the desolation of the Dragon. The Dragon Sauron might use with terrible effect. How then could the end of Smaug be achieved?

It was even as Gandalf sat and pondered this that Thorin stood before him, and said: 'Master Gandalf, I know you only by sight, but now I should be glad to speak with you. For you have often come into my thoughts of late, as if I were bidden to seek you. Indeed I should have done so, if I had known where to find you.'

Gandalf looked at him with wonder. 'That is strange, Thorin Oakenshield,' he said. 'For I have thought of you also; and though I am on my way to the Shire, it was in my mind that is the way also to your halls.'

'Call them so, if you will,' said Thorin. 'They are only poor lodgings in exile. But you would be welcome there, if you would come. For they say that you are wise and know more than any other of what goes on in the world; and I have much on my mind and would be glad of your counsel.'

'I will come,' said Gandalf; 'for I guess that we share one trouble at least. The Dragon of Erebor is on my mind, and I do not think that he will be forgotten by the grandson of Thrór.'

The story is told elsewhere of what came of that meeting: of the strange plan that Gandalf made for the help of Thorin, and how Thorin and his companions set out from the Shire on the quest of the Lonely Mountain that came to great ends unforeseen. Here only those things are recalled that directly concern Durin's Folk.

The Dragon was slain by Bard of Esgaroth, but there was battle in Dale. For the Orcs came down upon Erebor as soon as they heard of the return of the Dwarves; and they were led by Bolg, son of that Azog whom Dáin slew in his youth. In that first Battle of Dale, Thorin Oakenshield

was mortally wounded; and he died and was laid in a tomb under the Mountain with the Arkenstone upon his breast. There fell also Fíli and Kíli, his sister-sons. But Dáin Ironfoot, his cousin, who came from the Iron Hills to his aid and was also his rightful heir, became then King Dáin II, and the Kingdom under the Mountain was restored, even as Gandalf had desired. Dáin proved a great and wise king, and the Dwarves prospered and grew strong again in his day.

In the late summer of that same year (2941) Gandalf had at last prevailed upon Saruman and the White Council to attack Dol Guldur, and Sauron retreated and went to Mordor, there to be secure, as he thought, from all his enemies. So it was that when the War came at last the main assault was turned southwards; yet even so with his far-stretched right hand Sauron might have done great evil in the North, if King Dáin and King Brand had not stood in his path. Even as Gandalf said afterwards to Frodo and Gimli, when they dwelt together for a time in Minas Tirith. Not long before news had come to Gondor of events far away.

'I grieved at the fall of Thorin,' said Gandalf; 'and now we hear that Dáin has fallen, fighting in Dale again, even while we fought here. I should call that a heavy loss, if it was not a wonder rather that in his great age he could still wield his axe as mightily as they say that he did, standing over the body of King Brand before the Gate of Erebor until the darkness fell.

'Yet things might have gone far otherwise and far worse. When you think of the great Battle of the Pelennor, do not forget the battles in Dale and the valour of Durin's Folk. Think of what might have been. Dragon-fire and savage swords in Eriador, night in Rivendell. There might be no Queen in Gondor. We might now hope to return from the victory here only to ruin and ash. But that has been averted - because I met Thorin Oakenshield one evening on the edge of spring in Bree. A chance-meeting, as we say in Middle-earth.'

Dís was the daughter of Thráin II. She is the only dwarf-woman named in these histories. It was said by Gimli that there are few dwarf-women, probably no more than a third of the whole people. They seldom walk abroad except at great need, They are in voice and appearance, and in garb if they must go on a journey, so like to the dwarf-men that the eyes and ears of other peoples cannot tell them apart. This has given rise to the foolish opinion among Men that there are no dwarf-women, and that the Dwarves 'grow out of stone'.

It is because of the fewness of women among them that the kind of the Dwarves increases slowly, and is in peril when they have no secure dwellings. For Dwarves take only one wife or husband each in their lives, and are jealous, as in all matters of their rights. The number of dwarf-men that marry is actually less than one-third. For not all the women take husbands: some desire none; some desire one that they cannot get, and so will have no other. As for the men, very many also do not desire marriage, being engrossed in their crafts.

Foundation of Erebor, 1999 Dáin I slain by a dragon, 2589 Return to Erebor, 2590 Sack of Erebor, 2770 Murder of Thrór, 2790 Mustering of the Dwarves, 2790-3 War of the Dwarves and Orcs, 2793-9

Battle of Nanduhirion, 2799 Thráin goes wandering, 2841 Death of Thráin and loss of his Ring, 2850 Battle of Five Armies and death of Thorin II, 2941 Balin goes to Moria, 2989

* The names of those who were held to be kings of Durin's Folk, whether in exile or not, are marked so. Of the other companions of Thorin Oakenshield in the journey to Erebor Ori, Nori, and Dori were also of the House of Durin, and more remote kinsmen of Thorin: Bifur, Bofur, and Bombur were descended from Dwarves of Moria but were not of Durin's line. For † see p.54.

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Gimli Glóin's son is renowned, for he was one of the Nine Walkers that set out with the Ring; and he remained in the company of King Elessar throughout the War. He was named Elf-friend because of the great love that grew between him and Legolas, son of King Thranduil, and because of his reverence for the Lady Galadriel.

After the fall of Sauron, Gimli brought south a part of the Dwarf-folk of Erebor, and he became Lord of the Glittering Caves. He and his people did great works in Gondor and Rohan. For Minas Tirith they forged gates of _mithril _and steel to replace those broken by the Witch-king. Legolas his friend also brought south Elves out of Greenwood, and they dwelt in Ithilien, and it became once again the fairest country in all the westlands.

But when King Elessar gave up his life Legolas followed at last the desire of his heart and sailed over Sea.

Here follows one of the last notes in the Red Book

We have heard tell that Legolas took Gimli Glóin's son with him because of their great friendship, greater than any that has been between Elf and Dwarf. If this is true, then it is strange indeed: that a Dwarf should be willing to leave Middle-earth for any love, or that the Eldar should receive him, or that the Lords of the West should permit it. But it is said that Gimli went also out of desire to see again the beauty of Galadriel; and it may be that she, being mighty among the Eldar, obtained this grace for him. More cannot be said of this matter.

APPENDIX B

THE TALE OF YEARS

(CHRONOLOGY OF THE WESTLANDS)

The _First Age_ ended with the Great Battle, in which the Host of Valinor broke Thangorodrim and overthrew Morgoth. Then most of the Noldor returned into the Far West and dwelt in Eressëa within sight of Valinor; and many of the Sindar went over Sea also.

The _Second Age_ ended with the first overthrow of Sauron, servant of Morgoth. and the taking of the One Ring.

The _Third Age_ came to its end in the War of the Ring; but the _Fourth Age_ was not held to have begun until Master Elrond departed, and the time was come for the dominion of Men and the decline of all other 'speaking-peoples' in Middle-earth.

In the Fourth Age the earlier ages were often called the _Elder Days;_ but that name was properly given only to the days before the casting out of Morgoth. The histories of that time are not recorded here.

TheSecond Age

These were the dark years for Men of Middle-earth. but the years of the glory of Númenor. Of events in Middle-earth the records are few and brief, and their dates are often uncertain.

In the beginning of this age many of the High Elves still remained. Most of these dwelt in Lindon west of the Ered Luin; but before the building of the Barad-dûr many of the Sindar passed eastward. and some established realms in the forests far away. where their people were mostly Silvan Elves. Thranduil. king in the north of Greenwood the Great, was one of these. In Lindon north of the Lune dwelt Gil-galad, last heir of the kings of the Noldor in exile. He was acknowledged as High King of the Elves of the West. In Lindon south of the Lune dwelt for a time Celeborn, kinsman of Thingol; his wife was Galadriel, greatest of Elven women. She was sister of Finrod Felagund, Friend-of-Men, once king of Nargothrond, who gave his life to save Beren son of Barahir.

Later some of the Noldor went to Eregion, upon the west of the Misty Mountains, and near to the West-gate of Moria. This they did because they learned that _mithril_ had been discovered in Moria. The Noldor were great craftsmen and less unfriendly to the Dwarves than the Sindar; but the friendship that grew up between the people of Durin and the Elven-smiths of Eregion was the closest that there has ever been between the two races. Celebrimbor was lord of Eregion and the greatest of their craftsmen; he was descended from Fëanor.

Year

1

Foundation of the Grey Havens, and of Lindon.

32

The Edain reach Númenor.

c. 40

Many Dwarves leaving their old cities in Ered Luin go to Moria and swell its numbers.

442

Death of Elros Tar-Minyatur.

c. 500

Sauron begins to stir again in Middle-earth.

548

Birth in Númenor of Silmariën.

600

The first ships of the Númenoreans appear off the coasts.

750

Eregion founded by the Noldor.

c. 1000

Sauron, alarmed by the growing power of the Númenoreans, chooses Mordor as a land to make into a stronghold. He begins the building of Barad-dûr.

1075

Tar-Ancalimë becomes the first Ruling Queen of Númenor.

1200

Sauron endeavours to seduce the Eldar. Gil-galad refuses to treat with him; but the smiths of Eregion are won over. The Númenoreans begin to make permanent havens.

c. 1500

The Elven-smiths instructed by Sauron reach the height of their skill. They begin the forging of the Rings of Power.

c. 1590

The Three Rings are completed in Eregion.

c. 1600

Sauron forges the One Ring in Orodruin. He completes the Barad-dûr. Celebrimbor perceives the designs of Sauron.

1693

War of the Elves and Sauron begins. The Three Rings are hidden.

1695

Sauron's forces invade Eriador. Gil-galad sends Elrond to Eregion.

1697

Eregion laid waste. Death of Celebrimbor. The gates of Moria are shut. Elrond retreats with remnant of the Noldor and founds the refuge of Imladris.

1699

Sauron overruns Eriador.

1700

Tar-Minastir sends a great navy from Númenor to Lindon. Sauron is defeated.

1701

Sauron is driven out of Eriador. The Westlands have peace for a long while.

c. 1800

From about this time onward the Númenoreans begin to establish dominions on the coasts. Sauron extends his power eastwards. The shadow falls on Númenor.

2251

Tar-Atanamir takes the sceptre. Rebellion and division of the Númenoreans begins. About this time the Nazgûl or Ringwraiths, slaves of the Nine Rings, first appear.

2280

Umbar is made into a great fortress of Númenor.

2350

Pelargir is built. It becomes the chief haven of the Faithful Númenoreans.

2899

Ar-Adûnakhôr takes the sceptre.

3175

Repentance of Tar-Palantir. Civil war in Númenor.

3255

Ar-Pharazôn the Golden seizes the sceptre.

3261

Ar-Pharazôn sets sail and lands at Umbar.

3262

Sauron is taken as prisoner to Númenor; 3262-3310 Sauron seduces the King and corrupts the Númenoreans.

3310

Ar-Pharazôn begins the building of the Great Armament.

3319

Ar-Pharazôn assails Valinor. Downfall of Númenor. Elendil and his sons escape.

3320

Foundations of the Realms in Exile: Arnor and Gondor. The Stones are divided (II, 54). Sauron returns to Mordor.

3429

Sauron attacks Gondor, takes Minas Ithil and burns the White Tree. Isildur escapes down Anduin and goes to Elendil in the North. Anárion defends Minas Anor and Osgiliath.

3430

The Last Alliance of Elves and Men is formed.

3431

Gil-galad and Elendil march east to Imladris.

3434

The host of the Alliance crosses the Misty Mountains. Battle of Dagorlad and defeat of Sauron. Siege of Barad-dûr begins.

3440

Anárion slain.

3441

Sauron overthrown by Elendil and Gil-galad, who perish. Isildur takes the One Ring. Sauron passes away and the Ringwraiths go into the shadows. The Second Age ends.

The Third Age

These were the fading years of the Eldar. For long they were at peace wielding the Three Rings while Sauron slept and the One Ring was lost; but they attempted nothing new, living in memory of the past. The Dwarves hid them-selves in deep places, guarding their hoards; but when evil began to stir again and dragons reappeared, one by one their ancient treasures were plundered, and they became a wandering people. Moria for long remained secure, but its numbers dwindled until many of its vast mansions became dark and empty. The wisdom and the life-span of the Númenoreans also waned as they became mingled with lesser Men.

When maybe a thousand years had passed, and the first shadow had fallen on Greenwood the Great, the _Istari_ or Wizards appeared in Middle-earth. It was afterwards said that they came out of the Far West and were messengers sent to contest the power of Sauron, and to unite all those who had the will to resist him; but they were forbidden to match his power with power, or to seek to dominate Elves or Men by force and fear.

They came therefore in the shape of Men. though they were never young and aged only slowly. and they had many powers of mind and hand. They revealed their true names to few, but used such names as were given to them. The two highest of this order (of whom it is said there were five) were called by the Eldar Curunír, 'the Man of Skill', and Mithrandir, 'the Grey Pilgrim'. but by Men in the North Saruman and Gandalf. Curunír journeyed often into the East, but dwelt at last in Isengard. Mithrandir was closest in friendship with the Eldar, and wandered mostly in the West, and never made for himself any lasting abode.

Throughout the Third Age the guardianship of the Three Rings was known only to those who possessed them. But at the end it became known that they had been held at first by the three greatest of the Eldar: Gil-galad. Galadriel and Círdan. Gil-galad before he died gave his ring to Elrond; Círdan later surrendered his to Mithrandir. For Círdan saw further and deeper than any other in Middle-earth, and he welcomed Mithrandir at the Grey Havens, knowing whence he came and whither he would return.

Take this ring, Master,' he said, 'for your labours will be heavy; but it will support you in the weariness that you have taken upon yourself. For this is the Ring of Fire, and with it you may rekindle hearts in a world that grows chill. But as for me, my heart is with the Sea, and I will dwell by the grey shores until the last ship sails. I will await you.'

Year

2

Isildur plants a seedling of the White Tree in Minas Anor. He delivers the South-kingdom to Meneldil. Disaster of the Gladden Fields; Isildur and his three elder sons are slain.

3

Ohtar brings the shards of Narsil to Imladris.

10

Valandil becomes King of Arnor.

109

Elrond weds Celebrían, daughter of Celeborn.

130

Birth of Elladan and Elrohir, sons of Elrond.

241

Birth of Arwen Undómiel.

420

King Ostoher rebuilds Minas Anor.

490

First invasion of Easterlings.

500

Rómendacil I defeats the Easterlings.

541

Rómendacil slain in battle.

830

Falastur begins the line of Ship-kings of Gondor.

861

Death of Eärendur, and division of Arnor.

933

King Eärnil I takes Umbar, which becomes a fortress of Gondor.

936

Eärnil lost at sea.

1015

King Ciryandil slain in the siege of Umbar.

1050

Hyarmendacil conquers the Harad. Gondor reaches the height of its power. About this time a shadow falls on Greenwood, and men begin to call it Mirkwood. The Periannath are first mentioned in records, with the coming of the Harfoots to Eriador.

c. 1100

The Wise (the Istari and the chief Eldar) discover that an evil power has made a stronghold at Dol Guldur. It is thought to be one of the Nazgûl.

1149

Reign of Atanatar Alcarin begins.

c. 1150

The Fallohides enter Eriador. The Stoors come over the Redhorn Pass and move to the Angle, or to Dunland.

c. 1300

Evil things begin to multiply again. Orcs increase in the Misty Mountains and attack the Dwarves. The Nazgûl reappear. The chief of these comes north to Angmar. The Periannath migrate westward; many settle at Bree.

1356

King Argeleb I slain in battle with Rhudaur. About this time the Stoors leave the Angle, and some return to Wilderland.

1409

The Witch-king of Angmar invades Arnor. King Arvaleg I slain. Fornost and Tyrn Gorthad are defended. The Tower of Amon Sûl destroyed.

1432

King Valacar of Gondor dies, and the civil war of the Kin-strife begins.

1437

Burning of Osgiliath and loss of the _palantír_. Eldacar flees to Rhovanion; his son Ornendil is murdered.

1447

Eldacar returns and drives out the usurper Castamir. Battle of the Crossings of Erui. Siege of Pelargir.

1448

Rebels escape and seize Umbar.

1540

King Aldamir slain in war with the Harad and Corsairs of Umbar,

1551

Hyarmendacil II defeats the Men of Harad.

1601

Many Periannath migrate from Bree, and are granted land beyond Baranduin by Argeleb II.

c. 1630

They are joined by Stoors coming up from Dunland.

1634

The Corsairs ravage Pelargir and slay King Minardil.

1636

The Great Plague devastates Gondor. Death of King Telemnar and his children. The White Tree dies in Minas Anor. The plague spreads north and west, and many parts of Eriador become desolate. Beyond the Baranduin the Periannath survive, but suffer great loss.

1640

King Tarondor removes the King's House to Minas Anor, and plants a seedling of the White Tree. Osgiliath begins to fall into ruin. Mordor is left unguarded.

1810

King Telumehtar Umbardacil retakes Umbar and drives out the Corsairs.

1851

The attacks of the Wainriders upon Gondor begin.

1856

Gondor loses its eastern territories, and Narmacil II falls in battle.

1899

King Calimehtar defeats the Wainriders on Dagorlad.

1900

Calimehtar builds the White Tower in Minas Anor.

1940

Gondor and Arnor renew communications and form an alliance. Arvedui weds Fíriel daughter of Ondoher of Gondor.

1944

Ondoher falls in battle. Eärnil defeats the enemy in South Ithilien. He then wins the Battle of the Camp, and drives Wainriders into the Dead Marshes. Arvedui claims the crown of Gondor.

1945

Eärnil II receives the crown.

1974

End of the North-kingdom. The Witch-king over-runs Arthedain and takes Fornost.

1975

Arvedui drowned in the Bay of Forochel. The _palantíri _of Annúminas and Amon Sûl are lost. Eärnur brings a fleet to Lindon. The Witch-king defeated at the Battle of Fornost, and pursued to the Ettenmoors. He vanishes from the North.

1976

Aranarth takes the title of Chieftain of the Dúnedain. The heirlooms of Arnor are given into the keeping of Elrond.

1977

Frumgar leads the Éothéod into the North.

1979

Bucca of the Marish becomes first Thain of the Shire.

1980

The Witch-king comes to Mordor and there gathers the Nazgûl. A Balrog appears in Moria, and slays Durin VI.

1981

Náin I slain. The Dwarves flee from Moria. Many of the Silvan Elves of Lórien flee south. Amroth and Nimrodel are lost.

1999

Thráin I comes to Erebor and founds a dwarf-kingdom 'under the Mountain'.

2000

The Nazgûl issue from Mordor and besiege Minas Ithil.

2002

Fall of Minas Ithil, afterwards known as Minas Morgul. The _palantír is_ captured.

2043

Eärnur becomes King of Gondor. He is challenged by the Witch-king.

2050

The challenge is renewed. Eärnur rides to Minas Morgul and is lost. Mardil becomes the first Ruling Steward.

2060

The power of Dol Guldur grows. The Wise fear that it may be Sauron taking shape again.

2063

Gandalf goes to Dol Guldur. Sauron retreats and hides in the East. The Watchful Peace begins. The Nazgûl remain quiet in Minas Morgul.

2210

Thorin I leaves Erebor, and goes north to the Grey Mountains, where most of the remnants of Durin's Folk are now gathering.

2340

Isumbras I becomes thirteenth Thain, and first of the Took line. The Oldbucks occupy the Buckland.

2460

The Watchful Peace ends. Sauron returns with increased strength to Dol Guldur.

2463

The White Council is formed. About this time Déagol the Stoor finds the One Ring, and is murdered by Sméagol.

2470

About this time Sméagol-Gollum hides in the Misty Mountains.

2475

Attack on Gondor renewed. Osgiliath finally ruined, and its stone-bridge broken.

c. 2480

Orcs begin to make secret strongholds in the Misty Mountains so as to bar all the passes into Eriador. Sauron begins to people Moria with his creatures.

2509

Celebrían, journeying to Lórien, is waylaid in the Redhorn Pass, and receives a poisoned wound.

2510

Celebrían departs over Sea. Orcs and Easterlings overrun Calenardhon. Eorl the Young wins the victory of the Field of Celebrant. The Rohirrim settle in Calenardhon.

2545

Eorl falls in battle in the Wold.

2569

Brego son of Eorl completes the Golden Hall.

2570

Baldor son of Brego enters the Forbidden Door and is lost. About this time Dragons reappear in the far North and begin to afflict the Dwarves.

2589

Dáin I slain by a Dragon.

2590

Thrór returns to Erebor. Grór his brother goes to the Iron Hills.

c. 2670

Tobold plants 'pipe-weed' in the Southfarthing.

2683

Isengrim II becomes tenth Thain and begins the excavation of Great Smials.

2698

Ecthelion I rebuilds the White Tower in Minas Tirith.

2740

Orcs renew their invasions of Eriador.

2747

Bandobras Took defeats an Orc-band in the Northfarthing.

2758

Rohan attacked from west and east and overrun. Gondor attacked by fleets of the Corsairs. Helm of Rohan takes refuge in Helm's Deep. Wulf seizes Edoras. 2758-9: The Long Winter follows. Great suffering and loss of life in Eriador and Rohan. Gandalf comes to the aid of the Shire-folk.

2759

Death of Helm. Fréaláf drives out Wulf, and begins second line of Kings of the Mark. Saruman takes up his abode in Isengard. 2770 Smaug the Dragon descends on Erebor. Dale destroyed. Thrór escapes with Thráin II and Thorin II.

2790

Thrór slain by an Orc in Moria. The Dwarves gather for a war of vengeance. Birth of Gerontius, later known as the Old Took.

2793

The War of the Dwarves and Orcs begins.

2799

Battle of Nanduhirion before the East-gate of Moria. Dáin Ironfoot returns to the Iron Hills. Thráin II and his son Thorin wander westwards. They settle in the South of Ered Luin beyond the Shire (2802).

2800-64

Orcs from the North trouble Rohan. King Walda slain by them (2861).

2841

Thráin II sets out to revisit Erebor, but is pursued by the servants of Sauron.

2845

Thráin the Dwarf is imprisoned in Dol Guldur; the last of the Seven Rings is taken from him.

2850

Gandalf again enters Dol Guldur, and discovers that its master is indeed Sauron, who is gathering all the Rings and seeking for news of the One, and of Isildur's Heir. He finds Thráin and receives the key of Erebor. Thráin dies in Dol Guldur.

2851

The White Council meets. Gandalf urges an attack on Dol Guldur. Saruman overrules him. Saruman begins to search near the Gladden Fields.

2852

Belecthor II of Gondor dies. The White Tree dies, and no seedling can be found. The Dead Tree is left standing.

2885

Stirred up by emissaries of Sauron the Haradrim cross the Poros and attack Gondor. The sons of Folcwine of Rohan are slain in the service of Gondor.

2890

Bilbo born in the Shire.

2901

Most of the remaining inhabitants of Ithilien desert it owing to the attacks of Uruks of Mordor. The secret refuge of Henneth Annûn is built.

2907

Birth of Gilraen mother of Aragorn II.

2911

The Fell Winter. The Baranduin and other rivers are frozen. White Wolves invade Eriador from the North.

2912

Great floods devastate Enedwaith and Minhiriath. Tharbad is ruined and deserted.

2920

Death of the Old Took.

2929

Arathorn son of Arador of the Dúnedain weds Gilraen.

2930

Arador slain by Trolls. Birth of Denethor II son of Ecthelion II in Minas Tirith.

2931

Aragorn son of Arathorn II born on March 1st.

2933

Arathorn II slain. Gilraen takes Aragorn to Imladris. Elrond receives him as foster-son and gives him the name Estel (Hope); his ancestry is concealed.

2939

Saruman discovers that Sauron's servants are searching the Anduin near Gladden Fields, and that Sauron therefore has learned of Isildur's end. He is alarmed, but says nothing to the Council.

2941

Thorin Oakenshield and Gandalf visit Bilbo in the Shire. Bilbo meets Sméagol-Gollum and finds the Ring. The White Council meets; Saruman agrees to an attack on Dol Guldur, since he now wishes to prevent Sauron from searching the River. Sauron having made his plans abandons Dol Guldur. The Battle of the Five Armies in Dale. Death of Thorin II. Bard of Esgaroth slays Smaug. Dáin of the Iron Hills becomes King under the Mountain (Dáin II).

2942

Bilbo returns to the Shire with the Ring. Sauron returns in secret to Mordor. 2944 Bard rebuilds Dale and becomes King. Gollum leaves the Mountains and begins his search for the 'thief of the Ring.

2948

Théoden son of Thengel. King of Rohan. born.

2949

Gandalf and Balin visit Bilbo in the Shire.

2950

Finduilas, daughter of Adrahil of Dol Amroth, born.

2951

Sauron declares himself openly and gathers power in Mordor. He begins the rebuilding of Barad-dûr. Gollum turns towards Mordor. Sauron sends three of the Nazgûl to reoccupy Dol Guldur. Elrond reveals to 'Estel' his true name and ancestry, and delivers to him the shards of Narsil. Arwen, newly returned from Lórien, meets Aragorn in the woods of Imladris. Aragorn goes out into the Wild.

2953

Last meeting of the White Council. They debate the Rings. Saruman feigns that he has discovered that the One Ring has passed down Anduin to the Sea. Saruman withdraws to Isengard, which he takes as his own, and fortifies it. Being jealous and afraid of Gandalf he sets spies to watch all his movements; and notes his interest in the Shire. He soon begins to keep agents in Bree and the Southfarthing.

2954

Mount Doom bursts into flame again. The last inhabitants of Ithilien flee over Anduin.

2956

Aragorn meets Gandalf and their friendship begins.

2957-80

Aragorn undertakes his great journeys and errandries. As Thorongil he serves in disguise both Thengel of Rohan and Ecthelion II of Gondor.

2968

Birth of Frodo.

2976

Denethor weds Finduilas of Dol Amroth.

2977

Bain son of Bard becomes King of Dale.

2978

Birth of Boromir son of Denethor II.

2980

Aragorn enters Lórien and there meets again Arwen Undómiel. Aragorn gives her the ring of Barahir, and they plight their troth upon the hill of Cerin Amroth. About this time Gollum reaches the confines of Mordor and becomes acquainted with Shelob. Théoden becomes King of Rohan.

2983

Faramir son of Denethor born. Birth of Samwise.

2984

Death of Ecthelion II. Denethor II becomes Steward of Gondor.

2988

Finduilas dies young.

2989

Balin leaves Erebor and enters Moria.

2991

Éomer Éomund's son born in Rohan.

2994

Balin perishes, and the dwarf-colony is destroyed.

2995

Éowyn sister of Éomer born.

c. 3000

The shadow of Mordor lengthens. Saruman dares to use the _palantír_ of Orthanc, but becomes ensnared by Sauron, who has the Ithil Stone. He becomes a traitor to the Council. His spies report that the Shire is being closely guarded by the Rangers.

3001

Bilbo's farewell feast Gandalf suspects his ring to be the One Ring. The guard on the Shire is doubled. Gandalf seeks for news of Gollum and calls on the help of Aragorn.

3002

Bilbo becomes a guest of Elrond, and settles in Rivendell. 3004 Gandalf visits Frodo in the Shire. and does so at intervals during the next four years.

3007

Brand son of Bain becomes King in Dale. Death of Gilraen.

3008

In the autumn Gandalf pays his last visit to Frodo.

3009

Gandalf and Aragorn renew their hunt for Gollum at intervals during the next eight years, searching in the vales of Anduin, Mirkwood, and Rhovanion to the confines of Mordor. At some time during these years Gollum himself ventured into Mordor, and was captured by Sauron. Elrond sends for Arwen. and she returns to Imladris; the Mountains and all lands eastward are becoming dangerous.

3017

Gollum is released from Mordor. He is taken by Aragorn in the Dead Marshes, and brought to Thranduil in Mirkwood. Gandalf visits Minas Tirith and reads the scroll of Isildur.

THE GREAT YEARS

3018

April

12

Gandalf reaches Hobbiton.

June

20

Sauron attacks Osgiliath. About the same time Thranduil is attacked, and Gollum escapes.

July

4

Boromir sets out from Minas Tirith.

10

Gandalf imprisoned in Orthanc.

August

All trace of Gollum is lost. It is thought that at about this time, being hunted both by the Elves and Sauron's servants, he took refuge in Moria; but when he had at last discovered the way to the West-gate he could not get out

September

18

Gandalf escapes from Orthanc in the early hours. The Black Riders cross the Fords of Isen.

19

Gandalf comes to Edoras as a beggar, and is refused admittance.

20

Gandalf gains entrance to Edoras. Théoden commands him to go: 'Take any horse, only be gone ere tomorrow is old!'

21

Gandalf meets Shadowfax, but the horse will not allow him to come near. He follows Shadowfax far over the fields.

22

The Black Riders reach Sarn Ford at evening; they drive off the guard of Rangers. Gandalf overtakes Shadowfax.

23

Four Riders enter the Shire before dawn. The others pursue the Rangers eastward, and then return to watch the Greenway. A Black Rider comes to Hobbiton at nightfall. Frodo leaves Bag End. Gandalf having tamed Shadowfax rides from Rohan.

24

Gandalf crosses the Isen.

26

The Old Forest. Frodo comes to Bombadil.

27

Gandalf crosses Greyflood. Second night with Bombadil.

28

The Hobbits captured by a Barrow-wight. Gandalf reaches Sarn Ford.

29

Frodo reaches Bree at night. Gandalf visits the Gaffer.

30

Crickhollow and the Inn at Bree are raided in the early hours. Frodo leaves Bree. Gandalf comes to Crickhollow, and reaches Bree at night

October

I

Gandalf leaves Bree.

3

He is attacked at night on Weathertop.

6

The camp under Weathertop attacked at night Frodo wounded.

9

Glorfindel leaves Rivendell.

II

He drives the Riders off the Bridge of Mitheithel.

13

Frodo crosses the Bridge.

18

Glorfindel finds Frodo at dusk. Gandalf reaches Rivendell.

20

Escape across the Ford of Bruinen.

24

Frodo recovers and wakes. Boromir arrives in Riven-dell at night

25

Council of Elrond.

December

25

The Company of the Ring leaves Rivendell at dusk.

3019

January

8

The Company reach Hollin.

11, 12

Snow on Caradhras.

13

Attack by Wolves in the early hours. The Company reaches the West-gate of Moria at nightfall. Gollum begins to trail the Ring-bearer.

14

Night in Hall Twenty-one.

15

The Bridge of Khazad-dûm, and fall of Gandalf. The Company reaches Nimrodel late at night.

17

The Company comes to Caras Galadhon at evening.

23

Gandalf pursues the Balrog to the peak of Zirak-zigil.

25

He casts down the Balrog, and passes away. His body lies on the peak.

February

14

The Mirror of Galadriel. Gandalf returns to life, and lies in a trance.

16

Farewell to Lórien. Gollum in hiding on the west bank observes the departure.

17

Gwaihir bears Gandalf to Lórien.

23

The boats are attacked at night near Sam Gebir.

25

The Company pass the Argonath and camp at Parth Galen. First Battle of the Fords of Isen; Théodred son of Théoden slain.

26

Breaking of the Fellowship. Death of Boromir; his horn is heard in Minas Tirith. Meriadoc and Peregrin captured. Frodo and Samwise enter the eastern Eryn Mui. Aragorn sets out in pursuit of the Orcs at evening. Éomer hears of the descent of the Orc-band from the Eryn Mui.

27

Aragorn reaches the west-cliff at sunrise. Éomer against Théoden's orders sets out from Eastfold about midnight to pursue the Orcs.

28

Éomer overtakes the Orcs just outside Fangorn Forest.

29

Meriadoc and Pippin escape and meet Treebeard. The Rohirrim attack at sunrise and destroy the Orcs. Frodo descends from the Eryn Mui and meets Gollum. Faramir sees the funeral boat of Boromir.

30

Entmoot begins. Éomer returning to Edoras meets Aragorn.

March

1

Frodo begins the passage of the Dead Marshes at dawn. Entmoot continues. Aragorn meets Gandalf the White. They set out for Edoras. Faramir leaves Minas Tirith on an errand to Ithilien.

2

Frodo comes to the end of the Marshes. Gandalf comes to Edoras and heals Théoden. The Rohirrim ride west against Saruman. Second Battle of Fords of Isen. Erkenbrand defeated. Entmoot ends in after-noon. The Ents march on Isengard and reach it at night.

3

Théoden retreats to Helm's Deep. Battle of the Horn-burg begins. Ents complete the destruction of Isengard.

4

Théoden and Gandalf set out from Helm's Deep for Isengard. Frodo reaches the slag-mounds on the edge of the Desolation of the Morannon.

5

Théoden reaches Isengard at noon. Parley with Saruman in Orthanc. Winged Nazgûl passes over the camp at Dol Baran. Gandalf sets out with Peregrin for Minas Tirith. Frodo hides in sight of the Morannon, and leaves at dusk.

6

Aragorn overtaken by the Dúnedain in the early hours. Théoden sets out from the Hornburg for Harrowdale. Aragorn sets out later.

7

Frodo taken by Faramir to Henneth Annûn. Aragorn comes to Dunharrow at nightfall.

8

Aragorn takes the 'Paths of the Dead' at daybreak; he reaches Erech at midnight. Frodo leaves Henneth Annûn.

9

Gandalf reaches Minas Tirith. Faramir leaves Henneth Annûn. Aragorn sets out from Erech and comes to Calembel. At dusk Frodo reaches the Morgul-road. Théoden comes to Dunharrow. Darkness begins to flow out of Mordor.

10

The Dawnless Day. The Muster of Rohan: the Rohirrim ride from Harrowdale. Faramir rescued by Gandalf outside the gates of the City. Aragorn crosses Ringló. An army from the Morannon takes Cair Andros and passes into Anórien. Frodo passes the Cross-roads, and sees the Morgul-host set forth.

11

Gollum visits Shelob, but seeing Frodo asleep nearly repents. Denethor sends Faramir to Osgiliath. Aragorn reaches Linhir and crosses into Lebennin. Eastern Rohan is invaded from the north. First assault on Lórien.

12

Gollum leads Frodo into Shelob's lair. Faramir retreats to the Causeway Forts. Théoden camps under Minrimmon. Aragorn drives the enemy towards Pelargir. The Ents defeat the invaders of Rohan.

13

Frodo captured by the Orcs of Cirith Ungol. The Pelennor is over-run. Faramir is wounded. Aragorn reaches Pelargir and captures the fleet. Théoden in Drúadan Forest.

14

Samwise finds Frodo in the Tower. Minas Tirith is besieged. The Rohirrim led by the Wild Men come to the Grey Wood.

15

In the early hours the Witch-king breaks the Gates of the City. Denethor burns himself on a pyre. The horns of the Rohirrim are heard at cockcrow. Battle of the Pelennor. Théoden is slain. Aragorn raises the standard of Arwen. Frodo and Samwise escape and begin their journey north along the Morgai. Battle under the trees in Mirkwood; Thranduil repels the forces of Dol Guldur. Second assault on Lórien.

16

Debate of the commanders. Frodo from the Morgai looks out over the camp to Mount Doom.

17

Battle of Dale. King Brand and King Dáin Ironfoot fall. Many Dwarves and Men take refuge in Erebor and are besieged. Shagrat brings Frodo's cloak, mail-shirt, and sword to Barad-dûr.

18

The Host of the West marches from Minas Tirith. Frodo comes in sight of the Isenmouth; he is over-taken by Orcs on the road from Durthang to Udûn.

19

The Host comes to Morgul-vale. Frodo and Samwise escape and begin their journey along the road to the Barad-dûr.

22

The dreadful nightfall. Frodo and Samwise leave the road and turn south to Mount Doom. Third assault on Lórien.

23

The Host passes out of Ithilien. Aragorn dismisses the faint-hearted. Frodo and Samwise cast away their arms and gear.

24

Frodo and Samwise make their last journey to the feet of Mount Doom. The Host camps in the Desolation of the Morannon.

25

The Host is surrounded on the Slag-hills. Frodo and Samwise reach the Sammath Naur. Gollum seizes the Ring and falls in the Cracks of Doom. Downfall of Barad-dûr and passing of Sauron.

After the fall of the Dark Tower and the passing of Sauron the Shadow was lifted from the hearts of all who opposed him. but fear and despair fell upon his servants and allies. Three times

Lórien had been assailed from Dol Guldur. but besides the valour of the elven people of that land. the power that dwelt there was too great for any to overcome, unless Sauron had come there himself. Though grievous harm was done to the fair woods on the borders, the assaults were driven back; and when the Shadow passed, Celeborn came forth and led the host of Lórien over Anduin in many boats. They took Dol Guldur, and Galadriel threw down its walls and laid bare its pits, and the forest was cleansed.

In the North also there had been war and evil. The realm of Thranduil was invaded. and there was long battle under the trees and great ruin of fire; but in the end Thranduil had the victory. And on the day of the New Year of the Elves. Celeborn and Thranduil met in the midst of the forest; and they renamed Mirkwood _Eryn Lasgalen, _The Wood of Greenleaves. Thranduil took all the northern region as far as the mountains that rise in the forest for his realm; and Celeborn took the southern wood below the Narrows, and named it East Lórien; all the wide forest between was given to the Beornings and the Woodmen. But after the passing of Galadriel in a few years Celeborn grew weary of his realm and went to Imladris to dwell with the sons of Elrond. In the Greenwood the Silvan Elves remained untroubled, but in Lórien there lingered sadly only a few of its former people, and there was no longer light or song in Caras Galadhon.

At the same time as the great armies besieged Minas Tirith a host of the allies of Sauron that had long threatened the borders of King Brand crossed the River Carnen, and Brand was driven back to Dale. There he had the aid of the Dwarves of Erebor; and there was a great battle at the Mountain's feet It lasted three days, but in the end both King Brand and King Dáin Ironfoot were slain, and the Easterlings had the victory. But they could not take the Gate. and many, both Dwarves and Men, took refuge in Erebor, and there withstood a siege.

When news came of the great victories in the South, then Sauron's northern army was filled with dismay; and the besieged came forth and routed them, and the remnant fled into the East and troubled Dale no more. Then Bard II, Brand's son, became King in Dale, and Thorin III Stonehelm, Dáin's son, became King under the Mountain. They sent their ambassadors to the crowning of King Elessar; and their realms remained ever after, as long as they lasted, in friendship with Gondor; and they were under the crown and protection of the King of the West.

THE CHIEF DAYS

FROM THE FALL OF THE BARAD-DÛR TO THE END OF THE THIRD AGE

3019

S.R. 1419

March 27. Bard II and Thorin III Stonehelm drive the enemy from Dale. _28_ Celeborn crosses Anduin; destruction of Dol Guldur begun.

April 6. Meeting of Celeborn and Thranduil. _8_ The Ring-bearers are honoured on the Field of Cormallen.

May 1. Crowning of King Elessar; Elrond and Arwen set out from Rivendell. _8_ Éomer and Éowyn depart for Rohan with the sons of Elrond. _20_ Elrond and Arwen come to Lórien. _27_ The escort of Arwen leaves Lórien.

June 14. The sons of Elrond meet the escort and bring Arwen to Edoras. _16_ They set out for Gondor. 25 King Elessar finds the sapling of the White Tree.

1 Lithe. Arwen comes to the City.

Mid-year's Day. Wedding of Elessar and Arwen.

July 18. Éomer returns to Minas Tirith. _19_ The funeral escort of King Théoden sets out.

August 7. The escort comes to Edoras. 70 Funeral of King Théoden. _14_ The guests take leave of King Éomer. _18_ They come to Helm's Deep. 22 They come to Isengard; they take leave of the King of the West at sunset. _28_ They overtake Saruman; Saruman turns towards the Shire.

September 6. They halt in sight of the Mountains of Moria. _13_ Celeborn and Galadriel depart, the others set out for Rivendell. _21_ They return to Rivendell. 22 The hundred and twenty-ninth birthday of Bilbo. Saruman comes to the Shire.

October 5. Gandalf and the Hobbits leave Rivendell. 6 They cross the Ford of Bruinen; Frodo feels the first return of pain. _28_ They reach Bree at nightfall. _30_ They leave Bree. The Travellers' come to the Brandywine Bridge at dark.

November 1. They are arrested at Frogmorton. 2 They come to Bywater and rouse the Shire-folk. _3_ Battle of Bywater, and Passing of Saruman. End of the War of the Ring.

3020

S.R. 1420: The Great Year of Plenty

March 13. Frodo is taken ill (on the anniversary of his poisoning by Shelob).

April 6. The mallorn flowers in the Party Field.

May 1. Samwise marries Rose.

Mid-year's Day. Frodo resigns office of mayor. and Will Whitfoot is restored.

September 22. Bilbo's hundred and thirtieth birthday.

October 6. Frodo is again ill.

3021

S.R. 1421 The Last of the Third Age

March 13. Frodo is again ill _25_ Birth of Elanor the Fair, daughter of Samwise. On this day the Fourth Age began in the reckoning of Gondor.

September 21. Frodo and Samwise set out from Hobbiton. _22_ They_ meet the Last Riding of the Keepers of the Rings in Woody End. _29_ They come to the Grey Havens. Frodo and Bilbo depart over Sea with the Three Keepers. The end of the Third Age.

October 6. Samwise returns to Bag End.

LATER EVENTS CONCERNING THE MEMBERS OF THE FELLOWSHIP OF THE RING

S.R.

1422

With the beginning of this year the Fourth Age began in the count of years in the Shire; but the numbers of the years of Shire Reckoning were continued.

1427

Will Whitfoot resigns. Samwise is elected Mayor of the Shire. Peregrin Took marries Diamond of Long Cleeve. King Elessar issues an edict that Men are not to enter the Shire, and he makes it a Free Land under the protection of the Northern Sceptre.

1430

Faramir, son of Peregrin, born.

1431

Goldilocks, daughter of Samwise, born.

1432

Meriadoc, called the Magnificent, becomes Master of Buckland. Great gifts are sent to him by King Éomer and the Lady Éowyn of Ithilien.

1434

Peregrin becomes the Took and Thain. King Elessar makes the Thain, the Master, and the Mayor Counsellors of the North-kingdom. Master Samwise is elected Mayor for the second time.

1436

King Elessar rides north, and dwells for a while by Lake Evendim. He comes to the Brandywine Bridge, and there greets his friends. He gives the Star of the Dúnedain to Master Samwise, and Elanor is made a maid of honour to Queen Arwen.

1441

Master Samwise becomes Mayor for the third time.

1442

Master Samwise and his wife and Elanor ride to Gondor and stay there for a year. Master Tolman Cotton acts as deputy Mayor.

1448

Master Samwise becomes Mayor for the fourth time.

1451

Elanor the Fair marries Fastred of Greenholm on the Far Downs.

1452

The Westmarch, from the Far Downs to the Tower Hill (_Emyn Beraid_), is added to the Shire by the gift of the King. Many hobbits remove to it.

1454

Elfstan Fairbairn, son of Fastred and Elanor, is born.

1455

Master Samwise becomes Mayor for the fifth time. At his request the Thain makes Fastred Warden of Westmarch. Fastred and Elanor make their dwelling at Undertowers on the Tower Hills, where their descendants, the Fairbairns of the Towers, dwelt for many generations.

1463

Faramir Took marries Goldilocks, daughter of Samwise.

1469

Master Samwise becomes Mayor for the seventh and last time, being in 1476, at the end of his office, ninety-six years old.

1482

Death of Mistress Rose, wife of Master Samwise, on Mid-year's Day. On September 22 Master Samwise rides out from Bag End. He comes to the Tower Hills, and is last seen by Elanor, to whom he gives the Red Book afterwards kept by the Fairbairns. Among them the tradition is handed down from Elanor that Samwise passed the Towers, and went to the Grey Havens, and passed over Sea, last of the Ring-bearers.

1484

In the spring of the year a message came from Rohan to Buckland that King Éomer wished to see Master Holdwine once again. Meriadoc was then old (102) but still hale. He took counsel with his friend the Thain, and soon after they handed over their goods and offices to their sons and rode away over the Sam Ford, and they were not seen again in the Shire. It was heard after that Master Meriadoc came to Edoras and was with King Éomer before he died in that autumn. Then he and Thain Peregrin went to Gondor and passed what short years were left to them in that realm, until they died and were laid in Rath Dínen among the great of Gondor.

1541

In this year on March 1st came at last the Passing of King Elessar. It is said that the beds of Meriadoc and Peregrin were set beside the bed of the great king. Then Legolas built a grey ship in Ithilien, and sailed down Anduin and so over Sea; and with him, it is said, went Gimli the Dwarf. And when that ship passed an end was come in the Middle-earth of the Fellowship of the Ring.

APPENDIX C

Family Trees

The names given in these Trees are only a selection from many. Most of them are either guests at Bilbo's Farewell Party, or their direct ancestors. The guests at the Party are underlined. A few other names of persons concerned in the events recounted are also given. In addition some genealogical information is provided concerning Samwise the founder of the family of Gardner, later famous and influential.

The figures after the names are those of birth (and death where that is recorded). All dates are given according to the Shire-reckoning, calculated from the crossing of the Brandywine by the brothers Marcho and Blanco in the Year 1 of the Shire (Third Age 1601).

APPENDIX D

SHIRE CALENDAR

FOR USE IN ALL YEARS

(1) _Afteryule_ (4) _Astron_ (7) _Afterlithe_ (10) _Winterfilth_

Yule

7

14

21

28

1

8

15

22

29

Lithe

7

14

21

28

1

8

15

22

39

1

8

15

22

29

2

9

16

23

30

1

8

15

22

29

2

9

16

23

30

2

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-

6

13

20

27

-

7

14

21

28

-

6

13

20

27

-

7

14

21

28

- (2) _Solmath_ (5) _Thrimidge_ (8) _Wedmath_ (11) _Blotmath_

-

5

12

19

26

-

6

13

20

27

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5

12

19

26

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3

10

17

24

-

4

11

18

25

-

3

10

17

24

-

4

11

18

25

"

4

11

18

25

"

5

12

19

26

-

4

11

18

25

-

5

12

19

26

" (3) _Rethe_ (6) _Forelithe_ (9) _Halimath_ (12) _Foreyule_

-

3

10

17

24

-

4

11

18

2?

-

3

10

17

24

-

4

11

18

25

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4

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15

22

29

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9

16

23

30

2

9

16

23

30

3

10

17

24

Lithe

2

9

16

23

30

3

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17

24

Yule

Midyear's Day (Overlithe)

Every year began on the first day of the week, Saturday, and ended on the last day of the week, Friday. The Mid-year's Day, and in Leap-years the Overlithe, had no week-day name. The Lithe before Mid-year's Day was called 1 Lithe, and the one after was called 2 Lithe. The Yule at the end of the year was 1 Yule, and that at the beginning was 2 Yule. The Overlithe was a day of special holiday, but it did not occur in any of the years important to the history of the Great Ring. It occurred in 1420, the year of the famous harvest and wonderful summer, and the merry-making in that year is said to have been the greatest in memory or record.

THE CALENDARS

The Calendar in the Shire differed in several features from ours. The year no doubt was of the same length, for long ago as those times are now reckoned in years and lives of men, they were not very remote according to the memory of the Earth. It is recorded by the Hobbits that they had no 'week' when they were still a wandering people, and though they had 'months', governed more or less by the Moon, their keeping of dates and calculations of time were vague and inaccurate. In the west-lands of Eriador, when they had begun to settle down, they adopted the King's Reckoning of the Dúnedain, which was ultimately of Eldarin origin; but the Hobbits of the Shire introduced several minor alterations. This calendar, or 'Shire Reckoning' as it was called, was eventually adopted also in Bree, except for the Shire usage of counting as Year 1 the year of the colonization of the Shire.

It is often difficult to discover from old tales and traditions precise information about things which people knew well and took for granted in their own day (such as the names of letters, or of the days of the week, or the names and lengths of months). But owing to their general interest in genealogy, and to the interest in ancient history which the learned amongst them developed after the War of the Ring, the Shire-hobbits seem to have concerned themselves a good deal with dates; and they even drew up complicated tables showing the relations of their own system with others. I am not skilled in these matters, and may have made many errors; but at any rate the chronology

of the crucial years S.R. 1418, 1419 is so carefully set out in the Red Book that there cannot be much doubt about days and times at that point

It seems clear that the Eldar in Middle-earth, who had, as Samwise remarked, more time at their disposal. reckoned in long periods. and the Quenya word *_yén*, often translated 'year' (1, 491), really means 144 of our years. The Eldar preferred to reckon in sixes and twelves as far as possible. A 'day' of the sun they called *_ré* and reckoned from sunset to sunset The *_yén* contained 52.596 days. For ritual rather than practical purposes the Eldar observed a week or *_enquië* of six days; and the *_yén* contained 8,766 of these *_enquier*, reckoned continuously throughout the period.

In Middle-earth the Eldar also observed a short period or solar year. called a *_coranar* or 'sun-round' when considered more or less astronomically, but usually called *_loa* 'growth (especially in the north-western lands) when the seasonal changes in vegetation were primarily considered, as was usual with the Elves generally. The *_loa* was broken up into periods that might be regarded either as long months or short seasons. These no doubt varied in different regions; but the Hobbits only provide information concerning the Calendar of Imladris. In that calendar there were six of these 'seasons', of which the Quenya names were *_tuilë*, *_lairë*, *_yávië*, *_quellë*, *_hrívë*, *_coirë*, which may be translated 'spring. summer, autumn, fading, winter. stir-ring'. The Sindarin names were *_ethuil*, *_laer*, *_iavas*, *_firith*, *_rhîw*, *_echuir*. 'Fading' was also called *_lasse-lanta* 'leaf-fall', or in Sindarin *_narbeleth* 'sun-waning'.

_Lairë and *_hrívë* each contained 72 days. and the remainder 54 each. The *_loa* began with *_yestarë*, the day immediately before *_tuilë*, and ended with *_mettarë*, the day immediately after *_coirë*. Between *_yávië* and *_quellë* were inserted three *_enderi* or 'middle-days'. This provided a year of 365 days which was supplemented by doubling the *_enderi* (adding 3 days) in every twelfth year.

How any resulting inaccuracy was dealt with is uncertain. If the year was then of the same length as now, the *_yén* would have been more than a day too long. That there was an inaccuracy is shown by a note in the Calendars of the Red Book to the effect that in the 'Reckoning of Rivendell' the last year of every third *_yén* was shortened by three days: the doubling of the three *_enderi* due in that year was omitted; 'but that has not happened in our time'. Of the adjustment of any remaining inaccuracy there is no record.

The Númenoreans altered these arrangements. They divided the *_loa* into shorter periods of more regular length; and they adhered to the custom of beginning the year in mid-winter, which had been used by Men of the North-west from whom they were derived in the First Age. Later they also made their week one of 7 days. and they reckoned the day from sunrise (out of the eastern sea) to sunrise.

The Númenorean system. as used in Númenor, and in Arnor and Gondor until the end of the kings. was called King's Reckoning. The normal year had 365 days. It was divided into twelve *_astar* or months, of which ten had 30 days and two had 31. The long *_astar* were those on either

side of the Mid-year, approximately our June and July. The first day of the year was called _yestarë, _the middle-day (I83rd) was called _loëndë, _and the last day _mettarë, _these 3 days belonged to no month. In every fourth year, except the last of a century (_haranyë_), two _enderi_ or 'middle-days' were substituted for the _loëndë._

In Númenor calculation started with S.A. 1. The _Deficit_ caused by deducting 1 day from the last year of a century was not adjusted until the last year of a millennium, leaving a _millennial deficit_ of 4 hours, 46 minutes, 40 seconds. This addition was made in Númenor in S.A. 1000. 2000. 3000. After the Downfall in SA. 3319 the system was maintained by the exiles, but it was much dislocated by the beginning of the Third Age with a new numeration: S.A. 3442 became T.A. 1. By making TA. 4 a leap year instead of T.A. 3 (S.A. 3444) 1 more short year of only 365 days was intruded causing a deficit of 5 hours, 48 minutes, 46 seconds. The millennial additions were made 441 years late: in TA. 1000 (S.A. 4441) and 2000 (S.A. 5441). To reduce the errors so caused, and the accumulation of the millennial deficits, Mardil the Steward issued a revised calendar to take effect in T.A. 2060, after a special addition of 2 days to 2059 (SA. 5500), which concluded 5½ millennia since the beginning of the Númenorean system. But this still left about 8 hours deficit Hador to 2360 added 1 day though this deficiency had not quite reached that amount. After that no more adjustments were made. (In T.A. 3000 with the threat of imminent war such matters were neglected.) By the end of the Third Age, after 660 more years, the Deficit had not yet amounted to 1 day.

The Revised Calendar introduced by Mardil was called Stewards' Reckoning and was adopted eventually by most of the users of the Westron language, except the Hobbits. The months were all of 30 days, and 2 days outside the months were introduced: 1 between the third and fourth months (March, April), and 1 between the ninth and tenth (September, October). These 5 days outside the months, _yestarë, tuilérë, loëndë, yáviérë, _and _mettarë, _were holidays.

The Hobbits were conservative and continued to use a form of Kings' Reckoning adapted to fit their own customs. Their months were all equal and had 30 days each; but they had 3 Summerdays, called in the Shire the Lithe or the Lithedays, between June and July. The last day of the year and the first of the next year were called the Yuledays. The Yuledays and the Lithedays remained outside the months, so that January 1 was the second and not the first day of the year. Every fourth year, except in the last year of the century, there were four Lithedays. The Lithedays and the Yuledays were the chief holidays and time of feasting. The additional Litheday was added after Mid-year's Day, and so the 184th day of the Leap-years was called Overlithe and was a day of special merrymaking. In full Yuletide was six days long, including the last three and first three days of each year.

The Shire-folk introduced one small innovation of their own (eventually also adopted in Bree), which they called Shire-reform. They found the shifting of the weekday names in relation to dates from year to year untidy and inconvenient. So in the time of Isengrim II they arranged that the odd day which put the succession out, should have no weekday name. After that Mid-year's Day (and the Overlithe) was known only by its name and belonged to no week (I, 54). In consequence of

this reform the year always began on the First Day of the week and ended on the Last Day; and the same date in any one year had the same weekday name in all other years, so that Shire-folk no longer bothered to put the weekday in their letters or diaries. They found this quite convenient at home, but not so convenient if they ever travelled further than Bree.

In the above notes, as in the narrative, I have used our modern names for both months and weekdays, though of course neither the Eldar nor the Dúnedain nor the Hobbits actually did so. Translation of the Westron names seemed to be essential to avoid confusion, while the seasonal implications of our names are more or less the same, at any rate in the Shire. It appears, however, that Mid-year's Day was intended to correspond as nearly as possible to the summer solstice. In that case the Shire dates were actually in advance of ours by some ten days, and our New Year's Day corresponded more or less to the Shire January 9.

In the Westron the Quenya names of the months were usually retained as the Latin names are now widely used in alien languages. They were: _Narvinyë_, _Nénimë, Súlimë, Víressë_, _Lótessë_, _Nárië, Cermië, Urimë, Yavannië_, _Narquelië, Hísimë_, _Ringarë_. The Sindarin names (used only by the Dúnedain) were: _Narwain, Nínui, Gwaeron_, _Gwirith, Lothron, Nóruí_, _Cerveth_, _Urui_, _Ivanneth_, _Narbeleth, Hithui_, _Girithron._

In this nomenclature the Hobbits, however, both of the Shire and of Bree, diverged from the Westron usage, and adhered to old-fashioned local names of their own, which they seem to have picked up in antiquity from the Men of the vales of Anduin; at any rate similar names were found in Dale and Rohan (cf. the notes on the languages, pp. 527-8). The meanings of these names, devised by Men, had as a rule long been forgotten by the Hobbits, even in cases where they had originally known what their significance was; and the forms of the names were much obscured in consequence: _math_, for instance, at the end of some of them is a reduction of _month._

The Shire names are set out in the Calendar. It may be noted that _Solmath_ was usually pronounced, and some-times written, _Somath; Thrimidge_ was often written _Thrimich_ (archaically _Thrimilch);_ and _Blotmath_ was pronounced _Blodmath_ or _Blommath._ In Bree the names differed, being _Frery, Solmath, Rethe, Chithing, Thrimidge, Lithe, The Summerdays, Mede, Wedmath, Harvestmath, Wintring, Blooting_, and _Yulemath. Frery_, _Chithing_ and _Yulemath_ were also used in the Eastfarthing.

The Hobbit week was taken from the Dúnedain, and the names were translations of those given to the days in the old North-kingdom, which in their turn were derived from the Eldar. The six-day week of the Eldar had days dedicated to, or named after, the Stars, the Sun, the Moon, the Two Trees, the Heavens, and the Valar or Powers, in that order, the last day being the chief day of the week. Their names in Quenya were _Elenya, Anarya, Isilya, Aldúya, Menelya, Valanya_ (or _Tárion_); the Sindarin names were _Orgilion, Oranor, Orithil, Orgaladhad, Ormenel, Orbelain_ (or _Rodyn)._

The Númenoreans retained the dedications and order, but altered the fourth day to Aldëa (Orgaladh) with reference to the White Tree only, of which Nimloth that grew in the King's Court in Númenor was believed to be a descendant. Also desiring a seventh day, and being great mariners, they inserted a "Sea-day", _Eärenya (Oraearon)_, after the Heavens' Day.

The Hobbits took over this arrangement, but the meanings of their translated names were soon forgotten, or no longer attended to, and the forms were much reduced, especially in everyday pronunciation. The first translation of the Númenorean names was probably made two thousand years or more before the end of the Third Age, when the week of the Dúnedain (the feature of their reckoning earliest adopted by alien peoples) was taken up by Men in the North. As with their names of months, the Hobbits adhered to these translations, although elsewhere in the Westron area the Quenya names were used.

Not many ancient documents were preserved in the Shire. At the end of the Third Age far the most notable survival was Yellowskin, or the Yearbook of Tuckborough. Its earliest entries seem to have begun at least nine hundred years before Frodo's time; and many are cited in the Red Book annals and genealogies. In these the weekday names appear in archaic forms, of which the following are the oldest: (1) _Sterrendei_, (2) _Sunnendei_, (3) _Monendei_, (4) _Trewesdei_, (5) _Hevenesdei_, (6) _Meresdei_, (7) _Highdei_. In the language of the time of the War of the Ring these had become _Sterday, Sunday, Monday, Trewsday, Hevensday_ (or _Hensday)_, _Mersday, Highday._

I have translated these names also into our own names, naturally beginning with Sunday and Monday, which occur in the Shire week with the same names as ours, and renaming the others in order. It must be noted, however, that the associations of the names were quite different in the Shire. The last day of the week, Friday (Highday), was the chief day, and one of holiday (after noon) and evening feasts. Saturday thus corresponds more nearly to our Monday, and Thursday to our Saturday.

A few other names may be mentioned that have a reference to time, though not used in precise reckonings. The seasons usually named were _tuilë_ spring, _lairë_ summer, _yávië_ autumn (or harvest), _Hrívë_ winter; but these had no exact definitions, and _quellë_ (or _lasselanta)_, was also used for the latter part of autumn and the beginning of winter.

The Eldar paid special attention to the 'twilight' (In the northerly regions), chiefly as the times of star-fading and star-opening. They had many names for these periods, of which the most usual were _tindómë_ and _undómë_, the former most often referred to the time near dawn, and _undómë_ to the evening. The Sindarin name was _uial_, which could be defined as _minuial_ and _aduial_. These were often called in the Shire _morrowdim_ and _evendim_. Cf. Lake Evendim as a translation of Nenuial.

The Shire Reckoning and dates are the only ones of importance for the narrative of the War of the Ring. All the days, months, and dates are in the Red Book translated into Shire terms, or equated with them in notes. The months and days, therefore, throughout the _Lord of the Rings_

refer to the Shire Calendar. The only points in which the differences between this and our calendar are important to the story at the crucial period, the end of 3018 and the beginning of 3019 (S.R. 1418. 1419). are these: October 1418 has only 30 days, January 1 is the second day of 1419. and February has 30 days; so that March 25, the date of the downfall of the Barad-dûr. would correspond to our March 27, if our years began at the same seasonal point The date was, however. March 25 in both Kings' and Stewards' Reckoning.

The New Reckoning was begun in the restored Kingdom in T-A. 3019. It represented a return to Kings' Reckoning adapted to fit a spring-beginning as in the Eldarin *_loa_*.

In the New Reckoning the year began on March 25 old style, in commemoration of the fall of Sauron and the deeds of the Ring-bearers. The months retained their former names, beginning now with *_Vîressë_* (April). but referred to periods beginning generally five days earlier than previously. All the months had 30 days. There were 3 *_Enderi_* or Middle-days (of which the second was called *_Loëndë_*) between *_Yavannië_* (September) and *_Narquelië_* (October). that corresponded with September 23, 24. 25 old style. But in honour of Frodo *_Yavannië_* 30. which corresponded with former September 22, his birthday. was made a festival. and the leap-year was provided for by doubling this feast. called *_Cormarë_* or Ringday.

The Fourth Age was held to have begun with the departure of Master Elrond, which took place in September 3021; but for purposes of record in the Kingdom Fourth Age 1 was the year that began according to the New Reckoning In March 25, 3021, old style.

This reckoning was in the course of the reign of King Elessar adopted in all his lands except the Shire. where the old calendar was retained and Shire Reckoning was continued. Fourth Age 1 was thus called 1422; and in so far as the Hobbits took any account of the change of Age. they maintained that it began with 2 Yule 1422, and not in the previous March.

There is no record of the Shire-folk commemorating either March 25 or September 22; but in the Westfarthing. especially in the country round Hobbiton Hill. there grew a custom of making holiday and dancing in the Party Field. when weather permitted, on April 6. Some said that it was old Sam Gardner's birthday, some that it was the day on which the Golden Tree first flowered in 1420. and some that it was the Elves' New Year. In the Buckland the Horn of the Mark was blown at sundown every November 2 and bonfires and feastings followed.

APPENDIX E

WRITING AND SPELLING

I

PRONUNCIATION OF

WORDS AND NAMES

The Westron or Common Speech has been entirely translated into English equivalents. An Hobbit names and special words are intended to be pronounced accordingly: for example, _Bolger_ has _g_ as in _bulge_, and _mathom_ rhymes with _fathom_.

In transcribing the ancient scripts I have tried to represent the original sounds (so far as they can be determined) with fair accuracy, and at the same time to produce words and names that do not look uncouth in modern letters. The High-elven Quenya has been spelt as much like Latin as its sounds allowed. For this reason _c_ has been preferred to _k_ in both Eldarin languages.

The following points may be observed by those who are interested in such details.

CONSONANTS

C

has always the value of _k_ even before _e_ and _i_: _celeb_ 'silver' should be pronounced as _keleb_.

CH

is only used to represent the sound heard in _bach_ (in German or Welsh), not that in English _church_. Except at the end of words and before _t_ this sound, was weakened to _h_ in the speech of Gondor, and that change has been recognized in a few names, such as _Rohan_, _Rohirrim_. (_Imrahil_ is a Númenorean name.)

DH

represents the voiced (soft) _th_ of English _these clothes_. It is usually related to _d_, as in S. _galadh_ 'tree' compared with Q. _alda_; but is sometimes derived from _n+r_, as in _Caradhras_ 'Redhorn' from _caran-rass_.

F

represents f, except at the end of words, where it is used to represent the sound of _v_ as in English _of_: _Nindalf_, _Fladrif_.

G

has only the sound of _g_ in _give_, _get_: _gil_ 'star', in _Gildor_, _Gilraen_, _Osgiliath_, begins as in English _gild_.

H

standing alone with no other consonant has the sound of _h_ in _house_, _behold_. The Quenya combination _ht_ has the sound of _cht_, as in German _echt_, _acht_: e.g. in the name _Telumehtar_ 'Orion'. See also Ch, Do, L, R, Th, W, Y.

I

initially before another vowel has the consonantal sound of _y_ in _you_, _yore_ in Sindarin only: as in _Ioreth_, _Iarwain_. See Y.

K

is used in names drawn from other than Elvish languages, with the same value as _c_; _kh_ thus represents the same sound as _ch_ in Orkish _G_rishnák_, or Adûnaic (Númenorean) _Adûnakhôr_. On Dwarvish (Khuzdul) see p.492.

L

represents more or less the sound of English initial _l_, as in _let_. It was, however, to some degree "palatalized" between _e_, _i_ and a consonant, or finally after _e_, _i_. (The Eldar would probably have transcribed English _bell_, _fill_ as _beol fiol_.) LH represents this sound when voiceless (usually derived from initial _sl_). In (archaic) Quenya this is written _hl_, but was in the Third Age usually pronounced as _l_.

NG

represents _ng_ in _finger_, except finally where it was sounded as in English _sing_. The latter sound also occurred initially in Quenya, but has been transcribed _n_ (as in _Noldo_), according to the pronunciation of the Third Age.

PH

has the same sound as _f_. It is used (a) where the _f_-sound occurs at the end of a word, as in _alph_ 'swan'; (b) where the _f_-sound is related to or derived from a _p_, as in _i-Pheriannath_

'the Halflings' (_perian_); (c) in the middle of a few words where it represents a long _ff_ (from _pp_) as in _Ephel_ 'outer fence'; and (d) in Adûnaic, as in _Ar-Pharazôn_ (_pharaz_ 'gold').

QU

has been used for _cw_, a combination very frequent in Quenya, though it did not occur in Sindarin.

R

represents a trilled _r_ in all positions; the sound was not lost before consonants (as in English _part_). The Orcs, and some Dwarves, are said to have used a back or uvular _r_, a sound which the Eldar found distasteful. RH represents a voiceless _r_ (usually derived from older initial _sr-_). It was written _hr_ in Quenya. Cf. L.

S

is always voiceless, as in English _so_, _geese_; the _z_-sound did not occur in contemporary Quenya or Sindarin. SH, occurring in Dwarvish and Orkish, represents sounds similar to _sh_ in English.

TH

represents the voiceless _th_ of English in _thin cloth_. This had become in Quenya spoken _s_, though still written with a different letter; as in Q. _Isil_, S. _Ithil_, 'Moon'.

TY

represents a sound probably similar to the _t_ in English _tune_. It was derived mainly from _c_ or _t+y_. The sound of English _ch_, which was frequent in Westron, was usually substituted for it by speakers of that language. Cf. HY under Y.

V

has the sound of English _v_, but is not used finally. See F.

W

has the sound of English _w_. HW is a voiceless _w_, as in English _white_ (in northern pronunciation). It was not an uncommon initial sound in Quenya, though examples seem not to occur in this book. Both _v_ and _w_ are used in the transcription of Quenya, in spite of the assimilation of its spelling to Latin, since the two sounds, distinct in origin, both occurred in the language.

Y

is used in Quenya for the consonant _y_, as in English _you_. In Sindarin _y_ is a vowel (see below). HY has the same relation to _y_ as HW to _w_, and represents a sound like that heard in English _hew_, _huge_; _h_ in Quenya _eht_, _iht_ had the same sound. The sound of English _sh_, which was common in Westron, was often substituted by speakers of that language. Cf. TY above. HY was usually derived from _sy_ and _khy_; in both cases related Sindarin words show initial _h_, as in Q. _Hyarmen_ 'south', S. _Harad_.

Note that consonants written twice, as _tt_, _ll_, _ss_, _nn_, represent long or 'double' consonants. At the end of words of more than one syllable these were usually shortened: as in _Rohan_ from _Rochann_ (archaic _Rochand_).

In Sindarin the combinations _ng_, _nd_, _mb_, which were specially favoured in the Eldarin languages at an earlier stage, suffered various changes, _mb_ became _m_ in all cases, but still counted as a long consonant for purposes of stress (see below), and is thus written _mm_ in cases where otherwise the stress might be in doubt. _ng_ remained unchanged except finally where it became the simple nasal (as in English _sing_). _nd_ became _nn_ usually, as _Ennor_ 'Middle-earth', Q. _Endóre_; but remained _nd_ at the end of fully accented monosyllables such as _thond_ 'root' (cf. _Morthond_ 'Blackroot'), and also before _r_, as _Andros_ 'long-foam'. This _nd_ is also seen in some ancient names derived from an older period, such as _Nargothrond_, _Gondolin_, _Beleriand_. In the Third Age final _nd_ in long words had become _n_ from _nn_, as in _Ithilien_, _Rohan_, _Anorien_.

V O W E L S

For vowels the letters _i_, _e_, _a_, _o_, _u_ are used, and (in Sindarin only) _y_. As far as can be determined the sounds represented by these letters (other than _y_) were of normal kind, though doubtless many local varieties escape detection. That is, the sounds were approximately those represented by _i_, _e_, _a_, _o_, _h_ in English _machine_, _were_, _father_, _for_, _brute_, _irrespective_ of quantity.

In Sindarin long _e_, _a_, _o_ had the same quality as the short vowels, being derived in comparatively recent times from them (older _é_, _á_, _ó_ had been changed). In Quenya long _ê_ and _ó_ were, when correctly pronounced, as by the Eldar, tenser and 'closer' than the short vowels.

Sindarin alone among contemporary languages possessed the 'modified' or fronted _u_, more or less as _u_ in French _lune_. It was partly a modification of _o_ and _u_, partly derived from older diphthongs _eu_, _iu_. For this sound _y_ has been used (as in ancient English): as in _lyg_ 'snake', Q. _leuca_, or _emyn_ pl. of _amon_ 'hill'. In Condor this _y_ was usually pronounced like _i_.

Long vowels are usually marked with the 'acute accent', as in some varieties of Fëanorian script. In Sindarin long vowels in stressed monosyllables are marked with the circumflex, since they led in such cases to be specially prolonged; so in _dûn_ compared with _Dúnadan_. The use of the circumflex in other languages such as Adûnaic or Dwarvish has no special significance, and is used merely to mark these out as alien tongues (as with the use of _k_).

Final _e_ is never mute or a mere sign of length as in English. To mark this final _e_ it is often (but not consistently) written _ë_. The groups _er_, _ir_, _ur_ (finally or before a consonant) are not intended to be pronounced as in English _fern_, _fir_, _fur_, but rather as English _air_. _eer_, _oor_. In Quenya _ui_, _oi_, _ai_ and _iu_, _eu_, _au_ are diphthongs (that is, pronounced in one syllable). All other pairs of vowels are dis-syllabic. This is often indicated by writing _ëa_, _ëo_, _oë_.

In Sindarin the diphthongs are written _ae_, _oi_, _ei_, _oe_, _ui_, and _au_. Other combinations are not diphthongal. The writing of final _au_ as _aw_ is in accordance with English custom, but is actually not uncommon in Fëanorian spellings.

All these diphthongs were falling diphthongs, that is, stressed on the first element, and composed of the simple vowels run together. Thus _ai_, _ei_, _oi_, _ui_ are intended to be pronounced respectively as the vowels in English _rye_ (not _ray_), _grey_, _boy_, _ruin_; and _au_ (_aw_) as in _loud_, _how_ and not as in _laud_, _haw_.

There is nothing in English closely corresponding to _ae_, _oe_, _eu_; _ae_ and _oe_ may be pronounced as _ai_, _oi_.

S T R E S S

The position of the 'accent' or stress is not marked, since in the Eldarin languages concerned its place is determined by the form of the word. In words of two syllables it falls in practically all cases on the first syllable. In longer words it falls on the last syllable but one, where that contains a long vowel, a diphthong, or a vowel followed by two (or more) consonants. Where the last syllable but one contains (as often) a short vowel followed by only one (or no) consonant, the stress falls on the syllable before it, the third from the end. Words of the last form are favoured in the Eldarin languages, especially Quenya.

In the following examples the stressed vowel is marked by a capital letter: _isIldur_, _Orome_, _erEssëa_, _fËanor_, _ancAlima_, _elentÁri_; _dEnethor_, _periAnnath_, _ecthElion_, _pelArgir_, _sillvren_. Words of the type _elentÁri_ 'star-queen' seldom occur in Quenya where the vowel is _é_, _á_, _o_, unless (as in this case) they are compounds; they are commoner with the

vowels _í, ú, _as _andÚne_ 'sunset, west'. They do not occur in Sindarin except in compounds. Note that Sindarin _dh, th, ch_ are single consonants and represent single letters in the original scripts.

NOTE

In names drawn from other languages than Eldarin the same values for the letters are intended, where not specially described above, except in the case of Dwarvish. In Dwarvish, which did not possess the sounds represented above by _th_ and _ch_(_kh_), _th_ and _kh_ are aspirates, that is _t_ or _k_ followed by an _h_, more or less as in _backhand_, _outhouse_.

Where _z_ occurs the sound intended is that of English _z_. _gh_ in the Black Speech and Orcish represents a 'back spirant' (related to _g_ as _dh_ to _d_); as in _ghâsh_ and _agh_.

The 'outer' or Mannish names of the Dwarves have been given Northern forms, but the letter-values are those described. So also in the case of the personal and place-names of Rohan (where they have not been modernized), except that here _éa_ and _éo_ are diphthongs, which may be represented by the _ea_ of English _bear_, and the _eo_ of _Theobald_; _y_ is the modified _u_. The modernized forms are easily recognized and are intended to be pronounced as in English. They are mostly place-names: as Dunharrow (for _Dúnharg_), except Shadowfax and Wormtongue.

II

WRITING

The scripts and letters used in the Third Age were all ultimately of Eldarin origin, and already at that time of great antiquity. They had reached the stage of full alphabetic development, but older modes in which only the consonants were denoted by full letters were still in use.

The alphabets were of two main, and in origin independent kinds: the _Tengwar_ or _Tîw_, here translated as 'letters'; and the _Certar_ or _Cirth_, translated as 'runes'. The _Tengwar_ were devised for writing with brush or pen, and the squared forms of inscriptions were in their case derivative from the written forms. The _Certar_ were devised and mostly used only for scratched or incised inscriptions.

The _Tengwar_ were the more ancient; for they had been developed by the Noldor, the kindred of the Eldar most skilled in such matters, long before their exile. The oldest Eldarin letters, the Tengwar of Rúmil, were not used in Middle-earth. The later letters, the Tengwar of Fëanor, were largely a new invention, though they owed something to the letters of Rúmil. They were brought

to Middle-earth by the exiled Noldor, and so became known to the Edain and Númenoreans. In the Third Age their use had spread over much the same area as that in which the Common Speech was known.

The Cirth were devised first in Beleriand by the Sindar, and were long used only for inscribing names and brief memorials upon wood or stone. To that origin they owe their angular shapes, very similar to the runes of our times, though they differed from these in details and were wholly different in arrangement. The Cirth in their older and simpler form spread eastward in the Second Age, and became known to many peoples, to Men and Dwarves, and even to Orcs, all of whom altered them to suit their purposes and according to their skill or lack of it. One such simple form was still used by the Men of Dale, and a similar one by the Rohirrim.

But in Beleriand, before the end of the First Age, the Cirth, partly under the influence of the Tengwar of the Noldor, were rearranged and further developed. Their richest and most ordered form was known as the Alphabet of Daeron, since in Elvish tradition it was said to have been devised by Daeron, the minstrel and loremaster of King Thingol of Doriath. Among the Eldar the Alphabet of Daeron did not develop true cursive forms, since for writing the Elves adopted the Fëanorian letters. The Elves of the West indeed for the most part gave up the use of runes altogether. In the country of Eregion, however, the Alphabet of Daeron was maintained in use and passed thence to Moria, where it became the alphabet most favoured by the Dwarves. It remained ever after in use among them and passed with them to the North. Hence in later times it was often called *_Angerthas Moria_* or the Long Rune-rows of Moria. As with their speech the Dwarves made use of such scripts as were current and many wrote the Fëanorian letters skilfully; but for their own tongue they adhered to the Cirth, and developed written pen-forms from them.

THE TENGWAR

I

II

III

IV

1

11

2q

3a

4z

2

5

6

7

8

3

9

10

11

12

4

13

14

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16

5

17

18

19

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34

35

36

(i)

THE FëANORIAN LETTERS

The table shows, in formal book-hand shape, all the letters that were commonly used in the West-lands in the Third Age. The arrangement is the one most usual at the time, and the one in which the letters were then usually recited by name.

This script was not in origin an 'alphabet', that is, a haphazard series of letters, each with an independent value of its own, recited in a traditional order that has no reference either to their shapes or to their functions. It was, rather, a system of consonantal signs, of similar shapes and style, which could be adapted at choice or convenience to represent the consonants of languages observed (or devised) by the Eldar. None of the letters had in itself a fixed value; but certain relations between them were gradually recognized.

The system contained twenty-four primary letters, 1-24, arranged in four *_témar_* (series), each of which had six *_tyeller_* (grades). There were also 'additional letters', of which 25-36 are examples. Of these 27 and 29 are the only strictly independent letters; the remainder are modifications of other letters. There was also a number of *_tehtar_* (signs) of varied uses. These do not appear in the table.

The *_primary letters_* were each formed of a *_telco_* (stem) and a *_lúva_* (bow). The forms seen in 1-4 were regarded as normal. The stem could be raised, as in 9-16; or reduced, as in 17-24. The bow could be open, as in Series I and III; or closed, as in II and IV; and in either case it could be doubled, as e.g. in 5-8.

The theoretic freedom of application had in the Third Age been modified by custom to this extent that Series I was generally applied to the dental or *_t_-series_* (*_tincotéma_*), and II to the labials or *_p_-series_* (*_parmatéma_*). The application of Series III and IV varied according to the requirements of different languages.

In languages like the Westron, which made much use of consonants such as our *_ch_*, *_j_*, *_sh_*. Series III was usually applied to these; in which case Series IV was applied to the normal *_k_-series_* (*_calmatéma_*). In Quenya, which possessed besides the *_calmatéma_* both a palatal series (*_tyelpetéma_*) and labialized series (*_quessetéma_*), the palatals were represented by a Fëanorian diacritic denoting 'following *_y_*' (usually two underposed dots), while Series IV was a *_kw_-series_*.

Within these general applications the following relations were also commonly observed. The normal letters, Grade 1, were applied to the 'voiceless stops': _t, p, k, _etc. The doubling of the bow indicated the addition of 'voice': thus if 1, 2, 3, 4 = _t, p, ch, k_ (or _t_, _p, k, kw), _then 5, 6, 7, 8 = _d, b, j, g_ (or _d, b, g, gw). _ The raising of the stem indicated the opening of the consonants to a 'spirant': thus assuming the above values for Grade 1, Grade 3 (9-12) = _th, f, sh, ch_ (or _th, f, kh, khw/hw), _and Grade 4 (13-16) = _dh, v, zh, gh_ (or _dh, v, gh, ghw/w_).

The original Fëanorian system also possessed a grade with extended stems, both above and below the line. These usually represented aspirated consonants (e.g. _t+h, p+h, k+h), _but might represent other consonantal variations required. They were not needed in the languages of the Third Age that used this script; but the extended forms were much used as variants (more clearly distinguished from Grade 1) of Grades 3 and 4.

Grade 5 (17-20) was usually applied to the nasal consonants: thus 17 and 18 were the most common signs for _n_ and _m._ According to the principle observed above, Grade 6 should then have represented the voiceless nasals; but since such sounds (exemplified by Welsh _nh_ or ancient English _hn)_ were of very rare occurrence in the languages concerned, Grade 6 (21-24) was most often used for the weakest or 'semi-vocalic' consonants of each series. It consisted of the smallest and simplest shapes among the primary letters. Thus 21 was often used for a weak (untrilled) _r_, originally occurring in Quenya and regarded in the system of that language as the weakest consonant of the _tincotéma_; 22 was widely used for _w_; where Series III was used as a palatal series 23 was commonly used as consonantal _y_.

Since some of the consonants of Grade 4 tended to become weaker in pronunciation, and to approach or to merge with those of Grade 6 (as described above), many of the latter ceased to have a clear function in the Eldarin languages; and it was from these letters that the letters expressing vowels were largely derived.

NOTE

The standard spelling of Quenya diverged from the applications of the letters above described. Grade 2 was used for _nd, mb, ng, ngw_, all of which were frequent, since _b_, _g_, _gw_ only appeared in these combinations, while for _rd_, _ld_ the special letters 26, 28 were used. (For _lv_, _not for _lw_; many speakers, especially Elves, used _lb_: this was written with 27+6, since _lmb_ could not occur.) Similarly, Grade 4 was used for the extremely frequent combinations _nt_, _mp_, _nk_, _nqu_, since Quenya did not possess _dh_, _gh, ghw_, _and for _v_ used letter 22. See the Quenya letter-names pp.507-8.

The additional letters. No. 27 was universally used for _l_. No. 25 (in origin a modification of 21) was used for 'full' trilled _r_. Nos. 26, 28 were modifications of these. They were frequently used for voiceless _r (rh)_ and _l (lh)_ respectively. But in Quenya they were used for _rd_ and

ld. 29 represented _s, _and 31 (with doubled curl) _z_ in those languages that required it. The inverted forms 30 and 32, though available for use as separate signs, were mostly used as mere variants of 29 and 31, according to the convenience of writing, e.g. they were much used when accompanied by superimposed _tehtar._

No. 33 was in origin a variation representing some (weaker) variety of 11; its most frequent use in the Third Age was _h._ 34 was mostly used (if at all) for voiceless _w (hw)_. 35 and 36 were, when used as consonants, mostly applied to _ó_ and _w_ respectively.

The vowels were in many modes represented by _tehtar_, usually set above a consonantal letter. In languages such as Quenya, in which most words ended in a vowel, the _tehta_ was placed above the preceding consonant; in those such as Sindarin, in which most words ended in a consonant, it was placed above the following consonant. When there was no consonant present in the required position, the _tehta_ was placed above the 'short carrier', of which a common form was like an undotted i. The actual _tehtar_ used in different languages for vowel-signs were numerous. The commonest, usually applied to (varieties of) _e, i, a, o, u_, are exhibited in the examples given. The three dots, most usual in forming writing for _a_, were variously written in quicker styles, a form like a circumflex being often employed. The single dot and the 'acute accent' were frequently used for _i_ and _e_ (but in some modes for _e_ and _i_). The curls were used for _î_ and _u_. In the Ring-inscription the curl open to the right is used for _u_; but on the title-page this stands for _o_, and the curl open to the left for _u_. The curl to the right was favoured, and the application depended on the language concerned: in the Black Speech _î_ was rare.

Long vowels were usually represented by placing the _tehta_ on the 'long carrier', of which a common form was like an undotted _j_. But for the same purpose the _tehtar_ could be doubled. This was, however, only frequently done with the curls, and sometimes with the 'accent'. Two dots was more often used as a sign for following _y_.

The West-gate inscription illustrates a mode of 'full writing' with the vowels represented by separate letters. All the vocalic letters used in Sindarin are shown. The use of No. 30 as a sign for vocalic _ó_ may be noted; also the expression of diphthongs by placing the _tehta_ for following _ó_ above the vowel-letter. The sign for following _w_ (required for the expression of _au, aw_) was in this mode the _u_-curl or a modification of it ~. But the diphthongs were often written out in full, as in the transcription. In this mode length of vowel was usually indicated by the 'acute accent', called in that case _andaith_ 'long mark'.

There were beside the _tehtar_ already mentioned a number of others, chiefly used to abbreviate the writing, especially by expressing frequent consonant combinations without writing them out in full. Among these, a bar (or a sign like a Spanish _tilde_) placed above a consonant was often used to indicate that it was preceded by the nasal of the same series (as in _nt, mp, _or _nk_); a similar sign placed below was, however, mainly used to show that the consonant was long or doubled. A downward hook attached to the bow (as in _hobbits_, the last word on the title-page) was used to indicate a following _s_, especially in the combinations _ts, ps, ks (x), _that were favoured in Quenya. There was of course no 'mode' for the representation of English. One adequate

phonetically could be devised from the Fëanorian system. The brief example on the title-page does not attempt to exhibit this. It is rather an example of what a man of Gondor might have produced, hesitating between the values of the letters familiar in his 'mode' and the traditional spelling of English. It may be noted that a dot below (one of the uses of which was to represent weak obscured vowels) is here employed in the representation of unstressed _and, _but is also used in _here _for silent final _e_; _the, of, _and _of the_ are expressed by abbreviations (extended _dh, _extended _v, _and the latter with an under-stroke).

The names of the letters. In all modes each letter and sign had a name; but these names were devised to fit or describe the phonetic uses in each particular mode. It was, however, often felt desirable, especially in describing the uses of the letters in other modes, to have a name for each letter in itself as a shape. For this purpose the Quenya 'full names' were commonly employed, even where they referred to uses peculiar to Quenya. Each 'full name' was an actual word in Quenya that contained the letter in question. Where possible it was the first sound of the word; but where the sound or the combination expressed did not occur initially it followed immediately after an initial vowel. The names of the letters in the table were (1) _tinco_ metal, _parma_ book, _calma_ lamp, _quesse_ feather; (2) _ando_ gate, _umbar_ fate, _anga_ iron, _ungwe_ spider's web; (3) _thúle (súle)_ spirit, _formen_ north, _harma_ treasure (or _aha_ rage), _hwesta_ breeze; (4) _anto_ mouth, _ampa_ hook, _anca_ jaws, _unque_ a hollow; (5) _númen_ west, _malta_ gold, _noldo_ (older _ngoldo)_ one of the kindred of the Noldor, _nwalme_ (older _ngwalme)_ torment; (6) _óre_ heart (inner mind), _vala_ angelic power, _anna_ gift, _vilya_ air, _sky (older _wilya); rómen_ east, _arda_ region, _lambe_ tongue, _alda_ tree; _silme_ starlight, _silme nuquerna (s_ reversed), _áre_ sunlight (or _esse_ name), _áre nuquerna; hyarmen_ south, _hwesta sindarinwa, yanta_ bridge, _úre_ heat. Where there are variants this is due to the names being given before certain changes that affected Quenya as spoken by the Exiles. Thus No. 11 was called _harma_ when it represented the spirant _ch_ in all positions, but when this sound became breath _h_ initially (though remaining medially) the name _aha_ was devised, _áre_ was originally _áze, _but when this _z_ became merged with 21, the sign was in Quenya used for the very frequent _ss_ of that language, and the name _esse_ was given to it. _hwesta sindarinwa_ or 'Grey-elven _hw'_ was so called because in Quenya 12 had the sound of _hw, _and distinct signs for _chw_ and _hw_ were not required. The names of the letters most widely known and used were 17 _n, _33 _hy, 25 r, 9 f: númen, hyarmen, rómen, formen_ = west, south, east, north (cf. Sindarin _dûn_ or _annûn, harad, rhûn_ or _amrûn, forod)._ These letters commonly indicated the points W, S, E, N even in languages that used quite different terms. They were, in the Westlands, named in this order, beginning with and facing west; _hyarmen_ and _formen_ indeed meant left-hand region and right-hand region (the opposite to the arrangement in many Mannish languages).

THE CIRTH

The _Certhas Daeron_ was originally devised to represent the sounds of Sindarin only. The oldest _cirth_ were Nos. 1, 2, 5, 6; 8, 9, 12; 18, 19, 22; 29, 31; 35, 36; 39, 42, 46, 50; and a _certh_ varying between 13 and 15. The assignment of values was unsystematic. Nos. 39, 42, 46, 50 were vowels and remained so in all later developments. Nos. 13, 15 were used for _h_ or _s_, _according as 35 was used for _s_ or _h_. This tendency to hesitate in the assignment of values for _s_ and _h_ continued in later arrangements. In those characters that consisted of a 'stem' and a 'branch', 1-31, the attachment of the branch was, if on one side only, usually made on the right side. The reverse was not infrequent, but had no phonetic significance. The extension and elaboration of this _certhas_ was called in its older form the _Angerthas Daeron_, _since the additions to the old _cirth_ and their reorganization was attributed to Daeron. The principal additions, however, the introductions of two new series, 13-17, and 23-28, were actually most probably inventions of the Noldor of Eregion, since they were used for the representation of sounds not found in Sindarin.

THE ANGERTHAS

1 P

2 B

3 F

4 V

5

6

7

8

9

10

11

12

13

14

15

16 Ð

31

46

In the rearrangement of the Angerthas the following principles are observable (evidently inspired by the Fëanorian system): (1) adding a stroke to a branch added 'voice'; (2) reversing the certh indicated opening to a 'spirant'; (3) placing the branch on both sides of the stem added voice and nasality. These principles were regularly carried out, except in one point. For (archaic) Sindarin a sign for a spirant m (or nasal v) was required, and since this could best be provided by a reversal of the sign for m, the reversible No. 6 was given the value m, but No. 5 was given the value hw.

No. 36, the theoretic value of which was z, was used, in spelling Sindarin or Quenya, for ss: cf. Fëanorian 31. No. 39 was used for either i or ó (consonant); 34, 35 were used indifferently for s; and 38 was used for the frequent sequence nd, though it was not clearly related in shape to the dentals.

In the Table of Values those on the left are, when separated by -, the values of the older Angerthas. Those on the right are the values of the Dwarvish Angerthas Moria. The Dwarves of Moria, as can be seen, introduced a number of unsystematic changes in value, as well as certain new cirth: 37, 40, 41, 53, 55, 56. The dislocation in values was due mainly to two causes: (1) the alteration in the values of 34, 35, 54 respectively to h (the clear or glottal beginning of a word with an initial vowel that appeared in Khuzdul), and s; (2) the abandonment of the Nos. 14, 16 for which the Dwarves substituted 29, 30. The consequent use of 12 for r, the invention of 53 for n (and its confusion with 22); the use of 17 as z, to go with 54 in its value s, and the consequent use of 36 as n and the new certh 37 for ng may also be observed. The new 55, 56 were in origin a halved form of 46, and were used for vowels like those heard in English butter, which were frequent in Dwarvish and in the Westron. When weak or evanescent they were often reduced to a mere stroke without a stem. This Angerthas Moria is represented in the tomb-inscription.

The Dwarves of Erebor used a further modification of this system, known as the mode of Erebor, and exemplified in the Book of Mazarbul. Its chief characteristics were: the use of 43 as z; of 17 as ks (x); and the invention of two new cirth, 57, 58 for ps and ts. They also reintroduced 14, 16 for the values j, zh; but used 29, 30 for g, gh, or as mere variants of 19,

21. These peculiarities are not included in the table, except for the special Ereborian _cirth_; 57, 58.

APPENDIX F

I

THE LANGUAGES AND PEOPLES OF THE THIRD AGE

The language represented in this history by English was the _Westron_ or 'Common Speech' of the West-lands of Middle-earth in the Third Age. In the course of that age it had become the native language of nearly all the speaking-peoples (save the Elves) who dwelt within the bounds of the old kingdoms of Arnor and Gondor; that is along all the coasts from Umbar northwards to the Bay of Forochel, and inland as far as the Misty Mountains and the Ephel Dúath. It had also spread north up the Anduin, occupying the lands west of the River and east of the mountains as far as the Gladden Fields.

At the time of the War of the Ring at the end of the age these were still its bounds as a native tongue, though large parts of Eriador were now deserted, and few Men dwelt on the shore of the Anduin between the Gladden and Rauros.

A few of the ancient Wild Men still lurked in the Drúadan Forest in Anórien; and in the hills of Dunland a remnant lingered of an old people, the former inhabitants of much of Gondor. These clung to their own languages; while in the plains of Rohan there dwelt now a Northern people, the Rohirrim, who had come into that land some five hundred years earlier. But the Westron was used as a second language of intercourse by all those who still retained a speech of their own, even by the Elves, not only in Arnor and Gondor but throughout the vales of Anduin, and eastward to the further eaves of Mirkwood. Even among the Wild Men and the Dunlendings who shunned other folk there were some that could speak it, though brokenly.

OF THE ELVES

The Elves far back in the Elder Days became divided into two main branches: the West-elves (the _Eldar_) and the East-elves. Of the latter kind were most of the elven-folk of Mirkwood and Lórien; but their languages do not appear in this history, in which all the Elvish names and words are of _Eldarin_ form.

Of the _Eldarin_ tongues two are found in this book: the High-elven or _Quenya_, _the Grey-elven or _Sindarin_. The High-elven was an ancient tongue of Eldamar beyond the Sea, the first to be recorded in writing. It was no longer a birth-tongue but had become, as it were, an 'Elven-latin', still used for ceremony, and for high matters of lore and song, by the High Elves, who had returned in exile to Middle-earth at the end of the First Age.

The Grey-elven was in origin akin to _Quenya:_ for it was the language of those Eldar who, coming to the shores of Middle-earth, had not passed over the Sea but had lingered on the coasts in the country of Beleriand. There Thingol Greycloak of Doriath was their king, and in the long twilight their tongue had changed with the changefulness of mortal lands and had become far estranged from the speech of the Eldar from beyond the Sea.

The Exiles, dwelling among the more numerous Grey-elves, had adopted the _Sindarin_ for daily use; and hence it was the tongue of all those Elves and Elf-lords that appear in this history. For these were all of Eldarin race, even where the folk that they ruled were of the lesser kindreds. Noblest of all was the Lady Galadriel of the royal house of Finarfin and sister of Finrod Felagund, King of Nargothrond. In the hearts of the Exiles the yearning for the Sea was an unquiet never to be stilled; in the hearts of the Grey-elves it slumbered, but once awakened it could not be appeased.

OF MEN

The _Westron_ was a Mannish speech, though enriched and softened under Elvish influence. It was in origin the language of those whom the Eldar called the _Atani_ or _Edain_, 'Fathers of Men', being especially the people of the Three Houses of the Elf-friends who came west into Beleriand in the First Age, and aided the Eldar in the War of the Great Jewels against the Dark Power of the North.

After the overthrow of the Dark Power, in which Beleriand was for the most part drowned or broken, it was granted as a reward to the Elf-friends that they also, as the Eldar, might pass west over Sea. But since the Undying Realm was forbidden to them, a great isle was set apart for them, most westerly of all mortal lands. The name of that isle was _Númenor_ (Westernesse). Most of the Elf-friends, therefore, departed and dwelt in Númenor, and there they became great and powerful, mariners of renown and lords of many ships. They were fair of face and tall, and the span of their lives was thrice that of the Men of Middle-earth. These were the Númenoreans, the Kings of Men, whom the Elves called the _Dúnedain_. _

The _Dúnedain_ alone of all races of Men knew and spoke an Elvish tongue; for their forefathers had learned the Sindarin tongue, and this they handed on to their children as a matter of lore, changing little with the passing of the years. And their men of wisdom learned also the High-elven Quenya and esteemed it above all other tongues, and in it they made names for many places of fame and reverence, and for many men of royalty and great renown.

But the native speech of the Númenoreans remained for the most part their ancestral Mannish tongue, the Adûnaic, and to this in the latter days of their pride their kings and lords returned, abandoning the Elven-speech, save only those few that held still to their ancient friendship with the Eldar. In the years of their power the Númenoreans had maintained many forts and havens upon the western coasts of Middle-earth for the help of their ships; and one of the chief of these was at Pelargir near the Mouths of Anduin. There Adûnaic was spoken, and mingled with many words of the languages of lesser men it became a Common Speech that spread thence along the coasts among all that had dealings with Westergates.

After the Downfall of Númenor, Elendil led the survivors of the Elf-friends back to the North-western shores of Middle-earth. There many already dwelt who were in whole or part of Númenorean blood; but few of them remembered the Elvish speech. All told the Dúnedain were thus from the beginning far fewer in number than the lesser men among whom they dwelt and whom they ruled, being lords of long life and great power and wisdom. They used therefore the Common Speech in their dealing with other folk and in the government of their wide realms; but they enlarged the language and enriched it with many words drawn from the Elven-tongues.

In the days of the Númenorean kings this ennobled Westron speech spread far and wide, even among their enemies; and it became used more and more by the Dúnedain themselves, so that at the time of the War of the Ring the Elven-tongue was known to only a small part of the peoples of Gondor, and spoken daily by fewer. These dwelt mostly in Minas Tirith and the townlands adjacent, and in the land of the tributary princes of Dol Amroth. Yet the names of nearly all places and persons in the realm of Gondor were of Elvish form and meaning. A few were of forgotten origin, and descended doubtless from days before the ships of the Númenoreans sailed the Sea; among these were Umbar, Arnach and Erech; and the mountain-names Eilenach and Rimmon. Forlong was also a name of the same sort.

Most of the Men of the northern regions of the Westlands were descended from the Edain of the First Age, or from their close kin. Their languages were, therefore, related to the Adûnaic, and some still preserved a likeness to the Common Speech. Of this kind were the peoples of the upper vales of Anduin: the Beornings, and the Woodmen of Western Mirkwood; and further north and east the Men of the Long Lake and of Dale. From the lands between the Gladden and the Carrock came the folk that were known in Gondor as the Rohirrim, Masters of Horses. They still spoke their ancestral tongue, and gave new names in it to nearly all the places in their new country: and they called themselves the Eorlings, or the Men of the Riddermark. But the lords of that people used the Common Speech freely, and spoke it nobly after the manner of their allies in Gondor; for in Gondor whence it came the Westron kept still a more gracious and antique style.

Wholly alien was the speech of the Wild Men of Drúadan Forest. Alien, too, or only remotely akin, was the language of the Dunlendings. These were a remnant of the peoples that had dwelt in the vales of the White Mountains in ages past. The Dead Men of Dunharrow were of their kin. But in the Dark Years others had removed to the southern dales of the Misty Mountains; and thence some had passed into the empty lands as far north as the Barrow-downs. From them came the Men of Bree; but long before these had become subjects of the North Kingdom of Arnor and had taken

up the Westron tongue. Only in Dunland did Men of this race hold to their old speech and manners: a secret folk, unfriendly to the Dúnedain, hating the Rohirrim.

Of their language nothing appears in this book, save the name _Forgoil_ which they gave to the Rohirrim (meaning Strawheads, it is said). _Dunland_ and _Dunlending_ are the names that the Rohirrim gave to them, because they were swarthy and dark-haired; there is thus no connexion between the word _dunn_ in these names and the Grey-elven word _Dûn_ 'west'.

OF HOBBITS

The Hobbits of the Shire and of Bree had at this time, for probably a thousand years, adopted the Common Speech. They used it in their own manner freely and carelessly; though the more learned among them had still at their command a more formal language when occasion required.

There is no record of any language peculiar to Hobbits. In ancient days they seem always to have used the languages of Men near whom, or among whom, they lived. Thus they quickly adopted the Common Speech after they entered Eriador, and by the time of their settlement at Bree they had already begun to forget their former tongue. This was evidently a Mannish language of the upper Anduin, akin to that of the Rohirrim; though the southern Stoors appear to have adopted a language related to Dunlendish before they came north to the Shire.

Of these things in the time of Frodo there were still some traces left in local words and names, many of which closely resembled those found in Dale or in Rohan. Most notable were the names of days, months, and seasons; several other words of the same sort (such as _mathom_ and _smial_) were also still in common use, while more were preserved in the place-names of Bree and the Shire. The personal names of the Hobbits were also peculiar and many had come down from ancient days.

Hobbit was the name usually applied by the Shire-folk to all their kind. Men called them _Halflings_ and the Elves _Periannath_. The origin of the word _hobbit_ was by most forgotten. It seems, however, to have been at first a name given to the Harfoots by the Fallohides and Stoors, and to be a worn-down form of a word preserved more fully in Rohan: _holbytla_ 'hole-builder'.

OF OTHER RACES

Ents. The most ancient people surviving in the Third Age were the _Onodrim_ or _Enyd_. Ent_ was the form of their name in the language of Rohan. They were known to the Eldar in ancient days, and to the Eldar indeed the Ents ascribed not their own language but the desire for speech. The language that they had made was unlike all others: slow, sonorous, agglomerated, repetitive, indeed longwinded; formed of a multiplicity of vowel-shades and distinctions of tone and quantity

which even the loremasters of the Eldar had not attempted to represent in writing. They used it only among themselves; but they had no need to keep it secret, for no others could learn it.

Ents were, however, themselves skilled in tongues, learning them swiftly and never forgetting them. But they preferred the languages of the Eldar, and loved best the ancient High-elven tongue. The strange words and names that the Hobbits record as used by Treebeard and other Ents are thus Elvish, or fragments of Elf-speech strung together in Ent-fashion. Some are Quenya: as _Taurelilómëa-tumbalemorna Tumbaetaerëa Lómëanor, _which may be rendered 'Forestmanyshadowed-deepvalleyblack Deepvalleyforested Gloomyland', and by which Treebeard meant, more or less: 'there is a black shadow in the deep dales of the forest'. Some are Sindarin: as _Fangorn_ 'beard-(of)-tree', or _Fimbrethil_ 'slender-beech'.

Orcs and the Black Speech. Orc is the form of the name that other races had for this foul people as it was in the language of Rohan. In Sindarin it was _orch._ Related, no doubt, was the word _uruk_ of the Black Speech, though this was applied as a rule only to the great soldier-orcs that at this time issued from Mordor and Isengard. The lesser kinds were called, especially by the Uruk-hai, _snaga_ 'slave'.

The Orcs were first bred by the Dark Power of the North in the Elder Days. It is said that they had no language of their own, but took what they could of other tongues and perverted it to their own liking; yet they made only brutal jargons, scarcely sufficient even for their own needs, unless it were for curses and abuse. And these creatures, being filled with malice, hating even their own kind, quickly developed as many barbarous dialects as there were groups or settlements of their race, so that their Orkish speech was of little use to them in intercourse between different tribes.

So it was that in the Third Age Orcs used for communication between breed and breed the Westron tongue; and many indeed of the older tribes, such as those that still lingered in the North and in the Misty Mountains, had long used the Westron as their native language, though in such a fashion as to make it hardly less unlovely than Orkish. In this jargon _tark_, 'man of Gondor', was a debased form of _tarkil_, a Quenya word used in Westron for one of Númenorean descent; see III, 54.

It is said that the Black Speech was devised by Sauron in the Dark Years, and that he had desired to make it the language of all those that served him, but he failed in that purpose. From the Black Speech, however, were derived many of the words that were in the Third Age wide-spread among the Orcs, such as _ghâsh_ 'fire', but after the first overthrow of Sauron this language in its ancient form was forgotten by all but the Nazgûl. When Sauron arose again, it became once more the language of Barad-dûr and of the captains of Mordor. The inscription on the Ring was in the ancient Black Speech, while the curse of the Mordor-orc in II, 53. was in the more debased form used by the soldiers of the Dark Tower, of whom Grishnákh was the captain. Sharku in that tongue means _old man._

Trolls. _Troll_ has been used to translate the Sindarin _Torog._ In their beginning far back in the twilight of the Elder Days, these were creatures of dull and lumpish nature and had no more language than beasts. But Sauron had made use of them, teaching them what little they could learn,

and increasing their wits with wickedness. Trolls therefore took such language as they could master from the Orcs; and in the Westlands the Stone-trolls spoke a debased form of the Common Speech.

But at the end of the Third Age a troll-race not before seen appeared in southern Mirkwood and in the mountain borders of Mordor. Olog-hai they were called in the Black Speech. That Sauron bred them none doubted, though from what stock was not known. Some held that they were not Trolls but giant Orcs; but the Olog-hai were in fashion of body and mind quite unlike even the largest of Orc-kind, whom they far surpassed in size and power. Trolls they were, but filled with the evil will of their master: a fell race, strong, agile, fierce and cunning, but harder than stone. Unlike the older race of the Twilight they could endure the Sun, so long as the will of Sauron held sway over them. They spoke little, and the only tongue that they knew was the Black Speech of Barad-dûr.

Dwarves. The Dwarves are a race apart. Of their strange beginning, and why they are both like and unlike Elves and Men, the Silmarillion tells; but of this tale the lesser Elves of Middle-earth had no knowledge, while the tales of later Men are confused with memories of other races.

They are a tough, thraven race for the most part, secretive, laborious, retentive of the memory of injuries (and of benefits), lovers of stone, of gems, of things that take shape under the hands of the craftsmen rather than things that live by their own life. But they are not evil by nature, and few ever served the Enemy of free will, whatever the tales of Men may have alleged. For Men of old lusted after their wealth and the work of their hands, and there has been enmity between the races.

But in the Third Age close friendship still was found in many places between Men and Dwarves; and it was according to the nature of the Dwarves that, travelling and labouring and trading about the lands, as they did after the destruction of their ancient mansions, they should use the languages of men among whom they dwelt. Yet in secret (a secret which unlike the Elves, they did not willingly unlock, even to their friends) they used their own strange tongue, changed little by the years; for it had become a tongue of lore rather than a cradle-speech, and they tended it and guarded it as a treasure of the past. Few of other race have succeeded in learning it. In this history it appears only in such place-names as Gimli revealed to his companions; and in the battle-cry which he uttered in the siege of the Hornburg. That at least was not secret, and had been heard on many a field since the world was young. _Baruk Khazâd! Khazâd ai-mênu!_ 'Axes of the Dwarves! The Dwarves are upon you!'

Gimli's own name, however, and the names of all his kin, are of Northern (Mannish) origin. Their own secret and 'inner' names, their true names, the Dwarves have never revealed to any one of alien race. Not even on their tombs do they inscribe them.

II

ON TRANSLATION

In presenting the matter of the Red Book, as a history for people of today to read, the whole of the linguistic setting has been translated as far as possible into terms of our own times. Only the languages alien to the Common Speech have been left in their original form; but these appear mainly in the names of persons and places.

The Common Speech, as the language of the Hobbits and their narratives, has inevitably been turned into modern English. In the process the difference between the varieties observable in the use of the Westron has been lessened. Some attempt has been made to represent these varieties by variations in the kind of English used; but the divergence between the pronunciation and idiom of the Shire and the Westron tongue in the mouths of the Elves or of the high men of Gondor was greater than has been shown in this book. Hobbits indeed spoke for the most part a rustic dialect, whereas in Gondor and Rohan a more antique language was used, more formal and more terse.

One point in the divergence may here be noted, since, though often important, it has proved impossible to represent. The Westron tongue made in the pronouns of the second person (and often also in those of the third) a distinction, independent of number, between 'familiar' and 'deferential' forms. It was, however, one of the peculiarities of Shire-usage that the deferential forms had gone out of colloquial use. They lingered only among the villagers, especially of the Westfarthing, who used them as endearments. This was one of the things referred to when people of Gondor spoke of the strangeness of Hobbit-speech. Peregrin Took, for instance, in his first few days in Minas Tirith used the familiar forms to people of all ranks, including the Lord Denethor himself. This may have amused the aged Steward, but it must have astonished his servants. No doubt this free use of the familiar forms helped to spread the popular rumour that Peregrin was a person of very high rank in his own country.

It will be noticed that Hobbits such as Frodo, and other persons such as Gandalf and Aragorn, do not always use the same style. This is intentional. The more learned and able among the Hobbits had some knowledge of 'book-language', as it was termed in the Shire; and they were quick to note and adopt the style of those whom they met. It was in any case natural for much-travelled folk to speak more or less after the manner of those among whom they found themselves, especially in the case of men who, like Aragorn, were often at pains to conceal their origin and their business. Yet in those days all the enemies of the Enemy revered what was ancient, in language no less than in other matters, and they took pleasure in it according to their knowledge. The Eldar, being above all skilled in words, had the command of many styles, though they spoke most naturally in a manner nearest to their own speech, one even more antique than that of Gondor. The Dwarves, too, spoke with skill, readily adapting themselves to their company, though their utterance seemed to some rather harsh and guttural. But Orcs and Trolls spoke as they would, without love of words or things; and their language was actually more degraded and filthy than I have shown it. I do not suppose that any will wish for a closer rendering, though models are easy to find. Much the same sort of talk can still be heard among the orc-minded; dreary and repetitive with hatred and contempt, too long removed from good to retain even verbal vigour, save in the ears of those to whom only the squalid sounds strong.

Translation of this kind is, of course, usual because inevitable in any narrative dealing with the past. It seldom proceeds any further. But I have gone beyond it. I have also translated all Westron

names according to their senses. When English names or titles appear in this book it is an indication that names in the Common Speech were current at the time, beside, or instead of, those in alien (usually Elvish) languages.

The Westron names were as a rule translations of older names: as Rivendell, Hoarwell, Silverlode, Langstrand, The Enemy, the Dark Tower. Some differed in meaning: as Mount Doom for *_Orodruin_* 'burning mountain', or Mirkwood for *_Taur e-Ndaedelos_* 'forest of the great fear'. A few were alterations of Elvish names: as Lune and Brandywine derived from *_Lhûn_* and *_Baranduin_*.

This procedure perhaps needs some defence. It seemed to me that to present all the names in their original forms would obscure an essential feature of the times as perceived by the Hobbits (whose point of view I was mainly concerned to preserve): the contrast between a wide-spread language, to them as ordinary and habitual as English is to us, and the living remains of far older and more reverend tongues. All names if merely transcribed would seem to modern readers equally remote: for instance, if the Elvish name *_Imladris_* and the Westron translation *_Karningul_* had both been left unchanged. But to refer to Rivendell as Imladris was as if one now was to speak of Winchester as Camelot, except that the identity was certain, while in Rivendell there still dwelt a lord of renown far older than Arthur would be, were he still king at Winchester today.

The name of the Shire (*_Sûza_*) and all other places of the Hobbits have thus been Englished. This was seldom difficult, since such names were commonly made up of elements similar to those used in our simpler English place-names; either words still current like *_hill_* or *_field_*; or a little worn down like *_ton_* beside *_town_*. But some were derived, as already noted, from old hobbit-words no longer in use, and these have been represented by similar English things, such as *_wich_*, or *_bottle_* 'dwelling', or *_michel_* 'great'.

In the case of persons, however, Hobbit-names in the Shire and in Bree were for those days peculiar, notably in the habit that had grown up, some centuries before this time, of having inherited names for families. Most of these surnames had obvious meanings in the current language, being derived from jesting nicknames, or from place-names, or (especially in Bree) from the names of plants and trees. Translation of these presented little difficulty; but there remained one or two older names of forgotten meaning, and these I have been content to anglicize in spelling: as Took for *_Tûk_*, or Boffin for *_Bophîn_*.

I have treated Hobbit first-names, as far as possible, in the same way. To their maid-children Hobbits commonly gave the names of flowers or jewels. To their man-children they usually gave names that had no meaning at all in their daily language; and some of their women's names were similar. Of this kind are Bilbo, Bungo, Polo, Lotho, Tanta, Nina, and so on. There are many inevitable but accidental resemblances to names that we now have or know: for instance Otho, Odo, Drogo, Dora, Cora, and the like. These names I have retained, though I have usually anglicized them by altering their endings, since in Hobbit-names *_a_* was a masculine ending, and *_o_* and *_e_* were feminine.

In some old families, especially those of Fallohide origin such as the Tookes and the Bolgers, it was, however, the custom to give high-sounding first-names. Since most of these seem to have

been drawn from legends of the past, of Men as well as of Hobbits, and many while now meaningless to Hobbits closely resembled the names of Men in the Vale of Anduin, or in Dale, or in the Mark, I have turned them into those old names, largely of Frankish and Gothic origin, that are still used by us or are met in our histories. I have thus at any rate preserved the often comic contrast between the first-names and surnames, of which the Hobbits themselves were well aware. Names of classical origin have rarely been used; for the nearest equivalents to Latin and Greek in Shire-lore were the Elvish tongues, and these the Hobbits seldom used in nomenclature. Few of them at any time knew 'the languages of the kings', as they called them.

The names of the Bucklanders were different from those of the rest of the Shire. The folk of the Marish and their offshoot across the Brandywine were in many ways peculiar, as has been told. It was from the former language of the southern Stoors, no doubt, that they inherited many of their very odd names. These I have usually left unaltered, for if queer now, they were queer in their own day. They had a style that we should perhaps feel vaguely to be Celtic elements in England, I have sometimes imitated the latter in my translation. Thus Bree, Combe (Coomb), Archet, and Chetwood are modelled on relics of British nomenclature, chosen according to sense: *_bree_hill_*, *_chet_ "wood**. But only one personal name has been altered in this way. Meriadoc was chosen to fit the fact that this character's shortened name. Kali, meant in the Westron 'jolly, gay', though it was actually an abbreviation of the now unmeaning Buckland name Kalimac.

I have not used names of Hebraic or similar origin in my transpositions. Nothing in Hobbit-names corresponds to this element in our names. Short names such as Sam, Tom, Tim, Mat were common as abbreviations of actual Hobbit-names, such as Tomba, Tolma, Matta, and the like. But Sam and his father Ham were really called Ban and Ran. These were shortenings of *_Banazîr_* and *_Ranugad_*, originally nicknames, meaning 'half-wise, simple' and 'stay-at-home', but being words that had fallen out of colloquial use they remained as traditional names in certain families. I have therefore tried to preserve these features by using Samwise and Hamfast, modernizations of ancient English *_samwîs_* and *_hámfoest_* which corresponded closely in meaning.

Having gone so far in my attempt to modernize and make familiar the language and names of Hobbits, I found myself involved in a further process. The Mannish languages that were related to the Westron should, it seemed to me, be turned into forms related to English. The language of Rohan I have accordingly made to resemble ancient English, since it was related both (more distantly) to the Common Speech, and (very closely) to the former tongue of the northern Hobbits, and was in comparison with the Westron archaic. In the Red Book it is noted in several places that when Hobbits heard the speech of Rohan they recognized many words and felt the language to be akin to their own, so that it seemed absurd to leave the recorded names and words of the Rohirrim in a wholly alien style.

In several cases I have modernized the forms and spellings of place-names in Rohan: as in *_Dunharrow_* or *_Snowbourne_*; but I have not been consistent, for I have followed the Hobbits. They altered the names that they heard in the same way, if they were made of elements that they recognized, or if they resembled place-names in the Shire; but many they left alone, as I have done, for instance, in *_Edoras_* 'the courts'. For the same reasons a few personal names have also been modernized, as Shadowfax and Wormtongue.

This assimilation also provided a convenient way of representing the peculiar local hobbit-words that were of northern origin. They have been given the forms that lost English words might well have had, if they had come down to our day. Thus *_mathom_* is meant to recall ancient English *_máthm_*, and so to represent the relationship of the actual Hobbit *_kast_* to R. *_kastu_*. Similarly *_smial_* (or smile) 'burrow' is a likely form for a descendant of *_smygel_*, and represents the relationship of Hobbit *_tran_* to R. *_trahan_*. *_Sméagol_* and *_Déagol_* are equivalents made up in the same way for the names *_Trahald_* 'burrowing, worming in', and *_Nahald_* 'secret' in the Northern tongues.

The still more northerly language of Dale is in this book seen only in the names of the Dwarves that came from that region and so used the language of the Men there, taking their 'outer' names in that tongue. It may be observed that in this book as in *_The Hobbit_* the form *_dwarves_* is used, although the dictionaries tell us that the plural of *_dwarf_* is *_dwarfs_*. It should be *_dwarrows_* (or *_dwerrows_*), if singular and plural had each gone its own way down the years, as have *_man_* and *_men_* or *_goose_* and *_geese_*. But we no longer speak of a dwarf as often as we do of a man, or even of a goose, and memories have not been fresh enough among Men to keep hold of a special plural for a race now abandoned to folk-tales, where at least a shadow of truth is preserved, or at last to nonsense-stories in which they have become mere figures of fun. But in the Third Age something of their old character and power is still glimpsed, if already a little dimmed: these are the descendants of the Naugrim of the Elder Days, in whose hearts still burns the ancient fire of Aulë the Smith, and the embers smoulder of their long grudge against the Elves; and in whose hands still lives the skill in works of stone that none have surpassed.

It is to mark this that I have ventured to use the form *_dwarves_*, and so remove them a little, perhaps, from the sillier tales of these latter days. *_Dwarrows_* would have been better; but I have used that form only in the name *_Dwarrowdelf_*, to represent the name of Moria in the Common Speech: *_Phurunargian_*. For that meant 'Dwarf-delving' and yet was already word of antique form. But Moria is an Elvish name, and given without love; for the Eldar, though they might at need, in their bitter wars with the Dark Power and his servants, contrive fortresses underground, were not dwellers in such places of choice. They were lovers of the green earth and the lights of heaven; and Moria in their tongue means the Black Chasm. But the Dwarves themselves, and this name at least was never kept secret, called it *_Khazad-dûm_*, the Mansion of the Khazâd; for such is their own name for their own race, and has been so, since Aulë gave it to them at their making in the deeps of time.

Elves has been used to translate both *_Quendi_*, 'the speakers', the High-elven name of all their kind, and *_Eldar_*, the name of the Three Kindreds that sought for the Undying Realm and came there at the beginning of Days (save the *_Sindar_* only). This old word was indeed the only one available, and was once fitted to apply to such memories of this people as Men preserved, or to the making of Men's minds not wholly dissimilar. But it has been diminished, and to many it may now suggest fancies either pretty or silly, as unlike to the Quendi of old as are butterflies to the swift falcon - not that any of the Quendi ever possessed wings of the body, as unnatural to them as to Men. They were a race high and beautiful the older Children of the world, and among them the Eldar were as kings, who now are gone: the People of the Great Journey, the People of the

Stars. They were tall, fair of skin and grey-eyed, though their locks were dark, save in the golden house of Finrod; and their voices had more melodies than any mortal voice that now is heard. They were valiant, but the history of those that returned to Middle-earth in exile was grievous; and though it was in far-off days crossed by the fate of the Fathers, their fate is not that of Men. Their dominion passed long ago, and they dwell now beyond the circles of the world, and do not return.

Note on three names: Hobbit, Gamgee, and Brandywine. Hobbit is an invention. In the Westron the word used, when this people was referred to at all, was banakil 'halfling'. But at this date the folk of the Shire and of Bree used the word kuduk, which was not found elsewhere. Meriadoc, however, actually records that the King of Rohan used the word kûd-dûkan 'hole-dweller'. Since, as has been noted, the Hobbits had once spoken a language closely related to that of the Rohirrim, it seems likely that kuduk was a worn-down form of kûd-dûkan. The latter I have translated, for reasons explained, by holbytla; and hobbit provides a word that might well be a worn-down form of holbytla, if that name had occurred in our own ancient language.

Gamgee. According to family tradition, set out in the Red Book, the surname Galbasi, or in reduced form Galpsi, came from the village of Galabas, popularly supposed to be derived from galab- 'game' and an old element bas-, more or less equivalent to our wick, wich. Gamwich (pronounced Gammidge) seemed therefore a very fair rendering. However, in reducing Gammidge to Gamgee, to represent Galpsi, no reference was intended to the connexion of Samwise with the family of Cotton, though a jest of that kind would have been hobbit-like enough, had there been any warrant in their language.

Cotton, in fact, represents Hlothran a fairly common village-name in the Shire, derived from hloth- 'a two-roomed dwelling or hole', and ran(u) a small group of such dwellings on a hillside. As a surname it may be an alteration of hlothram(a) 'cottager'. Hlothram, which I have rendered Cotman, was the name of Farmer Cotton's grandfather. Brandywine. The hobbit-names of this river were alterations of the Elvish Baranduin (accented on and), derived from baran 'golden brown' and duin '(large) river'. Of Baranduin Brandywine seemed a natural corruption in modern times. Actually the older hobbit-name was Branda-nîn 'border-water', which would have been more closely rendered by Marchbourn; but by a jest that had become habitual, referring again to its colour, at this time the river was usually called Bralda-hîm 'heady ale'.

It must be observed, however, that when the Oldbucks (Zaragamba) changed their name to Brandybuck (Brandagamba), the first element meant 'borderland', and Marchbuck would have been nearer. Only a very bold hobbit would have ventured to call the Master of Buckland Braldagamba in his hearing.

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