

HISTORY OF OROD MORGUL

fun - gloomy darkness

dûr - dark

draug - wolf

Amath - doom

dæ - shadow

del - horror

gûl - sorcery

mor - dark

orod - mountain

as(t) - fortress

rauko - demon

black mountain

Orod dûr - dark mountain

morost - dark fortress

(Raukhorod) - demon mountain

Orod gûin - mountain of darkness

(Orod del) - mountain of horror

(Orod æ) - mountain of shadow

Orod gûl - mountain of sorcery

Orod morgul - mountain of dark sorcery

Ost morgul - fortress of dark sorcery

Belegur

This huge mountain was turned into a fortress both dark and deep by Aradan the great Elven Sorcerer of old. He then moved into it and named it Orod Morgul and called to his aid all manner of foul things which collected in the mountain and started to take shape as a terrible army. To stop this menace, a combined army of Dwarves and Elves marched to overthrow him. They met the army met on the plain. Sterile plains around the mountain, which now belched forth smoke & ashes. These covered the sky & helped the dark army. The battle was long & terrible but eventually the Dwarves & Elves won, as Belegur (as he now called himself) army was incomplete. They, as the victors approached, Belegur himself appeared and called forth the fire of the mountain to smite his opponents who weren't prepared for this. Losses were grievous, but a band of heroes made it up to him and, although all were killed but one, Eldor, a Great Elven warrior, struck his head off ~~the~~ with one blow as he was preparing

a spell. The fires died down then, but the
crying wouldn't go inside, as their losses were
too grievous. Instead they cursed it as an evil place
and forbade any dwarf or elf to enter. They set a
watch over the great gates so that none would
enter. Steam & smoke rise from vents & cracks in
the mountainside & top so that the whole plain
was wreathed in smog. From the plain the top of
the mountain is unseen. The plain is covered
in a layer of ash & fine black dust, so that
it is named Mortum - the black valley.

Arbarad - high tower
- Name of stronghold.
or éar - sea tower - éarbarad

beleg - night

ar - high, royal, noble

gûil - sorcery

nôl - long study, lore, knowledge

heru - lord

minas - tower

gaer - sea

mith - grey

ss(t) - fortress

rau - wander, stray

thalion - strong, dauntless

watch, watchtower - tir

tir - power, mastery

val - power

Castle

Arbarad

Aros

éarbarad

minas gaer

Kastille Urnd

Mithras Urnd

Gray wanderer, master of
lore

Uigûl Urnd

Urnd - Master
of

lore

Mithnoler

Mithergûl

Mithernol

Mithernol

Mithernol

mithtir

Mithernol

Mithernol

Mithernol

Turnith

