

THE LORD OF THE RINGS REALMS IN EXILE

For Crusader Kings III

Release 1.0 The Riders of Rohan | Read Me



Introduction

Crusader Kings in Middle-earth

G'day and welcome to the Realms mod for Crusader Kings III, Paradox's great grand strategy game. I am part of an incredible team that includes modders from previous Paradox titles in Imperator: Rome, Europa Universalis IV and CK2. Together we are building a map of Middle-earth, full of the diverse characters seen in J.R.R. Tolkien's The Lord of the Rings.

The map of Middle-earth that we have created is one of the most detailed of any LotR video game, there are thousands of provinces thanks the lead cartographer BoneLorde. Rewinged "Owlcoholic" is working on Rohirrim portraits and units. Arsonium is making magic happen through scripts and events. Tsf4 and GoDream are working on the rich tapestry of Tolkien's legendarium.

The first release will showcase **The Riders of Rohan** as they are beset on three fronts by the wizard Saruman, Dunlendings and Leofring bandits. The starting year is **3000 of The Third Age**. Time enough to set in motion The War of the Ring!

- from Matt Alexi

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

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2nd November 2020

Gameplay Features

Bookmark Characters

Realms will release The Riders of Rohan first, followed by updates including the rest of Middle-earth.

Play as Théoden King of Rohan

- In the year 3000 the prince Théodred, son of Théoden, still lives and rules the Westfold.
- Special buildings for Helms Deep Aldburg and Edoras.
- Unique city, castle and temple 3d models for the Rohirrim culture.
- Forth, Riders of Rohan, and fear no darkness!*



Play as Saruman the White of Isengard

- Choose to betray the light and use the palantír.
- Build an army worthy of Mordor!
- Corrupt and empower with the voice of Saruman. Or stay true to the light and provide wisdom and cunning to your allies.
- Remove those who oppose your will.*
- Stain the land in the blood of your enemies.*

Play as Wulfgar Brynjarsson of Dunland

- A choice between the wrath of Théoden or that of the wizard Saruman.
- Character from the real-time strategy game, Battle for Middle-earth: The Age of the Ring. Written by Mathijs.
- Develop your holdings with new buildings such as the Mead Hall, Stables and Garrison Tower.
- Retake the fertile lands stolen by Rohan. Death to the Forgoil!*

Buildings

New buildings for characters to upgrade their baronies with.

- Garrison Tower
- Inn
- Observatory
- Library
- Royal Cellar
- Conservatorium
- Mead Hall
- Stables

Advanced buildings unique to certain races and cultures.

- Eldar Observatory
- Eldar Ancient Library
- Eldar Royal Cellar
- Eldar Conservatorium
- Eldar Fae Dancing Lawn
- Dúnedain Messenger Stables
- Dúnedain Trebuchet Tower
- Dúnedain Citadel
- Dúnedain Hallows
- Dúnedain Stoneworker
- Dúnedain Houses of Healing

Special buildings and natural wonders of Middle-earth. Search past the borders of Rohan and Dunland and you will find more.

- Edoras
- Dunharrow
- Aldburg
- Helms Deep
- Isengard
- Eorl's Hallow
- Wulfborg
- Paths of the Dead
- High Stone

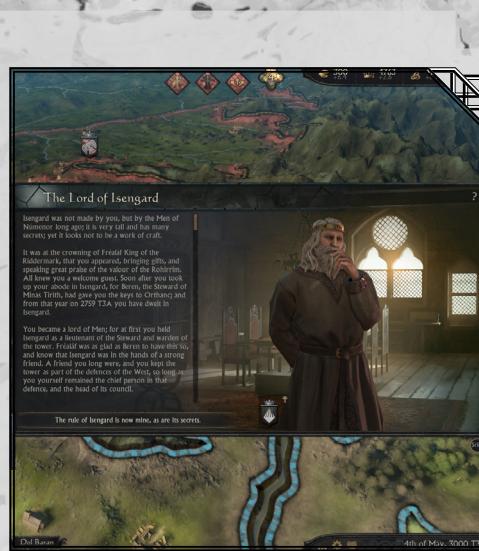


Coat of Arms

Unique coat of arm emblems for every culture. Dunlendings have 35 real-world Celtic-inspired emblems. There are 11 horse emblems for the Rohirrim. 48 real-world Viking-inspired background patterns.

Cultures

On the map in the first release are the Rohirrim, Leofrings and Eothéod of the Hadorim group of Northrons. The Hill Dunlendings, Herd-folk Dunlendings, Isengard Dunlendings, Enedwaith Gwathuirim and Gwathló Gwathuirim of the Dunlending group of Gwathuirim. And there is one Istari of the Maia group.



Events

Unique events for Saruman to unleash the power of Isengard. Convert to The Forces of Evil, industrialise the vale, and build an army worthy of Mordor.



History

Title history and characters for Rohan all the way back to Eorl the Young, founder of the Rohan.

Magic System

A magic system for Saruman. Influence characters, prepare explosives, summon Uruk-hai.

Mercenary Companies

Hire mercenary companies originating from all cultures on the map, with names including Minstrels of the Golden Hall, Raiders of the Adorn, Wild Rainbringers, Druids of the Mountains, Bandits of the Limlight and Warriors of the Night.

Regiments

Regiments from the Lord of the Rings including Orcs and Uruk-hai for Saruman, advanced units for Dunlending raiders, and early cavalry for Rohan.

Religions

Three religions and faiths have been created for the first release, the Free Peoples of Middle-earth, the People of Darkness and the Forces of Evil. In later releases these religion groups will be divided up into unique faiths. The Rohirrim will receive a faith that focuses on their respect for Béma.

Terrains

New, unique and rare terrain types: Deep Forest, Underground: Caverns, Underground: Halls, Underground: Paths of the Dead.

Traits

New combat traits: Horse Master, Cavalry Leader, Outrider Leader.



Development Team, Credits & Acknowledgements

Team Members

Lead Development Team

- Arsonium
- BoneLord
- Matt Alexi "Legoman"
- LordEngineer "Charles"
- Owlcoholic/Rewinged
- Tsf4

History

- Grell
- Lonhaldar
- Vierwood

Writers

- Coffing
- Julius Caesar
- John Henry Eden

Artists

- Darnokthemage
- Tyler

In Development

- GoDream
- No

Acknowledgements

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

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

Modders of Crusader Kings III and Imperator: Rome are free to use our Ck3 work, please credit us with Lord of the Rings: Realms in Exile and a link to our Steam Workshop page.

Credits

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

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

Tolkien Gateway, description text
http://tolkiengateway.net/wiki/Main_Page

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

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

Lord_Elessar, collection of Coat of Arms

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

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

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

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

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J. R. R. Tolkien & Christopher Tolkien

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- Arsonium
- QualitySalt
- Chrys131
- Matt Alexi "Legoman"

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

Crusader Kings II Middle Earth Project Team

- Tsf4
- Marowa
- SinStar87
- Porkenstein
- Brojan

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

Europa Universalis IV Lord of Universalis Team

- DKstranger
- Xylozi
- Nicrlaitheking
- Macbeth

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

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

- RiderOfRohan
- DúnedainRanger76
- Mathijs

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

Discord Servers

Special Thanks to these Discords

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CK3 Mod Coop

<https://discord.gg/apEvxDZ>



Age of the Ring Community

<https://discord.gg/MB8Kj9N>

Tolkien Modding Community

Join

<https://discord.gg/XXPwayt>

Join the Realms Community

Our Community Discord has just started out, you'll be able to join the developers of Realms and receive our latest news.

<https://discord.gg/FKr4Zbr>