OTHER MINDS

The Unofficial Role-Playing Magazine for J.R.R. Tolkien's Middle-earth and beyond

MAIN FEATURES

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"Then Ilúvatar said to them: 'Of the theme that I have declared to you, I will now that ye make in harmony together a Great Music. And since I have kindled you with the Flame Imperishable, ye shall show forth your powers in adorning this theme, each with his own thoughts and devices, if he will. But I will sit and hearken, and be glad that through you
great beauty has been wakened into song.'"
- Ainulindalë (The Music of the Ainur)

The Silmarillion

by J.R.R. Tolkien

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Editorial:
Not an unlucky number!

News

A new year brings new things—and this holds true for gaming in Middle-earth as well. *Other Minds, Issue 13* again is long overdue—far more than anticipated or feared. Some of the originally planned content had to been changed at short notice, but in the end everything has worked out fine.

That we are far overdue is the effect of real life taking over and pushing other things aside. Everyone has been affected, but none more than our diligent assistant editor Neville Percy, who has now a little baby daughter, which is eating up much of his time. And still he spends his precious and limited spare time for the Middle-earth gaming community. Kudos to him!

The most important news is that now the new roleplaying game for Middle-earth is finally out (its pre-publication information and announcements having been included in previous Issues): Cubicle 7's (C7) *The One Ring – Adventures over the Edge of the Wild*® (TOR) has been available since about last August (in the downloadable PDF version). The C7 forum has quickly developed into a very dynamic platform for discussing all aspects of TOR itself and extending into Middle-earth gaming in general . I am very eager to see further products published. Speaking of this, one of the changes will be a stronger TOR presence in *Other Minds*.

So overall this Issue also marks a watershed—since it will be the last of the current incarnation. This is far from bad however, since we are sure that all these plans will be all for the better. More details of the planned changes are to be found in this Issue's *Inside Information*.

Content

As already said, we had to do some last minute rearrangements content-wise, though that may have been fortunate in the end. Now, for the concrete content, the line-up is as follows:

First comes a piece by Neville "Osric" Percy**: A Review of *The One Ring – Adventures Over the Edge of the Wild* (TOR)**. It details the game system and gives you a good overview of its features. It is a fitting beginning of the intended TOR presence in *Other Minds*.

The second contribution is from Daniel "Vaco" Vacaflores gives us an update of his ***The Art of Magic***, which was published in Issue #10 of *Other Minds*. Here he presents us with TOR game stats to be used with that game system. So you might check it out if you're looking for ideas on how to incorporate extensive "real" magic (i.e. spells) into TOR, beyond the little that the published game includes—as yet.

Neville "Osric" Percy also brings us a second contribution with **The Dwarven *Iglishmêk***, a secret communication system based on gestures used by the

Dwarves. This article develops on an extensive note of Tolkien's found in *The History of Middle-earth, Vol. 11: The War of the Jewels*. It offers great possibilities for giving dwarven PC's a really unique ability not shared with other races.

Last but not least, **Population and Urbanization in Eriador** tackles the difficult task of assigning believable numbers to the demography of Eriador throughout the Third Age (together with discussion of how these were developed). The many major changes in the history of this region make this quite challenging, but on the other hand also offer tons of gaming possibilities.

As mentioned above, you can find more on the future of *Other Minds* in this Issue's *Inside Information*. One thing I'd like to say here and now, is the fact that David "Issachar" D. has volunteered to assist us in making *Other Minds* an even better platform for all roleplayers in Middle-earth. It's good to have you on board!

We are also getting more widespread; see *Inside Information* for more details!

Ending my ramblings, I wish you a happy reading and see you all in *Other Minds, Issue #14!*

For the *Other Minds* team
Thomas Morwinsky

Inside Information

The Future of *Other Minds*

As already hinted at in the Editorial, this Issue of *Other Minds* is the last of its kind. Issue #14 will bring a number significant changes that will—hopefully—all for the better of the fan community of gamers in Tolkien's Middle-earth.

Since the publication of *The One Ring: Adventures over the Edge of the Wild* (TOR) last autumn, new life has been brought to the Middle-earth gaming community. This is in my opinion quite fortunate, as it brings in new ideas and approaches and prevents the old veterans from stewing too much in their own juice. Also it continues the tradition of roleplaying games set in Middle-earth that was begun in 1982. Every year without a game in the best of all fantasy worlds is a loss! Apart from the more abstract benefits of a new and living game, there are also some very practical beneficial sides to it. First, *Other Minds* is striving to get its focus to strongly support TOR as much as it has

the other game systems that we've had to date. This does not mean to ignore all the other approaches (e.g. MERP or LotRRPG or fan-made Indie systems), but the officially licensed game should always get special attention by a fanzine that champions the cause of roleplaying in Middle-earth.

Due to this, we will change a number of things, effectively renovating a lot of current *Other Minds* conventions. First, our much-debated rating system will be overhauled, as it currently looks quite abstract. To emphasize the gaming focus, the new system will have a twofold categorization: First we will indicate the general nature of the article (e.g. rules supplement/suggestion, adventure, background material, Tolkien scholarship etc.). The second part will give a rough estimate of the amount of original Tolkien content within the contribution. Here, three tiers (high, medium, low) will give you an estimate how much was used (or available!) to inspire and create the contribution.

The second great change is about the content itself. We will have clear markers to show whether a contribution is made for a specific game system (or not; e.g. being system-agnostic). Here the "other" content beside pure mechanics plays a role as well. For example, MERP produced a lot of modules which detailed Middle-earth, thus establishing a "MERP-canon" with its specific interpretation of Middle-earth and especially the voids beyond Tolkien's descriptions.

Of course all of these categorizations contain a certain degree of uncertainty or blur, where you can't clearly specify a contribution according to the above mentioned categories. We will do our best however to make these ratings as objective as possible.

Concerning game systems, we will have a new assistant editor on board, who will focus his activities on managing the TOR content for *Other Minds*. This is David 'Issachar' D., whom you might perhaps know as a long-time editor of the *Hall of Fire* magazine. We are hoping to get regular content for *The Lord of the Rings Roleplaying Game* as well, unifying all three—past and present—licensed roleplaying games for Middle-earth under a common roof. Gamers and contributors working with other game systems should also not feel excluded; articles linked to any system will all be equally welcome, judged on the basis of their Middle-earth content.

Beyond the different gaming approaches and interpretations, we firmly believe that roleplaying in Middle-earth is a strong common denominator. It is an old tradition for gamers and Game-/ Lore-masters alike to look for inspirations beyond the boundaries of specific game systems. Having a common setting, drawing such inspirations from other Middle-earth based systems should make it all the easier to transfer to your own system and interpretation of choice. The Middle-earth roleplaying community nowadays is small enough to start with, and fragmenting it even further by building fences will in the end surely over-stretch the resources of those who do these things.
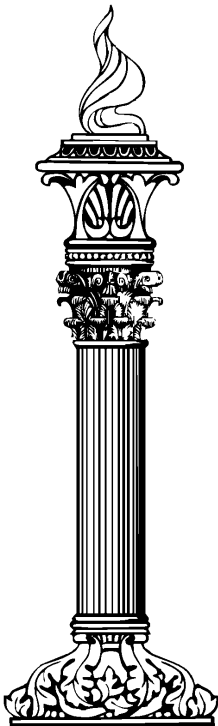
Other Minds added to Marion E. Wade Center at Wheaton College

We were pleasantly surprised on February 29, 2012 when a message was posted on our Facebook group page (http://www.facebook.com/groups/othermindsmagazine/) that *Other Minds* has been added to the fund of the Marion E. Wade Center (http://www.wheaton.edu/wadecenter), research library and book museum at the Wheaton College (http://www.wheaton.edu). If you want to learn more about this institution check out Wikipedia for a short description of Wheaton College: http://en.wikipedia.org/wiki/Wheaton_College_%28Illinois%29). The Wade Center houses both memorabilia (like the desk at which Tolkien wrote *The Hobbit*) as well as original texts from the Inklings—including J.R.R. Tolkien and C.S. Lewis—and we are humbled to be counted among such company. Check out the following link for "our" actual location at the Wade Center: http://vufind.carli.illinois.edu/vf-whe/Record/whe_615666. Thank you very much Johan for sharing with us this information!

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The Road Goes Ever On

> *Certainly it reminds me [Frodo] very much of Bilbo in the last years, before he went away. He used often to say there was only one Road; that it was like a great river: its springs were at every doorstep, and every path was its tributary. "It's a dangerous business, Frodo, going out of your door," he used to say. "You step into the Road, and if you don't keep your feet, there is no knowing where you might be swept off to…"*
>
> *—The Lord of the Rings.A Shortcut to Mushrooms*

There are many paths on the internet waiting to take you somewhere for Tolkien gaming. The vast reaches of the worldwide community harbour numerous roads and paths—some dangerous and some not—but it also has many havens of lore and respite where the weary traveller or loremaster seeking knowledge may find what he is looking for. In order to aid people on their journeys, this column of *Other Minds* (not exactly new, but with a new name) which will be a regular feature from now on offers a quick overview and pointer to potentially interesting Tolkien roleplaying-related websites.

For each site we give you a short description of its primary purpose and content to give you an overview for better judging how it might meet your needs.

The following list does not claim to be exhaustive or representative. In fact, I believe it is only a beginning. All the content of these pages is the responsibility of their owners. They are organised according to their primary gaming focus (e.g. TOR, MERP or whatever else) and, within each category, in alphabetical order.

This listing is intended to be "living", i.e. constantly evolving and updating. So, **if you know any other sites that present information of value for Tolkien gamers, do contact us at feedback@othermindsmagazine.com so we can include it here for others to enjoy as well.**

The following abbreviations are used:

TOR—*The One Ring* by Cubicle 7 and Sophisticated Gams. The current licensed game from 2011 onwards.

LotRRPG—*The Lord of the Rings Roleplaying Game* by Decipher. The licensee from 2002 to 2007.

MERP—*Middle-earth Roleplaying* by Iron Crown Enterprises. The licensee from 1982 to 1999.

TOR

Common skills and cultural baseline: some light analysis on the distribution of skills within cultures from the first TOR core book:

> http://thechamberofmazarbuldnd.blogspot.com/2012/02/common-skills-cultural-baseline.html

El Anillo Unico: A spanish fan-site dedicated to *The One Ring* by Cubicle 7 (see below for their presence).

> http://elanillounico.tumblr.com/

Facebook TOR group:

> http://www.facebook.com/groups/222560297824158/

The One Ring – Adventures over the Edge of the Wild (TOR): Cubicle 7 published this latest instalment of games (after *MERP* and *LotRRPG*) with *The Hobbit-* and *The Lord of the Rings* license from Middle-earth Enterprises in August 2011 (PDF version). They have a great and very active forum as well, where you can find a lot of support and tips around the game.

Publisher site for TOR:

> http://www.cubicle7.co.uk/our-games/the-one-ring/

Forum:

> http://cubicle7.clicdev.com/f/index.php?trk=cubicle7&showforum=33

Resources:

> http://cubicle7.clicdev.com/f/index.php?trk=cubicle7&showtopic=2487

The One Ring RPG resources: A fan-site with RPG stuff for *The One Ring*.

    http://grimbahsoneringrpg.blogspot.com/

RPGnet: Another review of TOR can be found here.

    http://www.rpg.net/reviews/archive/15/15457.phtml

LotR RPG

Facebook LotRRPG sites: First an interest page. Not much to see, but you can "like" it. The second one is a closed group about actual gaming.

    http://www.facebook.com/pages/The-Lord-of-the-Rings-Roleplaying-Game/135039343195996

    http://www.facebook.com/groups/jmezlotrrpgg/

Hall of Fire: is an excellent resource if you are looking for game-oriented material for Decipher's *Lord of the Rings Roleplaying Game* (LotRRPG). They also have a forum and an extensive link section in their zines themselves. The fanzine is still published, though with much diminsihed content and the forum only rarely used. The long-persistent spam problem in the forum has been fortunately solved by now (at least no spam bombardment like in the last year is observable now).

    Main site for Hall of Fire:

    http://www.halloffire.org

    Forum:

    http://forums.halloffire.org

MERP

I.C.E. product listing: Contains a listing of MERP products for reference.

    http://www.icewebring.com/ice-products

Facebook MERP groups: Strangely, there are two groups/sites dedicated to MERP here.

    Middle-earth Roleplaying (MERP) is a simple page without much information.

    http://www.facebook.com/pages/Middle-Earth-Role-Playing-MERP/30841799801

    The second one, Middle-earth Roleplaying, has at least a bit of more info (though still quite little).

    http://www.facebook.com/pages/Middle-earth-Role-Playing/108714242486460

Lindëfirion: A campaign log and resources for a mid-Third age campaign set in the Northwest. Made with great love for detail. The artwork, especially of the maps, is awesome.

    http://www.lindefirion.net

    Sub-page "Project Pelargir":

    http://wiki.lindefirion.net/ProjectPelargir

Loren Rosson's Blog "The Busybody": A relatively new blog with reviews ("retrospectives") of a selection of old and long out-of-print MERP modules. The relevant section is named "Middle-earth Retrospectives" and can be found on the left side of the links section (you have to scroll down a bit).

    http://lorenrosson.blogspot.com

MERP printing edition reference: A great reference for all the editorial changes and different printings of MERP 1st edition. If you are interested in the various editions of MERP 1st ed., this one is for you!

    http://homepage.mac.com/guyf/MERP/PrintingEditionReference.html

SYSTEM-NEUTRAL OR MIXED

Fan-sourcebooks: This Yahoo group (formerly fan-modules) was founded in 2001 after the demise of *Other Hands*. Here you can find a great variety of fan-made material for a lot of topics. Game system and canon focus is MERP, though not exclusively.

> http://games.groups.yahoo.com/group/fan-modules

Facebook *Other Minds* group:

> http://www.facebook.com/groups/othermindsmagazine

MERP.com: The site devoted to roleplaying in Middle-earth (not exclusively ICE's MERP as the title may suggest). It contains a vast vault of useful information and gaming material.

> http://www.merp.com

Tower Hills, The: A webpage centered upon (Hârn and) Middle-earth.
> http://www.towerhills.me

TOLKIEN STUFF IN GENERAL

Ardalambion: One of the best sites dealing with Tolkien's languages. You may need to get used to the colour scheme, though.
> http://folk.uib.no/hnohf/

Deutsche Tolkiengesellschaft (German Tolkien Society): Similar to the Tolkien Society (see below), this site is about the furtherance of Tolkien scholarship and analysis in general.
> http://www.tolkiengesellschaft.de/

The Elvish Linguistic Fellowship: A Special Interest Group of the Mythopoetic Society, this (and its journals) is the place for you if you're looking for information and lore about Tolkien's invented languages.
> http://www.elvish.org/

The Encyclopedia of Arda: A good encyclopedic website about Tolkien's world.
> http://www.glyphweb.com/arda

Gernot Katzer's *History of Middle-earth site* (German): A good site describing the essentials of the *History of Middle-earth* series.
> http://www.uni-graz.at/~katzer/home.html

Grey Havens, The: One of the oldest reference sites that is still in business.
> http://tolkien.cro.net/

Tolkienforum (German): A good forum covering all aspects of Tolkien lore and fandom.
> http://www.tolkienforum.de

Tolkien Forum, The (English): A good English forum on many aspects of Tolkien
> http://www.thetolkienforum.com/

Tolkien Gateway: A good wiki site with an encyclopedia on many topics Tolkien
> http://tolkiengateway.net/wiki/Main_Page

Tolkien Society: The site for everyone interested in the more scholarly and academic treatment of all things Tolkien.
> http://www.tolkiensociety.org/

Wikipedia Portal "Middle-earth": Even Wikipedia has a whole section dedicated to Tolkien and his myth.
> http://en.wikipedia.org/wiki/Portal:Middle-earth

ARTWORK

Chmiel-Gugulska, Katherine Carina (Kasiopeia): A great artist who allowed us to use several of her stunning works.

http://kasiopea.art.pl/

John Howe: The second of the great Tolkien artists that allowed the use of his artwork within our pages. Check out his great index.

http://www.john-howe.com/

Rolozo: Among the oldest artwork-related sites around

http://fan.theonering.net/~rolozo/cgi-bin/rolozo.cgi/news

Nasmith, Ted: The official site of renowned Tolkien artist Ted Nasmith, who was so kind in allowing us to use so much of his artwork within *Other Minds*.

http://www.tednasmith.com/

OTHER STUFF THAT MIGHT BE INTERESTING FOR ROLEPLAYING IN MIDDLE-EARTH

Facebook "Fans of Mithril Miniatures" group: Lots of photos of painted minis plus some awesome dioramas.

http://www.facebook.com/groups/107518272188/

Games Workshop: If you are interested in miniatures made according to the movie design, then the Games Workshop miniature line (for skirmish-level tabletop wargaming) is for you:

http://www.games-workshop.com

Mithril Miniatures: This company has been around in the Middle-earth figurines business since 1988; thus being one of the oldest still in continuous business. They now have a general line (though diminished in volume compared to earlier times) and an exclusive fellowship one with access to expensive but well-done miniatures for this "club" only. They also have a board which is mostly miniatures-centered but some general Middle-earth related information can be found as well.

http://www.mithril.ie

Forum:

http://mithrilfigures.proboards19.com/index.cgi
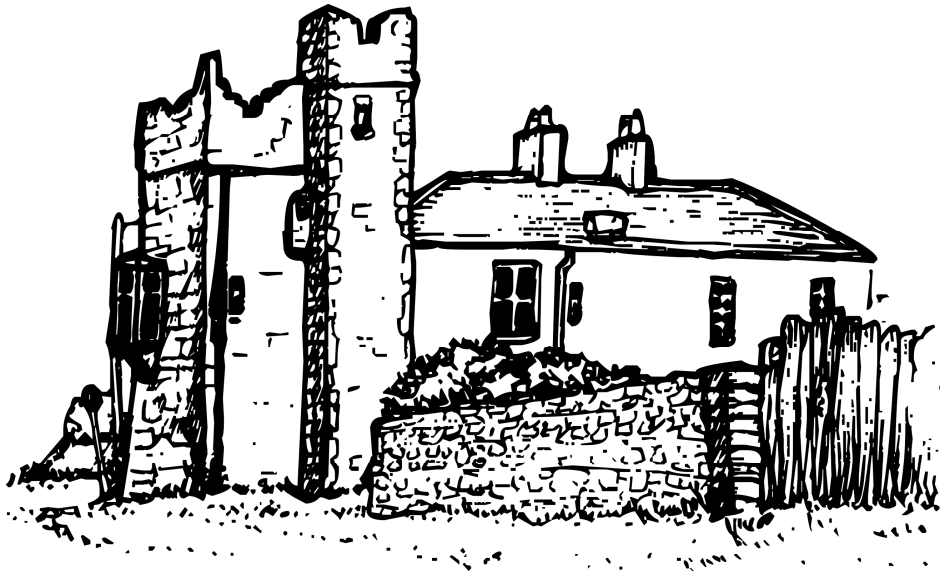
THE ONE RING:
Adventures over the Edge of the Wild™
A Review

by Neville "Osric" Percy

(neville.percy@gmail.com)
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It has been some months now that the new licensed game set in Middle-earth has been on the market, but still a detailed review is a good thing to have around in a Middle-earth gaming magazine.

Therefore, it was quite fortunate that long-time contributor and co-editor had one ready to submit for this Issue of Other Minds.

HOUSE

In the 'world-building' of Middle-earth, Tolkien devised much of the middle ground of modern fantasy and especially of fantasy gaming – in which for example the 'generic' elves, dwarves, halflings and rangers are all essentially Tolkien's creations. But for a fantasy game to be explicitly set in Middle-earth itself instead of a generically similar world requires the license of Tolkien Enterprises – now Middle-earth Enterprises.

Following ICE's *MERP* and Decipher's *LOTR RPG*, the latest licensee is now *The One Ring* RPG ('TOR' for short) from Francesco Nepitello of Sophisticated Games and Cubicle 7. Pre-orders of *The One Ring: Adventures over the Edge of the Wild* came out in August 2011, and it has been available in stores since October of that year.

TOR's predecessors both clothed existing game systems in Middle-earth detail, both very successfully in their own ways. But the longstanding RPGer and fêted Middle-earth board-wargame designer Nepitello has gone further than either previous system in designing *TOR* from the ground up. It's a cliché amongst Tolkien gamers, but the aim was a gaming experience that draws directly on the feel and tone of Tolkien's books themselves. And *TOR* delivers on this goal more than anything that's been seen before, even where it defies some often-cherished norms of traditional gaming to do it. It has a more subjective, narrative-oriented approach than its predecessors and for gamers who can

adjust their assumptions to this style of gaming, *TOR* offers a rare treat.

Much as *LOTR RPG* was timed for the release of Peter Jackson's trilogy of *LotR* films, *TOR*'s publication anticipates the release of the two *The Hobbit* films, and the expected upsurge of interest in Tolkien gaming. The first boxed set, *Adventures over the Edge of the Wild*, naturally offers a core ruleset but it has also deliberately been made accessible to new players.

It limits its setting to Wilderland: Rhovanion and the Misty Mountains and their inhabitants, and it concentrates on the years immediately following *The Hobbit's* Battle of the Five Armies in TA 2941. The rest of Middle-earth, and generation-spanning game play that will carry a group through to the War of the Ring in TA 3019, will be addressed in the next two *TOR* boxed sets, scheduled for 2012 and 2013.

Adventures over the Edge of the Wild is streamlined, with simple but rich character creation, concentrating on the basics. An open, narrative-oriented style means that simple stats and a relatively few skills with broad coverage are easy to understand but they subtly achieve considerable depth when combined together. Characterisation and roleplaying is emphasised with a handful of character Traits and the need to resist sliding to the Shadow. The weapons and armour listings are short, effectively encouraging authentic choices instead of extreme or exotic ones, and whilst the game does not offer Wizard-magic to the players,

there are enough special abilities — and modest spells for elves and dwarves — to engage everyone's interest.

Image adapted from merp.com. Used with permission.

The Boxed Set

For $50.00 or the equivalent you get a lovely product. In a splendidly sturdy slipcase you get two softback rulebooks, the Adventurer's Book (192 pp.) and the Loremaster's Book (144pp.); two glossy A2-size copies of the map; and a little tray of custom *TOR* dice: 6 six-sided "Success dice" and 1 twelve-sided "Feat die".

The books are printed in glossy full colour, with good artwork throughout from Jon Hodgson and Tomasz Jedruszek, and each chapter opens with lovely double-page-spread artwork by John Howe (or Jon Hodgson again in a nicely compatible style). The fonts on the page might be a bit 'regular word-processor', but the body text reads easily and the titles and quotations are nicely distinguished from it.

The Dice

Some gamers love their props and toys whilst others may find them distracting or gimmicky. *TOR*'s custom Feat and Success dice (the game avoids the insiderish RPG jargon of "d12's" or "d6's") are a fun and effective innovation. You get a tangible reminder that you are in Middle-earth every time someone's Feat die comes up as a Gandalf-rune or an Eye of Sauron.

Image © Neville Percy 2012

And the Success dice have a *tengwa* on the natural 6's[1] which enhance your level of success, and also have the 1's, 2's and 3's just depicted in outline, as these do not count for adventurers who are Weary. These carefully devised mechanisms emphasise reading your result at a single glance, avoiding the need to add up all the numbers wherever possible.

Having just one set of dice isn't ideal, and the dice aren't (yet?) available separately. But for my group, I was pleasantly surprised that everyone taking turns with the same set of dice actually enhanced the feeling of working together as a Company. Only the guy at the far end of the table chose to roll a regular d12 and d6's of his own instead of having the *TOR* dice passed down to him.

The Maps

Adventures over the Edge of the Wild concentrates solely on Wilderland — essentially the map in *The Hobbit* — disregarding places known only from *LotR*.

The first map is a straightforward one for the players, beautifully produced and taking after the artistic style of the maps in the books, without inventing any finer geographical detail.

The second map is a copy of this for the use of the GM or "Loremaster", hex-gridded and colour-coded for working out details for *TOR*'s Journey mechanics.

Image adapted from merp.com. Used with permission.

The east of Mirkwood after the Battle of the Five Armies has always stood out as a point where relationships between Men, Dwarves and Elves are at their closest and most amicable (and even the odd Hobbit might go there, following in Bilbo Baggins's footsteps). So I commend *TOR* for serving up the best setting the canon has to offer for a gaming group wanting to have members of all these diverse Free Peoples in one company. But players who want to be Rangers of the North, Noldor from Rivendell, Knights of Dol Amroth etc. will have to contain their disappointment until the next two *TOR* sets come out.

Introductory Nature

Simplicity is usually a virtue but, with an eye to the likely influx of new gamers when the films of *The Hobbit* are released, *TOR* is nicely accessible to players who aren't already familiar with all the conventions of RPG systems.

'What is roleplaying' is covered in an elegantly concise way.

TOR also avoids the profusion of abbreviations and notations common to the hobby, and uses terminology that's evocative of Middle-earth throughout.

So it doesn't just avoid d6 and d12, but has a "Company" of "player-heroes" or just "heroes" instead of PCs (or PHs), a "Loremaster" (not an LM), simple statuses called "Wearied" and "Wounded" and so on.

The collaborative 'narrative' or storytelling-oriented approach of *TOR* is also easier for new players to grasp than a more technical 'accurate simulation' or 'competitive' game system would be. Ironically, experienced gamers and GMs with expectations based on the certain-

ties of more detailed game systems might have more trouble adapting to it.

With the novice in mind, character generation places the emphasis on getting people gaming nice and quickly. There are no dice to roll or points to distribute between things the player doesn't really understand till they've played the game. *TOR* leads the player through a series of choices with a relatively limited ranges of options at each step, that achieves a credible and respectably personalised player-hero in a short space of time.

Character

Cultures

In *TOR* the fundamental defining feature of a character is not their ability scores or their 'class' or profession, but their culture. Character creation starts with the choice of playing a Man of Dale, a Beorning[2], a Woodman, a Dwarf, an Elf of Mirkwood (with little distinction made between Silvan and Sindarin descent) or a Hobbit from the Shire. These each provide a "cultural blessing" special feature, a set of base skill ratings, and a base value in the two key scores: Endurance and Hope.

Each culture then offers a choice of 6 potted backgrounds, which each give a description of the character's nature and upbringing and assign him his scores in *TOR*'s three attributes: Body, for all things physical; Heart, for strength of character; and Wits, for intelligence and sharpness. (These each also have a higher 'Favoured' score that may be applied when the character is exercising his specialty skills, and which players do get to allocate for themselves.) The culture also offers the player a choice of 2 of 6 pre-selected, culturally appropriate 'Distinctive Feature' Traits.

This approach may seem overly prescriptive, but is great way of getting new gamers started, and channelling players into making characterful selections instead of game-mechanically optimised ones. It also sets a good tone for any player to match if the Loremaster were to allow them to create their own background and make all their own choices.

Traits

The player may pick 2 'Specialty' Traits from the list of 6 offered for his culture, representing talents or training, and 2 'Distinctive Feature' Traits from the list of 6 offered for his background within that culture, which are more descriptive of personality.

Traits allow casual success in minor tasks without even rolling, allow you to resist Loremaster handwaves where they would oppose a Trait (*"No way! My character is Cautious!"*) and allow you to claim Advancement points for actions that clearly manifest or express a Trait. (*"I'm going to win them over with a Persuade roll because I'm Cunning."*) Traits are there for characterisation, not optimisation.

Callings

Every hero also chooses one of 5 'Callings', which read like character classes: Scholar, Slayer, Treasure-hunter, Wanderer and Warden. Each bestows a 'Speciality' Trait that you can't get any other way (such as the Scholar's 'Rhymes of Lore'), and each allows the promotion of two appropriate skills to "Favoured" status. But these Callings are written up more as defining the hero's motivation than his skill set or career path, and their greatest impact in a long game may prove to be in defining the aspect of corruption to which the hero will be susceptible.

I fear that with only 5 Callings these will soon start to be over-familiar, especially in larger groups and those with high turnover. I hope further choices of Callings will be included in the subsequent boxed sets.

Skills

TOR uses just 18 skills to cover any feat a character may attempt. These are structured – fairly successfully – into a matrix with 3 columns for skills that are 'ruled' by the 3 Attributes: Body, Heart and Wits, and 6 rows for the categories Personality, Movement, Perception, Survival, Custom and Vocation. So for example the Personality row, for skill in influencing NPCs, lists the Body-ruled 'Awe' for impressing or intimidating them with your physicality, the Heart-ruled 'Inspire' for appealing to them on an emotional level, and the Wits-ruled 'Persuade' for arguing a case with reason and intellect. (Add these to the cultural row for Customs: 'Song', 'Courtesy' and 'Riddle', and *TOR* commits practically a full third of the skills in the game to social interactions!)

Weapon skills are in addition to this 18 and, being ruled by the Body attribute, are listed below that column of the matrix.

Having relatively few skills in the system is good for the competence of the player-heroes; a Company will rarely get stuck just because they lack some obscure skill. But it can be a bit clumsy too. For example all dwarves are great at Search, to make them good at finding mechanical traps, secret doors and so on – but Search is the Wits-ruled skill in the Perception category, so dwarves would also be the best at scouring a library for a rare text.

A character has a dot-rating for each skill, each dot giving him a 'Success die' to roll and add to the 'Feat die'. He succeeds in a skill attempt if he gets a Gandalf-rune on his Feat die (a natural 12), or if the total of all his dice meets the Target Number (TN). But beyond that, each natural 6 on his 'Success dice' also allows the improvising of added detail making the achievement more impressive. TNs are pitched high – 14 being the medium difficulty default – as though expecting most groups to push forward a 3-dot expert to do most things. This may be the correct game-balance for a large Company with good coverage of all the skills, but is discouraging to less-skilled characters. Rolls with fewer than 3 Success dice – as may commonly be necessary for small Companies of starting characters – will only rarely succeed unless the player spends a precious Hope point.

Skills, Attributes and Hope

Despite the skills being organised under the three Attributes, these do not contribute to the hero's normal skill ratings. They only come into play when the player spends a point of Hope, which allows him to add his relevant Attribute score to the result of a skill roll – or, in the case of a signature "Favoured" skill, the higher "Favoured" value of the Attribute. This is what makes it sensible to concentrate on the skills ruled by your stronger Attributes.

Hope

Hope points are the spendable currency of the *TOR* game, representing special effort or luck on the part of the hero. Crucially, a Hope point can be spent *after* seeing the throw of the dice, so you know whether it will actually promote a fail to a success, and there are no wasted spends.

(It's also especially tempting to spend Hope if you have a natural 6 or two, and could buy your way to an especially impressive outcome!)

But you only replenish 1 or 2 points of Hope per session so they are likely to be a diminishing resource, especially for small Companies of starting characters, if the players don't take pains to conserve their Hope (watch out for unbalanced frittering of Hope in short games!) and especially if there's a lot of challenging combat.

The other function of Hope is as a measure of the hero's moral status. Hope is not only depleted as points are spent, it is the stat that is undermined by corruption. Immoral behaviour or exposure to sources of corruption result in heroes accruing Shadow points, and when their Shadow rating exceeds their current Hope score, any roll of an Eye of Sauron (1 in 12) will trigger a bout of 'corrupt' rage/wretchedness/desperation/lust during which the Loremaster temporarily takes control of the character, and a permanent downward slide represented by gaining a Flaw trait (as dictated by his Calling).

It's the inevitable downward slide of being exposed to too much of the Shadow that will limit a hero's adventuring career. Confronting the Shadow on a frequent basis – which is what heroes *do*! – will always take its toll, even on long-lived dwarves and elves. This is a really elegant way of balancing the character races by a principle which, if not stated explicitly in the books, is a perfectly consistent interpretation. Tolkien's elves spend most of their immortal lives 'in retreat' in forests or havens, not adventuring fast and hard in close confrontation with all the evil of the world.

Roleplaying through this downward slide of the highly skilled but increasingly flawed character,[3] and managing the transition – in the course of generation-spanning play – to the clear-hearted but inexperienced new character who will pick up where they leave off, are features of *TOR* that offer great promise for long-running games.

Valour and Wisdom

New player-heroes have a starting rating of at least 1 in Valour (for resisting fear) and Wisdom (for resisting corruption); and may choose one of these to start with a rating of 2. Gaining any rating above 1, either in character creation or on purchasing it with XP, gets the character something special.

Wisdom brings virtue, in the form of a special ability appropriate to your culture: from the bear-related aspects of Beorn's folk to the smattering of spells possible for elves or dwarves that represent the only player-hero magic in the game.

Valour brings rewards, in the form of fine quality wargear gifted to you or loaned for you to use. *TOR* adventures aren't normally motivated by the acquisition of loot in the first place, and this feature of the game means the heroes will acquire their best items back home between adventures, rather than picking them up by slaying their owners in dubious subterranean locations!

Money, Treasure and Standing

In fact treasure – and the importance of money altogether – is heavily downplayed to keep the focus of the game firmly on the plot itself instead of on accumulating wealth or bookkeeping "out of pocket expenses" as Bilbo and the dwarves referred to them. The ability to buy a round of ales, acquire regular gear or meet travel expenses is addressed by the general 'Standard of Living' of your background culture. And the punitive impact of Fatigue very effectively encourages characters to travel light and not take on any more encumbrance than they have to.

Treasure itself is not glorified by being given significant detail but is just represented as 1 or more Treasure Points (each of which incurs a point of Fatigue to carry it). And the main use of treasure in the game is not to purchase anything for your own benefit but to give it to your community to advance your social standing – and so get closer to the heart of the affairs of Middle-earth in the times between adventures.

Game Play

Adventuring – "Heroic Ventures" – is presented as happening in one of three modes: Encounter, Journey and Combat though there's always room for resolving the occasional skill attempt outside of this structure as well.

"Encounters"

There will often be a social interaction "Encounter" at the outset of an adventure, as well as any that may occur in the course of the Journey etc. The Adventurer's Book states that anyone other than the group's designated spokesman will need to make a good introduction with the Courtesy skill in order to be heeded – which may be overly prescriptive for some groups. Beyond that, this section merely expands a bit on the relevant skills.

Only the Loremaster's Book explains the crucial mechanic: that the player-heroes will fail in an Encounter if they fail more than a certain number of rolls, determined by their collective Valour or Wisdom, culture-specific Standing, and any prejudices the audience may have like that between dwarves and elves. But what actual successes they might need to achieve is left to the design of the specific Encounter. So Encounters are semi-structured, rather than a full-blown 'social combat' mechanic, and a sidebar quite rightly tells experienced Loremasters to go with whatever mix of roleplaying and dice rolling works for the play-style of their group.

Journey

The Journey system is one of the more distinctive features of *TOR*. Taking its lead from the tone of the books, it seeks to breathe life and significance into the heroes' travels through the landscapes of Middle-earth, up and down the map. Rather than being handwaved, or measured by fights with random wandering monsters, Journeys are an exercise in minimising the degree to which the rigours of the wild take their toll on the heroes. They aim to offer an opportunity for the Loremaster to provide detail and for the players to point up their characters' contributions within the group.

A route is planned, with the characters' knowledge (Lore skill) possibly improving it, at the risk of failed rolls lengthening (i.e. worsening) it. The players may state that their characters are acting in a certain role for the journey: as Guide (one of them, the journey leader), Scouts, Huntsmen or Look-out Men. Everyone then makes a number of Travel rolls based on the length of the journey, accruing Fatigue for any failed rolls, which may well mean they are in less than perfect condition on arriving at their destination.

Any Eye of Sauron on these rolls will trigger a Hazard, whereby the Loremaster will present the group with a

specific challenge to negotiate like becoming lost, losing provisions, having to evade hostiles, or even coming under attack. These require the hero(es) acting in the relevant role to make rolls to mitigate the effect of the Hazard – giving them the chance to impress their companions! Sample Hazards are offered, but the Loremaster is encouraged to tailor the Hazards to the specific journey. This is quite free-form, and can either be rattled off with a couple of rolls, or played out in as much detail as the group sees fit.

Also (though not indicated within the Journey chapter!) if their route takes them through bad regions, especially those touched by the Shadow, there may be Corruption rolls to make as well.

Calculating Journeys can be a bit complex. Loremasters are encouraged to anticipate the players' possible choices of route and use the colour-coded hex-gridded version of the map to calculate the relevant journey times in advance. Travel rolls and Corruption rolls required. Some groups also report that this system can require a great number of rolls and might need to be streamlined. (But are those groups perhaps going too deep into Mirkwood too soon?)

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Combat

TOR offers a fast and simple combat system that is really honed down to the essentials, and handled as a subjective, narrative affair. Combat rounds represent roughly 30 seconds and the combatants are all assumed to be in motion, so everyone can typically get anywhere within the space of a round. Position on the 'map' of the combat environment has no effect within the game mechanics (though there's a special rule for the 'positioning' to make ranged attacks within a melee) and there's no suggestion that miniatures are required.

The first thing to establish is which side has the upper hand, the 'Initiative'. Player-hero skill rolls are made to determine whether they can stage a successful ambush, or whether they can avoid being surprised if an ambush is launched against them. Superior successes here (natural 6s) allow a hero to help a companion who failed their own roll. Enemies don't actually roll anything; it's the balance of surprised and unsurprised player-heroes that determines whether the Company wins the Initiative.

At the start of combat there's 'probably' one exchange of ranged attacks from each unsurprised combatant before battle is joined – or archers may get two shots in. The length of the combat round means everyone's allowed to switch weapons freely during their own action.

At the Onset of combat-proper, the heroes also roll their 'Battle' tactics skill against a TN dependent on whether they have the Initiative or not. Meeting the TN, and each natural 6, gains a hero a Success die to add to an action they make (or a companion's action which they assist in some way) at some time in the course of the combat. They player is asked to narrate what feature of the scene or conditions they are exploiting when they choose to add this die. This is subjective, but good for involvement and teamwork, and really adds to the drama of the conflict.

The two sides in a combat act alternately, beginning with the side that gained Initiative. The order of resolving attacks within the player-heroes' turn, and also the chance of hitting and of being hit, are based on which of four different "Stances" the heroes adopt. The more aggressive the disposition, the earlier they resolve their attack, and the easier the basic TN will be both for their own attack and for any attack(s) made against them in the enemies' turn. (Enemies' attacks are also based on the player-heroes' Stances; they don't choose Stances of their own.)

There are three close combat stances in order of aggression: Forward, Open and Defensive. The fourth is Rearward stance: dodging around to avoid contact altogether, which is only possible if at least two companions in close combat stances are acting to offer cover. Rearward stance allows ranged attacks during the main combat, or the option to flee the combat altogether without having to make the usual Athletics roll.

The specific TN for an attack is adjusted by the target's Parry rating, which for player-heroes is basically their Wits rating plus the bonus for any shield. Hits don't roll for damage but just inflict the weapon's fixed damage rating, with each natural 6 adding bonus damage equal to the hero's Body rating. Damage is subtracted from the victim's Endurance.

Apart from regular attacks, player-heroes may attempt a more difficult Called Shot that will do something extra, depending on the weapon wielded, like disarm a foe, sunder their shield or be a potentially Wounding shot. The difficulty probably means this will be a rare tactic for starting characters. Bravely, and consistent with the books, *TOR* offers no encouragement for wielding two weapons. (A Called Shot option would probably be the most appropriate place to insert a house rule for groups who really want to be more 'film' than 'book'.)

Each of the four stances also allows a special action in lieu of attacking. Intimidate Foe may reduce their Hate points (roughly the monster equivalent of Hope); Rally Comrades may let everyone in the company gain back a point or two of Endurance; Protect Companion lets a hero throw himself in the way of attacks directed against someone else; Prepare Shot allows the spending of a round to 'aim up' to make the following ranged attack be a Wounding one.

Endurance

Where Hope (over Shadow) is the character's 'expendable currency' stat in *TOR*, Endurance (over Fatigue) is the 'depletable' one. When you run out of Endurance you fall unconscious, but before that, when your current Endurance falls below the level of your accumulated Fatigue, you become Wearied – which means that any 1s 2s or 3s on your Success dice (the numbers depicted in outline) no longer count towards success in your skills.

A nice feature is that a hero who is hit can opt to be knocked back by the attack instead of absorbing its full force; his Endurance damage is halved but he sacrifices his ability to act next round, and may have to rely on companions coming to his aid.

Armour and the Wounded status

Armour in *TOR* – body armour and helms – adds no defence against being hit, and nor does it reduce the Endurance damage suffered! Endurance loss for general battering is the same for both armoured and unarmoured people. Armour serves only to protect against becoming Wounded. If the Feat die for an attack comes up as a Gandalf rune (or a 10 for better weapons, or even a 9 for spears), then the victim doesn't only suffer Endurance damage but also has to make a roll based on his armour rating vs a TN dictated by the attacker's weapon, or become Wounded.

Armour carries significant encumbrance, represented by Fatigue, so the more armoured a hero is, the sooner he becomes Wearied in a fight, especially if he has a low Endurance rating to begin with.

A neat 'spot rule' allows a hero to cast off his helm when a fight is getting tough, and thereby gain back a couple of Endurance points. (I fancy house-ruling that casting aside a shield could have a similar effect.)

Most enemies are defeated when they receive a single Wound. For player-heroes, becoming Wounded has no immediate direct effect on their capabilities but it places them within one step of being put out of the fight, as a second Wounded result could inflict a knockout. But being Wounded has a greater impact in the mid- to long-term, as it drastically reduces the rate at which a character recovers Endurance, which otherwise

comes back quite quickly. I should also note here that characters' healing skills have relatively little impact within the game, even for Woodmen of Mirkwood who are rather specialised in that area.

Overall *TOR* handles the player-heroes' state of wellbeing very elegantly by the combination of a couple of simple systems. Long-term Fatigue from encumbering gear and from attrition over the course of Journeys, short-term Endurance loss in combat or from other exertions, and hence the Wearied status, coupled with the Wounded status, all works very nicely. Players may need a bit of experience with the system and their Loremaster's style of game in order to identify their best strategy for armour/helm/shield. In a combat-intensive game, superior wargear will be of greater significance – acquired by spending on XP on Valour rather than purchased with the profits from adventuring.

"Fellowship Phase"

TOR seeks to focus attention on the characters as well as on the plots placed before them by the Loremaster. The downtime between bouts of regular Loremaster-led adventuring is termed the 'Fellowship Phase', and is not driven by the Loremaster, but by the players' choices.

The most familiar element of this down-time between adventures is the spending of the Advancement Points gained from exercising regular skills, and the spending of Experience Points gained for their accomplishments on Valour, Wisdom or weapon skills. Increasing Valour not only improves a hero's Fear tests and NPCs' disposition towards him, it also brings him a new piece of superior wargear or an improvement to an existing piece. The narration of how this comes about is open to whatever the player and Loremaster agree. Increasing Wisdom similarly improves a hero's Corruption tests and NPCs' disposition

towards him, and includes developing or being trained in a new 'virtue' special ability. Minor Experience spends can also expand existing virtues.

Depending where they spend the 'Fellowship Phase' (during which, ironically, they might in fact split up, to be reunited later) they may also each define one main 'undertaking' for this period of time. The players should largely describe these themselves, subject to Loremaster approval. Creativity is encouraged, but the examples given include gaining the recognition of a patron figure or acceptance in a 'Sanctuary' location, swapping an existing Trait for a new one closer to how they're actually playing their character, expending treasure to gain Standing, or attempting to shake off points of Shadow.

Overwintering for 'Year's End' Fellowship Phases should really be done back in the character's home culture, especially if they have Standing there. At Year's End the Loremaster will describe the events of the year on the larger stage, and players are invited to riff on their characters' involvement with or reaction to those events.

The Fellowship Phase has good intentions, and creates a space for those groups who are comfortable with it to really develop the story around their characters' place in the unfolding history of the end of the Third Age. Those who like this side of *Pendragon* or *Mouse Guard* will especially welcome it. But less experienced or more taciturn gamers are likely not to make much of it, and move swiftly on to asking the Loremaster to give them the start of the next adventure. Though the Fellowship Phase is deliberately meant to be free-form, an 'example of play' passage here might have been helpful.

Reward Structure

Good roleplaying and a good gaming experience are their own rewards, but the mechanics of a system's tangible rewards do a lot to set the tone of a game. As already noted, *TOR* consistently avoids using the gain of wealth as a primary motive for adventuring (though it's not completely without its advantages). The replenishment of Hope is effectively a reward that TOR uses to encourage a true-to-Tolkien positive attitude within the Company (see below). But the system's main rewards are unsurprisingly tied into character advancement.

The pace of overall character improvement is dictated by Experience Points, purchasing Valour and superior equipment, Wisdom and new special abilities, and/or Weapon skills. It's interesting to see combat ability deliberately being paced this way, and not being advanced in the same way as other skills.

Experience Points are handled very simply with an award of 1 per session for attendance, and another 1 for making sufficient progress. In another nice touch, the players have a brief discussion at the start of each session to define for themselves the objective against which their Company's progress will be measured.

The other mode of character improvement is in the 18 (non-Weapon) skills, which are purchased with Advancement Points. These are awarded when the Loremaster deems a skill attempt to have been *noteworthy* – for succeeding when difficult, perhaps for rolling a natural 6 or two, or even when a failure is noteworthy. This is admirable, but perhaps too subjective for the Loremaster.

If the activity expressed a Trait, like a player-hero attempting a climb without a rope because they are Reckless, the Advancement Point should almost always be awarded, this being the way *TOR* directly rewards roleplaying.

There is deliberately no connection between which skill(s) were exercised and which may be improved by spending Advancement Points, so there's no incentive to players to do things solely to improve their skill in that area. Additionally, a character can only be awarded a maximum of 3 Advancement Points in each skill category, so beyond a certain point there is no reward for repeated use of a single skill, and players are effectively encouraged to diversify and be creative in making use of the full range of the skills in the system.

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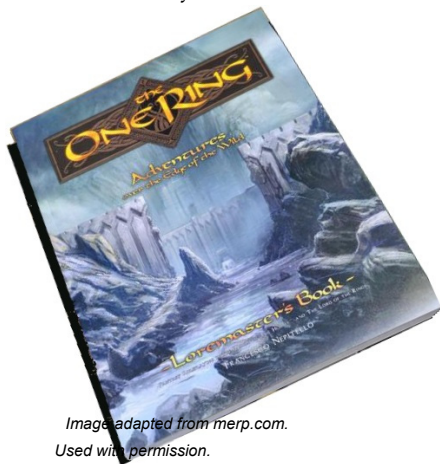
The Loremaster's Book

The 'Role of the Loremaster' is handled nicely, obviously being of greatest benefit to novice Loremasters, but also setting out various points about the attitude of *TOR*, and addressing the Middle-earth specific issues around canonicity very nicely.

The 'Game Mechanics' section goes into quite a bit of detail on things that not only the Loremaster might necessarily need to know, but which were presumably not put in the Adventurer's Book in order to keep that more simple. Seasoned gamers might wish everything on a given topic was all in one place; new gamers will definitely be better-served by not being exposed to more detail than they need to know.

'Stars and Shadow' adds detail about Hope and Shadow points, and explains all about sources of corruption, the different downward slides that

player-heroes may suffer, and all the Flaw Traits involved. It's a strong section. This chapter also includes everything about Adversaries, and brings home how 'asymmetrical' or PC-centric *TOR* is. Adversaries are expressed with simpler stats than player-heroes, but still require a 'monster block' each. They typically have a special ability or two, fueled by their Hate points. Whilst the forces of darkness are covered well enough (for a first book, omitting the Balrog and the Nazgûl!) there are none of the usual 'neutral' entries in a bestiary: guard dogs, horses, bears etc. And bandits, travelling merchants, guards, soldiers etc. would all have to be created from scratch following the Loremaster Characters (i.e. NPCs) section. This may be simple enough, but the lack will be felt by Loremasters coming to this as their first RPG.

'The Campaign' runs to 36 pages, including a nice gazetteer of Rhovanion, a timeline and some introductory pages towards the 'Darkening of Mirkwood' campaign that is anticipated as the main emphasis of the *Adventures over the Edge of the Wild* phase of the game. These are all good stuff, but Loremasters will be reluctant to do much work with the territory of the introductory campaign yet, knowing that there's more to be published for it this year.

Introductory Adventure

'The Marsh Bell' is a really great piece of work that expertly weaves many strands from *The Hobbit* into the direct experience of the players. Glóin the dwarf gets them to journey down the River Running to aid Balin and Óin. The two dwarves turn out to have fallen foul of cannibalistic monsters identified as 'marsh-dwellers'. Tolkien scholars will recognise these as closely resembling the *mewlips* of Tolkien's poem, though not so-named as the poem is outside of *TOR*'s license. *TOR* can't say this, but the adventure can be much enriched by finding a way to give Tolkien's poem to someone of the 'Scholar' calling as knowledge they have (or can track

down) through their 'Rhymes of Lore' Trait.

Whilst all the content of this adventure is excellent, it could have benefited from including even more. An exploration phase is handled entirely through extended skill-tests, with clues all being discovered in abstract locations; it would have been stronger if an area map were provided for the Loremaster so he could tell the players where things are. There is only one pre-generated Hazard: a fight with a troll, which might be a bit daunting as a new group's first ever combat! And within the marsh-dwellers' subterranean lair there's really only going to be one cinematic set piece of action. This could also require some tricky management as it involves an overwhelming weight of numbers descending upon the PCs, who are required to realize that they must perform a fighting withdrawal without getting to collect the tantalising pile of gold. This is admirably dramatic and true-to-Tolkien, but as the marsh-dwellers are individually quite weak — perhaps to avoid brutalising novice gamers for innocent mistakes? — they're not quite overwhelming enough to persuade players of slay 'n loot games that this fight is not winnable. Giving the marsh-dwellers more monster special abilities like Seize Victim and/or Savage Assault for followup bite attacks might well be a good idea here.

Narrative Play

What sets *TOR* apart from its predecessor Middle-earth game systems is its encouragement of a narrative and collaborative style of play. This has arguably always been at the heart of the RPG hobby, championed by those gamers who prefer a system-lite approach, but most published games have traditionally emphasised rules and system. *TOR*, in common with a groundswell of independent games in recent years, presents a system that actively channels a group into characterisation and storytelling more than competitive advancement of their own character's interests.

Roleplaying as collaborative Storytelling

TOR makes a point by distinguishing between the Adventuring Phase in which the Loremaster sets out challenges to the player-heroes, and the Fellowship Phase in which the initiative is handed to the players. But many other features of the game emphasise storytelling over mechanical actions, both on the part of the Loremaster as a narrator of Middle-earth and of the players as narrators of their heroes' relationship with it.

Though the result is not necessarily anything new, *TOR* deliberately suggests that everyone has a share in directing events by encouraging the group to think of the heroes' actions as either Tests which the Loremaster poses or equally as Tasks which the players propose to undertake, stipulating the skill they want to use and the outcome they hope to achieve.

Player-heroes with an appropriate Speciality trait are allowed to succeed in routine tasks automatically, so the narrative isn't disrupted and the player isn't embarrassed by incongruous failures on the dice.

Whenever a player rolls one or more natural 6s, the outcome is termed a Great or Extraordinary success. These are cause for celebration for the player(s), but are not quantified in any way (outside of combat). Instead they are treated as an opportunity for the Loremaster to narrate additional impressive detail of the hero's feat, with obvious scope for the player to make suggestions of their own.

The Encounter and Journey systems are light on details, being designed as opportunities for the Loremaster to narrate features of the inhabitants and environment of Middle-earth, and for the players to narrate details of their characters' engagement with and reaction to them. The Journey system in particular is only selectively applied when dramatically appropriate, typically on the way to a destination. Despite *The Hobbit's* subtitle: "There and Back Again", *TOR* sensibly acknowledges that once the journey to a place has been accomplished, no one is much interested in the journey back, so this is largely handwaved. Other journeys, such as heroes' travels home for the winter that take place in downtime in the Fellowship Phase, are similarly allowed to happen without incident.

The Company

Three little mechanisms of *TOR* work wonders to establish the tone of the game as being about a Company of decent, right-minded folk working together against the Shadow.

Though it might sound trite, it is a nice feature that the player-group decide their Company's objective for a session, and therefore explicitly agree the direction in which they want their progress to double the Experience points reward they receive for the session.

Player-heroes' expended Hope is not usually replenished by achieving good deeds. This comes instead through their functioning as a Company – and on a meta-game level, by the collective decision of the group of players themselves.

Every character is strongly encouraged to designate another member of the Company as a 'Fellowship Focus' whom they hold in special regard, either looking up to them in respect or viewing them as a cherished person to be protected. Think of everyone in the Fellowship of the Ring looking up to Gandalf, or of Aragorn's pledge to preserve Frodo.

A player-hero can effectively access free Hope points to use on any action that is for the direct protection or preservation of his Fellowship Focus. Also, if his Fellowship Focus survives a game session unscathed he replenishes a point of Hope. (On the other hand, if they are Wounded or die he loses points – also a potent motivator of right action.)

The Company also has a collective 'Fellowship Pool' of points that can be used to restore a point of Hope to a player-hero at any stage in play, as long as a majority vote of the players is in favour. This simple expedient makes everyone feel good about working together as a team, and also indirectly encourages everyone to spend Hope responsibly, as whenever there aren't enough points to go round, the group chooses who gets Hope restored and who doesn't.

In prolonged play – beyond the introductory adventure, at least! – as the nature of Hope as a diminishing resource starts to bite and exposure to the Shadow starts to drag people down, this little feature of the game will become increasingly potent.

Notes

1. Sadly not the 'enquë' *tengwa* which the Internet usually gives for '6'. Enquë is very intricate and wouldn't have been legible in the space available next to the 6 itself.

2. One of the very earliest Northmen to join Beorn's people, if you're starting in TA 2946. But this detail is not laboured in the rules, *TOR* being intended to cover the whole period up to the War of the Ring.

3. Gamers familiar with the Sanity mechanic of *Call of Cthulhu* and the nature of corruption in Tolkien's writings should recognize the potential in this facet of the game. Nepitello's consider-able experience with *Pendragon* presumably informs what *TOR* aims to achieve in generational play.

The Art of Magic over the Edge of the Wild
An Alternative Magic System for TOR

by Daniel "Vaco" Vacaflores
(vacofly@yahoo.com) © **2012**
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The publication of Cubicle 7's new game The One Ring—Adventures Over the Edge of the Wild *has brought many fresh and marvellous ideas to Middle-earth gaming. The system is all the more remarkable, as it does not yet contain a "classic" magic system. It is interesting to see whether one will officially be published, but in the meantime, fans are developing their own ideas. Long-time contributor Vaco has had some ideas of his own on this topic, which are presented in the following article.*

OPTIONAL **HOUSE**

"Magic" has always been a matter of much debate for roleplaying games set in Middle-earth. I have already written extensive articles on this topic in Issues #8 as well as an application for it in Issue #10 of *Other Minds*.

The new official roleplaying game for The Hobbit and The Lord of the Rings, *The One Ring – Adventures over the Edge of the Wild* (TOR for short), has made a very elegant and satisfactory approach to magic in Middle-earth. That is, it avoided completely the use of a magic system and introduced instead the subtle magic of Elves and Dwarves as Virtues the characters may acquire in the course of the game. This has been approved by the TOR community as a great achievement in clear contrast to the magic systems of the previous licensed games *MERP* and *The Lord of the Rings Roleplaying Game*.

Anyway a part of this community plays with the thought of building a fitting magic system for TOR, provided that it be subtle, in accord to the legacy of Professor Tolkien and maintaining the spirit of TOR.

In this article I offer as an alternative the adaptation of my own aforementioned magic system for Middle-earth to the game mechanics of TOR.

A few thoughts about magic in Middle-earth

> *'They will think we had a very strong magic to pass through all those locked doors and disappear. Disappear!'*
> **—The Hobbit.**
> **Barrels Out of Bond**

Many people think that there is no "magic" (in the classical RPG style) in Middle-earth. At least not at the end of the Third Age, in the time of *The Hobbit* and *The War of the Ring*. I tackled this point in the previous articles, but I think it necessary to briefly discuss it here again.

I think Middle-earth is full of magic, subtle and not-so-subtle, and not limited to Elves and Dwarves. For me magic is a fundamental part of Middle-earth—even at the end of the Third Age. It is not unusual, but part of reality.

But who can tap into it? I think it is not limited to Elves, Dwarves or Istari, but is possible to all. It is an aspect of the secret flame in all the children of Eru Ilúvatar. Even if subtle. The way I see it is like any other mundane skill, but spiritual in nature. As the Elves would put it: it is what mortals call "magic".

I am painfully aware that such an idea is anathema for many Tolkien

fans, and as such I offer it as an alternative, to be used or ignored as deemed proper. I suggest revising my previous articles on magic in Middle-earth over this theme.

But letting esoterics aside, let's turn to concrete examples. Who uses magic in *The Hobbit* and *The Lord of the Rings*? Let's begin with the obvious: Gandalf, Saruman and Radagast, all of them Wizards (or *Istari* to those 'in the know'). Elrond, Galadriel, Glorfindel, the company of Gildor Inglorion, the Wood Elves, the Galadhrim and the elven minstrels. The Dwarves, even if their magic seems limited to the crafting of secret doors, artefacts and magic toys. Tom Bombadil and Goldberry.

Then come Aragorn (and not just with his healing arts and command of the Army of the Dead), Dírhavel, Gilraen, Ivorwen and Malbeth, all of them with prophetic powers. And the Númenórean kings as intermediaries with Eru Ilúvatar.

> Though a skin-changer and no doubt a bit of a magician, Beorn was a Man.
> —**Letters. #144**

> If you must know more, his name is Beorn. He is very strong, and he is a skin-changer. […] He is a skin-changer. He changes his skin; sometimes he is a great strong black-haired man with huge arms and a great beard. […] At any rate he is under no enchantment but his own. […] he keeps cattle and horses which are nearly as marvellous as himself. They work for him and talk to him.
> —**The Hobbit. Queer Lodgings**

Then we come to the well documented human magic users (not as "wizards", but as "user of magic"): Beorn the shapechanger, the Woses and their watchful statues, the Rangers of the North and Denethor.

> …in the wild lands beyond Bree there were mysterious wanderers. The Bree-folk called them Rangers, and knew nothing of their origin. They were taller and darker than the Men of Bree and were believed to have strange powers of sight and hearing, and to understand the languages of beasts and birds.
> —**The Lord of the Rings.**
> **At the Sign of the Prancing Pony**

> "You don't know much even about them [humankind], if you think old Barliman is stupid," said Gandalf. "He is wise enough on his own ground. He thinks less than he talks, and slower; yet he can see trough a brick wall in time (as they say in Bree)"
> —**The Lord of the Rings.**

And finally the dubious like Barliman Butterbur, or the highly questionable (but plausible): Farmer Maggot and Tobold Hornblower.

Well, and what roles would these users of magic play in the TOR scenario? They can be Woodmen healers or hunters taught by Radagast the Brown; Beorning holy bear-warriors; prophets and warriors for the Men of Dale; dwarven master-crafters; elven minstrels or even down-to-earth Hobbits.

The Art of Magic

And so we come to the concrete magic system for TOR.

The *magic roll* is made with one of the normal skills on the TOR character sheet. The TN depends on the mastery level of the "magic spell", and is noted in each case. The use of overt and offensive magic has a difficulty TN of +3 (as noted in the *Virtues* descriptions, also).

Normally for the activation of a magic spell a magic roll is necessary and the expenditure of one or more Hope points. Extraordinary successes allows the maintained effects to be used without extra Hope expenditure (one round free for each Rune) or improved effects.

The magician must learn these virtues sequentially. Thus he needs to learn the first levels before being able to learn higher ones.

> **Important Note:** In the following descriptions I use the expression "level of special success". This pertains to the number of special "Tengwar" symbols – 𐌂 – (or "6" on normal dice) achieved when rolling the success dice—and not the feat die.

Option 1: Cultural Virtues
The Path of Manwë

Manwë is the patron of kingship, air and vision. He is the spouse of Varda.

Apprentice: Inspiration
(Inspire, TN 12)

> *Then Aragorn led the way [into the Paths of Dead], and such was the strength of his will in that hour that all Dúnedain and their horses followed him. And indeed the love that the horses of the Rangers bore for their riders was so great that they were willing to face even the terror of the Door, if their masters' hearts were steady as they walked beside them.*
> **—The Lord of the Rings. The passing of the Grey Company**

The character can spend one Hope point so that all his nearby allies recover one point of Hope.

Novice: Farsight (Awareness, TN 14)

> *The Lord of the City sat now in a high chamber above the Hall of the White Tower with Pippin at his side; and through the dim windows, north and south and east, he bent his dark eyes, as if to pierce the shadows of doom that ringed him round. Most to the north he looked, and would pause at whiles to listen as if by some ancient art his ears might hear the thunder of hoofs on the plains far away.*
> **—The Lord of the Rings. The Siege of Gondor**

The character can spend one Hope point to be able to make an awareness roll for far away things, up to the horizon. Darkness and other climatic factors penalize the roll normally.

This spell is complemented by the "Farhearing" spell in the Path of Varda.

Journeyman: Inspire Awe
(Awe, TN 16)

> *The Balrog reached the Bridge. Gandalf stood in the middle of the span [...] His enemy halted again, facing him [...] Gandalf stood firm. 'You cannot pass,' he said. The orcs stood still and a dead silence fell.*
> **—The Lord of the Rings. The Bridge of Khazad-dum**

> *"Halt!" cried Gandalf, who appeared suddenly, and stood alone, with arms uplifted, between the advancing dwarves and the ranks awaiting them. "Halt!" he called in a voice like thunder, and his staff blazed forth with a flash like the lighting.*
> **—The Hobbit. The Clouds Burst**

With a successful magic roll and the expenditure of one Hope point the character can force an opponent (or group of opponents) to stop before the caster, so long as they are not attacked. The caster can maintain this stance by spending a new Hope point per round. The opponent can expend one Hate point to force the character to make a new Awe roll (TN 10+attribute level).

Magician: Weather Mastery
(Song, TN 18 or 21)

> *They could hear few words, but it seemed plain to them that the song was a rain-song, as sweet as showers on dry hills, that told the tale of a river from the spring in the highlands to the Sea far below.*
> **—The Lord of the Rings. In the House of Tom Bombadil**

The character can control the weather in his vicinity to call winds, or rains, or whatever. If the weather summoned is extreme for the region, or if the player wishes to use it in a destructive way, use the highest TN. It may take hours to build the desired weather pattern.

This magic has a great narrative potential, and that is why the Loremaster should take care with it. And no mortal has complete control over the weather.

Wizard: Awe Armor (Awe, TN 23)

> *His Hood and his grey rags were flung away. His white garments shone. He lifted up his staff, and Gimli's axe leaped from his grasp and fell ringing on the ground. The sword of Aragorn, stiff in his motionless hand, blazed with a sudden fire. Legolas gave a great shout and shot an arrow high into the air: it vanished in a flash of flame.*
> **—The Lord of the Rings. The White Rider**

In a burst of light the caster can stop all attacks in his vicinity, disabling the weapons directed against him for the next round. The caster expends one Hope point to do it.
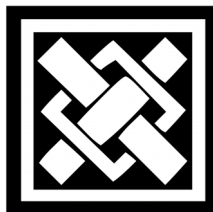
The Path of Varda

Varda is the patron of stars, holy light and hearing. She is the spouse of Manwë.

Apprentice: Starlight (Song, TN 12)

> *Before long the Elves came down the lane towards the valley. They passed slowly, and the hobbits could see the starlight glimmering on their hair and in their eyes. They bore no lights, yet as they walked a shimmer, like the light on the moon above the rim of the hills before it rises, seemed to fall about their feet.*
>
> **—The Lord of the Rings.**
> **Three is Company**

The caster can surround himself and his company in the glow of starlight, enough to use elven vision, and to activate the elven cultural background in complete darkness. This glow is barely visible, and will remain undetected under torch light, for example. The spell uses one Hope point to activate, plus another one each hour thereafter.

Novice: Farhearing (Awareness, TN 14)

> *So far there had been no sign or sound of pursuit that the hobbits could see or hear; but often Glorfindel would halt and listen for a moment, if they lagged behind, and a look of anxiety clouded his face.*
>
> **—The Lord of the Rings.**
> **Flight to the Ford**

The character can try to hear sounds in the distance, up to one mile per point of Wisdom. The caster must specify the direction and distance (in miles) he wants to try to hear. Each try costs one Hope point.

Journeyman: Flash (Song, TN 16)

> *Gandalf struck a blue light on the end of his magic staff, and in its firework glare the poor little hobbit could be seen kneeling on the hearthrug…*
>
> **—The Hobbit.**
> **An Unexpected Party**

> *All of a sudden you gave one of your blinding flashes, and we saw the goblins running back yelping.*
>
> **—The Hobbit. Out of the**
> **Frying-pan into the Fire**

This spell has two aspects. First, the mage can cause his staff to glow with a faint light, enough for anybody to be able to see. In this version each Hope point allows him to maintain this effect for one hour.

And second, it can be used to cause an explosion of light (a flash) that stuns all creatures in the vicinity. Daylight creatures are stunned for one round, unless they make an Insight roll to avoid it. Creatures with the special ability "Denizens of the Dark" or "Hate Sunlight" are stunned for one round plus one round per number of successes in the magic roll.

Magician: Rumors of the World (Awareness, TN 18)

> *Faint to my ears came the gathered rumour of all lands: the springing and the dying, the song and the weeping, and the slow everlasting groan of overburdened stone.*
>
> **—The Lord of the Rings.**
> **The White Rider**

The character can hear far away events. It does not work to eavesdrop, but to get a feeling of the general activity in the region. It costs one Hope point per region.

Wizard: Holy Light (Song, TN 20)

> *…it seemed to Pippin that he raised his hand, and from it a shaft of white light stabbed upwards. The Nazgûl gave a long wailing cry and swerved away[.]*
>
> **—The Lord of the Rings.**
> **The Siege of Gondor**

> *For a moment it glimmered, faint as a rising star struggling in heavy earthward mists, and then as its power waxed, and hope grew in Frodo's mind, it began to burn, and kindled to a silver flame, a minute heart of dazzling light, as though Eärendil had himself come down from the high sunset paths with the last Silmaril upon his brow. The darkness receded from it, until it seemed to shine in the centre of a globe of airy crystal, and the hand that held it sparkled with white fire.*
>
> **—The Lord of the Rings.**
> **Shelob's Lair**

The mage can call for a Holy light that sprouts out from his hand. This light is painful to the creatures of the Shadow, and prevents them from coming near the character. This use consumes one Hope point per five minutes.

It can be also used as an attack against specters and utterly corrupt creatures. To them it works like a normal ranged attack (Damage 9, Edge 10, Injury 18), using the Song skill as weapon skill. This costs one Hope point per attack.
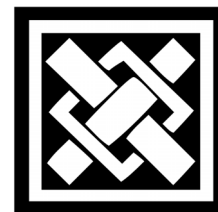
The Path of Ulmo

Ulmo is the patron of water, music and mists. He is alone.

Apprentice: The Voice in the Water (Insight, TN 12)

> *At length a silence fell, and they heard the music of the waterfall running sweetly in the shadows. Almost Frodo fancied that he could hear a voice singing, mingled with the sound of the water.*
>
> **—The Lord of the Rings. Lothlórien**

The character can hear the voice of running water, learn its wisdom and recover hope. This is the only spell that uses no Hope, but restores it (one Hope point, plus one for each level of special successes on the magic roll). The Loremaster can also give hidden counsels to the Fellowship through this way. But most important, it is the only active way to receive a Message in the Water (see below).

Novice: Magic Song (Song, TN 14)

> *Almost it seemed that the words took shape, and visions of far lands and bright things that he had never yet imagined opened out before him…*
> **—The Lord of the Rings. Many Meetings**

The character can give essence to his songs and captivate his audience. Mostly it has a narrative effect with great performances. But it can also be used to calm ferocious animals or intelligent beings, so long as these last stay to hear the words.

Journeyman: Message in the Water (Song, TN 16)

> *…they slept upon his banks beneath the summer stars. But Ulmo coming up the river laid a deep sleep upon them and heavy dreams; and the trouble of the dreams remained after they awoke, but neither said aught to the other, for their memory was not clear, and each believed that Ulmo had sent a message to him alone.*
>
> **—The Silmarillion. Of the Return of the Noldor**

The character can talk to the water to send a message to someone along its waters. If this one knows The Voice in the Water spell, the recipient can use it to hear the message in any body of running water. If not the only way for him to receive the message is if by chance he sleeps on the bank of flowing water. To send the message costs one Hope point.

Magician: Obscuring Mists (Stealth, TN 18)

The character fills his surroundings with a light mist that hides his passing. For all normal creatures it functions like normal mists, but for the servants of the Shadow it makes the character and his fellowship undetectable (so long they do not actively attack them). It costs one Hope point per hour to maintain this magic.

Wizard: Water Mirror (Song, TN 20)

> *'Many things I can command the Mirror to reveal,' she answered, 'and to some I can show what they desire to see. But the Mirror will also show things unbidden, and those are often stranger and more profitable than things which we wish to behold. […] it shows things that were, and things that are, and things that yet may be.*
>
> **—The Lord of the Rings. The Mirror of Galadriel**

The character can look into a mirror of water and have far away visions. As is clear in the quote, the caster may guide the mirror or let it show what it wants to. This spell uses one Hope point to activate.

To learn this spell the character must know at least one spell of the Path of Manwë, and one spell of the Path of Estë or of Námo if he wants to guide his visions into the past or the future, respectively.

The Path of Aulë

Aulë is the patron of craftsmanship, mountains and the treasures of the earth. He is the spouse of Yavanna.

Apprentice: Minor Craft (Craft, TN 12)

> *Whether by some virtue in these sheaths or because of the spell that lay on the mound, the blades seemed untouched by time, unrusted, sharp, glittering in the sun.*
> **—The Lord of the Rings. Fog on the Barrow-Downs**

The character can craft a weapon or armor with <u>one</u> special effect of the general Qualities list or one magic effect that he already masters. This spell costs one Hope point and one permanent Shadow Point.

Novice: Mason's Hand (Craft, TN 14)

> *'Dwarf-doors are not made to be seen when shut,' said Gimli. 'They are invisible, and their own masters cannot find them or open them, if their secret is forgotten.'*
> —***The Lord of the Rings.***
> ***A Journey in the Dark***

With this magic the character may give strength to what they build, or make really invisible secret doors. Or they can use it to break or open such. Each wall, structure or secret door built with this spell has a rating equal to the number of successes of the magic roll made in their creation. This rating must be overcome by a new magic roll by anyone who wants to break or open them.

A Dwarf adds one extra success to his rating, and a second one if he knows the Miner's Gift spell (see below).

Journeyman: Greater Craft (Craft, TN 16)

> *The Sword of Elendil was forged anew by elvish smiths […] Very bright was that sword when it was made whole again; the light of the sun shone redly in it, and the light of the moon shone cold, and its edge was hard and keen.*
> —***The Lord of the Rings.***
> ***The Ring goes South***

The character can craft a weapon or armor with <u>two</u> special effects of the Qualities list, a magic effect or one of the cultural Rewards of his people. This spell costs two Hope points and two permanent Shadow Points.

Magician: Miner's Gift (Search, TN 18)

> *His are the gems that lie deep in the Earth and the gold that is fair in the hand…*
> —***The Silmarillion. Valaquenta***

> *…even in the gloom and despite all windings of the road he knew whither he wished to go, and he did nor falter, as long as there was a path that led towards his goal.*
> —***The Lord of the Rings.***
> ***A Journey in the Dark***

The followers of Aulë have an innate underground sense. In a very basic way they are able to find the treasures of the earth in their mining expeditions, and know how to shape their tunnels following the forms of the earth. <u>Normally</u> a (Dwarven) character can spend part of his Fellowship Phase searching for gold in a (dwarven) mine: on a successful Search roll he gets one Treasure Point plus one per level of special success. With this spell he gets <u>five</u> Treasure Points plus <u>five</u> per level of special success.

This magic also helps by allowing the caster to know where to go in an underground scenario (like orc tunnels), in a very general way (the way out, the main chamber, etc.).

This magic costs one Hope point per Fellowship Phase or per hour of exploration.

Wizard: Masterwork (Craft, TN 20)

> *From that the talk turned to the great hoard itself and to the things that Thorin and Balin remembered. They wondered if they were still lying there unharmed in the hall below: the spears that were made for the armies of the great King Bladorthin (long since dead) each had a thrice-forged head and their shafts were inlaid with cunning gold, but they were never delivered or paid for; shields made for warriors long dead; the great golden cup of Thror, two-handed, hammered and carven with birds and flowers whose eyes and petals were of jewels; coats of mail gilded and silvered and impenetrable; the necklace of Girion, Lord of Dale, made of five hundred emeralds green as grass, which he gave for the arming of his eldest son in a coat of dwarf-linked rings the like of which had never been made before, for it was wrought of pure silver to the power and strength of triple steel. But fairest of all was the great white gem, which the dwarves had found beneath the roots of the Mountain, the Heart of the Mountain, the Arkenstone of Thrain.*
> —***The Hobbit.***
> ***Inside Information***

The character can craft a weapon or armor with <u>three</u> special effects of the Qualities list, magic effect or one of the cultural Rewards of his people. This spell costs three Hope points and three permanent Shadow Points, and can only be cast in a Fellowship Phase.

The Path of Yavanna

Yavanna is the patron of the earth, plants and animals. She is the spouse of Aulë.

Apprentice: Healing Herbs & Pipeweed (Search, TN 12)

> *With that leaf she staunched Beren's wound, and by her arts and by her love she healed him…*
> **—The Silmarillion.**
> **Of Beren and Lúthien**

> *Bilbo Baggins was standing at his door after breakfast, smoking an enormous long wooden pipe that reached nearly down to his woolly toes […] and blew out a beautiful grey ring of smoke that sailed up into the air without breaking and floated away over The Hill.*
> **—The Hobbit.**
> **An Unexpected Party**

The character can use healing herbs found in the wild or in gardens, improving the healing effects of a Healing roll: one extra point of Endurance plus one per level of special success on the Magic roll. This spell costs one Hope point and three hours of searching.

For Hobbits, who are not known as great healers, this magic spell is used to remove the Weary or Miserable state while smoking a pipe. This use uses no Hope but needs ten minutes of peace. A very few other people (like Gandalf and the Rangers of the North) can learn this aspect also.

Novice: Plentiful Harvest (Craft, TN 14)

> *'Though you should find all barren and laid waste, there will be few gardens in Middle-earth that will bloom like your garden, if you sprinkle this earth there.'*
> **—The Lord of the Rings.**
> **Farewell to Lórien**

The character can bless crops so that they have a plentiful harvest at the end of the season. This magic raises the temporary standard of living of a region by one (including the players themselves), and even more in extraordinary successes. Each time it is cast (each crop to be blessed) uses up one Hope point.

Journeyman: The Words in the Leaves (Insight, TN 16)

> *"I wish that there were leisure now to walk among them [among the trees]: they have voices, and in time I might come to understand their thought."*
> **—The Lord of the Rings.**
> **The Road to Isengard**

> *"I do not think the wood feels evil, whatever tales may say," said Legolas. He stood under the eaves of the forest, stooping forward, as if he were listening, and peering with wide eyes into the shadows. "No, it is not evil; or what evil is in it is far away. I catch only the faintest echoes of dark places where the hearts of the trees are black. There is no malice near us; but there is watchfulness, and anger."*
> **—The Lord of the Rings.**
> **The White Rider**

The character can understand the trees and other plants speaking to themselves, and so can learn of things that happened or trouble the zone. His Magic roll functions as Awareness for such matters, but the character can only see what happened through the "eyes of the trees", and so it may be not always easy to interpret it. This spell costs one Hope point to cast.

Magician: Forest Paths (Travel, TN 18)

> *Many of the trees seemed asleep, or as unaware of him as any other creature that merely passed by; but some quivered, and some raised up their branches above his head as he approached.*
> **—The Lord of the Rings.**
> **Treebeard**

The fellowship can reduce the terrain difficulty of traveling through forest by one, plus one per level of special success on the magic roll. One Hope point lasts one full day of travel.

Wizard: Huorns (Song, TN 23)

> *There is a great power in them [the Huorns], and they seem able to wrap themselves in shadow: it is difficult to see them moving. But they do. They can move very quickly, if they are angry. You stand looking at the weather, maybe, or listening to the rustling of the wind, and then suddenly you find that you are in the middle of a wood with great groping trees all around you.*
> **—The Lord of the Rings.**
> **Flotsam and Jetsam**

The character can wake the Huorns in an area (one plus one per level of special success), even if they are dangerous and difficult to control. In the first TOR publication there is no game data for Huorns, but you could use Troll's stats for them. This spell costs one Hope point per Huorn.

The Path of Námo (Mandos)

Námo is the patron of death, doom and fate. He is the spouse of Vairë.

Apprentice: Chance (Song, TN 12)

> *Just chance brought me then, if chance you call it.*
> *—**The Lord of the Rings.***
> ***In the House of Tom Bombadil***

> *Therefore he [Ilúvatar] willed that the hearts of Men should seek beyond the world and should find no rest therein; but they should have a virtue to shape their life, amid the powers and chances of the world, beyond the Music of the Ainur, which is as fate to all things else.*
> *—**The Silmarillion.***
> ***Of the Beginning of Days***

The character can bend the flow of fate to his needs, as if by chance. He can use this spell to change minor details in the flow of the story to fit his situation. This are always minor changes with no direct gaining for the character, and the Loremaster must always allow it. The casting of this "spell" takes no time at all, but consumes one Hope point anyway.

Only Humans and Hobbits can use this magic. All other peoples in the Path of Mandos begin directly in the "novice" mastery level.
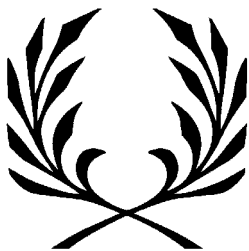
Novice: Prophecy
(Riddles, TN 14 or 17)

> *If these two wed now, hope may be born for our people; but if they delay, it will not come while this age lasts.*
> *—**The Lord of the Rings.***
> ***Appendix A***

> *Thus spoke Malbeth the Seer, in the days of Arvedui, last king at Fornost [...] the hour is come for the oathbreakers: at the Stone of Erech they shall stand again and hear there a horn in the hills ringing.*
> *—**The Lord of the Rings.The***
> ***Passing of the Grey Company***

The main use of this magic is passive, calling on it to see if the character can learn something about a specific theme. The Loremaster describes in broad strokes and with a view on his adventure storyline what fate is to come. This use costs one Hope point to use.

The character can actively make a prophecy over something, which will become true. If this has nothing to do with the direct actions of the characters it costs one Hope point to cast. But if it has to do with the characters the TN is higher and its costs three Hope points; in this case there is no complete certainty of its fulfillment (even if the Loremaster should try to make it true), but the character involved will receive a number of additional Hope points in the prophesied moment as equal to the level of special success on the Magic roll.

Such a prophecy cannot contradict Middle-earth as presented by J.R.R. Tolkien, and the Loremaster has always complete control over it. In fact he can simply inform the player that he feels that this prophecy has not the power of fate behind it.

Journeyman: Eyes of Truth
(Insight, TN 16)

> *Gandalf sat up and gripped the arms of his chair; but he said nothing, and with a look stopped the exclamation on Pippin's lips. Denethor looked at their faces and nodded his head, as though in sign that he had read much there before it was spoke.*
> *—**The Lord of the Rings.***
> ***The Siege of Gondor***

The successful use of this spell not only shows that somebody lies (because that is what Insight as mundane skill does), but what is the truth behind his words. This Magic skill is opposed by the Persuade skill of the liar. The casting costs no time, but one Hope point.

Magician: Not this hour
(Healing, TN 18 or 21)

This magic gives one person one extra wound level to prevent his death. The lowest TN is for casting it in advance; the higher for casting it on the spot, as reaction. It cost one Hope point.

Wizard: Pronounce Doom
(Song, TN 20)

> *'Beregond, by your sword blood was spilled in the Hallows, where that is forbidden. Also you left your post without leave of Lord or of Captain. For these things, of old, death was the penalty. Now therefore I must pronounce your doom.*
> *'All penalty is remitted for your valor in battle, and still more because all that you did was for the love of the Lord Faramir. Nonetheless you must leave the Guard of the Citadel, and you must go forth from the City of Minas Tirith.'*
> *—**The Lord of the Rings.***
> ***The Steward and the King***

Even if each lord can judge, the character can pronounce doom with the voice of Mandos himself. This

doom must follow a just and open trial, and the doom must be in accordance with it. If it is so the words of the character bear the whole power of Námo, and the victim is magically forced to abide by it. If fate would force the target to break the doom, he must spend so many Hope/Hate points as the number of successes plus one of the Magic roll, and the caster will know immediately of it.

The Path of Vairë

Vairë is the patron of weaving, history and past. She is the spouse of Námo.

Apprentice: Weaving (Craft, TN 12)

> *'[These ropes] are made of hithlain,' said the Elf, 'but there is no time now to instruct you in the art of their making. Had we known that this craft delighted you, we could have taught you much.'*
> —***The Lord of the Rings. Farewell to Lórien***

With this art the character can weave elven ropes, elven cloaks and other magical vestments. The elven ropes can be made directly, after one day of work, a Magic roll and the investment of one Hope point.

To make elven cloaks the character must be initiate in the Paths of Ulmo and of Varda. This roll can only be made in the Fellowship Phase.

As it is this spell can only be used by the Galadhrim Elves. All other peoples begin this Path directly with the Novice mastery level. If the Loremaster allows other magical vestments, this spell could be open to other peoples.

Novice: History (Lore, TN 14)

> *…they could see in the wide valley shadowed by the Mountain's arms the grey ruins of ancient houses, towers, and walls.*
> *'There lies all that is left of Dale,' said Balin. 'The mountain's sides were green with woods and all the sheltered valley rich and pleasant in the days when the bells rang in that town.'*
> —***The Hobbit. On the Doorstep***

This spell can be cast on a place, and the character will recall the history of it. The quality of the information gets better on extraordinary successes. The spell takes 15 minutes to cast and costs one Hope point.

Note that this spell does not reveal specific personal information (see "Vision of the Past" below).

Journeyman: Interwoven Paths (Riddle, TN 16)

> *'Alas! Aragorn my friend!' said Éomer. 'I had hoped that we should ride to war together; but if you seek the Paths of the Dead, then our parting is come, and it is little likely that we shall ever meet again under the Sun.'*
> *'That road I will take, nonetheless,' said Aragorn. 'But I say to you, Éomer, that in battle we may yet meet again, though all the hosts of Mordor should stand between'*
> —***The Lord of the Rings. The Passing of the Grey Company***

With this spell the caster interweaves the paths of two beings, ensuring that they meet again whatever the odds. This is not, however, a guarantee against character death. The Loremaster should work narratively on this spell. This spell costs one Hope point.

To learn this spell the character must know at least one spell from the Path of Námo.

Magician: Vision of the Past (Song, TN 18)

> *That day he [Elrond] looked at the swords they had brought from the troll's lair, and he said: 'These are not troll-make. They are old swords, very old swords of the High Elves of the West, my kin. They were made in Gondolin for the Goblin-wars. […] This, Thorin, the runes name Orcrist, the Goblin-cleaver in the ancient tongue of Gondolin; it was a famous blade. This, Gandalf, was Glamdring, Foe-hammer that the king of Gondolin once wore. Keep them well!'*
> —***The Lord of the Rings. A Short Rest***

> *'You have talked long in your sleep, Frodo,' said Gandalf gently, 'and it has not been hard for me to read your mind and memory.'*
> —***The Lord of the Rings. Many Meetings***

With this magic the character is able to glimpse into the past of an object, place or person. He needs half an hour of revision, presence or talk to peer into that particular past. Then, with a magic roll and one Hope point, the character can see with accuracy into the past of the subject; extraordinary successes allow the seer insights into veiled details.
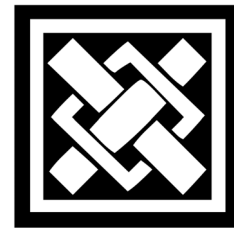
Wizard: The Other Side (Song, TN 20)

> *'I thought that saw a white figure that shone and did not grow dim like the others. Was that Glorfindel then?'*
> *'Yes, you saw him for a moment as he is upon the other side[.']*
> —***The Lord of the Rings. Many Meetings***

The Fëanturi grant access to the other side, or spirit world. With this spell they allow the character to cross the veil. His physical being remains concrete in the spirit world, without losing his materiality in the here and now, and to a normal person there is nothing out of the ordinary about the character. The character can now perceive clearly spirit beings (like specters) and attack them normally. On the other hand he can be clearly seen and attacked by spirits. One Hope point last for one complete encounter.

To learn this spell the character must know at least one spell of the Path of Irmo.

The Path of Irmo (Lórien)

Irmo is the patron of dreams, hope and illusions. He is the spouse of Estë.

Apprentice: Gentle Sleep (Song, TN 12)

> *Very soon the chief guard nodded his head, then he laid it on the table and fell fast asleep. The butler went on talking and laughing to himself for a while without seeming to notice, but soon his head too nodded to the table, and he fell asleep and snored beside his friend.*
> —***The Lord of the Rings. Barrels Out of Bond***

The character can cause sleep in other creatures. This cannot be used in direct combat (since they are watchful) or under consistent outside input (like somebody who talks to you to keep you awake). And once asleep, these creatures can be woken by physical attacks, loud sounds or direct shaking. The victim can expend one Hope or Hate point plus one per success in the magic roll to avoid falling into this magic slumber. This spell costs one Hope point, affects one creature plus one per level of special success, and lasts about half an hour.

Novice: Restful Dreams (Insight, TN 14)

> *Strangely enough, Frodo felt refreshed. He had been dreaming. The dark shadow had passed, and a fair vision had visited him in this land of disease. Nothing remained of it in his memory, yet because of it he felt glad and lighter of heart. His burden was less heavy on him.*
> —***The Lord of the Rings. The Passage of the Marshes***

Irmo gives a restful sleep allowing one creature to recover two points of Hope plus one per level of special success on the magic roll. This spell costs one Hope point and can be used on the caster or any other member of the Fellowship.

Journeyman: False Visions (Riddle, TN 16 or 19)

> *At first the beauty of the melodies and the interwoven words in the Elven-tongue, even though he understood them little, held him in a spell, as soon as he began to attend to them. Almost it seemed that the words took shape, and visions of far lands and bright things that he had never yet imagined opened out before him… […] Swiftly he sank under its shining weight into a deep realm of sleep.*
> —***The Lord of the Rings. Many Meetings***

The followers of Irmo are adept at creating mental images (or illusions) that can confuse onlookers. The illusions have no reality, and as such cannot harm the victims in a direct way. The viewers can make Awareness rolls to overcome this effect, but they must achieve more successes than the original magic roll. This spell costs one Hope point to maintain for a short scene.

This spell can also be used to work as a night of rest in respect to the effects of the "Restful Dreams" spell (see above), and lasts half an hour.

Magician: Dream Walk (Song, TN 18)

> *These mysterious Papers, discovered in the early years of the twenty-first century, report the discussions of a literary club in Oxford in the years 1986-7, in which, after an account by one of the members of the possibilities of travel in space and time through the medium of 'true dream', the centre of interest turns to the legend of Atlantis…*
> **—The History of Middle-earth, Vol. 9: Sauron Defeated. First Page**

> *He found himself wondering at times, especially in the autumn, about the wild lands, and strange visions of mountains that he had never seen came into his dreams.*
> **—The Lord of the Rings. The Shadow of the Past**

In the passive mode, Dream Walk allows the Loremaster to present vague visions to the character as he sleeps. This mode uses no Hope, but the player must interpret for himself what he has seen.

In the active mode the caster can walk the Paths of Dream to look for things he needs to know. The degree of success determines the quality of the visions. These visions are always of a dreamy nature, since their origin in the spirit world. To be able to see directly in the waking world (and not through the Veil) the character must know at least one spell from the Path of Manwë. The active mode requires a magic roll and the expenditure of one Hope point.

Wizard: The Power of Slumber (Song, TN 20)

> *But suddenly some power, descended from of old from divine race, possessed Lúthien, and casting back her foul raiment she stood forth, small before the might of Carcharoth, but radiant and terrible. Lifting up her hand she commanded him to sleep, saying: 'O woe-begotten spirit, fall now into dark oblivion, and forget for a while the dreadful doom of life.' And Carcharoth was felled, as though lighting had smitten him. […] Then Lúthien catching up her winged robe sprang into the air, and her voice came dropping down like rain into pools, profound and dark. She cast her cloak before his [Morgoth's] eyes, and set upon him a dream, dark as the Outer Void where once he walked alone. Suddenly he fell, as a hill sliding in avalanche, and hurled like thunder from his throne lay prone upon the floors of hell.*
> **—The Silmarillion. Of Beren and Lúthien**

Now the character can force a deep and profound sleep upon his enemies. It can affect a whole group, but the number of successes plus the invested Hope must overcome the attribute level of the strongest adversary. It is possible to put to sleep only part of the group. No sound will wake them, but direct damage will do. The magic slumber lasts for one hour if it is not interrupted.

The Path of Estë

Estë is the patron of resting and physical healing. She is the spouse of Irmo.

Apprentice: Minor Healing (Healing, TN 12)

> *Next morning they set out again soon after the sunrise. There was frost in the air, and the sky was pale clear blue. The hobbits felt refreshed, as if they had a night of unbroken sleep.*
> **—The Lord of the Rings. A Knife in the Dark**

Every character whose injuries are treated with this magic recovers one extra Endurance point after one night of rest. This number improves by one extra Endurance per level of special success on the magic roll if the character to be healed is not Wounded. The spell costs one Hope point per casting, and takes five minutes to cast.

Novice: Improved Rest (Healing, TN 14)

> *They were too eager to be surprised at the remarkable way in which the cuts and sores of their captivity had healed and their vigour had returned.*
> **—The Lord of the Rings. Treebeard**

When the characters catch their breath after an encounter, this spell allows an unwounded character to recover lost Endurance equal to 1.5 times his Heart score plus one per level of special success on the magic roll. This spell costs one Hope to cast, and does not count against the recovery time of the caster.

Journeyman: Weary Feet
(Insight, TN 16)

> *Enchantment healed his weary feet*
> *That over hills were doomed to*
> *roam…*
> **—The Lord of the Rings.**
> **A Knife in the Dark**

This magic lets a character uncheck his Weary label if his Endurance score is higher than his Fatigue score, e.g. as if he had rested a whole night. This spell costs one Hope point to cast.

Magician: Major Healing
(Healing, TN 18)

> *As the evening drew on, Frodo woke*
> *up again, and he found that he no*
> *longer felt in need of rest or sleep, but*
> *had a mind for food and drink, and*
> *probably for singing and story-telling*
> *afterwards. He got out of bed and dis-*
> *covered that his arm was already nearly*
> *as useful again as it had ever been.*
> **—The Lord of the Rings.**
> **Many Meeting**

Every character whose injuries are treated with this magic recovers two extra Endurance points the next night of rest. This number is increased by two extra Endurance per level of special success on the magic roll if the character to be healed is not Wounded. The spell costs one Hope point per casting, and takes ten minutes to cast.

Wizard: Hands of the Healer (Healing, TN 20)

> *He searched the wound on Frodo's*
> *shoulder with his fingers, and his face*
> *grew graver, as if what he learned dis-*
> *quieted him. But Frodo felt the chill*
> *lessen in his side and arm; a little*
> *warmth crept down from his shoulder to*
> *his hand, and the pain grew easier. The*
> *dusk of evening seemed to grow lighter*
> *about him, as if a cloud had been with-*
> *drawn. He saw his friends' faces more*
> *clearly again, and a measure of new*
> *hope and strength returned.*
> **—The Lord of the Rings.**
> **Flight to the Ford**

Every character whose injuries are treated with this magic recovers directly a number of Endurance points equal his Heart score, plus two per level of special success on the magic roll. Additionally it heals the Wounded state and, if the Endurance is higher than the Fatigue score, also the Weary state. This spell is difficult to cast, and costs two Hope points. But its effects are immediate.

The Path of Nienna

Nienna is the patron of tears, suffering and spiritual healing. She is alone.

Apprentice: Soothing Tears
(Insight, TN 12)

> *…he [Boromir] fell sprawling and*
> *lay upon his face. For a while he was*
> *still as if his own curse had struck him*
> *down; then suddenly he wept.*
> *He rose and passed his hand over his*
> *eyes, dashing away the tears. 'What*
> *have I said?' he cried. 'What have I*
> *done? Frodo, Frodo!' he called. 'Come*
> *back! A madness took me, but it has*
> *passed. Come back!'*
> **—The Lord of the Rings.**
> **The Breaking of the Fellowship**

The application of this magic stops a Bout of Madness on the part of another character, who will break down in tears for two rounds before being able to act again. For this the caster must confront the character openly and talk to him, expending one Hope point to cast the spell. With this spell the bout of madness does not result in Degeneration, but nor does it reset the character's Shadow rating.

Novice: Calm Spirit (Insight, TN 14)

> *When he [Bilbo] could, he saw all*
> *round him a sea of dark green, ruffled*
> *here and there by the breeze; and there*
> *were everywhere hundreds of butterflies.*
> *[…] [Bilbo] enjoyed the feel of the*
> *breeze in his hair and on his face […]*
> *[The Dwarves] did not care tuppence*
> *about the butterflies, and were only*
> *made more angry when he told them of*
> *the beautiful breeze, which they were*
> *too heavy to climb up and feel.*
> **—The Hobbit. Flies and Spiders**

If travelling in "Shadow" lands, the Fellowship is immune to its taint for one full day, during which time they are not required to make the usual Corruption tests. The spell cost one Hope point per day.

Journeyman: Vision of Hope
(Awareness, TN 16)

> They had trudged for more than an hour when they heard a sound that brought them to a halt. Unbelievable, but unmistakable. Water trickling. […] Sam sprang towards it. 'If ever I see the Lady again, I will tell her!' he cried. 'Light and now water!'
> —**The Lord of the Rings. The Land of Shadow**

By the vision of something pure in the middle of taint, the Fellowship can overcome part of the temporary Shadow points they have accumulated. The Magic roll enables each member of the Fellowship to make an Awareness roll (TN 16), so that each one has a personal result. Each character recovers of one temporary Shadow point in a successful roll, plus one per level of special success. This magic costs one Hope point to the caster (only).

This spell is controlled by the Loremaster, who will decide if the moment (as vision of hope) works for this magic.

Magician: Healing Tears
(Insight, TN 18)

> She is acquainted with grief, and mourns for every wound that Arda has suffered in the marring of Melkor. […] But she does not weep for herself; and those who hearken to her learn pity, and endurance in hope. […] …all those who wait in Mandos cry to her, for she brings strength to the spirit and turns sorrow to wisdom.
> —**The Silmarillion. Valaquenta**

The Fellowship is able to heal all their temporary Shadow points during a Fellowship Phase.

Wizard: To Overcome the Shadow
(Healing, TN 20)

> 'Farewell, good thief,' he said. 'I go now to the halls of waiting to sit beside my fathers, until the world is renewed. Since I leave now all gold and silver, and go where it is of little worth, I wish to part in friendship from you, and I would take back my words and deeds at the Gate.'
> —**The Lord of the Rings. The Return Journey**

> 'Smoke then, and think of him!' said Aragorn. 'For he was a gentle heart and a great king and kept his oaths; and he rose out of the shadows to a last fair morning.'
> —**The Lord of the Rings. The Houses of Healing**

With this spell one character can overcome his shadow. After a heroic act the degeneration path of one character can be undone. A successful magic roll reduces the degeneration by one (eliminating the highest Flaw), plus one per level of special success achieved. This effect is almost immediate, but the Loremaster must agree on what is to be considered a heroic act. The power of this spell is such that even a completely corrupted character can overcome his shadow. The cost of this spell is five Hope points plus two per additional removed Flaw. This spell does not remove the permanent shadow points of the character.

The Path of Tulkas

Tulkas is the patron of physical strength, unarmed combat and laughter. He is the spouse of Nessa.

Apprentice: Unarmed Fury
(Battle, TN 12)

> …he smote Freca such a blow with his fist that he fell back stunned, and died soon after.
> —**The Lord of the Rings. Appendix A (The House of Eorl)**

After the successful use of this spell the hands of the character function like weapons: Damage 3, Edge rune, Injury 12. The spell is a free action, and cost one Hope per combat.

Novice: Break Shackles
(Athletics, TN 14 or 17)

The character is capable of great feats of strength, being able to break shackles, bend iron-bars, etc. If the feat attempted is really extreme, use the higher TN. The Loremaster can always decree that a feat is impossible, even with this magic. The character must sacrifice one point of Hope to cast this spell.

Journeyman: Unarmored Might
(Awe, TN 16)

> It was believed that if he bore no weapon no weapon would bite him.
> —**The Lord of the Rings. Appendix A (The House of Eorl)**

So long as the character wears no armor, he receives an armor protection of 2d. One Hope point lasts one hour; two Hope points last a day. This spell needs one minute of preparation, and it cannot be cast in the middle of combat.

Magician: Greater Unarmed Fury
(Battle, TN 18)

> *Helm grew fierce and gaunt for fam-
> ine and grief; and the dread of him
> alone was worth many men in the de-
> fence of the Burg. He would go out by
> himself, clad in white, and stalk like a
> snow-troll into the camps of his ene-
> mies, and slay many men with his
> hands.*
>
> —***The Lord of the Rings.***
> ***Appendix A (The House of Eorl)***

After the successful use of this spell the hands of the character function like deadly weapons: Damage 6, Edge 10, Injury 16. The spell is a free action, and costs two points of Hope per combat.

Wizard: Greater Unarmored Might
(Awe, TN 20)

> *One night men heard the horn blow-
> ing, 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.*
>
> —***The Lord of the Rings.***
> ***Appendix A (The House of Eorl)***

So long as the character wears no armor, he receives an armor protection of 5d. This spell last one day and cost three Hope points. This spell needs at least five minutes of preparation, and it cannot be cast in the middle of combat.
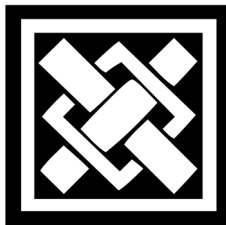
The Path of Nessa

Nessa is the patron of dancing and fleetness. She is the spouse of Tulkas.

Apprentice: Leap of Beren
(Athletics, TN 12 or 15)

> *Then Beren sprang from before Cele-
> gorm full upon the speeding horse of
> Curufin that had passed him; and the
> Leap of Beren is renowned among Men
> and Elves. He took Curufin by the
> throat from behind, and hurled him
> backward, and they fell to the ground
> together.*
>
> —***The Silmarillion.***
> ***Of Beren and Lúthien***

A character who knows this spell can make all normal leaps with a TN 12, without expending Hope. For really mythic jumps he uses one point of Hope and has a TN of 15. One cannot jump over the ocean with this magic; the Loremaster judges what kind of leaps are mythic or impossible.

Novice: Deer Running
(Athletics, TN 14)

> *Deer she loves, and they follow her
> train whenever she goes in the wild; but
> she can outrun them, swift as an arrow
> with the wind in her hair.*
>
> —***The Silmarillion. Valaquenta***

For a short time the character can outrun any creature. For this he uses one point of Hope.

Journeyman: Outward Stance
(Battle, TN 16)

His quick reflexes allow a character to attack in an outward stance but defend as if on the defensive. This is a free action, but each time he must make a new magic roll, uses a Hope point and it lasts only one round.

Magician: Lúthien's Dance
(Courtesy/Inspire/Athletics, TN 18)

> *…he came upon Lúthien, daughter of
> Thingol and Melian, at a time of eve-
> ning under moonrise, as she danced
> upon the unfading grass in the glades
> beside Esgalduin. Then all memory of
> his pain departed from him, and he fell
> into an enchantment…*
>
> —***The Silmarillion.***
> ***Of Beren and Lúthien***

The dance of the character is able to put all viewers into an enchantment. So long as the magician dances and succeeds in his magic rolls each round, no creature can take an action without expending one Hope or Hate point. For the character this spell costs only one Hope point for the whole duration.

Wizard: Blur (Athletics, TN 20)

With this spell the character can take two actions in one round. The magic roll is made only once, but the character must expend one Hope point per round to maintain it.
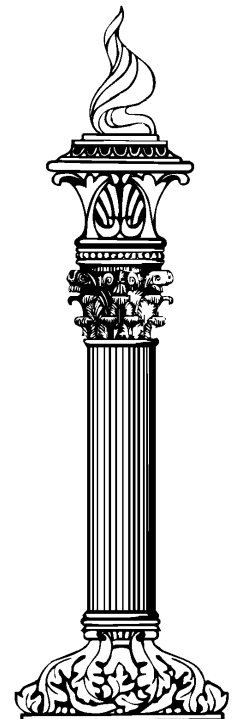
The Path of Oromë

Oromë is the patron of hunting, archery and horses. He is the spouse of Vána.

Apprentice: Horse Tongue (Insight, TN 12)

> *"Did you hear them, Legolas? Did they sound to you like beasts in terror?"*
> *"No," said Legolas. "I heard them clearly. But for the darkness and our own fear I should have guessed that they were beast wild with some sudden gladness. They spoke as horses will when they meet a friend that they have long missed."*
> **—The Lord of the Rings.**
> **The White Rider**

> *Gandalf whistled and called aloud the horse's name, and far away he tossed his head and neighed, and turning sped towards the host like an arrow.*
> **—The Lord of the Rings.**
> **The King of the Golden Hall**

The character is able to communicate with horses and hounds, and they react to his call. Its use expends one point of Hope.

Novice: Horn of Araw (Inspire, TN 14)

> *…a great horn of the wild ox of the East, bound with silver, and written with ancient characters. That horn the eldest son of our house has borne for many generations; and it is said that if it be blown at need anywhere within the bounds of Gondor, as the realm was of old, its voice will not pass unheeded.*
> **—The Lord of the Rings.**
> **The Window on the West**

Blowing with a hunt- or warhorn the character stuns his opponents for one round, and summons help from the vicinity. The help must arrive by normal means, but will come. Its use costs one Hope point.

Journeyman: Mounted Speed (Travel, TN 16)

> *He spoke a word to Shadowfax, and like an arrow from the bow the great horse sprang away. Even as they looked he was gone: a flash of silver in the sunset, a wind over the grass, a shadow that fled and passed from sight. Snow-mane snorted and reared, eager to follow; but only a swift bird on the wing could have overtaken him.*
> **—The Lord of the Rings.**
> **Helm's Deep**

When the character rides a horse he can travel at twice the normal speed of his steed and overcome all normal obstacles on his way. This use costs one Hope point.

Magician: Helm's Horn (Awe, TN 18)

> *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. […] 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*
> **—The Lord of the Rings.**
> **Appendix A (The House of Eorl)**

> *And then, sudden and terrible, from the tower above, the sound of the great horn of Helm rang out. All that heard that sound trembled. Many of the Orcs cast themselves on their faces and covered their ears with their claws. Back from the Deep the echoes came, blast upon blast, as if on every cliff and hill a mighty herald stood.*
> **—The Lord of the Rings.**
> **Helm's Deep**

When blowing on his horn all servants of the Shadow within earshot lose one Hate point plus one per level of special success on the magic roll. If any creature ends with no Hate left, he flees the combat area.

Wizard: Oromë's Wrath (Awe, TN 20)

> *…but Théoden could not be overtaken. Fey he seemed, or the battle-fury of his fathers ran like new fire in his veins, and he was borne up on Snowmane like a god of old, even as Oromë the Great in the battle of the Valar when the world was young. His golden shield was uncovered, and lo! It shone like an image of the Sun, and the grass flamed into green about the white feet of his steed.*
> **—The Lord of the Rings.**
> **The Ride of the Rohirrim**

With this magic the character receives a bonus to his Body, Endurance and Hope scores of +5 plus 1 per level of special success on his magic roll, and all combat skills are considered favoured. This bonuses last one combat (or half an hour in a large scale battle), and consumes two Hope points to come into effect.

The Path of Vána

Vána is the patron of youth and spring. She is the spouse of Oromë.

Apprentice: Youthful Energy (Athletics, TN 12)

With this magic spell the character reduces his Fatigue rating by five plus one per level of special success on the magic roll. It uses one Hope point and lasts until the next dawn.

Novice: Bird Friends (Courtesy, TN 14)

> *Nightingales went always with her, and she taught them their song…*
> —***The Silmarillion.***
> ***Of Thingol and Melian***

> *…and all birds sing at her coming.*
> —***The Silmarillion. Valaquenta***

> *Suddenly out of the dark something fluttered to his shoulder. He started — but it was only an old thrush. Unafraid it perched by his ear and it brought him news. Marvelling he found he could understand its tongue, for he was of the race of Dale.*
> —***The Hobbit. Fire and Water***

The character has a special affinity with birds. He can make Insight rolls to understand their intentions, and Courtesy rolls to avoid that their being panicked by his presence. But more important, each people has some kind of special bird which he relates (Bardings to thrushes, Dwarves to ravens and Elves to nightingales), with whom they can freely communicate and ask for services.

Journeyman: Young Beauty (Persuade, TN 16)

The character is able to charm one person in a romantic way. This person will do all he can to protect the caster and to win his affection. This spell affects only one person at a time, and must be renewed each day. It uses one point of Hope per day. If the character does something to make the charmed person feel awful or betrayed, then that person will remember that and act according to it.

Magician: Spring Cometh (Song, TN 18)

> *…and the song of Lúthien released the bonds of winter, and the frozen waters spoke, and flowers sprang from the cold earth where her feet had passed.*
> —***The Silmarillion.***
> ***Of Beren and Lúthien***

The character can cast this spell at the end of a (winter) Fellowship Phase. The Fellowship gets for the next season as many extra Fellowship Points as characters in it, plus one per level of special success on the magic roll.

Wizard: Forever Young (Healing, TN 20)

> *The spouse of Oromë is Vána, the Ever-young…*
> —***The Silmarillion. Valaquenta***

The character seems to have an eternal youth. He gets to reroll the Feat die (and choose the best result) for all his personality and custom skills. He makes his magic roll each season, and uses one point of Hope for it.

The Path of Eönwë

Eönwë is the patron of weapon mastery and leadership.

Apprentice: Song of Victory (Song, TN 12)

> *A song of victory they sang with clear voices…*
> —***The Lord of the Rings.***
> ***The Road to Isengard***

With this magic the character and his allies add their Heart rating to their Parry score. The spell uses one point of Hope per round and lasts as long as the character keeps singing (as a free action in combat).

Novice: Strength of Arms (Battle, TN 14)

> *Slowly Théoden stretched forth his hand. As his fingers took the hilt, it seemed to the watchers that firmness and strength returned to his thin arm. Suddenly he lifted the blade and swung it shimmering and whistling in the air. The he gave a great cry. His voice rang clear as he chanted in the tongue of Rohan a call to arms.*
> *Arise now, arise, Riders of Théoden! Dire deeds awake, dark is it eastward. Let horse be bridled, horn be sounded! Forth Eorlingas!*
> —***The Lord of the Rings.***
> ***The King of the Golden Hall***

The character receives an automatic bonus to weapon damage equal to his Body score (or to his favoured Body score on an extraordinary success). The character can increase it normally by expending Hope points. This spell consumes one point of Hope and lasts a whole combat. Its casting is considered a free action if the character has a weapon in his hand.

Journeyman: Rally (Inspire, TN 16)

> *Three times Aragorn and Éomer rallied them, and three times Andúril flamed in a desperate charge that drove the enemy from the wall.*
> —***The Lord of the Rings.***
> ***Helm's Deep***

The character can rally his allies, giving them the benefit of "Strength of Arms" for a combat scene. This spell uses one point of Hope, but needs a whole round to be cast.

Magician: Majesty (Awe, TN 18)

> *Gimli and Legolas looked at their companion in amazement, for they had not seen him in this mood before. He seemed to have grown in stature while Éomer had shrunk; and in his living face they caught a brief vision of the power and majesty of the kings of stone. For a moment it seemed to the eyes of Legolas that a white flame flickered on the brows of Aragorn like a shining crown.*
>
> **—The Lord of the Rings.**
> **The Riders of Rohan**

The character receives additional armor protection: one d6 plus one d6 per level of special success on his magic roll. This spell lasts one complete combat scene, costs two points of Hope and is cast in one whole round.

Wizard: Might of Arms (Battle, TN 20)

> *At that sound the bent shape of the King sprang suddenly erect. Tall and proud he seemed again; and rising in his stirrups he cried in a loud voice, more clear than any there had ever heard a mortal man achieve before:*
> *Arise, arise, Riders of Théoden!*
> *Fell deeds awake: fire and slaughter!*
> *Spear shall be shaken,*
> *shield be splintered,*
> *A sword-day, a red day,*
> *ere the sun rises!*
>
> **—The Lord of the Rings.**
> **The Ride of the Rohirrim**

The character and his immediate allies improve their Edge by one, and their Injury range by two plus one per level of special success on the magic roll. This spell costs one point of Hope if cast only for himself, two if cast for his Fellowship, or three if cast for a greater group.

Servant of the Secret Fire

> *'I am a servant of the Secret Fire, wielder of the flame of Anor. You cannot pass'*
>
> **—The Lord of the Rings.**
> **The Bridge of Khazad-dûm**

The character has learnt the secrets of fire, as opposed to the dark magics of the Enemy.

Apprentice: Fire Toys (Craft, TN 12)

> *The fireworks were by Gandalf: they were not only brought by him, but designed and made by him…*
>
> **—The Lord of the Rings.**
> **A Long-expected Party**

The character has learnt to prepare fireworks and such. The character must prepare them beforehand (using at least one night to do it), and can carry a maximum of two of them. Their main use is for a performance (like in Bilbo's party), but they can also be used in adventuring. First, they can be used to illuminate a zone for one round plus one per level of special success on the magic roll. Second, they can be used as night signal, to be seen from afar. Third, they can be used to surprise their opponents, giving the Fellowship a free success die in their Surprise roll. And last, they can be used to force a Fear roll on animals. The character must use a point of Hope for each firework he prepares.

Novice: Fire Kindling (Lore, TN 14)

> *At last reluctantly Gandalf himself took a hand. Picking up a faggot he held it aloft for a moment, and then with a word of command, naur an ed-raith amen!, he thrust the end of his staff into the midst of it. At once a great spout of green and blue flame sprang out, and the wood flared and sputtered. […] 'I must have something to work on. I cannot burn snow.'*
>
> **—The Lord of the Rings.**
> **The Ring goes South**

The character can magically start a fire, no matter the weather conditions. Normally it is best to use mundane skills for this, but this spell can often come in handy. The fire needs fuel to burn. The character makes his magic roll and expends one point of Hope for it.

Journeyman: Dark Smoke and Burning Sparks (Craft, TN 16)

> *…the great fire went off poof! Into a tower of blue glowing smoke, right up to the roof, that scattered piercing white sparks all among the goblins. […] The sparks were burning boles in the goblins, and the smoke that now fell from the roof made the air thick for even their eyes to see through.*
>
> **—The Hobbit.**
> **Over Hill and Under Hill**

The character can cause a bonfire to go out, releasing a cloud of dark smoke and sending burning sparks into the air. The smoke blinds all creatures in the area, forcing them to make Awareness rolls to attempt any action (TN 18 if surprised, TN 14 if expecting it). The burning sparks do 1d6 fire damage per round to all nearby creatures. The effects last 2d6 rounds and use one point of Hope.

Magician: Fire Cones (Lore, TN 18)

> *He gathered the huge pine-cones from the branches of his tree. Then he set one alight with bright blue fire, and threw it whizzing down among the circle of the wolves. It struck one on the back, and immediately his [the Warg's] shaggy coat caught fire […]*
> —**The Hobbit.**
> *Out of the Frying-Pan into the Fire*

The character can put magic fire into some kind of weapon (pine cones are also useful here). Each creature hit by it catches fire and burns for 1d6 fire damage per round. It takes three full rounds to put the fire out (or one if completely submerged in water), or it will burn for the whole combat scene. The fire spreads to other creatures if they come in contact with it. The casting costs one point of Hope, and works for three burning attacks plus one per level of special success on the Magic roll.

Wizard: Fire Burst (Song, TN 20)

> *High in the air he [Gandalf] tossed the blazing brand. It flared with a sudden white radiance like lighting; and his voice rolled like thunder.*
> *'Naur an edraith ammen! Naur dan I ngaurhoth!' he cried.*
> *There was a roar and a crackle, and the tree above him burst into a leaf of blinding flame. The fire leapt from treetop to tree-top.*
> —**The Lord of the Rings.**
> *A Journey in the Dark*

The character can summon a great fire explosion centered on himself, that causes 5d6 points of fire damage plus 1d6 per level of special success on the magic roll. The caster can cause the explosion to begin outside a circular area away from himself, so as not to affect his fellowship companions.

Option 2: Free magic

The fundamental idea of this magic system is to allow free use of magic, not restricted by specific "spells descriptions". If the Loremaster thinks he can handle it, he can allow the characters to shape the magic of each path in accord to the respective mastery level. If so the characters must learn each mastery level, but use their imagination to give form to their magic.

In this case the listed magic spells are guidelines of what kind of magic power the character can handle.

It is extremely important to remember, if this option is used, that in Middle-earth there exist some "impossibilities" to magic. This are called *únati* and are only partially described by Tolkien. Neville "Osric" Percy made a great article on them in *Other Minds, Issue 11* (pp. 107-116), and I wholeheartedly recommend it.

Cultures and Magic Paths

TOR has achieved a low magic scenario, and to maintain that it can be useful to use the following racial limitations for the different paths. The maximum level of ability is given for each race and path.

Bardings: Manwë (Apprentice), Aulë (Journeyman), Námo (Journeyman), Vána (Novice), Eönwë (Journeyman).

Beornings: Aulë (Apprentice), Námo (Apprentice), Tulkas (Journeyman), Oromë (Journeyman), Vána (Apprentice).

Dwarves: Aulë (Wizard), Eönwë (Journeyman), Servant of the Secret Fire (Apprentice).

Elves of Mirkwood: Varda (Wizard), Ulmo (Wizard) Irmo (Wizard), Vairë (Journeyman), Nessa (Wizard), Oromë (Wizard).

Hobbits: Yavanna (Novice), Námo (Apprentice).

Woodmen: Aulë (Apprentice), Yavanna (Magician), Námo (Apprentice), Estë (Journeyman), Oromë (Journeyman), Vána (Apprentice).

Modifications to the Virtues and Rewards system

I suggest to use the Rewards as Treasures, and to use Virtues and Magic Paths for advancing in the Valour and Wisdom scale. If the Loremaster prefers to make a distinction between Valour and Wisdom, he can declare that the Mental Rewards (and Magic Paths) are to be used with Wisdom, and the more martial oriented ones to be used with Valour.

Besides, it will be evident that with a maximum of ten Virtues a normal character cannot really get much magic power, and it is good so. For Elves and Istari I suggest allowing further progression over the maximum scores for Valour and Wisdom.

Final Note

I hope this magic system appeals to the TOR fan-community, and puts a few ideas of the nature of magic in Middle-earth. I also hope that for those who use my generic magic system for their own games, that this complete presentation offers a broader view of what kind of magics are to be associated with each of the Valar.

Good gaming to all!

Iglishmêk
The Secret Gesture-Languages of the Dwarves

by Neville "Osric" Percy
(neville.percy@gmail.com) © 2012
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It's always surprising how new details can be found that highlight Tolkien's Middle-earth. The topic of this article is just that, an insightful treatment of a topic that Tolkien briefly touches—the secret communication system(s) used by Dwarves.

From only a single paragraph, Osric produces a system usable for roleplaying in Middle-earth. We're happy to hear your opinions on the solution he achieved!

OPTIONAL

A post-*LotR*[1] essay of Tolkien's titled 'Quendi and Eldar' was published in *The War of the Jewels*, volume 11 of the History of Middle-earth series. Mostly a discussion of elven language, in defining the Quenya word *tengwesta* (roughly 'a language system'), it described a secret dwarvish *tengwesta* of communication by gestures.

The Dwarves of Middle-earth not only have the shared sacred language of Khuzdul, but all dwarves also learn their own community's secret system of gesture-language called *iglishmêk*.

> The Dwarves [possessed a very] elaborate and organized system […] of gestures, concurrent with their spoken language, which they began to learn almost as soon as they began learning to speak. It should be said rather that they possessed a number of such gesture-codes; for unlike their spoken language, which remained astonishingly uniform and unchanged both in time and in locality, their gesture-codes varied greatly from community to community. And they were differently employed. Not for communication at a distance,[2] for the Dwarves were short-sighted, but for secrecy and the exclusion of strangers.
>
> The component sign-elements of any such code were often so slight and so swift that they could hardly be detected, still less interpreted by uninitiated onlookers. As the Eldar eventually discovered, in their dealings with the Naugrim, they could speak with their voices but at the same time 'by gesture' convey to their own folk modifications of what was being said. Or they could stand silent considering some proposition, and yet confer among themselves meanwhile.
>
> This 'gesture-language', or as they called it iglishmêk, the Dwarves were no more eager to teach than their own tongue.
>
> —**The History of Middle-earth, Vol. 11:The War of the Jewels.Quendi and Eldar**

It is entirely possible that *iglishmêk* may only offer a note of flavour to dwarven player-characters (PCs) that is rarely relevant in play – as gaming groups typically seem to include a single dwarf at most.[3] But the existence of *iglishmêk* may make it more attractive to a group to include several dwarf PCs from the same community, given this engaging new twist to their options for interaction with one another. And when those dwarf PCs do use *iglishmêk*, it will naturally emphasise the tendency of dwarves to be closer to one another than to members of other races.

Similarly NPC dwarves, as friends, rivals or foes, may be that bit more formidable for their use of *iglishmêk*, and the resulting ability to act with uncannily perfect coordination etc.

Iglishmêk as language skills

Each *Iglishmêk* is a fully-formed *teng-westa*, and should be treated as a language skill, though not truly as effective in most situations as spoken language (Kh.: *aglâb*).

All dwarves should receive the *iglishmêk* of the community in which they were raised as a starting language or skill. Those exceedingly rare dwarves born outside of any dwarf-hold are presumed to be taught the *iglishmêk* used by their parents.

In game systems where fluency is quantified, their *iglishmêk* skill should probably be rated at the equivalent level of 'everyday marketplace conversation', to reflect *iglishmêk*'s relative simplicity.

Well-travelled dwarves, such as traders, may acquire full fluency in several 'dialects', or even the *iglishmêk* of more than one tribe.

Iglishmêk is somewhat slower than regular speech – say, half the speed at best, and with the need to be done more slowly still in order not to be obvious to onlookers… It is hindered if both hands are not free for use or if the audience is not able to give their full attention to watching the signer,[4] and it becomes more difficult to read at distance, in poor light etc. But it is flexible enough that if a gesture normally requires two hands, a one-handed approximation is usually clear enough in context to be read correctly. And if something absolutely must be expressed unambiguously it can be spelt out 'longhand' given sufficient time.

But *iglishmêk*'s obvious advantages are that it is silent, and can be used covertly – including to comment on or modify the meaning of the dwarf's spoken words.

Some games prefer to handle languages as all-or-nothing skills, which a character simply knows or doesn't know, and this can be fine for *iglishmêk* as well. But many gamers follow Tolkien's lead and pay detailed attention to lan-guage, to the point of quantifying characters' degree of command of different languages, dialects and script systems. In such games, *iglishmêks* should be handled no differently, although they are not enormously sophisticated, and should not be developable beyond the level of 'everyday marketplace conversation'.

The *iglishmêk* systems of the different tribes of the dwarves across Middle-earth are completely unrelated. The exception to this is that, since joining the Longbeards in Khazad-dûm, the majority of Firebeard and Broadbeam dwarves share the *iglishmêk* of the Longbeards.

Some GMs may prefer to treat each separate dwelling-place of the dwarves as a discreet community with its own unique *iglishmêk*. But in some times and places, where dwarves can be identified as having a reasonably recent shared common origin, it is reasonable for their *iglishmêks* to be treated as related dialects. For example, a dwarf knowing the *iglishmêk* of Thorin's Halls in the Blue Mountains could use this at half its rating to communicate with dwarves of the Iron Hills and Lonely Mountain (who are geographically close enough and interact frequently enough to share a single system). By the same token, the widely-dispersed Ironfist dwarves of Rhûn can use their *iglishmêk* at its full rating only with members of their own immediate clan group.

Where *iglishmêk* is expressed as a skill it need not be tested every time communication is attempted. Given time and mutual good will between the parties, misunderstanding should be ex-tremely rare, just as for regular spoken conversation. But there may be situations where clarity of expression has to be compromised owing to lack of time or the need to communicate undetected by onlookers. In such situations it makes for good drama to test the skill of the gesturer and his intended audience, possibly with rolls made in secret, as the dangers of misinterpretation may be significant.

Covert communication

The simplest use of *iglishmêk* is for dwarves to communicate secretly amongst themselves. They can be confident that, even if onlookers recognize the fact that they are communicating via *iglishmêk*, they cannot tell what is being expressed.[5]

To use *iglishmêk* undetected requires the potential observer not to have *any*
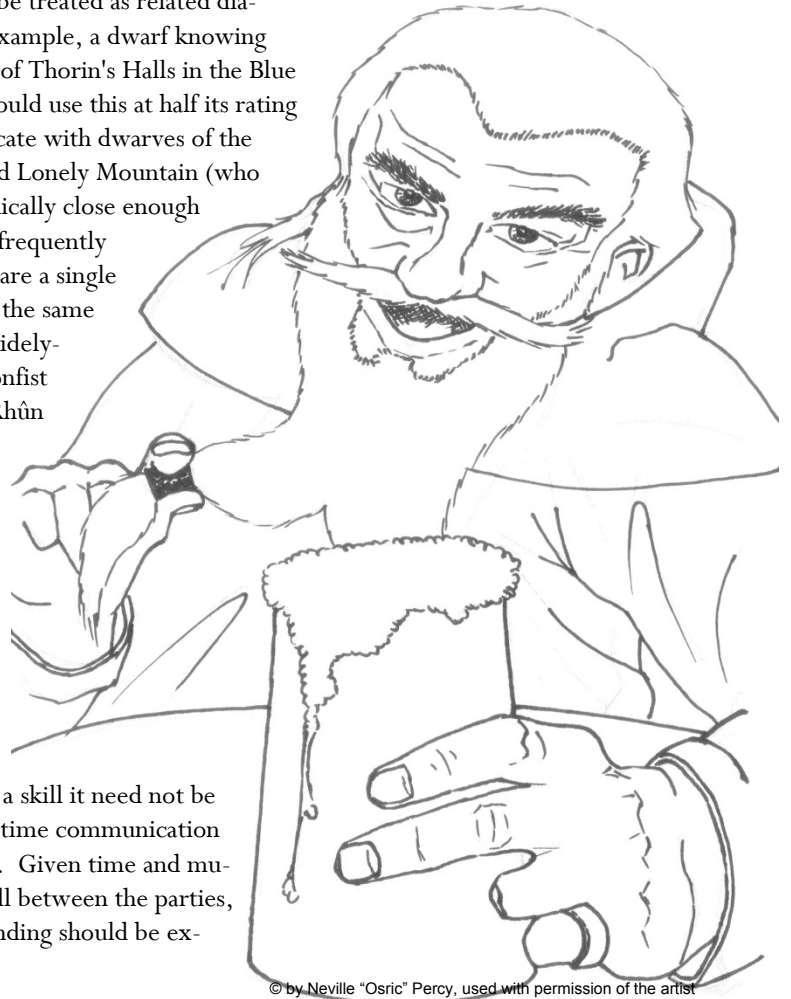
© by Neville "Osric" Percy, used with permission of the artist

rating in the *iglishmêk* in question, and is then an opposed test.

The signer uses a skill appropriate to his game system of choice. Examples are:

- *Stealth* (TOR)
- *Conceal* (LotR RPG)
- *Acting* (MERP)
- *Bluff* (D&D)
- *Deceit* (FATE)

If you use another system, it shouldn't be too hard to find an equivalent skill to misdirect attention away from their gesture(s) and/or make them seem to be merely inconsequential casual movements.

Potential observers use their awareness to notice that something is going on. Suggested skills are:

- *Awareness* (TOR)
- *Observe* (LotR RPG)
- *Perception* (MERP)
- *Sense Motive* or *Insight* (D&D)
- *Empathy* (FATE)

If you use another game system, you will easily find an equivalent skill to recognize that something's going on – chiefly from the timing of the gestures, or possibly from other 'tells', such as an insufficiently suppressed smirk! The observer should receive a bonus of +4 (TOR, D&D), +3 (LotR RPG) or +20 (MERP) if they possess skill in any *iglishmêk* of their own, and the same amount again if they state that they're actively looking out for such communication.

The difficulty is modified by the amount of information being signed and the amount of time taken. A flurry of full-speed communication at half the speed of spoken conversation will be incredibly obvious, but a single gesture used only once will be very difficult to detect.

Rolls are made at 'normal' difficulty for *iglishmêk* communication of three items in six seconds – three common words, three digits, or three letters where something like a person's name has to be spelt out. Reducing the amount communicated improves the signer's chances, with each reduction adding a +1 (TOR, LotR RPG, D&D) or +5 (MERP) bonus, or making the roll one difficulty category easier, *and* correspondingly reduces the observer's chances. Also, the more the gestures can be spaced out over time, the easier it is to make them appear casual, so each doubling of the time taken affects the signer and the potential observer the same way.

People in front of whom *iglishmêk* is used repeatedly – especially the same signs, like "stiff-necked elf" or similar – should receive an increasing bonus to recognize it as more than a casual gesture.

Recognizing that *iglishmêk* is being used is not the same as interpreting its meaning. The likeliest things that might be communicated in a given situation are probably fairly self-evident: Yes, No, Higher, Lower, He's lying, I'm lying, ATTACK! etc. (Or these could be outlined to a player succeeding in a simple roll on a relevant skill.)

The actual interpretation of any such short message would likely require a high degree of success in such a roll, which the GM might well wish to be rolled in secret.

Over a longer timescale, 'research' effort may be possible to crack the code of an unfamiliar *iglishmêk* gesture, either by extended observation or possibly more elaborate schemes, such as imitating the use of a gesture yourself and gauging the response, or setting up situations calculated to elicit a specific reaction. But if the dwarves recognize that such attempts are being made, they will likely either stop signing, or even seek to protect the precious secret of their gesture-code by engaging in countermeasures and misinformation…

Notes

1. Christopher Tolkien found it in a typescript which could be dated to 1959-60. – 'Quendi and Eldar', HoMe11, p.359.

2. Cf. the elvish *hwermë* or semaphore-gesture language, less sophisticated and complex than *iglishmêk*. (–*Os.*)

3. Having just one dwarf in a party does nicely recall Gimli's status as the only dwarf in the Fellowship of the Ring. But the usual reason there's only one dwarf in a party is that the single dwarf is made interesting to play because of how he differs from the rest of the party; this is diminished where multiple dwarves are present. Gaming scarcely ever addresses adventuring parties that recall Thorin's Company in *The Hobbit,* of no fewer than twelve dwarves. When everyone's a dwarf, there's nothing especially interesting about being one, unless you really work on the fine detail.

4. It is therefore not readily useable as a 'battle tongue' like those conceived by designers for *Rolemaster* and other systems.

5. Groups of PCs have been learning obscure languages like *Green Dragon* for this purpose since the dawn of RPGs!

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(Elena Rossi, ½ Listowner)

Population and Urbanization in Eriador

by Thomas Morwinsky
(tolwen@gmx.de) © 2011
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Detailing the world of Middle-earth has long been a goal for both gamers and game-designers alike. Regardless of the approach, this has always been a fascinating subject and the following article is following in these footsteps.

It is structured first in a general section where relevant topics for the demography in Eriador are discussed and followed by a second section which provides numbers and maps that come from these considerations. The maps are cropped to fit to the topic at hand, and in an appendix at the end of the Issue, you can find full maps for these numbers.

OPTIONAL HOUSE

Introduction

Note: An earlier version of this essay was made available online 10 years ago. Now, after more recent research and new information, an extensive update is in order. Sources used in the writing of this article are indicated in square brackets and listed at the end of the article.

The campaign and realm modules developed for MERP (only available second-hand nowadays) always contained excellent information about the—imagined—history and people of a realm, the inhabitants' motives and social structure, environmental descriptions, large NPC sections, etc. The one thing they often lacked was hard facts (some might say "dry numbers"): tables presenting numbers for the area of a realm (and how these break down into smaller lordships with their accompanying numbers), the number of its inhabitants, size and location of the cities together with the numbers of their inhabitants, etc.

This essay does exactly this for Eriador in terms of population levels and urbanization. For ease of use, many names and terms (e.g. the names for internal principalities of the Northern Kingdom) are retained, but often not in the original MERP context. Furthermore, knowledge or possession of these concerned MERP modules is in **no way necessary** to using the numbers presented here, as the **relevant information is always derived from Tolkien** and developed from first principles. Wherever deemed necessary, I have taken the liberty of adjusting MERP names to my own interpretation. You are free of course to alter them to something else if you are not comfortable with this MERP-inspired terminology.

The whole project takes up Gunnar Brolin's and Jason Beresford's theme found in *Other Hands*, Issues 3 and 4.[1] [8] and [9] Both displayed quite clearly that the number of cities and towns of old Arnor described by Tolkien are in no way sufficient to represent an even approximately reasonable level of urbanization for Eriador in general and Arnor in particular. Lalaith's article in *Other Hands*, Issue 15/16 [10] gives an excellent view of everything Tolkien has written about the population of Eriador and Gondor but also lacks precise numbers. My conclusion is that the settlements named included only those important for the story rather than any sort of accurate representation of the overall demographic situation in Eriador at the time of *The Hobbit* and *The Lord of the Rings*.

Turning to gaming supplements, we do not get much help either. Despite MERP's extensive treatment of Eriador, we are still not given extrapolate-able information. Just have a look at the population that is assigned to Arthedain—50,000 people all told in T.A. 1640[2]— in the *Northwestern Middle-earth Gazetteer* and you'll see that these numbers are not very helpful at all. [6]

This article's figures for areas are exclusively based on the map provided in *The Lord of the Rings* to be as close as possible to the first-hand information we have. This might still not be perfect (as Tolkien himself said), but its basic shape is correct and it contains a lot less errors than for example the MERP map.

Though this article focuses on the urbanization of Arnor there are also other settlements in Eriador which deserve mention, especially in the context of cultural and economic interaction with the realm of Arnor and its successor states. These settlements are dealt with briefly on page 101. They will get more detailed treatment in separate articles.

For estimating population levels I used the excellent article *From Land to Subsistence* by Juha Juuso Vesanto (Juha.Vesanto@hut.fi). This article can be found in the May 2000 issue on the homepage of the e-zine *The Guild Companion*. [7]

General Thoughts and Intention

First it is necessary to define the territory we're talking about. Fortunately, Tolkien gives us a quite a good definition:

> *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.*
>
> **—The Lord of the Rings. Appendix A**

The boundaries thus used here are shown on Map 1 below on this page.

When considering estimates of the population and urbanization for Eriador (and especially Arnor) we have to keep two basic principles in mind: first to remain true to Tolkien, and second to provide extrapolate-able and believable demographic data. Unfortunately these requirements are often hard to reconcile. Apparently only those urban communities pertinent to the story in *The Hobbit* and *The Lord of the Rings* were mentioned by Tolkien while others, irrelevant for the plot or too far away, deserved no mention in the text or maps—although they presumably must have existed. Accordingly one has to infer additional towns and cities to achieve a realistic level of urbanization for Eriador throughout the Third Age.

MAP 1: BOUNDARIES OF ERIADOR
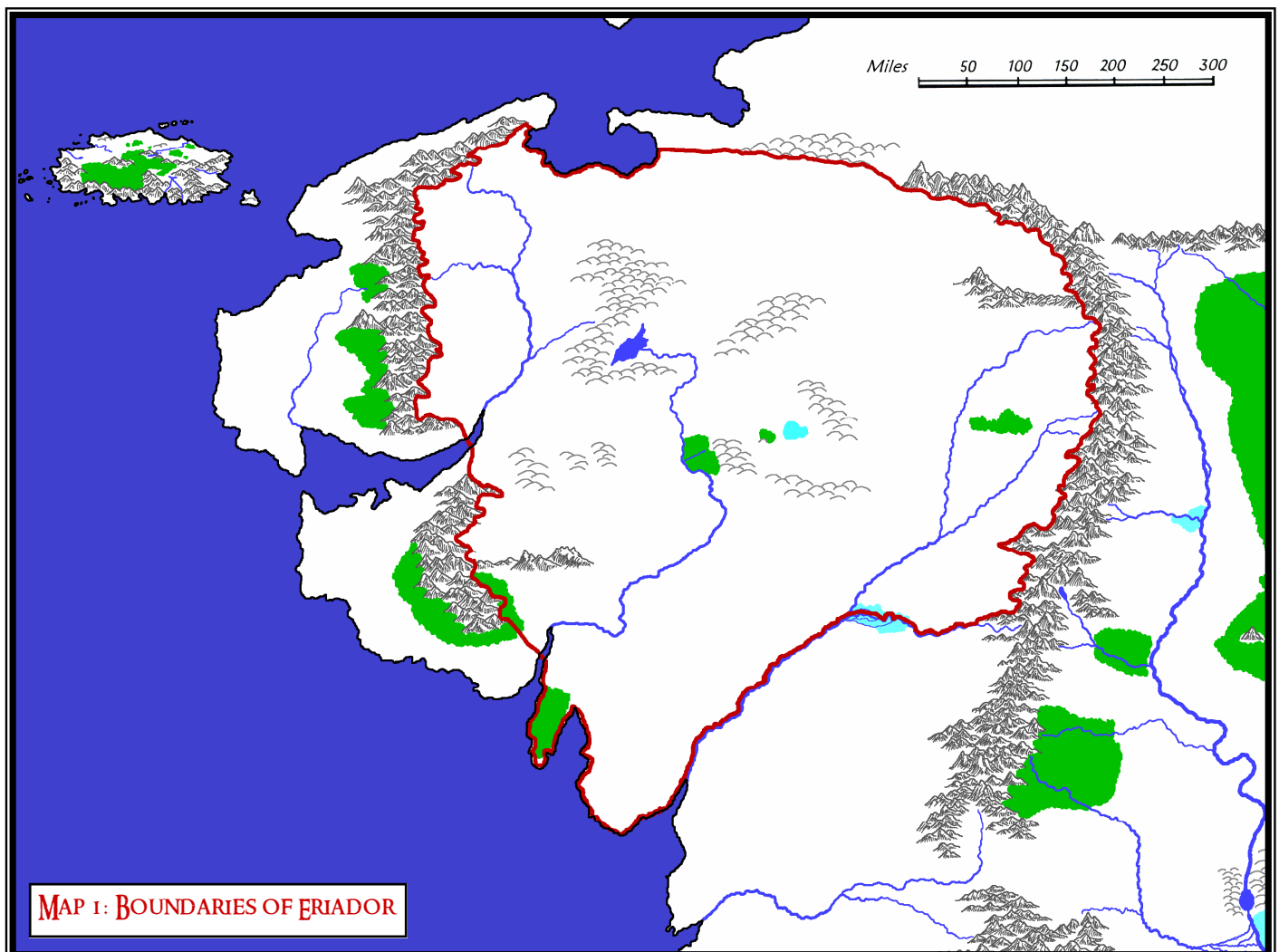
The numbers for Angmar do not include the orcish population. The formula used for estimating populations in this article only accounts for the mannish settlement patterns and therefore the Orcs as a demographic group should be handled separately. In my opinion, the numbers found in ICE's *Angmar* module (ca. 50,000 overall as a maximum) are sufficient to represent the orcish population. Considering the area of the orcish habitation and their numbers, a nomadic lifestyle for most of the "border" tribes[3] along the Arthadan frontier seems appropriate, where they live by raiding their neighbours (mostly on the Arthedain side of the border, but also from neighbouring tribes) and herding some domestic animals for food. In *Other Hands*, Issue 31/32 the interested reader may find the detailed description of the Lughoth (one of Angmar's orc tribes) and their method of subsistence on the Arthedain border. *Other Hands*, Issue 33/34 contains details of the Angmarean military based upon the numbers found in the original version of this essay. *Other Minds*, Issues 7 and 10 contain articles with further suggestions for imagining other aspects of the mannish population of Angmar that may also be of use.

As a comparison for modern societies, Arnor at its peak (here TA 250 is used as the reference date) was almost exactly the size as France plus Belgium (or Texas plus Delaware). The population estimate for Arnor at this peak is roughly comparable to estimates for those of France and the Low Countries from the 9th to 10th century AD.[4] Given Tolkien's statement about the low population densities in Middle-earth this equivalent looks quite right.

The intention of these demographic and urbanization maps and tables is not to list every single hamlet, manor or village. The first purpose is to give an idea of a reasonable calculation for the overall population as well as the more densely settled areas. The second purpose is to present a reasonable interpretation for the major settlements within the realms. Thus there can—and will—be smaller settlements in each realm. The ones found here should give you an idea of the size of the biggest settlements in a given area or fief. Thus, if you devise additional settlements, they should be considerably smaller in size, since the ones here are supposed to show the "urban" part of the overall population.

The definition of "urban" is somewhat fluid, however, since the "urban" centers in the Eriador of TA 1400 and 3000 differ considerably in extent. Despite this, the comparatively tiny centers of TA 3000 fulfill the same role as their bigger cousins one and half millennia earlier, since they also only have to serve much smaller and less sophisticated communities.

The article also includes a lot of original invention to "fill in the spaces" left by Tolkien, but requiring good explanation.

Important Note: All the data presented in this article are my extrapolations. Many quotes are taken from Tolkien's posthumous works. As the data presented is consistent with these quotes, the reader may decide for himself whether to follow these lines. In my opinion the extrapolated data is a good and reasonable estimate. Of course it is not "correct", as the very topic of the article is not covered in original writings by Tolkien and therefore remains speculative—like any invention done for a roleplaying game set in Middle-earth. It is designed as a reasonable approach to the subject and does not claim any superiority over other interpretations, as long as they base their divergent interpretations on Tolkien's original writings and the incorporation of sound and re-enactable methods in creating their respective numbers.

Internal Division of Arnor

We know from Tolkien that Arnor broke up into three successor realms in TA 861, giving birth to Arthedain, Cardolan and Rhudaur, which one after another fell to Angmar between the 14th and 20th centuries of the Third Age. However, the internal division of Arnor and its successors is not detailed anywhere by Tolkien. For Gondor, Tolkien gives us ample evidence for the realm's subdivision into provinces and fiefdoms (e.g. Anórien, Lebennin, Belfalas etc.). Thus there is no evidence for the exact placement of these smaller administrative entities in Arnor or its successor realms. What we do know however, is that they existed:

> The Shire *seems to me very adequately to translate the Hobbit* Sūza-t, *since this word was now only used by them with reference to their country, though originally it had meant 'a sphere of occupation (as of the land claimed by a family or clan), of office, or business'. In Gondor the word* sūza *was still applied to the divisions of the realm, such as Anorien, Ithilien, Lebennin, for which in Noldorin the word* lhann *was used.*
>
> **—The Peoples of Middle-earth. The Appendix on Languages**

Even though it is precisely applied here to Gondor in describing the divisions (Anórien etc.), we can safely assume that the nomenclature in Arnor was at least similar, since the translated term 'Shire' originally stood for exactly such a division before it became habitually used by the hobbits as a given name for "their" Shire. Accordingly, subdivisions should be chosen with a reasonable look at the situation in Arnor. The following points need to be taken into consideration when choosing internal borders:

Natural borders (e.g. river courses) in Arnor, since these constitute many borders within Gondor as well

Artificial borders like roads and important crossroads whose control offers power and revenues

The average size of these divisions, which should approximately resemble those of Gondor, even though deviations must exist to avoid too uniform an appearance

We get a small hint of such a division, since Tolkien writes:

> The land [of the Shire] was rich and kindly, and though it had long been deserted when they entered it, it had before been well tilled, and there the king had once had many farms, cornlands, vineyards, and woods.
> —**The Lord of the Rings.Prologue**

Thus we not only learn that it was once well-tended, but also that it had been under the direct sovereignty of the king. From this we may extrapolate that the borders of the Hobbits' "Shire" more or less coincided with those of the original administrative boundary of the king's land in this region (he could only grant that which was under his direct administration).

Please note that the internal borders of the Eriadorian realms covered change over time. This is to reflect the lesser fortunes of the northern Dúnedain, compared to Gondor. The following phenomena may (and will) necessitate the re-arrangement of internal borders:

- The people of Arnor dwindle following the division in TA 861, and consequently, regions that were once settled are abandoned.

- In the remaining territories, families and dynasties will fail, with new ones taking their place.

- Wars lead to losses and gains of territory between the realms.

All this (apart from internal wars with forced changes in territory) happens in Gondor as well, but on a much lesser scale, due to its much greater stability. Most importantly, for Gondor we have fairly good documentation by Tolkien.

The "Annúminas problem"

Concerning the urban centers of Arnor, we have much less evidence than for Gondor. In addition, Tolkien does not make things easier when he states about Annúminas, the capital of Arnor:

> 'In the North after the war and the slaughter of the Gladden Fields the Men of Westernesse were diminished, and their city of Annúminas beside Lake Evendim fell into ruin; and the heirs of Valandil removed and dwelt at Fornost on the high North Downs, and that now too is desolate.'
> —**The Lord of the Rings. The Council of Elrond**

This gives a definitive statement that Annúminas was deserted long before the end of the Northern Kingdom, though it does not specify when exactly this happened. Here once more the *History of Middle-earth* series is of great help. In the twelfth volume, in the more elaborate draft of Appendix A (which Tolkien had to abridge due to the wishes of Allen & Unwin) we read:

> 861. Death of Eärendur last and tenth king of Arnor. The North-kingdom becomes divided among Eärendur's sons. The direct line of the eldest son, Amlaith of Fornost, rules the realm of Arthedain. Annúminas is deserted.
> —**The Peoples of Middle-earth. The Tale of Years of Third Age**

Thus it seems justified to pinpoint the moment of Annúminas' abandonment as being at Arnor's breakup in TA 861. But this gives us another tough nut to crack: Why was Annúminas abandoned this early? It may have been due to a drastic decrease in population, but then we have to ask for the reason for such a sharp and immediate loss of inhabitants. We do not hear of war, famine, pestilence or any other disaster in the region at this time. Of course this absence of evidence is always hard to argue with, but the question remains. Annúminas was the seat of

the king, in the very heartland of the realm where any adverse development will surely be felt last—or at least most easily compensated for if it really happens.

For this reason I suggest to read the abandonment of Annúminas as twofold:

First, the abandonment was a conscious decision by Amlaith. This was necessary since his brothers (and their supporters) presumably threatened him with all-out war if he left his seat in Annúminas. The city symbolized Arnor's unity more than anything else and being a king there would have implicitly suggested that the regimes of the other two brothers were illegitimate. To keep peace—it seems that Arnor's breakup was not accompanied by an outright civil war like Gondor's Kin-strife—Amlaith consented to give up the highly symbolic king's seat at Annúminas.

The removal of the royal institutions was called the "abandonment". It did not necessarily mean the immediate desertion by all inhabitants. It did lead to a sharp economic downturn though, quickly eroding Annúminas' importance as the center of politics and culture. By TA 1000 Annúminas was nothing more than a local center without any importance beyond a small regional market. Its prestigious buildings fell into disuse after the abandonment. The final blow came with the war of 1409, when the scant remnants of the once populous city were wiped out in a deep raid by Angmarean forces.

Eriador from the end of Arthedain to the 28th century

> *"Then so utterly was Angmar defeated that not a man nor an orc of that realm remained west of the Mountains."*
> *—The Lord of the Rings. Appendix A*

This quote is a challenge for a believable scenario. Even though Angmar's army is totally destroyed on the battlefield, the vast majority of its population remains at home: soldiers guarding the homes (even if only skeleton garrisons), civilians, women, children and the old no longer fit for military service. In addition, they have to keep the land and economy running—even if only at a minimal level. Therefore I propose the following general sequence of events leading to the total collapse of the Angmarean state and people after the military defeat:

1. The Orc-king at Gundabad (the most powerful orcish vassal of the Witch-king) supplied a big contingent to the 1974 war. Secretly, he retained another great one in reserve though. In the event of the war going well, he would have had a strong argument for a good position in the future power structure, while if it was not successful, he would then have the biggest military asset in the region.

2. After the total defeat of the Angmarean forces and the flight of the Witch-king, a brutal civil war erupted among the remaining mannish population. In addition, the Orc-king at Gundabad and the lords in Mount Gram and Goblingate used their forces to brutally massacre and plunder every former ally within reach.

3. A number of men were not convinced followers of the Witch-king's "crusade" and thus quickly renounced allegiance with Angmar. These men that were more or less pressed into Angmar at spear-point (or the threat of it), were very helpful in supporting the victorious troops in hunting down real adherents of the Witch-king.

4. Even counting in all the factors above, there were still a lot of supporters of the former Angmarean regime. It is interesting to think of the Gondorian (and remaining Arthedain) troops inflicting genocide on Angmar's former mannish subjects, killing even the old, women and children in cold blood until no one remained (or driving them into the wilderness to die there from starvation, exposure, disease and predators). Even imagining a limited scope and duration for such a campaign, it is hard to bring into line with the traditional image of the civilized and "good" Dúnedain. Still we have to accept such a campaign as necessary to achieve the level of defeat testified by Tolkien. To facilitate this and make sure that as little as possible was left in Angmar that could be used by potential "heirs", the Gondorian victors together with remnants of the Arthadan élite

(Aranarth himself probably remained incognito as far as possible to prevent overt rumours of the survival of the royal line), planned for the campaign. Following this interpretation, a sizable contingent of scouts, combat troops and engineers was left in Eriador once the main force left again for Gondor—probably around TA 1975-80—and planned the thorough and complete destruction of Angmar's infrastructure. Probably they were soon aware of the internal conflicts among Angmar's remaining people and the orcs and waited until one faction was defeated and the survivor sufficiently weakened. Then they systematically combed the territory of the former Angmar, breaking the remaining resistance, hunting down the survivors and dismantling the fortresses and towns of the former realm of the Witch-king. This left neither infrastructure nor any resources for a possible later habitation. This process probably took some time, beginning by ca. TA 1980 (after the necessary intelligence was gathered and the civil war in Angmar subsided) and ending around TA 1990. Then the last remaining Gondorian troops left Eriador, taking with them whomever did not want to stay any longer in the North.

After the fall of Arthedain in the Fourth Northern War, Aranarth decided not to try to re-establish his father's realm. Instead he opted for a lower profile for the northern Dúnedain, acting incognito and from the shadows for the protection of their former realm:

> '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.
>
> —*The Lord of the Rings. Appendix A*

This passage allows both a re-enactable demographic development as well as following the above statement about the disintegration of the Dúnadan state. Many people of Arthedain died during the last Northern War, due variously to combat, persecution by Angmarean forces, starvation, disease etc.

After the dust had settled following the war of 1974/75 and the campaign to wipe out Angmar's remains was planned or already underway, the remnants of the Arthadan and "Cardolanian" society re-ordered themselves. A lot leaving for Gondor, but a substantial number staying in their ancestral lands and re-establishing themselves as well as possible. What both groups share is the belief that the line of kings had perished in the course of the war. We have to keep in mind that the overall population levels beyond the Shire were severely disrupted, and calculated accordingly:

> "After Arvedui the North-kingdom ended, for the Dúnedain were now few and all the peoples of Eriador diminished."
>
> — *The Lord of the Rings. Appendix A*

Aranarth deliberately set up this charade to ensure the success to his strategy of acting from the shadows. The Dúnedain worked indirectly, giving advice and rendering support but for the time being hid their true identity from the surviving people of Arnor. Those close companions from the war that were aware of his line's survival agreed to keep the secret in order to ensure the survival of the northern Dúnedain.

A handful of scattered areas with organized settlements found together after the war, and local chieftains assumed leadership of these communities. The Bree area is especially important, as it lies at one of Eriador's most important crossroads. Thus it is among the greatest of the surviving communities (apart from the Shire of course). Behind the scenes, the Dúnedain acted to ensure that the development of rulership of these communities followed Dúnadan interests as far as possible. These new communities formed mainly in former Arthedain, but local communities in Cardolan survived (or were newly founded) as well. Refugees from the former Cardolan and Arthedain founded several settlements in the former Rhudaur, along the Mitheithel valley. As mentioned above, the Dúnedain were almost always on the move, but that holds true only for those of them that were seen by other men— the famous Rangers. The remaining Dúnedain—male civilians, the old, women and children—are kept safe in a few havens with very limited contact with the outside world. These had to be sufficiently protected by able-bodied warriors as well. These havens were located in the middle of old Arnor (in the South Downs and North Downs) to ensure a good strategic position to cover the major populated areas. In a sense, these small post-Arnorian communities constitute a relatively stable remnant of the once great realm, a great setting for adventures: There is plenty of wilderness with old ruins and evil creatures (which invariably come back some time after a defeat, even if on a smaller scale), but also a number of havens and settlements in which to rest and recuperate.

All these small principalities scattered over Eriador—the hobbitish Shire being the largest by far—maintain contact with one another, sometimes closer sometimes less so. Only the Dúnedain stay apart and try to keep a very low profile. The Dúnedain's protection against the occasional threats from the Misty Mountains (as quoted in the beginning of this chapter) ensures that these relatively weak and fragile communities can survive. Given the relatively low level of threats, this works for about four centuries, after which the troubles begin to increase.

Thus from ca. TA 1980 to ca. 2500 we see a respite for a shattered and much-reduced, but almost "normal" society after the downfall of Arthedain. Even after this, the area is relatively secure, although the Misty Mountains are dangerous ground again. This relative peace—with the Hithaeglir swarming with orcs and Eriador itself *relatively* free—lasts until about TA 2740.

The Crisis of the late Third Age

This time is characterized by the gradual loss of almost all mannish settlements in Eriador. It highlights the vulnerability of fragmented societies without a central authority to organized external threats like natural disasters or military attacks. The mid-28th century marks a particular watershed, as the fragments of the former mannish Arthadan society are almost totally wiped out. This is indicated by two events in short succession:

- The Orc Invasions from TA 2740-50
- The Long Winter TA 2758/59

Later on, in the early 30th century, we have another disaster which finished off the weakened remnants of the 28th century:

- The Fell Winter of TA 2911/12
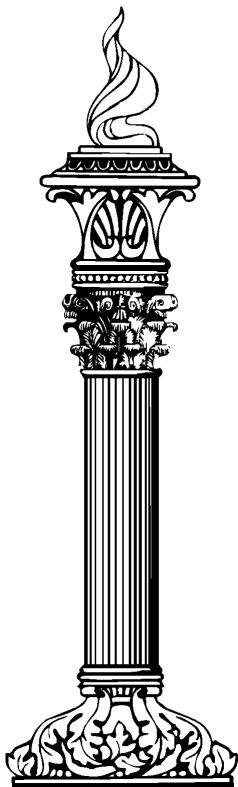
The Orc Invasions

As detailed in the last section, the first ca. 400 years after the end of Arthedain and the fall of Angmar were relatively peaceful, leading to a stabilization of the mannish societies there. Then things began to go really badly, almost leading to disaster. These often overlooked events in Eriador are pivotal for the understanding of the Rangers' role. The orcs as the primary threat to Eriador's security—especially since about TA 2500—are documented in a number of passages:

> *'In the days of Arahad I [r. 2455-2523] 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. […]*
> *And later in the days of Arassuil [r. 2719-2784], 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.'*
>
> **—The Lord of the Rings. Appendix A**

This is also closely connected with another entry:

> *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.*
>
> **—The Lord of the Rings. Appendix B**

The timeframe of the most serious assaults is more specified later:

> *2740 Orcs renew their invasions of Eriador.*
> *2747 Bandobras Took defeats an Orc-band in the Northfarthing.*
>
> **—The Lord of the Rings. Appendix B**

Apart from the date, we have to note that the orcs **renewed** their attacks; implying that they had also attacked earlier (probably only on a much lesser scale though). We have to conclude that driving off attacks from the Mountains was the primary task for the northern Dúnedain. Since the former threats were much less dangerous, the dispositions as before (e.g. up to TA 2740) were mostly sufficient to contain them before they could wreak significant damage.

The most precise date for the most critical time in Arassuil's time can be found in the *History of Middle-earth* series (also discussed in the revised timeline in *Other Minds, Issue 11*):

> *36. 11. Arassuil [born] 2628 [lived] 156 [died] 2784*
> *In his time there was much war with Orcs that infesting the Misty Mountains harried Eriador. The chief battles were in 2745-8. In 2747 the Periannath (Halflings) defeated a westerly ranging force of the invaders that came down from the north into their land west of Baranduin.*
>
> **—The Peoples of Middle-earth. The Making of Appendix A**

From all these passages it can be deduced that from the late 25th century onward, the increasing number of orcs made the Misty Mountains hazardous again. Eriador remained relatively safe though (at least the central and western regions). It is in the mid-28th century that the most intense conflict raged with repeated attacks from the mountains—and encompassing almost all of Eriador.

The timeline in TOR [11] mentions the increasing number of orcs as well, linking the establishment of the Woodmen stronghold of Mountain Hall with this time (ca. TA 2480). Later on, the growing strength of Men and Dwarves in northern Rhovanion (and especially the Anduin vales) made the Orcs look for easier prey in Eriador. This is reminiscent of the great and powerful alliance in the first half of the Second Age. [12]

In a way, this century of conflict can be seen as a "forgotten" war in the great chronicles, too far away and "small" from the great events, but for the people of Eriador it was one for sheer survival—comparable to the deadly threat of Angmar in Arthedain's days or Mordor's threat during the War of the Ring. Here the Battle of Greenfields, where Bullroarer Took defeated Golfimbul's force, can be understood in the wider context of these events. It was one orc band that managed to slip past the defensive perimeter (other probably did likewise, but targeted other communities). Given the vastness of the possible invasion vectors, it is not hard to imagine that the Rangers were unable to establish a sufficiently fine-grained early-warning and interceptive system to get every incursion—and probably not even all the greater ones—under control within eastern Eriador. Eriador always was extremely vulnerable to invasions coming from the northern part of the Hithaeglir (primarily Gundabad and Mount Gram, as well as Goblingate to a lesser extent), with no protection from natural barriers.

It is little surprise that at this time, relatively shortly before the War of the Dwarves and Orcs (TA 2793-99) the Orcs had vast numbers in the Hithaeglir. Accordingly, their raids must have been really dangerous and causing great loss of life. Perhaps Azog (the likely king at Moria) was sending reckless and impetuous chieftains out so they could prove themselves. In addition, he could test the strength of his enemies to the west and discern whether it would be feasible to get a secure hold there again after the defeat of Angmar 800 years earlier.

In this context, we have to note that **battles** had been fought in these years (TA 2745-48), implying a substantial number of combatants on both sides. This requires a sizeable population for the Rangers to draw warriors from. A **maximum** force of about 1,000 for the Eriadorian forces (give or take perhaps 200) and a specific battle seems right to me, and in most cases it was probably far less. This can be used as a base from which to draw conclusions on the size of the population (taking into account the necessity for non-combatant men and warriors for other duties).

This combination of several factors offers great potential for gaming and diplomacy in this era. Since Eriador lacked a central government, it is likely that alliances had to be made between all the communities to field "armies" of a size capable of defeating a major invasion. Since here we have a lot of conflicting interests ("Why are our men going to protect the areas of other people? They should stay here to protect our own homes!"), the Dúnedain were probably very active in brokering alliances against the Orcs—sometimes successful, sometimes less so.

Overall, the Orc wars of the 2740s should be seen as a fight for sheer survival. The orcs were often able to penetrate deep into Eriador. The areas of the former Arthedain north of the Shire were especially hard hit. The communities in eastern Eriador fared little better, lying closer to the invading forces. Only the area of Noddfa Rhaglaw, despite serious losses, was able to hold its ground. The Rangers suffered in a similar way, with their distributed communities not always being able to coordinate their efforts and thus suffering much more grievous losses than would have been necessary. We can also infer that the communities of the former Cardolan were subject to serious attacks as well. An attack by a strong and well-organized force on the much-diminished remnant of once-great Tharbad sounds especially appealing and can be the highlight of an epic gaming campaign. In all, this decade offers countless opportunities for heroes to prove themselves and stave off the advancing forces of the Shadow—even though they are not directly controlled by Sauron or his powerful minions (e.g. a Nazgûl).

When the invasions subsided by TA 2750, about one third of the former communities had been totally destroyed, their survivors having fled into the remaining ones. The other two thirds of the communities had suffered serious losses of up to 50% of their numbers. In this context you have to be aware that these losses are not only due to direct war (e.g. people being killed by violence), but also the threats coming with war: Famine through lack of food when the fields are devastated and livestock killed or stolen as well as lack of workforce to produce food. In addition, diseases are much more likely to cause losses among the weakened population.

The Dúnedain had learned their lesson too, recognizing that maintaining distributed settlements invited disaster. In addition, their reduced numbers necessitated even stricter protection of their own settlements. Thus over the following 15 years they re-located their homesteads into the Angle, concentrating their dwindling numbers relatively close to Rivendell, where their Chieftains were raised and educated anyway. The Long Winter (see below) disrupted the preparations for this process somewhat, but not decisively.

The Long Winter

The second great disaster of the 28th century was the Long Winter. We have evidence of the magnitude of the catastrophe for both Eriador and Rohan:

> […] and they [the Hobbits in the Shire] prospered and multiplied after the Dark Plague (S.R. 37) until the disaster of the Long Winter and the famine that followed it. Many thousands then perished, but the Days of Dearth (1158-60) […]
>
> —**The Lord of the Rings.Prologue**

> 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.
>
> —**The Lord of the Rings. Appendix A**

These two passages provide interesting information: First, if even the southerly (from an Eriadorian point of view) Rohan lay under snow from November to March, it will hardly be less in the North—and probably even more and more severe. Second, we get positive testimony that beside the immediate dangerous aspects of the long and bitter cold (e.g. diseases, frostbite etc.) the Long Winter caused great famine even in the relatively well-organized and – supplied Shire. Please note that the after-effects lasted far beyond the winter itself: the Long Winter itself ended in spring 2759, but even in the well-supplied Shire the "Days of Dearth" lasted a year longer. One can only imagine what the less fortunate and resourceful settlements in Eriador had to suffer before finally succumbing.

The Shire was relatively little impacted by the wars a decade earlier, whereas many other Eriadorian communities fared much worse. Now these settlements, still weak in the aftermath of those cruel wars, were especially hard hit by the extreme winter. The lack of manpower for agriculture, destroyed farms, tools and fields led to reduced yields, and subsequently the hunger due to the winter set in much earlier than in the well-supplied areas. When the winter's effects were over, almost another third of the pre-2740 communities had been totally eradicated by it.

The Fell Winter

The Long Winter was not the last disaster for Eriador. About 150 years later, in 2911 another extremely severe winter disrupted the communities in Eriador, again causing much loss of life.

> 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.
>
> —**The Lord of the Rings.Appendix B**

This spelled the end for the last remaining small communities of the pre-2740 situation. The severe winter coupled with the wolves' attacks rendered almost all of Eriador empty of mannish settlements. Only in the Angle and along the Mitheithel area did some small communities survive.

Eriador after TA 2912; "within a hundred leagues of the Shire"

These events lead to a central quote that tells of the demographic situation of Eriador in the late Third Age; e.g. Bilbo's and Frodo's time:

> In Bilbo's time great areas of Eriador were empty of men.
>
> — **The Peoples of Middle-earth. The Atani and their Languages (Note #59)**

So, while remaining mainly desolate, there is a population left, since great areas were uninhabited rather than all of Eriador. This justifies the continued existence of a few organized communities in peripheral regions of Eriador.

On the other hand we find the statement in the next paragraph, from *The Lord of the Rings*, that precludes any significant amount of settlement in Eriador beside the Shire. This deals with the timeframe of *The Lord of the Rings*, which is important to bear in mind:

> "In those days [at the time of the LotR] no other men had settled dwellings so far west [as Bree], or within a hundred leagues of the Shire."
>
> —**The Lord of the Rings. At the Sign of the Prancing Pony**

Taking one league as roughly three miles (see *Unfinished Tales*), we see that this would preclude any mannish settlement (except the Shire) in almost all of (south-) eastern Eriador. Map 2 on the next page illustrates the problems well: Depending on where we set the reference point for measuring these 100 leagues, we come to greatly varying results. Setting the point of reference very strictly along the outer borders of the Shire (in fact points, since we have to account for the curvature of the borders), we end up with a perimeter that reaches almost to Imladris as well as far

MAP 2: "WITHIN 100 LEAGUES OF THE SHIRE"
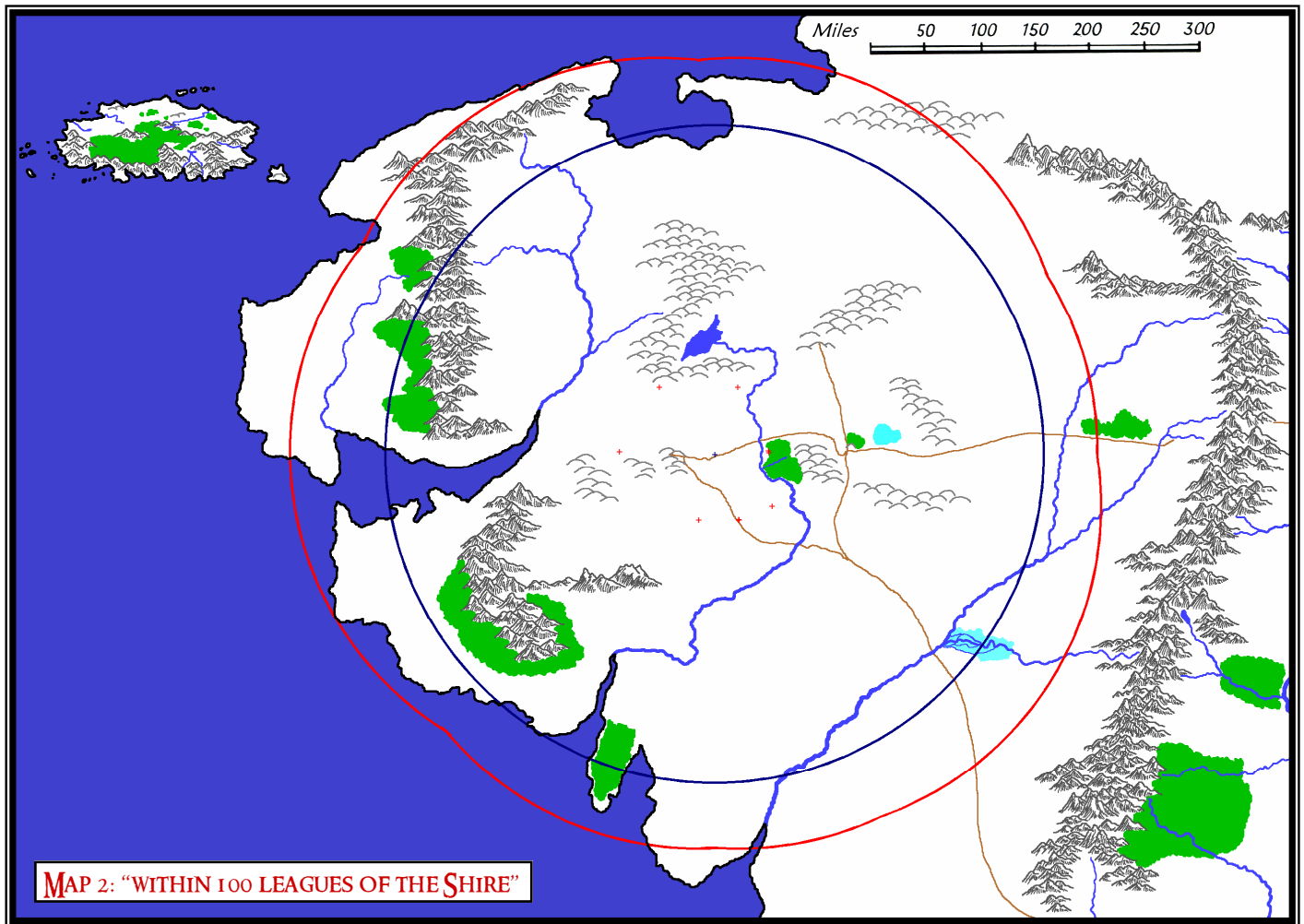
into Eregion and Enedwaith (red line and crosses). It would also include the mouth of the Gwathló, which was—according to Tolkien—settled in the late Third Age. The quote above could then be seen as only meaning mannish settlements stretching no further than 300 miles (100 leagues) westward towards the Shire—with the noted exception of Bree. This would make sense, as in the west, the perimeter enters the elvish and dwarvish lands around the Ered Luin.

The other option is to set the reference near the center of the Shire (e.g. near Hobbiton; the dark blue cross and circle).

We have to take another quote into account though. In *The Lord of the Rings*, Boromir states:

> '*Loth was my father to give me leave, and long have I wandered by roads forgotten, seeking the house of Elrond, of which many had heard, but few knew where it lay.*'
>
> —*LotR. The Council of Elrond*

In Gondor it was known that Imladris existed somewhere in the North, but without any further details. Thus Boromir set out on his journey, at first he travelled through Rohan where he probably even got ready assistance in his mission. The difficulties began when he entered Enedwaith and headed for the ruins of Tharbad—where he lost his horse in the ford. At the latest here he needed to seek for more precise information concerning the right direction to Imladris from local people. These are

thus indirectly alluded to in the above quote, but mostly Boromir was frustrated, since no one knew where it lay. So, there must have been a number of people he asked and who were unable to help him. On the other hand, there must be someone who pointed him to the right direction. It is not unlikely that one of these latter was an *incognito* northern Dúnadan (or a group of them).

After having forded Tharbad, we do not know Boromir's subsequent route. Following the Great Road is unlikely, as it would have brought him closer to Bree and the Shire, lengthening his journey considerably. In addition, it is unlikely that settlements worth mentioning (beyond the known ones) would be found this far west, given Tolkien's "100 leagues" statement. In my opinion it is

likely that he turned to the Gwathló valley. First, this way was probably easier to travel, and second, since riverways are the most likely point to find settlements in a foreign land. They provide water, easy transportation and additional food.

Returning to the "100 leagues", a placement of the reference point at about the middle of the Shire (e.g. near Hobbiton), the radius would end before the Gwathló and Mitheithel (though barely so) and allow small mannish communities in this area—perfect for the type of settlements Boromir hints at, and also allowing for the "barbarous fisherfolk" at the mouths of the Gwathló.

Therefore I think it acceptable to place this point in the area of Hobbiton and thus make both statements compatible with each other.

That Minhiriath, as a significant part of old Cardolan, was not entirely devoid of people during the timeframe of *The Lord of the Rings* can be seen as well:

> *Thence they [the Nazgûl] rode through Minhiriath, and even though they were not yet assembled a rumour of dread spread about them, and the creatures of the wild hid themselves, and lonely men fled away.*
>
> **—Unfinished Tales. The Hunt for the Ring**

We have to note that it speaks of "lonely men", which can mean trappers for example, living alone in the wild. Their trading places to sell their goods and get supplies would then be said mannish settlements in the Gwathló/ Mitheithel river valley. Thus the "emptiness" of Eriador should be seen as referring to the absence of organized settlements. Lonely frontier-men or trapper-like hamlets of individual men or families, totally dependent on local subsistence and re-supplies along said rivers are possible and very likely.

The quotes above set the standard when considering the population levels after TA 1975. This "Age of Abandon-

ment" offers much adventuring potential. In addition, the "Banes of Angmar" introduced in MERP's *Arnor: The Land* presented a well-devised way to explain the continued desolation and lack of significant recovery of Eriador by inventing a number of low-powered and subtle (e.g. by observance most look and "feel" like regular diseases and problems) magical banes that prevent Eriador from following "normal" development after TA 1975. Some of these banes persist right from the Great Plague in TA 1636 to the beginning of the Fourth Age, while others were introduced only in the 19th century. Some may also have vanished after the fall of Arthedain. Although each individual ailment was not exceedingly lethal per se, every single bane weakened the Free Peoples' ability to survive and their collective effect was enough to prevent a normal recovery of Eriador (and especially former Arnor). This interpretation seems very likely because it was the Witch-king's sole mission to destroy the Dúnedain of the North. In this context the devastation and defilement of their land seems logical. The specific ailments are taken from MERP's *Arnor: The Land* (see the same publication, p. 18pp. for more details). A short assessment of their persistence is given in parenthesis:

- **The Barrow-wights:** Beside the physical danger they represent, these creatures attack the Dúnedain's spirits by denying them access to the graves and burial sites of their ancestors upon the sacred Tyrn Hódhath. So their effect is highly psychological. (continued until the end of the Third Age)

- **The Amok Curse:** Designed to disrupt the organization of Dúnadan mages and destroy or at least seriously weaken their magical abilities. (vanished almost completely after the end of Arthedain)

- **The Bloodeye Ravish:** A disease that kills horses. It was very effective in robbing the bulk of the Arthadan army in the 20th century of mobility

and prevented the re-establishment of large horse populations in Eriador after the fall of Angmar and Arthedain. (continued after TA 1975, though progressively losing its deadliness over the next couple of centuries)

- **Crop and Herd blights:** Normal ailments of crops and herds were partially "improved" by the Witch-king and his minions. These more potent blights served as a major factor in limiting the population growth beyond the Shire after TA 1975. (same further development as the Bloodeye Ravish)

- **The Hound Fire:** Designed to kill the Arthadan hunting dogs used by the Dúnedain against Angmar's wolves. It loses its potency similar to the *Bloodeye Ravish.*

- **The Red Flux:** A disease that especially affected hobbits and prevented the Shire population from overflowing and thereby "helping" to limit the Hobbits' settlement area to the original Shire Grant of TA 1600. (later on same development as *Bloodeye Ravish*, but staying more potent over time)

- **Stream Fever:** A disease affecting herbivores and weakening their resistance to other ailments. (same decline as *Bloodeye Ravish*)

- **Wood-blights:** These blights contributed to the phenomenon of unnaturally high level of deforestation in many areas of Eriador even after human habitation was greatly reduced and large areas depopulated. (same decline as *Bloodeye Ravish*)

In general, these blights become less potent and effective as time goes by, so by the middle of the third millennium, many have lost most of their original power, depending on region. They still are to be reckoned with in some places, though. In this time (e.g. post-2500 or so), they can be used as a good plot element for an adventure or whole campaign.

The sum of these blights should be sufficient to prevent any large-scale recovery of Eriador until the beginning of the Fourth Age. The fall of Sauron was accompanied by a general lessening of supernatural evil influences and this effect, coupled with new techniques and cures, enabled a recovery and return to normal development for Eriador. Following this line of thought, the banes lost almost all of their power in the early years of the Fourth Age. This will lead to a slow recovery as outlined in my article *The Heirs of Elessar and the Fourth Age* in *Other Minds, Issue 9*.

Here we have to consider an issue of the maps found mainly in *The Lord of the Rings* and *Unfinished Tales*. This is that they are thematic and not "complete". They contain the information necessary for the lecture of the above mentioned books, but do not claim to be correct in the level of every detail of, say, a modern political or topographic map of Germany or the United States:

> *I may say that my son's maps are beautifully clear, as far as reduction in reproduction allows; but they do not contain everything, alas!*
>
> **—Letter #144 (April 25 1954)**

Thus we have to accept that they show only those parts of north-western Middle-earth's geography that were relevant for the tales as narrated (or provided in the Appendices). Missing information is more precisely identified elsewhere:

> *The origin of the name Gwathló must be sought in history. In the time of the War of the Ring the lands were still in places well-wooded, especially in Minhiriath and in the south-east of Enedwaith; but most of the plains were grassland.*
>
> **—Unfinished Tales. The Port of Lond Daer**

Neither Minhiriath nor south-east Enedwaith show any forest cover at all on the map of *The Lord of the Rings*, thus strengthening the view that this is not a "complete" map. So, for our considerations we can safely infer that for example, there were some sizable forests in these regions, but of course not nearly as widespread as the old forests of the Second Age.

The People
The Dúnedain

In the context of this article it is of importance how many ethnic Dúnedain live in the area of Eriador. Gunnar addressed this question already in *Other Hands, Issue 4*, but a more detailed estimation seems in order because the Dúnedain are major protagonists in many of Tolkien's stories of north-western Middle-earth. Having evaluated general population issues, the question of how many Dúnedain lived among the indigenous population is of interest for the social, economic and military structure of all their respective realms. Unfortunately it is very difficult to answer.

Despite Arthedain's supposedly initially small population (in comparison to Cardolan) I think it's quite reasonable to describe it as the strongest Arnorian successor state because of the relative strength of the Arthadan king. Tolkien's statement that the line of Isildur soon failed in Rhudaur and Cardolan is also an indication of the relative weakness of these realms. It fits the old belief that the fortune of the king parallels the fortune of the land in the figurative sense: when the line of kings fails, so does the realm.[5] It is quite possible that Tolkien had something similar in mind here as well. One has to note though that the total population levels and the percentages of the Dúnedain are not necessarily corresponding for the successor realms: The most important quote on the matter of Arnorian population figures is found here:

> *…and his [Elendil's] people dwelt in many places in Eriador about the courses of the Lhûn and Baranduin, but his chief city was Annúminas beside the waters of Lake Nenuial. At Fornost upon the North Downs also the Númenóreans dwelt, and in Cardolan, and in the hills of Rhudaur;…*
>
> **— The Silmarillion. Of the Rings of Power and the Third Age**

We see that the majority of the mentioned Dúnadan dwelling places lies within the territory of the later Arthedain and the prominence of the settlements along the Lhûn, Baranduin and Nenuial area is explicitly stressed (e.g. noted before the others). See Map 3 on page 56 for a visual clue of the distribution of settlement centers (not only for the Númenóreans, but in general, though the Dúnedain are supposed to be concentrated in the same areas as the "normal" men). I take the "hills of Rhudaur" as to referring to the Trollshaws, and foothills of the Hithaeglir whereas the realm's river valleys were important as well.

Following this thought, the majority of the Dúnedain (perhaps c. 50%) might inhabit areas of Arthedain, while Cardolan harbours 35% of the Dúnedain and Rhudaur 15%. Additionally, a sizeable minority of Cardolan's Dúnedain (e.g. about 20%) might be descended from Númenórean imperial colonists while in Arthedain the majority is descended from the Faithful settlers and Elendil's companions arriving with him after the Downfall of Númenor.[6] So, despite having a lesser population than Cardolan, Arthedain harbours a greater percentage of faithful Dúnedain and is stronger due to a powerful central government and a more pure spiritual state.

After having evaluated these issues, how **many** Dúnedain are we talking about? We know that Elendil came with four ships to Eriador (continued on next page):

> *"Nine ships there were: Four for Elendil, and for Isildur three, and for Anárion two…"*
>
> **—The Silmarillion.Akallabêth**

Now, the central question for the evaluation of the ship type used by Elendil, a quote from the HoMe 12 is of great help—unfortunately the only one where we get the precise description of a ship type.

> *"Therefore he [Ar-Pharazôn] began to prepare a vast armament for the assault upon Valinor, that should surpass the one with which he had come to Umbar even as a great **galleon** of Númenor surpassed a fisherman's boat."*
>
> **—The Peoples of Middle-earth. The Tale of Years of the Second Age (my emphasis)**

So, even in the closing years of Númenor's existence, galleons are used as a comparison to demonstrate the greatness and size of Númenor's ships. This is a good hint what kind of ship Tolkien had in mind when he thought of the late Númenóreans and their maritime achievements. See also my article *Númenórean Maritime Technology* in *Other Minds, Issue 2* for more details on this topic.

In this context a comparison with the real world is of great help. Real-world galleons were quite small compared to later sailing ships (e.g. the steel-built windjammers), but carried quite a sizable crew and complement: A great galleon from the beginning of the 17th century had a displacement of about 1,000 tons and a total complement (crew plus soldiers & passengers) of about 500 men [5]. We have to consider that the Númenórean galleons were probably very great compared to real historical ones (perhaps 1,500 tons on average) and that the Dúnadan ships had to be a bit bigger for the same complement: We know that the Númenóreans were on average significantly taller and heavier

than "lesser" men. The following Table 1 lists approximate measures for Dúnedain and normal men. The Dúnadan height measures have been extracted from *Unfinished Tales*:

Table 1: Average body sizes of normal men and Númenóreans

Race	avg. male height	height percentage	avg. male weight	weight percentage
Normal Men	1,70 m (5'7")	100%	70 kg (154 lbs.)	100%
Númenóreans	1,93 m (6'4")	114%	101 kg (222 lbs.)	144%

These Númenórean galleons (the supposed ship type of Elendil and his sons), could carry about 700 to 800 people each in cramped conditions (see also [13]) Accordingly Elendil's ships could have carried a maximum of ca. 3,200 people.[7] This excursus on marine technology also offers an opportunity for the decline of Númenórean knowledge that Tolkien explicitly stresses. In Arnor, there was no longer any need for creating such advanced ships after the fall of Númenor due to a lack of need for such ships. In addition, the northern realm never was a major naval power.[8] If Elendil's ships were indeed built of wood instead of steel (like the even bigger windjammers) another quote from the *Akallabêth* is easy to understand:

> *"…;but the great wind took him [Elendil], wilder than any wind that Men had known, roaring from the west, and it swept his ships far away; and it rent their sails and snapped their masts, hunting the unhappy men like straws upon the water."*
>
> **—The Silmarillion.Akallabêth**

The hulls as well as the masts and yards of windjammers were built of steel and when they were broken or severely damaged at sea it was nearly impossible to repair them without a shipyard. In contrast wooden masts and yards could receive at least makeshift repairs at sea and damaged ships made maneuverable and seaworthy again. In my opinion, this is another hint for the type of ships available to the Númenóreans.

Of course 3,200 people are insufficient to form the new élite of a realm roughly the size of France plus Belgium

(or Texas plus Delaware),[9] but Eriador already contained an indigenous population as well as Númenorean settlers and their descendants.

We learn in the *Akallabêth* and the *Line of Elros* that many Faithful emigrated from Númenór when persecution from the imperialistic kings began to threaten their traditional way of life. Pelargir on the Anduin became their chief haven in Middle-earth. We also learn that they emigrated because in north-western Middle-earth they could still speak with the Eldar of Lindon, implying that a substantial number of them settled in Eriador—close to Gil-galad's realm. Something similar was incorporated in MERP's *Arnor* books, where the Emyn Uial are the primary area of settlement for the Faithful in Eriador. An analysis of Númenórean demography shows that a population of up to 5,500,000 Númenóreans alive in SA 3319 (including emigrants in the colonies) is possible and not unrealistic (as far as you can speak of "realism" in this context). If we assume that the minority of the Faithful encompassed ca. 15% of the population,[10] and that ca. 45% of these lived in Middle-earth in SA 3319 (or remained true in Númenor and arrived later with Elendil and his sons), we can expect ca. 380,000 faithful Dúnedain in Endor. Of these perhaps 210,000 might have lived in the future Gondor[11] while the rest settled in Eriador. The number of (pure) Arûwânai[12] in Cardolan is much harder to assess, but a number of no more than ca. 12,000 seems justified.[13] So we end up with ca. 170,000 Dúnedain in the area of the future Arnor just after the Akallabêth. If we assume ca. 3 additional

generations with ca. 2% growth in each (the Númenóreans are notoriously slow-multiplying) until the War of the Last Alliance we have ca. 180,000 pure-blooded Dúnedain in Arnor. Factoring in the losses in the war (it cost many lives of soldiers; all in all perhaps ca. 20% of the Dúnadan population), we end up with ca. 154,000 Arnorian Dúnedain at the outset of the Third Age—with a . It seems that Arnor began its decline with the end of the war, but ever after a defeat of the Shadow there is always a—more or less brief—period of respite and bliss for the Free Peoples. In this manner Arnor could have seen a steady Dúnadan population for perhaps the first two or three centuries of the Third Age. Afterwards their numbers begin to drop (albeit slowly at first).

The indigenous mannish population

Despite the Dúnedain's prominence in Tolkien's writings the vast majority of Eriador's population must be of indigenous stock. Lalaith's article in *Other Hands,* Issue 15/16 gives an excellent overview of Tolkien's thoughts concerning the indigenous population in Eriador.

It can be assumed that these people were of varying stock: Northrons ("Marachian" and "Bëorian" people) and Gwathuirim ("Haladic" people) form the major ethnic groups. Until the founding of Arnor their culture is not as highly organized and differentiated as the Dúnadan realms, whereas afterwards they profit greatly from their Dúnadan overlords and are supposed to have been "dúnedainized" in culture and to a great part identify themselves with the culture and worldview of the ethnic Dúnedain. In this way the relatively few ethnic Dúnedain obtained a mostly loyal population that remained true throughout the Age. So the Dúnedain were able to establish—and defend—a lasting realm.

Concerning distribution in Eriador, it is probably justified to draw a certain

line concerning ethnic background. As a very rough guideline, in the southern parts up to the Great East Road—as a convenient, though necessarily imprecise divider—people of "haladic" stock predominate, while north of that "Marachians" and "Bëorians" are in the majority. In local areas this can—and will—be different and is indicated where necessary.

> The land was rich and kindly, and though it had long been deserted when they entered it, it had before been well tilled, and there the king had once had many farms, cornlands, vineyards, and woods.
>
> **—The Lord of the Rings. Prologue**

> "For the country had once been a royal park and hunting ground…For the land into which they had come, though now long deserted, had been richly tilled in days of yore, and there the kings had once had many farms, cornlands, vineyards, and woods. This land they called the Shire…"
>
> **—The Peoples of Middle-earth. The prologue**

Hobbits

The two passages above show well how Tolkien envisioned the situation in the area at the time of the Hobbits' settlement of the Shire.

After TA 1975 this "realm" was among the very few continually inhabited, organized areas in Eriador and deserves special attention. Unfortunately Tolkien never gives its exact boundaries but its original area (without the Westmarch and Buckland) may be estimated at c. 38,200 km^2. It is assumed that hobbit "cities" are smaller in number than mannish ones, rarely exceeding 3,000 individuals. In addition, their outlook is much different. You should not think of "classic" towns with walls and high houses, but sprawling burrows, single-

storey houses—and especially no walls around them.

Table 2 below lists the population for the Shire area: TA 1640 shows the situation after the 1409 war has devastated the region and the Great Plague shook the new settlers (hence the population nadir). Just 40 years ago, hobbits began to immigrate into the Shire and the overall population density is still very low. Only a fraction of the grant has yet been settled due to a lack of people. On the fringes, a few areas are still settled by "big folk", though these vanish within the next century or so. In TA 1974 the Fourth Northern War is impending and the hobbits of the Shire have suffered from the Red Flux which severely limited the population growth as well as urbanization. After the fall of Angmar, the hobbits fare much better and in TA 2740 they have become prosperous. The orcish invasions are imminent though, culminating in the Battle of Greenfields shortly after. Thereafter, the Long and the Fell winters cause significant losses, but by c. TA 2941 the population level of 2740 has been reached again and the Shire has a fairly large population though still relatively weakly urbanized—Hobbits are not a very urban folk.

Table 2: Supposed population levels in the Shire

Period	total	Hobbits	urban population
TA 250	120,500	-	5,700
TA 1400	46,100	-	2,200
TA 1640	40,000	35,000	3,200
TA 1974	145,300	145,300	8,900
TA 2740	272,500	272,500	22,900
TA 2915+	273,200	273,200	23,600

Calculating population levels in Eriador

For all calculations we have to keep one overarching and very important point in mind, which is found in a note in Tolkien's treatise on the rivers and names within Gondor:

> *Though none of the regions of the Two Kingdoms were before (or after!) the Númenórean settlements densely populated as we should reckon it.*
>
> **—Vinyar Tengwar, Issue #42. The Rivers and Beacon Hills of Gondor**

On the maps, the demographic situation is shown by two shades (see Map 3 for TA 250 below): The lighter one represents the area that is essentially inhabited, though only sparsely (e.g. a relative low density). The darker shade represents the settlement centers, i.e. harbouring greater densities.

For each timeframe, the individual principalities of the realms are briefly addressed in terms of demography and urbanization.

The sizes of the respective realms are essential to the evaluation of their population levels. Because of the significant differences in the maps found in *The Lord of the Rings* and MERP publications, I based the realms covered in this article exclusively on the map from *The Lord of the Rings*. Obviously, the numbers will vary according to your choice in the placement especially of the internal borders.

One of the most important points to mention concerns the changing of borders. In the North Kingdom we are confronted with a continual process of shrinking. Once-controlled lands fall waste for a variety of reasons. In a few cases, new land is settled as well, creating new borders. Accordingly, the rulers have to cope with these changes, and the re-drawing of both internal and external borders is the consequence. Fiefs which decline to the point of being unable to sustain themselves independently will be absorbed by their neighbours, either resulting in the merging of territories or the migration of the population (over a generation or two) until the old fief is abandoned. The former lords then will find (or be given by the king) new offices/responsibilities or noble families simply become extinct.

MAP 3: POPULATION DENSITIES IN TA 250
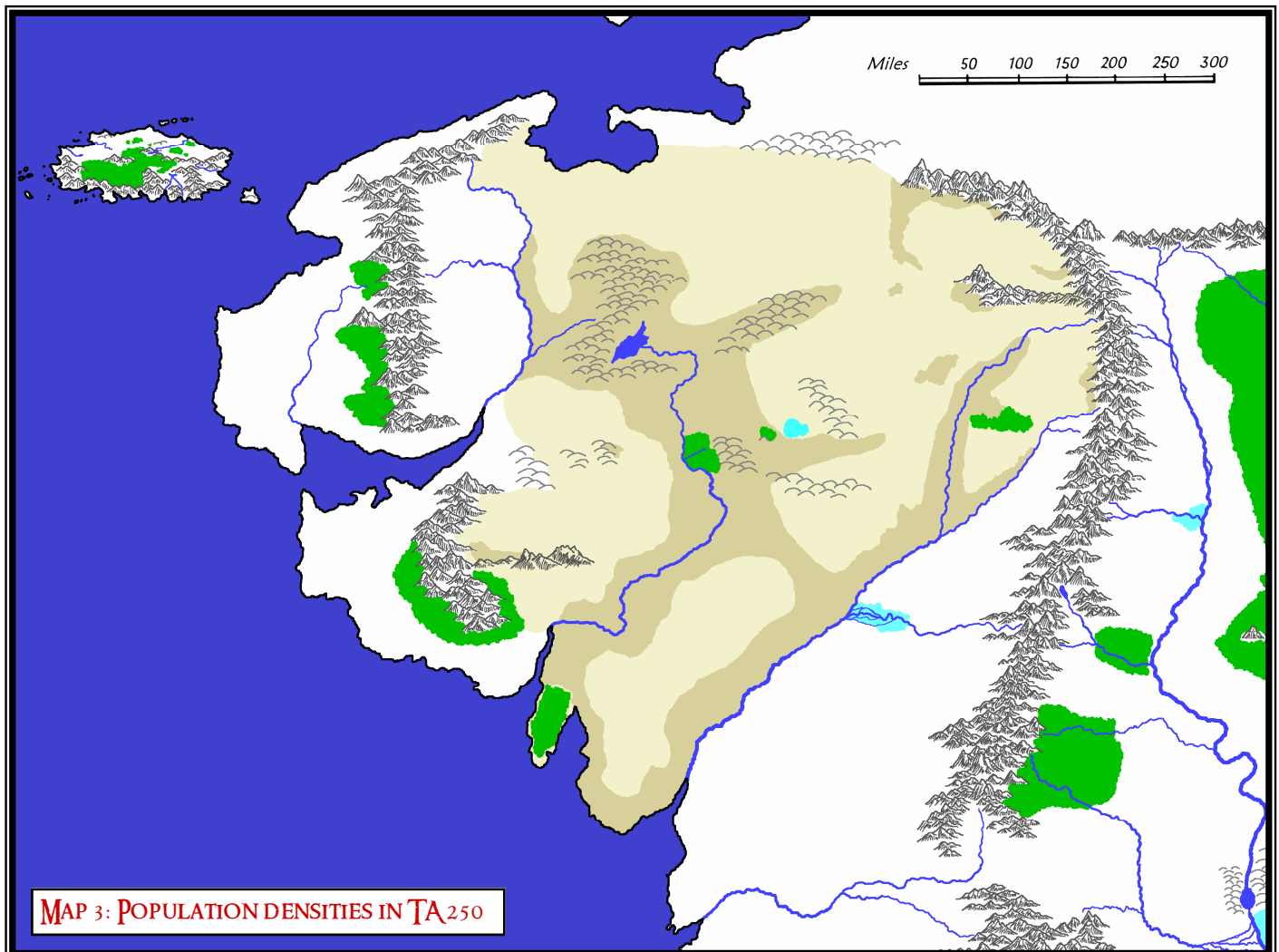
To reflect these changes, borders within the realms change and cities/towns that once lay in one fief are now in another. This complicates the tracking of events, but adds depth to the situation by avoiding depicting too stagnant or too artificially predictable a course of development.[14]

Determining numbers

In *Arnor: The Land*, Cardolan at its peak is assigned a greater population than Arthedain. This may be reasoned because of the latitude, geography and probable soil quality of the two realms—all of which are of vital importance to an agrarian (pseudo-) feudal society. Cardolan seems to be more blessed in these respects (perhaps comparable to the situation in southern England while most of Arthedain might resemble the region of Northumberland). Cardolan's geographical position also favors trade and fishing/whaling (see MERP's *Northern Waste* for more elaborate ideas on this) with the resulting revenues.

Gunnar's article [8] gave numbers for several periods in Arnor's history. Similarly, this article presents several population numbers.

- TA 250: The peak demographic situation of the united Arnor.
- TA 861: The division of the realm; shown only in political terms with no population counts.
- TA 1400: Last years of the "Golden Age" of the divided realms, compatible with the immediate pre-Kin-strife era of Gondor.
- TA 1640: Post-Great Plague; MERP standard.
- TA 1974: The final years of Arthedain.
- TA 2740: The situation from the end of Arthedain to the orc invasions of Eriador and the deadly winters. See also *Other Minds, Issue* 10 for detailed information in a revised "Tale of Years" on these events.

- TA 2915+: The era of *The Hobbit* and *The Lord of the Rings* as well as TOR and LotRRPG standard.

Since the MERP 'canon' often had good approaches to world-building questions, these were double-checked and retained when deemed reasonable. Where available, content from TOR has been integrated as well (especially concerning the tumults of the mid-28th century). The LotR RPG did not produce any supplements or information for the topic of this article that I know of. The assignment of names and population numbers to towns/cities in this article is a three-tiered process: firstly existing towns/cities as described by Tolkien are assigned population numbers that seem reasonable. In a second step, settlements found in *Arnor: The Land* have been given appropriate numbers (though this often leads to divergences from numbers presented in *Arnor: The Land*). For this, only names have been retained without concern for the MERP canon as such. Thirdly, new towns/cities are invented where deemed reasonable.

The divergence from the numbers as presented in *Arnor: The Land* might be regrettable but on the other hand MERP is officially long dead (even though it still has a sizeable fan-community). Taking up its good ideas is reasonable though, and opens up the opportunity to use the existing descriptions and story hooks for these places.

All the necessary information is provided here—you do not need any of the mentioned gaming supplements to use the information in this article. For those who have come to Middle-earth gaming more recently and who do not have access to these supplements, this approach offers the advantage of not relying on information that may be hard—or expensive—to come by.

If we follow the structure of urbanization of medieval Europe the majority of the cities would be relatively small. The average size for a city might be at around 4,500 inhabitants.

The following key shows the assignment of symbols for settlements of varying sizes:

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

In order to avoid overt errors in placing cities and assigning inhabitants, we should consider which factors favor the development of a city:

The most important prerequisite is the geographic location: fords, bridges, crossroads, etc. are primary sites for the establishment of a town or city because travellers of all kind (must) concentrate here and tax collecting and business is profitable and very easy to conduct. For example, a river is the prime location for building a city. A river provides the only viable transport capability for mass goods, source of water and waste removal. In addition bridges or fords, as natural chokepoints, favor trade.

Second, existing small settlements (villages, towns) grow because of favorable conditions (good soil, easy traffic, tax exemption, etc.).

Third, keeps and castles of lords might attract settlers because of the relative security these nearby fortifications offer. Of course this is only valid when the general political situation is relatively unsafe and the possibility of war threatens the settlement. The right to fortify a city however, is a granted privilege (generally from the king) and it goes without saying that the wielding of this privilege is a powerful tool in the hands of a monarch.

All these factors have to be kept in mind when assigning cities and population levels in Arnor.

The following formula (from [7]) was used to estimate the population levels. The coastlines are—where applicable—integrated into the formula. To differentiate the "real" area from the "calculated" one (e.g. accounting for fishing), the coastline as a factor is added separately. All distances and areas are given in kilometers and square kilometers, respectively.

Important Note: Please keep in mind that all the numbers calculated in this manner should be seen as approximate; numbers are not intended to be correct to the last digit. The speculative nature of this subject suggests the numbers should be used as a guideline for the scale you are operating in. For example, it is not important whether a given realm has 910,000, 915,000 or 920,000 residents. The scale remains the same, and all deviations herefrom can be seen as regular demographic errors (e.g. because of the inaccuracy of counts).

$$POPULATION = (AREA + (COASTLINE \times 10)) \times \left(1 - \frac{WILD}{100}\right) \times \left(1 - \frac{WASTE}{100}\right) \times YIELD \times DENSITY \times \left(1 + \frac{URBAN}{100}\right)$$

The abbreviations in the formula used above are:
$POPULATION$ = the total population of the realm
$AREA$ = total land area of the realm/region
$WILD$ = uninhabited land as a percentage of the total area: 20% is small, 40% is normal, 60% is big
$WASTE$ = on inhabited land, area unusable for agriculture, (march, mountains, etc.) as % of total area: 10% is small, 20% is normal, 40% is big
$YIELD$ = relative yield acquired from the land: 1.0 is normal, 0.5 is poor and 1.5 is great. Yield depends on a number of factors: crop, land quality, agricultural techniques and climate. Of these, the first three tend to stay relatively constant over a short time period, but the weather may vary a lot from year to year while climatic changes are slower in coming.
$DENSITY$ = reference population density per km^2 in reference situation: no wasteland, no uninhabited land, yield=1. Density depends on the subsistence type of the culture. You can also figure the effect of technology and crop cycles in here. Some useful numbers are:
      Nomad: 2/km^2
      Semi-nomad: 4/km^2
      Semi-sedentary: 20/km^2
      Sedentary: 20-40/km^2
$URBAN$ = extra people, i.e. specialists, leaders and urban population, living from the surplus of the rural population as a percentage. This depends on the margin of living, but typically not directly, as leaders and other specialists will require more food (i.e. resources) to sustain themselves than rural people. Of course, their work is valuable in increasing the extracted crop yield. Anyway, here are some figures for urban populations one could use:
      Nomadic: 0%
      Early Farming: 5%
      Standard Farming: 10%

Overview of numbers

This section provides you with an overview of the overall population and urbanization structure for Eriador and settlements mentioned in this article. In the section for each era, you'll get more detailed layouts for the area and period in question. The numbers are those calculated with the formula mentioned above and rounded to the nearest hundred. They must be seen as an approximation still and treated accordingly.

The key data for the demographics is shown in the Table 3 below.

Table 3: Overview of total Eriadorian population figures throughout the Third Age

| era | area (km^2) | | | population | | | | number of towns/cities with inhabitants | | | | |
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km^2)	up to 2,500	2,501- 5,000	5,001- 10,000	10,001+	total
TA 250	475,100	232,100	707,200	4,744,100	437,200	5,181,300	7.33	24	72	12	2	110
TA 1400	363,400	230,200	593,600	4,634,700	429,700	5,064,400	8.53	22	81	10	2	115
TA 1640	259,000	128,400	387,400	2,467,600	205,900	2,673,500	6.90	48	28	2	1	79
TA 1974	233,900	118,700	352,600	2,252,300	210,200	2,462,500	6.98	57	29	2	0	88
TA 2740	63,100	27,800	90,900	648,200	63,000	711,200	7.82	53	3	0	0	56
TA 2915+	36,200	22,100	58,300	490,800	46,700	537,500	9.22	31	0	0	0	31

TA 250

> *Most of their [the Hobbits'] earlier settlements had long disappeared and been forgotten in Bilbo's time; but one of the first to become important still endured, though reduced in size; this was at Bree and in the Chetwood that lay round about, some forty miles east of the Shire.*
>
> —***The Lord of the Rings.Prologue***

The quote above holds crucial information, i.e. the changing size of settlements (here Bree and environs) as well as the fact that former settlements have indeed disappeared, thus reflecting the change of demographics. It also tells us that at the time of *The Hobbit* and *The Lord of the Rings*, the Breeland area was less populated than in former times. This coincides well with its strategic location along the most important crossroads in Eriador, suggesting a sizeable population in times when there was much more traffic due to a general habitation of Eriador by men.

The 250 years since the end of the War of the Last Alliance should be enough time to recover from the aftermath of the war, but there was no further growth and the numbers might reflect the state of those before the conflict. It should be around this time that the realm reaches its demographic peak in the Third Age.

To represent the supposedly relatively low population of Arnor I chose rather high averages for "wild" and "waste" areas, relative low yields and fairly low densities. Together these factors result in acceptable population figures for Eriador.

In this time, the territories of the future Arthedain, Cardolan and Rhudaur are not identical with the internal Arnorian fiefdoms, since there were some changes when Arnor split.

Map 4 below shows the internal political division of the realm, while Map 11 depicts the urbanization in this period.

The key demographic data can be seen in the Table 3 on the previous page.
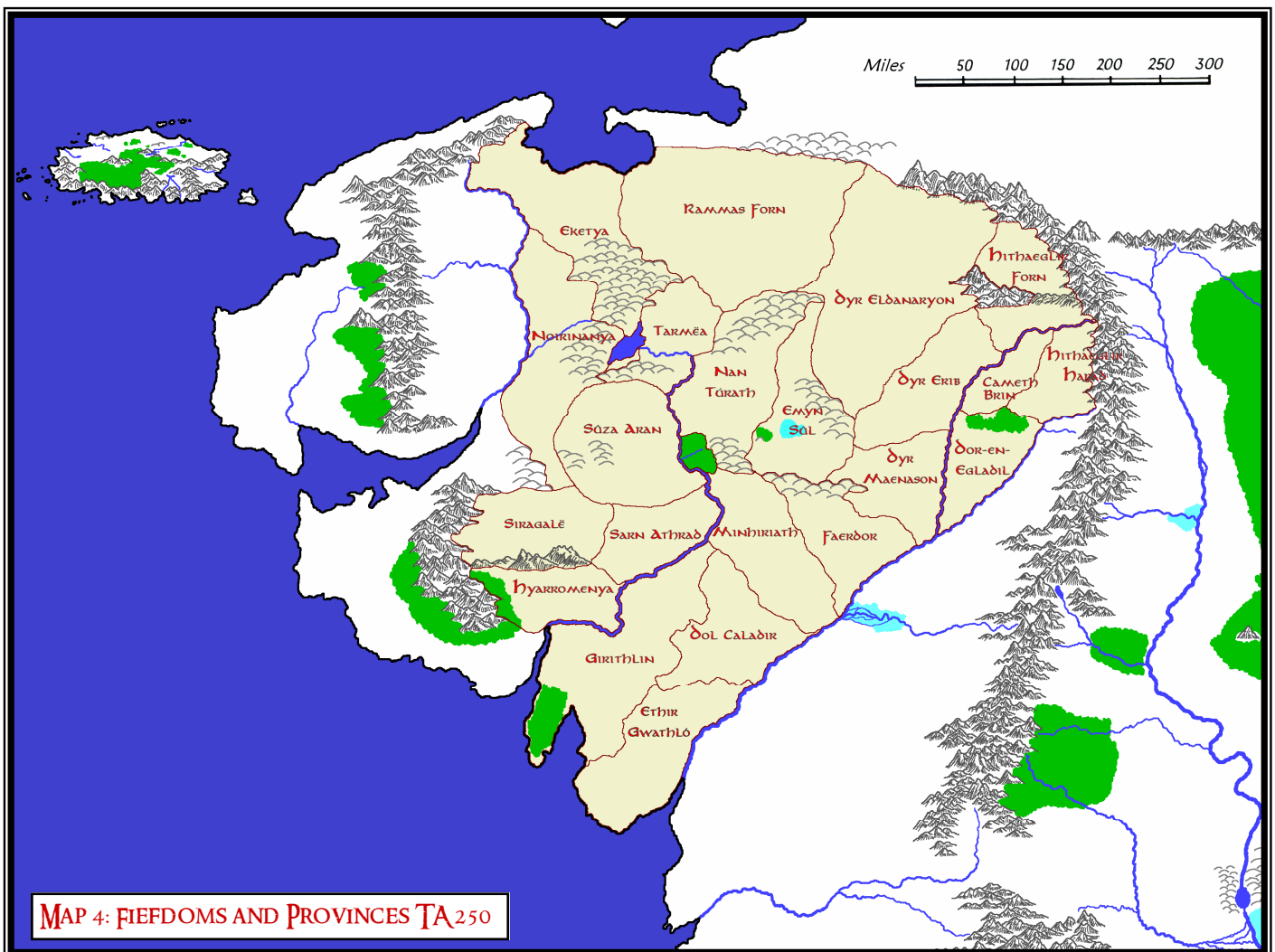
MAP 4: FIEFDOMS AND PROVINCES TA 250

Arnor

Eketya

This fiefdom is ruled by the powerful Eketya family. Its origin is as the territory of one of Elendil's great captains and has a long military tradition. It commands the north-westernmost area of Arnor, keeping contacts with the Forochel area as well as with the remaining Dwarves in the north of the Blue Mountains. The fief harbours six towns.

Noirinanya

The Noirin family is one of the closest to the throne, even though they had already settled in this land around SA 2950, when persecution of the Faithful was already strong. Traditionally, they lean toward a less martial and more philosophical policy, preferring the occasional company of the Eldar and preserving the old Númenórean virtues. Their territory is home to fertile and well-ordered lands graced by seven cities and towns.

Tarmëa

The Tarmëa family, like their rivals the Eketya, are of the more pragmatic faction within the Númenórean nobility. They favour a strong and powerful policy of rule over the "lesser" people and persist among the most renowned military contingents of the realm. They are descended from one of Elendil's ship captains. Their territory contains six towns.

Rammas Forn

The province of Rammas Forn is held by the Foro family, one of Elendil's closest supporters that arrived with him in Middle-earth. Their territory guards the majority of the northern border of Arnor. Though the biggest territory of the Arnorian fiefs, it is very sparsely settled. Accordingly, only four towns are found in it.

Nan Túrath

The Nan Túrath (so called as it includes the sites of Númenórean victories in the war against Sauron in the Second Age—and later Angmar in the Third Age) is one of the most central and densely settled regions of the North Kingdom. It is administered by the king directly. The enclave of Annúminas within Tarmëan lands belongs to the Nan Túrath. It also includes the Tyrn Hódhath, the ancient burial grounds of the kings and their edainic ancestors. Eleven cities can be found within its borders.

Sûza Aran (Shire)

The territory of the future hobbitish Shire is a royal domain, dotted with well-tended lands, though the population density is not very high. Only three cities are found within its borders.

Siragalë

This southwestern fief of Arnor is among the least settled of the realm. Its pleasant lands are often traversed by Wandering Companies and include several places where the Elves have semi-permanent dwellings. In addition, it keeps close ties with the Dwarves of the southern Blue Mountains. The domain is ruled by the Orro family which arrived with Elendil. Only two mannish cities can be found in this fief.

Sarn Athrad

The principality of Sarn Athrad commands the most important road into western Arnor. Therefore it is a well-off land with many people and harbours four cities. It is ruled by the Emerya family which originated from Númenórean settlers that arrived here in the 32nd century of the Second Age. A bridge was built at this river-crossing in SA 3330, and that lasted almost the entire Third Age.

Hyarromenya

This fief, nestled between the Baranduin river and the Blue Mountains, is one of Arnor's lesser regions. Though few, its lords of the Hyarromenya family have a reputation as one of Arnor's finest Faithful. They came with Elendil to this land. Only two cities can be found in this province.

Emyn Sûl

Another royal domain, the Emyn Sûl province is of great importance, since it commands the tower of Amon Sûl, where Elendil awaited Gil-galad's arrival for the Last Alliance and which holds the chief of the northern *palantíri*. Its most densely settled lands are found along and south of the Great East Road.

Faerdor

This province along the upper Gwathló and southern Tyrn Hyarmen is a prosperous region with the population concentrated in the Gwathló basin. Five cities can be found in Faerdor. Many people of Marachian descent make their home here. Their lords came here even before Elendil escaped the destruction of Númenor.

Minhiriath

This central province is named after the region it is located in. Its strategic location along the Great Road to Tharbad makes it a wealthy and well-tended one. This is another province run by a governor appointed by the king. Six cities are found here.

Dol Caladir

A rich province along the middle Gwathló, south of Tharbad. Five major settlements can be found here. It is administered by House Caladir, a family of Númenórean settlers that pre-dated Elendil's arrival.

Ethir Gwathló

This is one of the two most populous provinces in southern Arnor. It commands the lower Gwathló and is home to seven cities. Its lords come from Númenórean settlers that arrived here in the 29th century of the Second Age.

Girithlin

Girithlin—ruled by the family of the same name—is among the strongest and most populous of Arnor's noble territories. The Girithlins were among Elendil's most loyal but also militant supporters from the already established Númenórean lordships. Since then, they have become more independent-minded lords. Situated along the lower Baranduin, it has a strong population and thirteen cities can be found within its borders.

Dyr Maenason

The southern province bearing the name of the Maenas family lies in east-central Arnor. The ruling family stems from Faithful that came with Elendil over the Sea. Along the Gwathló and Mitheithel, sizeable communities can be found. The land west of it is relatively empty indeed though. Three cities of moderate size can be found within the borders of this fief.

Dyr Erib

The province bearing the name of "Lone Lands" is quite lonely throughout the Númenórean rule. Even though four small cities are found here, the overall population density is quite low—especially for a region lying not on the fringe of Northern Realm. Its lords come from Númenórean Faithful that emigrated under Ar-Gimilzôr's persecutions.

Dyr Eldanaryon

The "Eldanar Lands" are among the wildest fiefs of all of Arnor. Even though a large province by area, it is only lightly settled. The Eldanar family belonged to Elendil's companions when he returned to Middle-earth. Most of its inhabitants live in the northern part, the indigenous "Bórian" people—the original inhabitants of this area that later is the core of Angmar. The Dúnadan grip on the territory is light and Minas Eldanaryaron—the ruling family's seat—marks the limit of Dúnadan settlement. The influence in the northern areas is modest at best, even though the people do not rebel against their rarely-seen lords. Five modest cities dot the area of this fief.

Hithaeglir Forn

This is a true frontier province, almost empty of men and with a very light impact of Númenórean overlordship. The ruling Dúnadan family stems from settlers pre-dating the Akallabêth. Two small cities can be found here, and only in the southern part of the fief.

Hithaeglir Harad

The southern Misty Mountains province is hardly more populated than its northern neighbour. Only the existence of several rich mines' revenues within its borders give it a greater importance. Two small cities are the centers of this fief ruled by a family that arrived in Middle-earth in the 31st century of the Second Age.

Cameth Brin

This is one of the two most populous regions in eastern Arnor. The fief is administered by a royal governor—the only one in eastern Arnor. Its capital, Cameth Brin, is the biggest city in the whole of eastern Arnor. Altogether, three cities can be found in the province.

Dor-en-Egladil

The "Land of the Elf-point", or commonly called "The Angle" is the most densely populated region in eastern Arnor. It is ruled by the House of Melossë, descended from the captain of one of Elendil's ships. Four small and medium-sized cities can be found here.

The following Table 4 summarizes the various fiefs and provinces of the realm in TA 250, together with their ruling families.

Table 4: Supposed origin of Ruling Dúnadan Houses

#	fief/province	ruled by	settled in Eriador	
			pre-Akallabêth	post-Akallabêth
1	Eketya	Noble House (Eketya)		×
2	Noirinanaya	Noble House (Noirinin)	×	
3	Tarmëa	Noble House (Tarma)		×
4	Rammas Forn	Noble House (Foro)		×
5	Nan Túrath	Royal Province		
6	Sûza Aran	Royal Province		
7	Siragalë	Noble House (Orro)		×
8	Sarn Athrad	Noble House (Emerya)	×	
9	Hyarromenya	Noble House (Hyarromenyar)		×
10	Emyn Sûl	Royal Province		
11	Faerdor	Noble House (Galathir)	×	
12	Minhiriath	Royal Province		
13	Dol Caladir	Noble House (Caladir)	×	
14	Ethir Gwathló	Noble House (Gunion)	×	
15	Girithlin	Noble House (Girithlin)	×	
16	Dyr Maenason	Noble House (Bengoth)		×
17	Dyr Erib	Noble House (Denelaith)	×	
18	Dyr Eldanaryon	Noble House (Eldanar)		×
19	Hithaeglir Forn	Noble House (Húnen)	×	
20	Hithaeglir Harad	Noble House (Endril)	×	
21	Cameth Brin	Royal Province		
22	Dor-en-Egladil	Noble House (Melossë)		×

Urban Centers

MAP 5: URBANIZATION IN TA 250

Notes to Table 5 on the next page

1. The river crossing between the principal cities (and the accompanying traffic) in Arthedain would be very likely to give rise to a city, rather than the small village mentioned in [3].

2. Such an important site (the river crossing of the Great East Road) is very likely to harbour a city. It opens the opportunity to collect bridge tax, a very important source of income for any lord or other authority.

3. Again, like at Iant Baranduin this important crossing is very likely to give rise to the development of a large settlement. During the time of Arnor/Arthedain there might even be a bridge present. Tolkien mentions this site only during times before or after Arnorian rule (during the War of the Elves and Sauron in UT and in LotR respectively). Being an important river crossing for a major trade route a bridge is very likely to be built by Arnor. After the fall of Arthedain the bridge could have been destroyed or fallen into disrepair and eventually collapsed such that by the time of LotR there is again only a ford.

4. This city is also the regional center for the fortress of Amon Sûl. The latter, being a big fortress, has need of many services only a city can offer and a Cardolanian city filling this role fits very well with the complicated politics concerning the possession of Amon Sûl (the main source of strife among the Sister Kingdoms). It also strengthens the relations between the realms and introduces a believable economical and social background for an otherwise lonely, big fortress.

Table 5: Urban centers in TA 250

#	Settlement	Province/Fief	Population	Note #	Map #	#	Settlement	Province/Fief	Population	Note #	Map #
1	Bareketta (Mar Eketyaron)	Eketya	5,300		Ek1	56	Bondor	Dyr Maenason	3,200		DEH1
2	Arading	Eketya	3,700		Ek2	57	Erenir	Dyr Maenason	3,100		DEH2
3	Bodroth	Eketya	4,200		Ek3	58	Faelond	Dyr Maenason	3,200		DEH3
4	Faranel	Eketya	3,900		Ek4	59	Mistalondë/Sudúri	Ethir Gwathlo	9,600		EG1
5	Anglas	Eketya	2,700		Ek5	60	Amlolas	Ethir Gwathlo	5,100		EG2
6	Gwaelin	Eketya	2,400		Ek6	61	Bregnas	Ethir Gwathlo	4,400		EG3
7	Nielros	Emyn Sûl	2,800		ES4	62	Cathiel	Ethir Gwathlo	4,200		EG4
8	Mirion	Emyn Sûl	2,300		ES5	63	Dirdabor	Ethir Gwathlo	3,600		EG5
9	Bree	Emyn Sûl	3,800		ES1	64	Amrelor	Ethir Gwathlo	3,800		EG6
10	Minas Malloth	Emyn Sûl	3,500	4	ES2	65	Hangireth	Ethir Gwathlo	2,300		EG7
11	Andrath	Emyn Sûl	4,300		ES3	66	Aspar	Faerdor	3,900		Fa1
12	Minas Hyarrómenyaron	Hyarromenya	4,200		Hy1	67	Dinach	Faerdor	3,600		Fa2
13	Oromruin	Hyarromenya	3,600		Hy2	68	Filimer	Faerdor	3,200		Fa3
14	Annúminas	Nan Túrath	14,200		NT1	69	Gundiok	Faerdor	2,500		Fa4
15	Fornost Erain	Nan Túrath	8,000		NT2	70	Nidada	Faerdor	2,800		Fa5
16	Aradhras (Kingscrag)	Nan Túrath	5,200		NT3	71	Minas Girithlin	Girithlin	7,200		Gi1
17	Athilin	Nan Túrath	4,600		NT4	72	Angoth	Girithlin	3,800		Gi2
18	Anglor	Nan Túrath	4,500		NT5	73	Annithir	Girithlin	3,300		Gi3
19	Barad Garan	Nan Túrath	3,700		NT6	74	Annon Baran	Girithlin	6,300		Gi4
20	Endroth	Nan Túrath	5,400		NT7	75	Balost	Girithlin	5,500		Gi5
21	Fanduin	Nan Túrath	4,300		NT8	76	Caranthel	Girithlin	4,400		Gi06
22	Andrin	Nan Túrath	4,700		NT9	77	Cithiel	Girithlin	4,600		Gi7
23	Ganderch	Nan Túrath	3,800		NT10	78	Cithrenor	Girithlin	4,700		Gi8
24	Maegoth	Nan Túrath	2,200		NT11	79	Forondir	Girithlin	4,200		Gi9
25	Ambon Noirinanyaron	Noirinanya	4,900		No1	80	Galathlilval	Girithlin	3,900		Gi10
26	Nirthiach	Noirinanya	4,200		No2	81	Redhel	Girithlin	3,100		Gi11
27	Nelvorin	Noirinanya	3,700		No3	82	Herwen	Girithlin	2,800		Gi12
28	Nothros	Noirinanya	4,300		No4	83	Althil	Girithlin	3,300		Gi13
29	Caras Celairnen	Noirinanya	4,200		No5	84	Tharbad	Minhiriath	25,000		Mi1
30	Bauruin	Noirinanya	2,100		No6	85	Arading	Minhiriath	4,400		Mi2
31	Lelmoth	Noirinanya	2,200		No7	86	Mathlor	Minhiriath	4,600		Mi3
32	Cerin Balgrist	Rammas Forn	3,600		RF1	87	Metraith (Thalion)	Minhiriath	9,400		Mi4
33	Ardum	Rammas Forn	3,400		RF2	88	Adandor	Minhiriath	2,200		Mi5
34	Heleb	Rammas Forn	3,800		RF3	89	Edras	Minhiriath	2,400		Mi6
35	Maenthiros	Rammas Forn	3,500		RF4	90	Cameth Brin	Cameth Brin	5,200		CB1
36	Iach Sarn/Stonehill	Sarn Athrad	4,000	3	SA1	91	Enfrivin	Cameth Brin	2,400		CB2
37	Minas Ongoth	Sarn Athrad	3,100		SA2	92	Girail	Cameth Brin	1,900		CB3
38	Nelval	Sarn Athrad	3,400		SA3	93	Fennas Drunin	Dor-en Egladil	3,200		DeE1
39	Enerond	Sarn Athrad	2,000		SA4	94	Thuin Boid	Dor-en Egladil	2,900		DeE2
40	Edhelas	Siragalë	3,000		Si1	95	Gwahilmoth	Dor-en Egladil	3,900		DeE3
41	Endrist	Siragalë	3,100		Si2	96	Minas Brethil	Dor-en Egladil	4,100		DeE4
42	Iant Baranduin	Sûza Aran	2,100	2	SûA1	97	Udandir	Dor-en Egladil	3,500		DeE5
43	Nirmolian	Sûza Aran	2,000		SûA2	98	Minas Eldanaryon	Dyr Eldanaryon	3,000		DE1
44	Firaen	Sûza Aran	1,500		SûA3	99	Dulaich	Dyr Eldanaryon	3,100		DE2
45	Mar Tarmëaron (Tarmabar)	Tarmëa	5,300		Ta1	100	Kereic	Dyr Eldanaryon	2,300		DE3
46	Enerond	Tarmëa	3,900		Ta3	101	Crudu	Dyr Eldanaryon	2,500		DE4
47	Rood/Rhovanduin	Tarmëa	4,200	1	Ta4	102	Arnaro	Dyr Eldanaryon	2,300		DE5
48	Cargilin	Tarmëa	3,300		Ta5	103	Iant Methed	Dyr Erib	2,800		DEF1
49	Orchelor	Tarmëa	1,800		Ta6	104	Brildil	Dyr Erib	2,500		DEF2
50	Dúragar	Tarmëa	4,100		Ta2	105	Ardum	Dyr Erib	2,600		DEF3
51	Argond	Dol Caladir	4,000		DC1	106	Agand	Dyr Erib	2,400		DEF4
52	Benglaras	Dol Caladir	3,500		DC2	107	Helegnel	Hithaeglir Forn	1,400		HF1
53	Dongril	Dol Caladir	4,600		DC3	108	Broig	Hithaeglir Forn	3,900		HF2
54	Fangoth	Dol Caladir	3,200		DC4	109	Idoch	Hithaeglir Harad	2,400		HH1
55	Geleborn	Dol Caladir	3,000		DC5	110	Wrech	Hithaeglir Harad	2,500		HH2

TA 861

For this period no demographic data is provided. It is only included for the reference of the new borders after the split of the kingdom. In most cases, the former fiefs have been incorporated fully into one of the new realms, but for a few borders that have changed. One important change took place in the North-east, near to the new realm of Rhudaur as reported by Tolkien:

> *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.*
>
> *—The Lord of the Rings. Appendix A*

As we have seen above, at its height Arnor reached unto the Misty Mountains—presumably even in the Far North—but now Rhudaur's northern border ends at the Ettenmoors, south of the more southerly of the westward spurs of the Misty Mountains. We have to find a solution for Rhudaur not inheriting all of Arnor's north-eastern lands.

In my opinion, the most logical solution is a further secession. The "bórian" people of the future Angmar (see *Other Minds, Issue 7* for more information on these people) were even at Arnor's height only lightly under Númenórean control. Now, with a split and strife between the Númenórean lords, these local lords took advantage of the situation. Perhaps they approached the future Rhudaurian king with the offer of supporting him strongly in the still undecided secession from Arnor (thus giving him a greater weight for his demands), but in return they demanded independence from the new realm. Seeing the relative weakness of the eastern lands, the future Rhudaurian king and its other lords there agreed. Thus when Rhudaur became a separate realm, so did his temporary supporters in the north. Due to the fact that Rhudaur was the weakest successor

realm, its kings were probably always looking for potential support. For this reason, they were from the beginning interested in good relations with the people north of their realm as well as the Anduin vales beyond the Hithaeglir. Due to the favourable start (in granting them independence), relations with the "Bórians" in the North were probably quite good overall. This would later play an important role, especially during and after the rise of Angmar.

Map 6 on the following page depicts the political division after the breakup of Arnor.

Arthedain

The new realm incorporates the following fiefs. Where applicable, changes are noted.

- **Eketya**
- **Rammas Forn**
- **Noirinanya**
- **Tarmëa** – Royal Annúminas enclave added to its territory
- **Nan Túrath** – see Tarmëa for Annúminas, Bree area added from Emyn Sûl
- **Emyn Sûl** – territory south of the Great East Road ceded to Cardolan, Bree area ceded to Nan Túrath
- **Sûza Aran**
- **Siragalë**
- **Sarn Athrad**
- **Hyarromenya**

Cardolan

This successor realm of Arnor has the following fiefs. Changes to TA 250 are noted accordingly.

- **Tyrn Hódhath** – a newly created *hírdor* from parts of former Nan Túrath, Emyn Sûl, Faerdor and Minhiriath
- **Dyr Erib** – mostly unchanged from Dyr Maenason, but named was changed to emphasize claims to the old Dyr Erib lands. Also gained a little territory from Dyr Erib south of the Great East Road

- **Faerdor** – ceded some territory to Tyrn Hódhath
- **Minhiriath** – ceded some territory to Tyrn Hódhath. Minhiriath is the only territory held and controlled directly by the king. This gives him a weaker position than his Arthadan counterpart, who directly controls a much higher percentage of his own realm.
- **Dol Caladir**
- **Ethir Gwathló**
- **Girithlin** – its rulers were among the most vocal in support of the secession, thereby increasing their own influence in the now smaller kingdom.

Rhudaur

The smallest of the successor kingdoms comprises the following fiefs:

- **Dyr Eldanarion** – exchanged a few areas with Rammas Forn. It lost a good part of its densely populated areas to the indigenous people to the north who became independent themselves.
- **Dún Glandagol** – the former Dyr Erib. It lost a small part of its territory to Cardolan. Renamed to separate themselves from the Cardolani *hírdor* of (now) Dyr Erib and establish their own identity
- **Cameth Brin** – the royal domain of the Rhudaurian king.
- **Hithaeglir Forn** – similar to the Eldanar lands, it lost a great part of its territory, leaving the remainder crippled.
- **Hithaeglir Harad**
- **Dor-en-Egladil**

MAP 6: FIEFDOMS AND PROVINCES TA 861

Miles 50 100 150 200 250 300

Eketya
Rammas Forn
Kanelemas
Sweicclis
Jataka
Vigzna
Noirinanya
Tarmëa
Dyr Eldanaryon
Hithaeglir Forn
Nan Turath
Dún-Glandagol
Cameth Brin
Hithaeglir Harad
Emyn Sûl
Sûza Aran
Tyrn Hódhath
Dyr Erib
Dor-en-Egladil
Siragalë
Sarn Athrad
Faerdor
Minhiriath
Hyarromenya
Girithlin
Dol Caladir
Ethir Gwathló

TA 1400

Table 6: Overview of population figures in TA 1400

	area (km²)			population				number of towns/cities with inhabitants				
era	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain	163,500	94,100	257,600	1,757,400	162,200	1,919,600	7.45	8	33	2	1	44
Cardolan	97,800	91,200	189,000	2,033,900	185,400	2,219,300	11.74	2	31	7	1	41
Dor-en-Egladil	9,600	4,900	14,500	131,500	13,100	144,600	9.99	1	3	0	0	4
Rhudaur	48,200	8,800	56,900	269,100	26,800	295,900	5.20	5	4	1	0	10
Angmar	44,300	31,200	75,600	442,800	42,200	485,000	6.42	6	10	0	0	16

Table 6 above shows the supposed population patterns throughout the northern realms in TA 1400.

In this period the population numbers have dropped already as Arnor has split, with the resulting waning of the Dúnedain in their petty wars. Additionally Angmar has begun to show its influence through the Witch-king's manipulation of the climate and the first great war from TA 1352-59. The demographic situation is still relatively intact though.

Map 7 on the next page shows the political division of the Eriadorian realms in this era.

The individual realms and their peculiarities are decribed in detail on the following pages.

Miles 50 100 150 200 250 300

CARN DÛM

NAN ANGMAR

MORKAI

ADASTAR

CROIT

AUDIPAR

CEREDIGION

EKETYA

RAMMAS FORN

NOIRINANYA

TARMËA

TEGWARED

LLYR

PWYLL

NAN TÚRATH

EMYN SÚL

DOR-EN-EGLADIL

SÚZA ARAN

TYRN HÓDHATH

DYR ERIB

SIRAGALË

SARN ATHRAD

MINHIRIATH

FAERDOR

HYARROMENYA

DOL CALADIR

GIRITHLIN

ETHIR GWATHLÓ

MAP 7: FIEFDOMS AND PROVINCES TA 1400

Arthedain

Arthedain has already suffered from the decline of the northern Dúnedain but still stands strong. The internecine warfare with Cardolan and Rhudaur after the division of Arnor and lately the rise of Angmar with the slow worsening of the climate in Eriador caused the population to fall slightly. The population and urbanization has decreased noticeably, but this process took place early after the split of Arnor and since then the demographic trends have remained relatively stable.

The following quote contains some indirect information about a part of Arthedain: the later Shire:

> The land [The Shire-to-be] was rich and kindly, and though it had long been deserted when they [the Hobbits] entered it…
>
> —*The Lord of the Rings.Prologue*

We have to consider the approximate timeframe of this "long" desertion of the future Shire. I think it reasonable to connect it with the war of TA 1409, when Angmarean hordes ravaged it, perhaps followed by pestilences and famine. Thus this "emptiness" of the area is not represented on the maps in this article, which depict times before (pre-TA 1400) and after (post-TA 1601) this period of desolation.

The number of Dúnedain has perceptibly dropped since TA 250. Through immigration of exiled Rhudaurian Númenóreans this decline has been moderated and the percentage of Dúnedain remained relatively stable.

Eketya

The Eketya lands have shrunken considerably. The reduction of territory is entirely due to the losses of little-settled lands in the north. Accordingly, the demographic impact has been small. The immediate contact with the northern Dwarves has been lost though. Five cities still exist in this fief.

Emyn Sûl

These lands have suffered the most in the past five centuries. They have been the scene of many of the battles of the sister kingdoms as well as the First Northern War with Angmar. Three towns and cities are the remnants of its urban communities.

Noirinanya

The decline in the relatively stable Noirinanya fief has been limited and six cities still dot the landscape here.

Tarmëa

This fief has profited from the incorporation of the formal royal enclave around Annúminas, and therefore its population has even increased. Seven cities are now counted within its borders.

Rammas Forn

The Foro family has fared badly in the past decades. In particular, the rise of Angmar has led to great territorial losses. Since these territories were mostly lightly settled, the number of people has not declined to the same extent. Two cities still exist in these lands.

Nan Túrath

The core territory of the Arthadan king has fared quite well in the years since the unity of Arnor and the partition in TA 861, and still is home to eleven cities.

Sûza Aran (Shire)

This fief of the king has seen much better times. A lot of people have relocated to other parts of the realm and the population is dwindling fast. Two small towns are all that remain of the urban centers here.

Siragalë

Here little changes took place. The wars of the past five centuries have been far away and the fief's two cities are essentially unchanged.

Table 7: Urban centers in Arthedain TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	4,900		Ek1
2	Arading	Eketya	3,400		Ek2
3	Bodroth	Eketya	3,600		Ek3
4	Faranel	Eketya	3,000		Ek4
5	Rildolach	Eketya	1,000		Ek7
6	Nielros	Emyn Sûl	2,500		ES4
7	Mirion	Emyn Sûl	2,300		ES5
8	Arduin	Emyn Sûl	1,600		ES7
9	Minas Hyarrómenyaron	Hyarromenya	3,400		Hy1
10	Oromruin	Hyarromenya	3,800		Hy2
11	Fornost Erain	Nan Túrath	14,500		NT2
12	Aradhras (Kingscrag)	Nan Túrath	5,500		NT3
13	Athilin	Nan Túrath	4,400		NT4
14	Anglor	Nan Túrath	4,300		NT5
15	Barad Garan	Nan Túrath	3,500		NT6
16	Endroth	Nan Túrath	5,200		NT7
17	Fanduin	Nan Túrath	4,100		NT8
18	Andrin	Nan Túrath	4,500		NT9
19	Ganderch	Nan Túrath	3,600		NT10
20	Maegoth	Nan Túrath	2,900		NT11
21	Bree	Nan Túrath	4,600		NT12
22	Ambon Noirinanyaron	Noirinanya	4,700		No1
23	Nelvorin	Noirinanya	3,500		No3
24	Nothros	Noirinanya	4,200		No4
25	Caras Celairnen	Noirinanya	4,000	1	No5
26	Bauruin	Noirinanya	3,100		No6
27	Lelmoth	Noirinanya	3,300		No7
28	Cerin Balgrist	Rammas Forn	3,700		RF1
29	Thaendor	Rammas Forn	3,200		RF4
30	Iant Baranduin	Sûza Aran	1,000		SûA1
31	Nirmolian	Sûza Aran	1,200		SûA2
32	Annúminas	Tarmëa	2,500		Ta7
33	Mar Tarmëaron (Tarmabar)	Tarmëa	4,700		Ta1
34	Enerond	Tarmëa	3,700		Ta3
35	Rood/Rhovanduin	Tarmëa	3,500		Ta4
36	Cargilin	Tarmëa	3,100		Ta5
37	Orchelor	Tarmëa	2,700		Ta6
38	Dúragar	Tarmëa	3,700		Ta2
39	Iach Sarn/Stonehill	Sarn Athrad	4,800		SA1
40	Minas Ongoth	Sarn Athrad	3,200		SA2
41	Nelval	Sarn Athrad	3,600		SA3
42	Enerond	Sarn Athrad	2,100		SA4
43	Edhelas	Siragalë	2,600		Si1
44	Endrist	Siragalë	3,600		Si2

The notes to Table 7 can be found on the next page.

Sarn Athrad

No changes in territory or number of cities has occurred here. Four towns and cities are still the urban part here.

Hyarromenya

Similar to the other "southern" fiefs, the situation has been quite stable. Two towns represent the continued urban tradition here.

Urban Centers

The Map 8 to the right shows the urbanization of Arthedain in TA 1400 with the other areas grayed out for differentiation. The numbers correspond directly with those in Table 7 on the previous page.

MAP 8: URBANIZATION IN ARTHEDAIN TA 1400

■ 10,001+ inhabitants
● 5,001 to 10,000 inhabitants
● 2,501 to 5,000 inhabitants
· up to 2,500 inhabitants
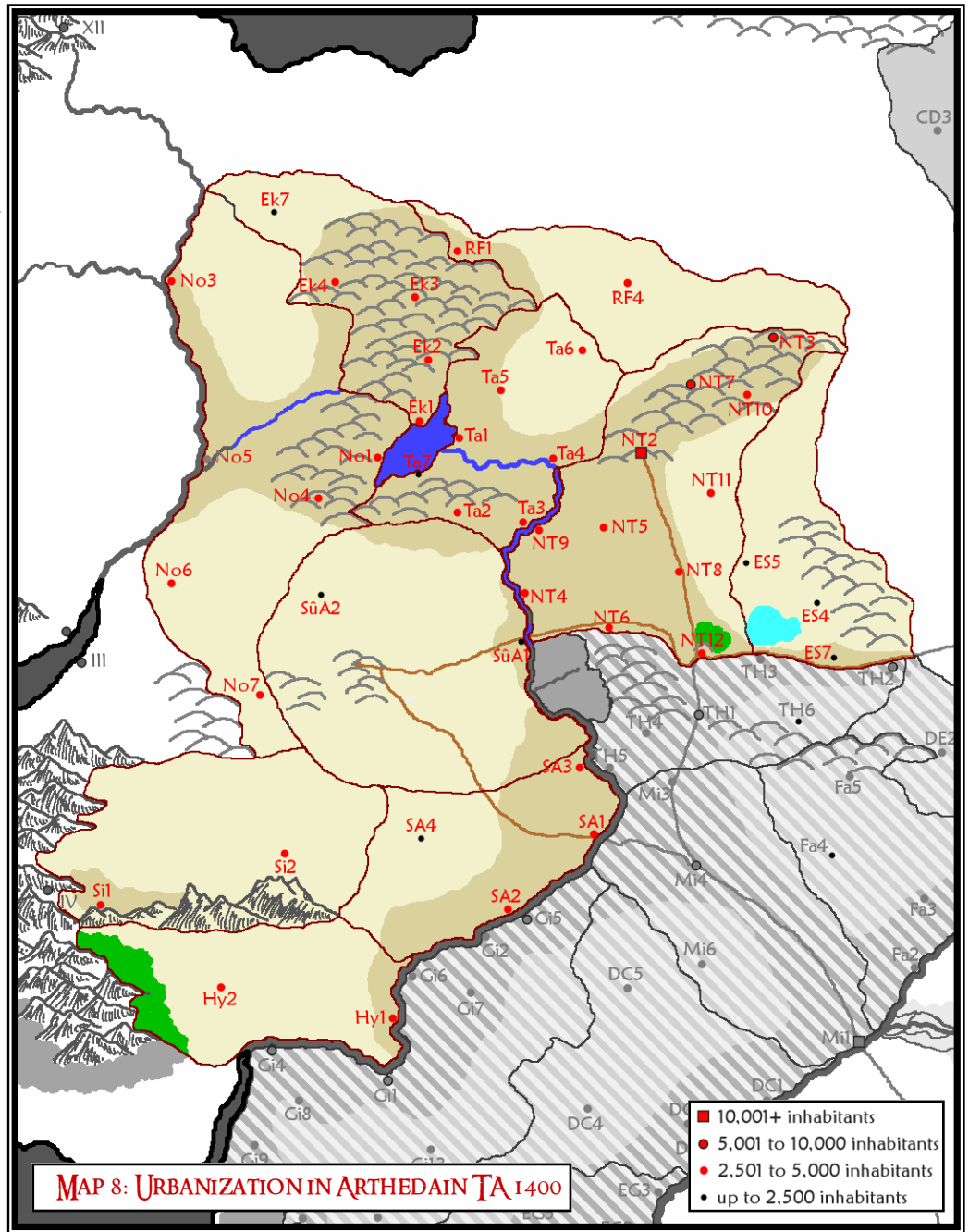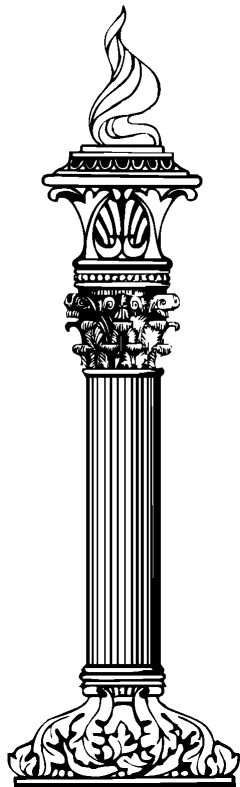
Notes to Table 7 on previous page

1. Commanding a favorable position on the Lune and ostensibly being Arthedain's prime harbour, Caras Celairnen seems a bit under-populated with the ICE number of 1,500 people. I therefore propose to radically upgrade the population to reflect the important role this settlement has in western Arthedain (lying at the junction between dwarvish, elvish and mannish realms/settlements). It is not a major port due to the Lindon Elves' refusal to allow the traffic of a great port to pass through their lands (see [4] for details) but it should serve as the principal center of commerce and im-/export for western Arthedain just as Tharbad does for Cardolan and Enedwaith (though Caras Celairnen operates on a much smaller scale of course).

Cardolan

Cardolan has fared better than Arthedain in demographic terms (not necessarily political, see MERP's *Arnor* books for suggestions how this can be envisioned). The population is still strong and the better soil quality and greater distance from Angmar has mitigated the Witch-king's influence on agricultural yield (the central factor for population development). Even more Dúnedain from Rhudaur went to Cardolan than to Arthedain and accordingly their percentage within the population remained stable; similar to Arthedain.

There's an interesting sidenote by Tolkien, shedding some new light on the political situation at this time:

> *In the days of Argeleb [r. 1349-56] 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.*
>
> —**The Lord of the Rings. Appendix A**

This provides some very interesting information. First we see that Rhudaur is explicitly named as the single enemy while Angmar is remarkably not named. This might be because of a perceived "domestic affair" among the successor realms. It was then only in the ensuing war that Angmar featured prominently as a supporter of Rhudaur. The most important part is about the claim of Argeleb though. It is pointed out that only Rhudaur resisted the claim. The conspicuous absence of Cardolan among the "resisters" immediately suggests that this realm accepted the claim. Since we know that there was a "prince" of Cardolan (indicating a lord of lesser status, but still a ruler), who fell in the war of 1409, we have a problem though. If the realm would have been incorporated again into a partially reunited Arnor, there would be no need for a separate "prince". This might be resolved by devising an intermediate solution: The Cardolanian

prince (already not of Isildur's direct line, but perhaps a distant cadet branch not deemed of the necessary purity for kingship by Arthedain) accepted Argeleb's claim, becoming his vassal and *de iure* subordinate, but *de facto* still ruling Cardolan as a separate realm, even if he recognized Argeleb as overlord.

The political situation at the time might not have allowed closer re-integration, and later events precluded any further—even partial—Arnorian re-unification. The situation probably looked very favorable for Argeleb: Cardolan—the stronger and better resourced sister-kingdom by far—accepted his overlordship, and only the weak Rhudaur with a new—non-Dúnadan—king resisted. The expulsion of the Dúnedain alone would have been a cause—not to speak of a pretext—for war. The Angle supposedly defies the Rhudaurian king as well, and only the relatively new and—presumably—weak realm of Angmar might side with Rhudaur. This arrangement probably led Argeleb to the conclusion that the time was ripe for a final re-unification of Arnor under Arthedain's leadership. As it turned out, history took a quite different path though.

Due to this "semi-independence" of Cardolan since Argeleb's claim ca. 50 years ago, the political map for TA 1400 has Cardolan hatched to show its special political status with respect to Arthedain.

Tyrn Hódhath

This *hírdor* is still among the strongest in Cardolan. Its control of the sacred Tyrn Hódhath as well as the central part of the Great East Road and the North Road still makes it a strong fief. Six towns and cities remain within its borders.

Its territory south of the Great East Road is later to be of crucial importance. It is what Aragorn refers to when he collected *athelas* to treat Frodo's wound on Weathertop:

> He [Aragorn] hurried off and disappeared again into the darkness.
> […] The night passed slowly and wearily. Dawn was growing in the sky, and the dell was filling with grey light, when Strider at last returned.
> […] 'These leaves,' he said, 'I have walked far to find; for this plant does not grow in the bare hills; but in the thickets away south of the Road I found it in the dark by the scent of its leaves.' […] Athelas they named it, and it grows now sparsely and only near places where they [the Dúnedain] dwelt or camped of old […]
>
> —**The Lord of the Rings. Flight to the Ford**

Since Aragorn was away for a few hours at most, he cannot have gone too far to find the *athelas*. Therefore I deem it appropriate to place the Dúnedain's dwellings south of the Road, near the above mentioned thickets in the vicinity of Amon Sûl. This also elegantly solves the question how the tower and fortress were supported when the Emyn Sûl were never settled.

Faerdor

No territorial changes happened here, though the wars since the division of Arnor have left some marks. Its five towns and cities still stand.

Minhiriath

Similar to Faerdor, the demography is relatively intact. Even the troubles of the 13th century have been overcome and four towns and cities can still be found here.

Dol Caladir

Similar to Minhiriath, Dol Caladir's demography is basically intact, and the number of towns and cities is still at five.

Ethir Gwathló

The *hírdor* has been relatively untouched by the past troubles, its demography intact, and with seven towns and cities within its borders.

Girithlin

The only one of the southern fiefs to have suffered noticeably is Girithlin. Some of the most intense fighting in the civil war of the 13th century (an added event not mentioned by Tolkien) took place here, and in addition a small epidemic struck it in the early 14th century. But still it is the strongest of the Cardolanian *hírdor*, with twelve towns and cities dotting the landscape.

Dyr Erib

This fief certainly has suffered the most from the previous wars. After the civil war of the 13th century, its original family deposed [14], the name changed as well, taking over the label of the old Rhudaurian province (and thereby making a claim to these lands). Never populous to start with, it suffered loss of territory, as well as some of the most intense fighting in the war almost 50 years ago. Only two cities remain here.
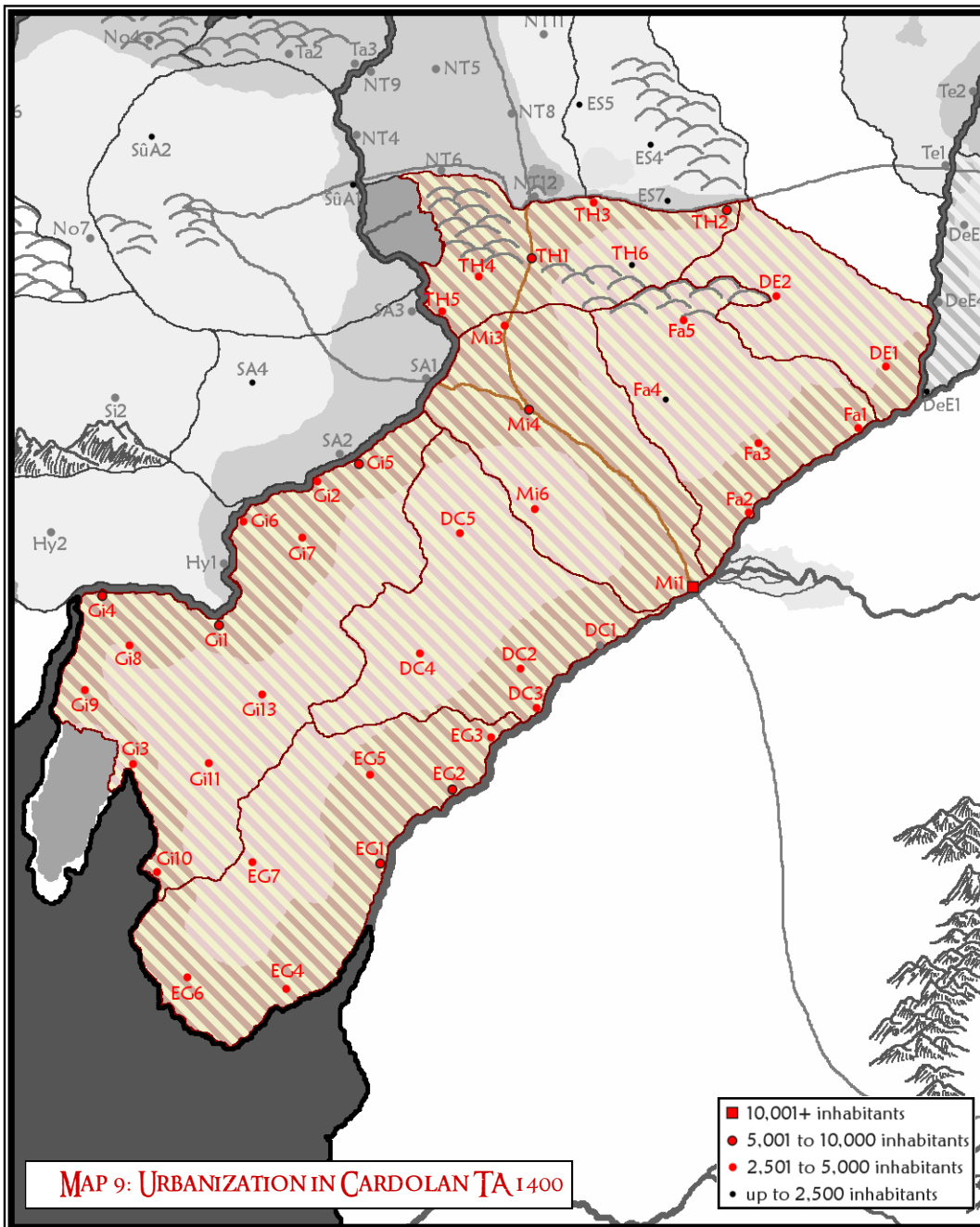
Map 9 to the left shows the urbanization of Cardolan. Table 8 containing the corresponding names and numbers can be found on the next page.

MAP 9: URBANIZATION IN CARDOLAN TA 1400

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 8: Urban centers in Cardolan TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #	#	Settlement	Province/Fief	Population	Notes	Map #
1	Andrath	Tyrn Hódhath	7,200		TH1	22	Geleborn	Dol Caladir	3,400		DC5
2	Minas Malloth	Tyrn Hódhath	5,200		TH2	23	Mistalondë/Sudúri	Ethir Gwathlo	9,800		EG1
3	Ningliras	Tyrn Hódhath	4,300		TH3	24	Amlolas	Ethir Gwathlo	5,400		EG2
4	Iarond	Tyrn Hódhath	3,800		TH4	25	Bregnas	Ethir Gwathlo	4,200		EG3
5	Helegnel	Tyrn Hódhath	4,700		TH5	26	Cathiel	Ethir Gwathlo	4,100		EG4
6	Ilfin	Tyrn Hódhath	2,000		TH6	27	Dirdabor	Ethir Gwathlo	3,900		EG5
7	Bondor	Dyr Erib	2,600		DE1	28	Amrelor	Ethir Gwathlo	3,800		EG6
8	Faelond	Dyr Erib	3,000		DE2	29	Hangireth	Ethir Gwathlo	2,700		EG7
9	Aspar	Faerdor	3,900		Fa1	30	Minas Girithlin	Girithlin	6,400		Gi1
10	Dinach	Faerdor	3,500		Fa2	31	Angoth	Girithlin	3,600		Gi2
11	Filimer	Faerdor	3,100		Fa3	32	Annithir	Girithlin	3,100		Gi3
12	Gundiok	Faerdor	2,500		Fa4	33	Annon Baran	Girithlin	4,000		Gi4
13	Nidada	Faerdor	2,800		Fa5	34	Balost	Girithlin	5,200		Gi5
14	Tharbad	Minhiriath	20,800		Mi1	35	Caranthel	Girithlin	4,900		Gi6
15	Mathlor	Minhiriath	3,300		Mi3	36	Cithiel	Girithlin	3,800		Gi7
16	Metraith (Thalion)	Minhiriath	7,100		Mi4	37	Cithrenor	Girithlin	3,900		Gi8
17	Edras	Minhiriath	3,100		Mi6	38	Forondir	Girithlin	4,100		Gi9
18	Argond	Dol Caladir	4,100		DC1	39	Galathlilval	Girithlin	3,400		Gi10
19	Benglaras	Dol Caladir	3,000		DC2	40	Redhel	Girithlin	3,900		Gi11
20	Dongril	Dol Caladir	3,800		DC3	41	Althil	Girithlin	4,200		Gi13
21	Fangoth	Dol Caladir	3,600		DC4						

Rhudaur

The smallest and least powerful of the three successor realms has seen an even more marked decline than its former sister kingdoms. Notably the conflicts with Arthedain and Cardolan have depleted the realm's limited resources. The rise of Angmar in the late 13th century at first looked only like a restructuring of the old "bórian" lordships, but soon it became apparent that it was far more ambitious and governed with a firm hand.

As far as Rhudaur is concerned, it is now wholly dependent on its status as a junior partner of Angmar. The borders in the area near Rivendell have retreated somewhat due to the now potentially hostile territory that the elven haven represents for the—fallen—realm in league with Angmar.

The inherent numerical weakness of Rhudaur's Dúnedain coupled with the internecine wars with Arthedain and Cardolan and the (potential) hostility of the indigenous population was the main reason for the failure of the Dúnedain in Rhudaur. The final blow came with the rise of Angmar which drove the last Dúnedain from Rhudaur into the Angle (see below). The majority, though, (about two-thirds) have relocated to Cardolan, while one third emigrated to Arthedain, thus increasing the number of Dúnedain in these realms. To represent the fragmentation of power in these times, an "independent" Angle housing the last of the Faithful of Rhudaur seems a good idea. It both gives lots of adventuring potential and highlights the failure of the northern Númenóreans.

The change in the ruling élite can be seen by naming as well. The territories of Rhudaur have been re-named with indigenous and traditional terms, reflecting the expulsion of the Dúnedain and their speech.

Tegwared

The former fief of Dún Glandagol has been renamed to Tegwared. It also has lost much of its territory, but its strategic location as a staging ground for western campaigns still gives it enough political weight. Two towns/cities remain within its borders.

Ceredigion

This new fief was formed of parts of the former Hithaeglir Forn and Dún Glandagol when Angmar was founded. It is the primary frontier province to the new realm and accordingly the majority of the traffic and relations coming from and going there are channeled through Ceredigion. Three towns can be found here.

Pwyll

This successor fief to Hithaeglir Harad was able to appropriate some territories from Llyr (former Cameth Brin) as well as Dor-e-Egladil. Two towns/cities are the fief's urban areas.

Llyr

The former territory of Cameth Brin has lost some land to Pwyll, but similarly to the latter was able to appropriate territory from Dor-e-Egladil to the south. Three cities are the fief's urban centers.

Dor-en-Egladil

This fief is the only one which still has a Dúnadan lord, and it renounced its allegiance to the king in Cameth Brin in TA 1352 when Rhudaur rejected Argeleb's claim that was deemed justified by its ruling House Melossë. In this struggle, it is supported by Cardolan (and especially the lords of the northern *hírdor*), which has a great interest in keeping this status quo or perhaps even pushing back Rhudaur and Angmar. The result is by now a stalemate. *De iure* the angle is still part of Rhudaur, but *de facto* autonomous and recognizing Argeleb's claim. The Great East Road is a disputed territory, but the western two thirds are still held by the forces of the Angle that can drop back on a well-fortified line of forts and signal towers that were built to secure this part of the road against Hillmen raids in past times. The relatively stable fief has four towns and cities at this time.

MAP 10: URBANIZATION IN RHUDAUR TA 1400
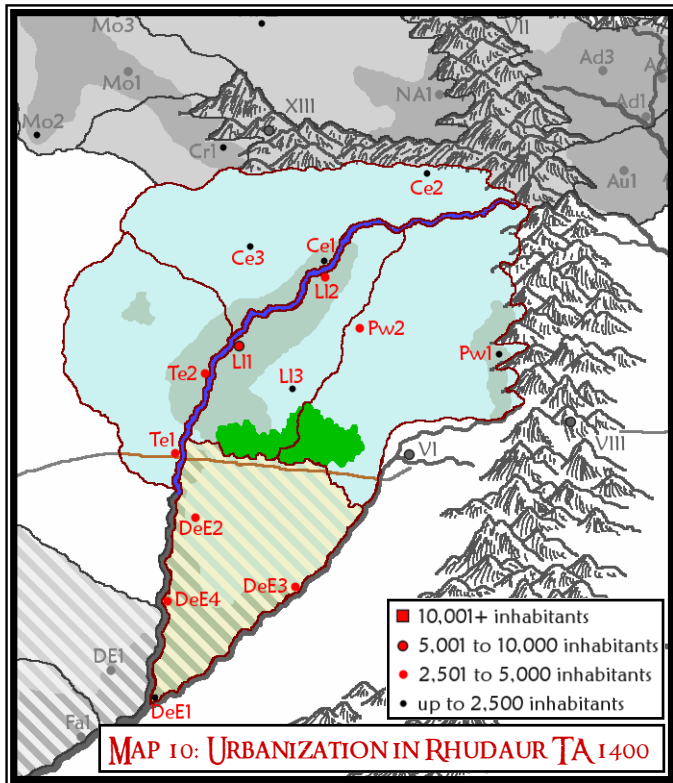
Urban Centers

Map 10 to the left shows the urbanization situation in Rhudaur at about TA 1400, while table 8 below lists the corresponding numbers.

Table 9: Urban centers in Rhudaur TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Fennas Drunin	Dor-en Egladil	2,500		DeE1
2	Thuin Boid	Dor-en Egladil	3,600		DeE2
3	Gwahilmoth	Dor-en Egladil	2,800		DeE3
4	Minas Brethil	Dor-en Egladil	4,200		DeE4
5	Iant Methed	Tegwared	3,400		Te1
6	Brildil	Tegwared	2,700		Te2
7	Cameth Brin	Llyr	5,800		Ll1
8	Enfrivin	Llyr	3,300		Ll2
9	Dinuis	Llyr	2,000		Ll3
10	Idoch	Pwyll	2,000		Pw1
11	Girail	Pwyll	3,000		Pw2
12	Ardum	Ceredigion	1,600		Ce3
13	Helegnel	Ceredigion	1,300		Ce1
14	Broig	Ceredigion	1,500		Ce2

Angmar

This is the first time in which we encounter the Witch-king's realm, which was founded in the last quarter of the 13th century TA. See also *Other Minds, Issues 7* and *9* for more articles on Angmar and its people.

The last 100 years saw a continuous stream of immigrants and a much increased birthrate within the realm of Angmar. These people originate partly from the East but also in dissatisfied people from the Númenórean realms, as well as people of haladic stock. All these ethnicities have already mingled to some degree (under pressure from the Witch-king and out of necessity in this relative inhospitable land) and form the Angmarim—the Men of Angmar. The only sizeable groups that have remained ethnically pure are the folk of the Estaravi (a branch of the Northmen) that forms the bulk of Angmar's population east of the

Hithaeglir and the original "Bórians" who provide the bulk of the Angmarean nobility.

The Witch-king's orcs are another matter. Before the rise of Angmar the few and scattered orc tribes were no real danger to the Eriadorian realms, but since the enforced "peace" among the tribes, the orcish population has grown significantly. These orcs are used as fodder for the Nazgûl-lord's campaign against the Dúnedain.

Please note also that by TA 1400 the Witch-king is preparing his second great assault on the Dúnadan realms of Eriador (which will result in the TA 1409 war). Similar to Rhudaur, the old Dúnadan names of the territories have been abandoned and replaced with indigenous names of the majority of people living there.

Carn Dûm

This new royal province once was part of the Eldanaryon lands. It is home to the capital Carn Dûm which lends its name to the whole province. Three towns and cities are found within this northernmost territory of Angmar.

Nan Angmar

The vale between the two northern spurs of the Hithaeglir was once part of the Hithaeglir Forn fief. Now it is the Angmarean province guarding the northernmost pass from Wilderland to Eriador. Two cities can be found in this relatively lightly populated area.

Morkai

The Morkai fief once was part of the Eldanaryon lands. Now it is one of the frontier provinces guarding Angmar's western border. Three towns and cities can be found within its borders.

Croit

Another former Eldanaryon and now independent province, Croit at the end of the southern Hithaeglir spur has only one town within its borders.

Adastar

One of Angmar's eastern provinces, Adastar is settled by Estaravi (a Northman branch) people and has four towns/cities.

Audipar

The second Estaravi fief, Audipar harbours three major settlements.

Urban centers

Map 11 and Table 10 below show the urbanization distribution and numbers, respectively.
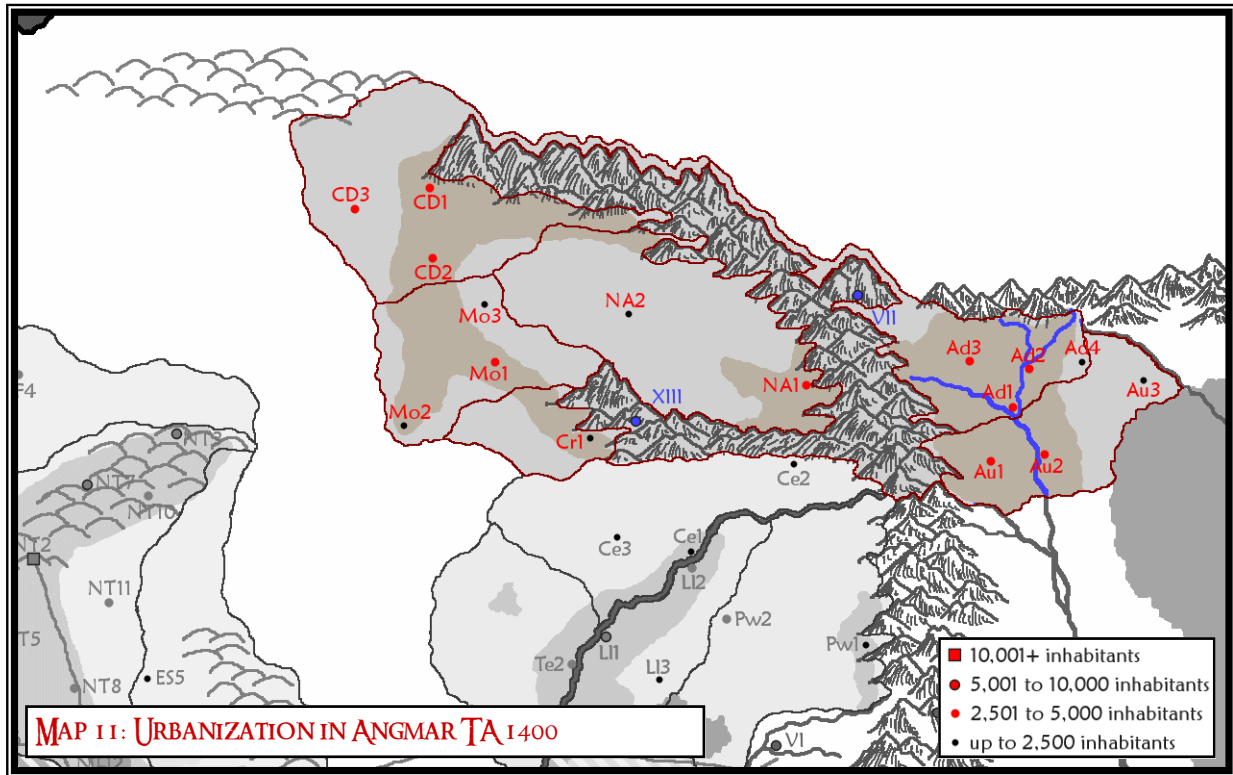
MAP 11: URBANIZATION IN ANGMAR TA 1400

Legend:
- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 10: Urban centers in Angmar TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Morkai	Morkai	3,400	1	Mo1
2	Minas Eldanaryaron	Morkai	1,900		Mo2
3	Cerdim	Morkai	1,000		Mo3
4	Carn Dûm	Carn Dûm	4,100		CD1
5	Angsûl	Carn Dûm	2,700		CD2
6	Lesbleic	Carn Dûm	2,600		CD3
7	Crudu	Croit	2,000		Cr1
8	Litash	Nan Angmar	2,800		NA1
9	Blerei	Nan Angmar	2,300		NA2
10	Wrakyaburg	Adastar	3,700		Ad1
11	Hebidir	Adastar	3,300		Ad2
12	Sasinas	Adastar	3,100		Ad3
13	Erva	Adastar	1,800		Ad4
14	Woumis	Audipar	3,500		Au1
15	Vusbas	Audipar	3,000		Au2
16	Idima	Audipar	800		Au3

Note to Table 10

1. The depiction of Morkai castle in MERP's *Angmar* is a gigantic, nearly impregnable fortress, very similar to the Crusader castle of Krak des Chevaliers in modern Syria. If Angmar is generally described as more like a European feudal state (as in the article on the Armies of Eriador in *Other Hands, Issue 34/34 supplement*), a less massive fortification might be more appropriate, e.g. a 11th to 12th century western European castle. This might be better to rationalize and fit to the general appearance of Angmar and its resources rather than a titanic crusader castle.

TA 1640

This period is a time of change for Eriador. The Great Plague that ravaged all the North-west of Middle-earth has just passed, leaving shattered communities and men that begin to re-build what is left of their societies. It was the standard time for the MERP products. Beyond this game-specific feature, it offers a unique setting: The North-west is characterized by devastated lands and communities and a certain gloom should be found almost everywhere. For Eriador and its demographics, some key information is available:

> It was at this time [after the war of TA 1409] that the […] clime of Eriador, especially in the east, worsened and became unfriendly.
>
> —**The Lord of the Rings.
> Appendix A**

The quote tells of Stoors in the Angle that left the land due to their increasing inability to survive there. Thus Tolkien was well aware of the influence of adverse climate on the agricultural yield (the precondition for a society to survive). The map and calculations for this time reflect this trend, with increased de-population in eastern Eriador.

> […] but they [the northern Dúne-dain] were dwindling fast and the lands of their North Kingdom were falling far and wide into waste. There was room and to spare for incomers, and ere long the Hobbits began to settle in ordered communities.
>
> —**The Lord of the Rings.Prologue**

Beyond the knowledge of the Shire-grant this tells us of an overarching dearth in the demographics of Arthedain, which is reflected in the numbers. The total inhabited land has noticeably shrunken. The population densities are not far below those of earlier periods, as people from now depopulated areas have partly filled the vacancies in the remaining areas.

> In the days of Argeleb II [r. TA 1589 to 1670] 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.
>
> —**The Lord of the Rings.
> Appendix A**

This gives us the valuable information about the effects of the Great Plague, the major influence upon the population of Eriador at this time. Cardolan suffered the most and lost the majority of its population, whereas the northern regions (especially Arthedain) fared better.

> In the time of the War of the Ring the lands were still in places well-wooded, especially in Minhiriath and in the south-east of Enedwaith; but most of the plains were grassland. Since the Great Plague of the year 1636 of the Third Age Minhiriath had been almost entirely deserted, though a few secretive hunter-folk lived in the woods.
>
> —**Unfinished Tales.
> The History of Galadriel and
> Celeborn and Amroth**

The population numbers differ significantly from those of two and a half centuries earlier. The Second Northern War and the Great Plague shattered Cardolan as a political entity—as well as its population—totally and reduced the overall population of the Eriadorian realms drastically.

Table 11 below lists the overall population figures for this time.

Map 12 on the next page shows the political boundaries of the fiefs and provinces in Eriador at this time.

Table 11: Overview of population figures in TA 1640

| era | area (km^2) | | | population | | | | number of towns/cities with inhabitants | | | | |
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km^2)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain	121,500	66,400	187,900	1,256,100	108,200	1,364,300	7.26	13	21	1	0	35
Cardolan	27,300	28,000	55,300	489,100	47,100	536,200	11.69	10	3	1	1	15
Saralainn	7,000	5,300	12,400	163,200	9,200	172,400	13.95	3	1	0	0	4
Rhudaur*	1,600	500	2,100	14,500	1,200	15,700	7.51	2	0	0	0	2
Angmar	101,600	28,200	129,800	544,800	40,300	585,100	4.51	20	3	0	0	23

* In this time, Rhudaur is only represented through the remnant of Dor-en-Egladil (The Angle)

Miles 50 100 150 200 250 300

Carn Dûm

Nan Angmar

Morgai

Croit

Adastar

Audipar

Ceredigion

Eketya

Noddfa

Rhaglaw

Pwyll

Noirinanya

Tarmëa

Llyr

Nan Túrath

Carest

The Shire
(Sûza)

Dor-en-
Egladil

Tyrn Hodhath

Siragalë

Sarn Athrad

Dol Tinereb

Faerdor

Hyarro-
menya

Tharbad

Girithlin

Dol Calxôir

Saralainn

MAP 12: FIEFDOMS AND PROVINCES TA 1640

Arthedain

The overall settled area has been reduced considerably. The following points should be kept in mind when calculating the Arthedain numbers for this time:

- The 1409 war caused many casualties among the commoners, and the Dúnedain, proportionally, were hit even harder

- Arthedain is supposed to have suffered far less from the Plague as detailed above

- The general waning of the population of the Successor Realms during Angmar's existence as described by Tolkien (even without any other causes such as epidemics, war, etc.) causes an additional decrease in numbers

- On the positive side, refugees from the devastated areas of Cardolan have replaced some of the losses. The same holds true for the hobbits coming from the rest of Eriador in the decades after the Shire Grant (TA 1601)

All in all the realm is shaken but not broken: its institutions are intact, the population stabilizes—albeit at a lower level than before the Plague—when the refugees find new homes in Arthedain's fiefs. On the positive side, its enemies (primarily and foremost in the form of Angmar) have been subdued by the pestilence as well.

Map 13 and Table 12 on the next page show the urbanization figures for Arthedain in this era.

The fiefs and provinces together with noteworthy events are:

Eketya

Even though the Plague's effects were not so great in the northern parts of Arthedain, they (and the previous conflicts with Angmar—both small and great) have left their mark. The territory has shrunken further and only three towns and cities can be found here.

Noirinanya

This most sheltered fief of the last northern kingdom of the Númenóreans has suffered considerably from the past ravages and only six cities and towns can be found here.

Tarmëa

This central area of Arthedain suffered less than many other areas, probably due to influx of refugees from other territories. The former capital of Annúminas had already suffered a sharp decline of inhabitants following the removal of the royal seat in TA 861, and the war of 1409 destroyed the remnants when Angmarean forces conducted a deep raid here. Five towns and cities can be found in the Tarmëa lands.

Noddfa Rhaglaw

This exclave is some kind of an anomaly in this time. In former times, this area belonged to the Dyr Eldanaryon in Arnor and Rhudaur, but after the decline of the latter, it became an independent lordship. Though lying close to the—now Angmarean—provinces of former Rhudaur, its people swore allegiance to the king of Arthedain in Fornost. Their close proximity to Angmar means, however, that they are on at least neutral terms with this realm and often support travel to and from there. The relative weakness of Angmar following the Great Plague has helped the people here to stay independent for the time being. Three small towns can be found here.

Nan Túrath

The central territory of Arthedain has fared relatively well and the inclusion of some territories from the now defunct Emyn Sûl fief has alleviated the losses as well. Ten cities and town dot the landscape of the most important royal domain.

Shire

After the Second Northern war, this area was mostly left uninhabited, but 40 years ago the hobbits began their settlement, and now the population has recovered a bit (despite the Plague's effects). Some inhabitants on the fringes of the territory are still men, but these are dwindling fast and emigrating to other fiefs. Two small hobbit towns can be found here.

Siragalë

This fief has been hit hard by the Plague, and only a fraction of its former territory and people remain. Its two towns have lost a lot of their population.

Sarn Athrad

This strategic province has lost dearly in the Plague, but its good location attracted refugees as well, lessening the effects. Four towns and cities remain in this fief.

Hyarromenya

Similar to Siragalë, this fief had its back broken by the Plague, but it persists still. Its two towns still exist, though greatly reduced in size.

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MAP 13: URBANIZATION IN ARTHEDAIN TA 1640

Legend:
- 10,001+ inhabitants
- 5,001 to 10,000 inhabitants
- 2,501 to 5,000 inhabitants
- up to 2,500 inhabitants

Table 12: Urban centers in Arthedain TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	4,700		Ek1
2	Bodroth	Eketya	3,200		Ek3
3	Faranel	Eketya	1,100		Ek4
4	Minas Hyarrómenyaron	Hyarromenya	700		Hy1
5	Rindilas	Hyarromenya	1,300		Hy3
6	Bree	Nan Túrath	4,600		NT12
7	Fornost Erain	Nan Túrath	9,800		NT02
8	Athilin	Nan Túrath	4,400		NT04
9	Anglor	Nan Túrath	4,200		NT05
10	Barad Garan	Nan Túrath	3,500		NT06
11	Endroth	Nan Túrath	4,900		NT07
12	Andrin	Nan Túrath	4,400		NT09
13	Ganderch	Nan Túrath	3,600		NT10
14	Maegoth	Nan Túrath	2,500		NT11
15	Mirion	Nan Túrath	3,100		NT13
16	Ambon Noirinanyaron	Noirinanya	4,600		No1
17	Nothros	Noirinanya	4,200		No4
18	Caras Celairnen	Noirinanya	4,000		No5
19	Bauruin	Noirinanya	3,900		No6
20	Iant Baranduin	Shire	1,300		Sh1
21	Nirmolian	Shire	1,900		Sh2
22	Mar Tarmëaron (Tarmabar)	Tarmëa	4,600		Ta1
23	Enerond	Tarmëa	3,600		Ta3
24	Rood/Rhovanduin	Tarmëa	3,500		Ta4
25	Cargilin	Tarmëa	3,100		Ta5
26	Orchelor	Tarmëa	4,400		Ta6
27	Iach Sarn/Stonehill	Sarn Athrad	3,000		SA1
28	Minas Ongoth	Sarn Athrad	2,700		SA2
29	Nelval	Sarn Athrad	1,400		SA3
30	Enerond	Sarn Athrad	1,200		SA4
31	Edhelas	Siragalë	1,200		Si1
32	Endrist	Siragalë	1,400		Si2
33	Noddfa Rhaglaw	Noddfa Rhaglaw	800		NR1
34	Neddig	Noddfa Rhaglaw	750		NR2
35	Brynmor	Noddfa Rhaglaw	650		NR3

"Cardolan"

> 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. [...] Cardolan was ravaged. [...]
> 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.
>
> —**The Lord of the Rings.**
> **Appendix A**

These quotes define the events that influenced Cardolan's development in this time. In short, the realm of Cardolan has been badly mauled by the 1409 war, suffering majorly from widespread depredations by Angmar's forces and their aftereffects. Afterwards, it struggled to stabilize until the Plague finished it off once and for all:

> In the days of Argeleb II [r. TA 1589 to 1670] the plague came into Eriador [...], and most of the people of Cardolan perished, especially in Minhiriath.
>
> —**The Lord of the Rings.**
> **Appendix A**

What remain are isolated communities, mostly along the fringes of the former realm:

- The region around Tharbad
- The Barrow-downs down to Metraith (at the junctions of the Great North-South Road and the road coming from Sarn Ford)
- The lower Gwathló valley
- The lower Baranduin valley, especially north of the Eryn Vorn

Here we have to look the term *Minhiriath*. The term is defined here:

> The wide lands divided by the Gwathló into the regions called by the Númenóreans Minhiriath ("Between the Rivers," Baranduin and Gwathló) and Enedwaith ("Middle-folk") were mainly plains, open and mountainless.
>
> —**Unfinished Tales.**
> **The History of Galadriel and**
> **Celeborn and Amroth,**
> **King of Lórien**

MAP 14: MINHIRIATH

As seen on Map 14 above, "between Baranduin and Gwathló" can be interpreted differently. Beyond the green and red shaded areas, the brownish shade represents the maximum extent of the area between these two rivers. In my opinion, this would be too far-fetched though, and I see the term applicable to the red and green territories. Of these, the red ones represent the land depopulated by the Plague, while the small green areas represent the still inhabited remnants that survived the onslaught of the pestilence.

The partial reunification of Arnor in the 14th century ended with the death of the last prince of Cardolan in TA 1409. His line was the most vocal proponent for the reunification with Arthedain, and with its end the local lords got the upper hand, choosing independence which gave them greater individual power in their petty realms. Instead of the king, in TA 1415 a *canótar* was chosen as the nominal head of state. In fact, he had little central power and the lords were more or less able to do as they pleased. Arthedain was weakened itself and neither able nor willing to enforce the planned reunification after the end of Cardolan's last prince.

The exact reasons for the decline of the Cardolanian population are:

- The 1409 war caused many casualties: after the defeat of the army northern Cardolan lay open to the enemy and the Witchking's marauding troops deliberately hunted civilians and killed everyone they could find. The southern forces of Angmar rampaged through Cardolan on a devastating march reminiscent of a medieval *chevauchée* or Sherman's March to the Sea. Even territories like far-away Girithlin or Ethir Gwathló (and to an extent Dol Caladir) were struck, but the other *hírdor* bore the brunt of the devastation. Even Tharbad was besieged, but able to hold its ground until relief arrived.

- Cardolan as a whole suffered worse than any other Eriadorian realm from the Plague. Since Minhiriath harboured the majority of Cardolan's principal settlements (see Map 10 on p. 72) losses have been extreme—almost all of the region of Minhiriath (not the political fief) is now desolate.

- The emigration of hobbits from Cardolan to the newly founded Shire in the decades after TA 1600 caused an additional significant loss in commoners and capable farmers.

- The general waning of the population of the Successor Realms during Angmar's reign continues.

- A few refugees from surrounding lands might offset for a small part of the above mentioned losses.

The Dúnedain of Cardolan were nearly wiped out by the Plague. Its survivors flee to either Arthedain or Gondor until about TA 1650 at the very latest.

For gaming purposes, Cardolan offers now interesting possibilities: Imagine the PC's travelling through a region filled with ghost towns whose crumbling remnants house only scattered stragglers and rats. Recently established mass graves can be found everywhere (plus unburied remains in some more remote areas), adding to the gloomy atmosphere…

If you are aware of MERP's take on "Cardolan" in this time, you may notice a number of major differences. In my opinion, MERP's depiction of a political system in decay, but generally intact does not fit at all into the scenarios as described by Tolkien where most of Minhiriath is devoid of human life. In contrast, it **is** fitting for the pre-Plague decades, where this intact but corrupt and slowly disintegrating system is much more suited. Thus, in my opinion, the MERP description as found in the *Arnor* books or *Lost Realm of Cardolan* should be re-interpreted temporally to better fit to Tolkien's view.

In the south, along the mouth of the Gwathló, a petty kingdom of men called "Saralainn" by its founder, was established in the mid-16th century composed partly of former Cardolani as well as haladic fisherfolk. It has not recognized any sovereignty of the Dúnedain, allying with or opposing the former Cardolani Númenórean lordships as it sees fit.

Also, according to Tolkien, somewhere during the 17th century Gondor pulled back its remaining garrison from Tharbad, which very likely accelerated the decline of the former metropolis:

> A considerable garrison of soldiers, mariners and engineers had been kept there until the seventeenth century of the Third Age.
>
> —*Unfinished Tales.*
> *The History of Galadriel and*
> *Celeborn and Amroth,*
> *King of Lórien*

It is not unreasonable to connect this withdrawal with the aftereffects of the Plague. Gondor was now itself in dire need of manpower, and keeping a garrison in a broken and almost deserted land did not make sense. The reasons for maintaining the garrison have evaporated with Cardolan's end.

The changes in former Cardolan's regions are as follows:

Tyrn Hódhath

This *hírdor* has profited the most from the war of TA 1409. It enjoyed a great influx of refugees and Dúnedain, making it the strongest principality within the former Cardolan. Following the disaster after the defeat of 1409, it enlarged its territory at the cost of the *hírdor* of Minhiriath (which became Dol Tinereb). The Plague ended this brief respite, however. Now four towns and cities remain in its territory.

Faerdor

Only a small remnant of the once great *hírdor* is left. For almost 140 years, it is no longer ruled by the Dúnedain, but by the local people themselves after they revolted against the last lords' tyrannous regime. Two towns are the remnants of the urban community here.

Dol Tinereb

After the end of the last Prince of Cardolan in the war of TA 1409, the former royal province of Minhiriath was at first in the hands of the appointed *canótar*, but shortly after that was taken over by the noble family of Tinereb in TA 1435 (supported by most lords due to fears that the *canótar* might develop ambitions of a strong central power), transforming it into the *hírdor* of Dol Tinereb. However, it lost control of the Tharbad area which remained in the *canótar's* hands, as well as territory in the north which went to Tyrn Hódhath. The Plague shattered Dol Tinereb, leaving only two towns/cities within its borders.

Dol Caladir

Dol Caladir is only a shadow of its former self. Confined to a small area along the Gwathló, it lingers still but has lost any influence beyond its own territory. Two small towns are the sad remnants of its former urban life.

Saralainn

In the mid-1550s, the Númenórean lords of the Ethir Gwathló were ousted by an indigenous adventurer who set up his own realm, which he named "Saralainn". This non-Dúnadan realm has since held its ground within the Dúnadan-controlled lands (the former lords made more than one attempt at a re-conquest). The population has suffered dearly from the Plague, leaving only a fraction of its former strength alive. Four cities and towns can be found in Saralainn at this time.

Girithlin

The *hírdor* of Girithlin is among the regions most devastated by war and plague. Its demography has been shattered to the bone and only 4 towns and cities remain in the area.

Tharbad

The territory around Tharbad is part of the former fief of Minhiriath, now held by the *canótar*. The city has suffered badly from the Great Plague, but could compensate for this partly by refugees coming from other areas. Only one city (Tharbad itself) exists in this territory.

Urban Centers

The urban communities on the territory of former Cardolan are detailed in Map 15 and Table 13 on the right.

The rows in the table have been shaded with the corresponding colours on the map to ease recognition.

MAP 15: URBANIZATION IN "CARDOLAN" TA 1640

Legend:
- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 13: Urban centers in "Cardolan" TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Andrath	Tyrn Hódhath	3,900		TH1
2	Ningliras	Tyrn Hódhath	900		TH3
3	Iarond	Tyrn Hódhath	2,500		TH4
4	Mathlor	Tyrn Hódhath	2,400		TH6
5	Dinach	Faerdor	2,500		Fa2
6	Filimer	Faerdor	800		Fa3
7	Metraith (Thalion)	Dol Tinereb	5,500		DT1
8	Maura	Dol Tinereb	2,500		DT2
9	Tharbad	Tharbad	15,200		Th1
10	Amlolas	Dol Caladir	500		DC7
11	Bregnas	Dol Caladir	1,300		DC6
12	Mistalondë/Sudúri	Saralainn	4,400		Sa1
13	Cathiel	Saralainn	1,900		Sa2
14	Hena	Saralainn	1,700		Sa3
15	Morchan	Saralainn	1,200		Sa4
16	Minas Girithlin	Girithlin	4,000		Gi01
17	Bor Leath	Girithlin	1,100		Gi03
18	Annon Baran	Girithlin	2,900		Gi04
19	Galathlilval	Girithlin	1,000		Gi10

Rhudaur

Rhudaur as a separate realm no longer exists at this time, having been taken over by Angmar shortly after the war of TA 1409:

> A great host came out of Angmar in 1409, and crossing the river entered Cardolan and surrounded Weathertop. The Dúnedain were defeated and Ar-veleg was slain. The Tower of Amon Sûl was burned and razed, […] Rhudaur was occupied by evil Men subject to Angmar, […]
>
> — ***The Lord of the Rings. Appendix A***

The only territories of former Rhudaur treated as an "independent" province is the small Dor-en-Egladil. All others are discussed in the following Angmar section.

It seems a bit strange that Angmar might have been unable to conquer this little area as well and thereby keeping a vulnerable southern flank. In fact, the relations with Angmar (especially the fief of Carest) are mostly acceptable. It might look like that the valiant defence of the heirs of Dor-en-Egladil enabled this continued independence of these people. This is only part of the truth however. In fact the Witch-king is interest in keeping a neutral and non-Angmarean petty realm here. Through its trade with Carest to the north Angmar's envoys and spies can travel to Eriador without having to pass a heavily guarded frontier. Circumventing a direct travel helps to keep these people's profile low, and this is much more worth than the incorporation of this small territory under direct Angmarean rule.

The Map 16 and Table 14 to the right show the urbanization in this time.
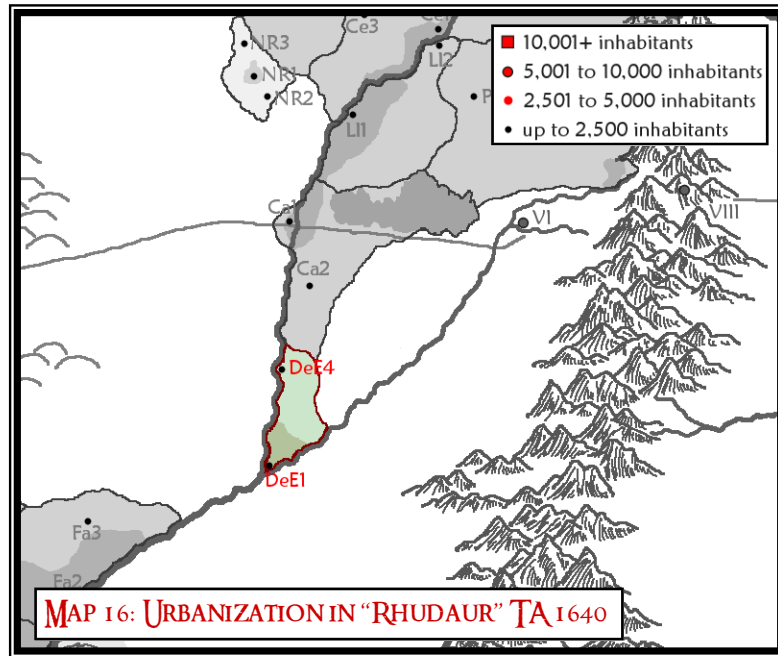
MAP 16: URBANIZATION IN "RHUDAUR" TA 1640

Table 14: Urban centers in "Rhudaur" TA 1640

#	Settlement	Province/Fief	Population	Map #
1	Fennas Drunin	Dor-en Egladil	650	DeE1
2	Minas Brethil	Dor-en Egladil	500	DeE4

Angmar

Angmar's mannish population suffered worse than its main adversaries in Arthedain. For whatever reason, the Númenórean realm was less affected than the more northerly realm of the Witch-king. Their little knowledge of leechcraft (compared to that of the Dúnedain) surely contributed to the losses, preventing any serious help for those who became infected. A great part of Angmar's population died, denying the Witch-king any chance to exploit the Dúnedain's weakness. Even more than the men, the orcs in their filthy and cramped quarters died like flies, similarly eliminating their possibility of seriously damaging Arthedain.

Pwyll

This province still harbours two cities.

Llyr

The former royal seat of Rhudaur is now occupied by the most important vassal of Angmar in this region to ensure the compliance of the Rhudaurian people. There is little danger of uprising, so he can concentrate on solidifying the hold and weakening the remaining enemies. Two towns and cities remain in the province.

Carest

This new province, founded after the war of TA 1409, holds territories once possessed by Llyr and Dor-en-Egladil. It is the spearpoint in the effort to totally eradicate the remnant of the Free Peoples in the Angle. Its strategic position along the Great East Road gives it control of revenues and bars Arthedain's access into Rhovanion (and to Rivendell) via this route. Two noteworthy towns are found in Carest.

Carn Dûm

The capital region of Angmar has suffered from the Plague, but the demography is stable and the Witch-king can wait. He has the time to await the right moment for his strike. Three cities and towns stand in this province.

Nan Angmar

The demography in this cool region has not changed much. Its two cities still stand as before.

Morkai

This vital border province has suffered from the Plague, but not too badly, and its current three towns and cities are testimony of their will to stand.

Croit

This province has been greatly increased in size, mostly at the expense of Ceredigion. It has developed into a frontier guard, though the Plague hampered its development. It still only has one city.

Ceredigion

The territory of the former Rhudaurian fief has changed a lot, losing some land to Croit, but also gaining some from Pwyll. Three towns and cities exist here.

Adastar

The northernmost Estaravi province suffered—like all the eastern lands—dearly from the Plague. Therefore whilst its three cities still stand, they are greatly diminished.

Audipar

The southern Estaravi province was hit even harder than its northern neighbour, with only two cities/towns remaining.

Map 17 on the next page and Table 15 below show show the urbanization situation of Angmar in this era.

Table 15: Urban centers in Angmar TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Iant Methed	Carest	900		Ca1
2	Thuin Boid	Carest	1,300		Ca2
3	Cameth Brin	Llyr	2,000		Ll1
4	Enfrivin	Llyr	900		Ll2
5	Idoch	Pwyll	700		Pw1
6	Girail	Pwyll	1,400		Pw2
7	Ardum	Ceredigion	1,500		Ce3
8	Helegnel	Ceredigion	800		Ce1
9	Broig	Ceredigion	1,500		Ce2
10	Crudu	Croit	2,400		Cr1
11	Morkai	Morkai	2,000		Mo1
12	Minas Eldanaryaron	Morkai	900		Mo2
13	Cerdim	Morkai	1,300		Mo3
14	Carn Dûm	Carn Dûm	4,000		CD1
15	Angsûl	Carn Dûm	2,100		CD2
16	Lesbleic	Carn Dûm	2,600		CD3
17	Litash	Nan Angmar	2,100		NA1
18	Blerei	Nan Angmar	2,100		NA2
19	Wrakyaburg	Adastar	2,400		Ad1
20	Hebidir	Adastar	2,100		Ad2
21	Erva	Adastar	1,300		Ad4
22	Vusbas	Audipar	2,700		Au2
23	Idima	Audipar	1,000		Au3

MAP 17: URBANIZATION IN ANGMAR TA 1640

TA 1974

In TA 1974 the population of Eriador is lower than ever before. Centuries of the Witch-king's malevolent influence have worsened the climate. The constant wars with Angmar—both great invasions and small petty wars on the borders—have made life hard for the Free Peoples. The population numbers reflect the state just before the Witch-king launches his final offensive. It is the first time that the Witch-king is not only able to send greater armies against his enemies, but that his realm actually has a greater population than any other in the area. This careful preparation will ensure his victory against the enemies of his master.

Map 18 on the next page shows the overall political boundaries of thze fief-doms and provinces in this era.

Table16 below lists the key numbers for this period. The figures for Arthedain have been split further into hobbits and non-hobbits to show the "real" decrease in available manpower of Arthedain. While the hobbits are good subjects of the king, their contribution to the realm's defense is almost zero beyond logistic support.

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Table 16: Overview of population figures in TA 1974

era	area (km^2)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km^2)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain (altogether)	101,300	57,100	158,500	983,000	86,300	1,069,300	6.75	20	14	1	0	35
The Shire	30,600	7,600	38,200	136,400	8,900	145,300	3.80	8	0	0	0	8
Arthedain (w.o. hobbits)	70,700	49,600	120,300	846,600	77,400	924,000	7.40	12	14	1	0	27
Galattar	3,500	1,400	5,000	33,900	3,200	37,100	7.47	2	0	0	0	2
Girithlin Forn	2,200	600	2,900	20,600	1,300	21,900	7.64	2	0	0	0	2
Mag Speriang	507	166	673	5,500	700	6,200	9.20	1	0	0	0	1
Saralainn	13,200	6,400	19,500	126,200	10,900	137,200	7.03	4	1	0	0	5
Dol Caladir	950	240	1,200	10,600	1,100	11,700	9.69	1	0	0	0	1
Tharbad	1,700	200	1,900	16,900	4,300	21,200	10.97	0	1	0	0	1
Dor-en-Egladil	320	130	450	2,300	460	2,760	6.07	1	0	0	0	1
Angmar	119,100	52,400	171,500	1,085,100	104,300	1,189,400	6.94	26	13	1	0	40

Miles 50 100 150 200 250 300

CARN DÛM

NAN
ANGMAR

MORGAI

ADASTAR

EKETYA

AUDIPAR

CROIT

NOIRINANYA   TARMËA   NAN
TÚRATH

CEREDIGION

NODDFA

PWYLL   DALDINED

The Shire
(SÛZA)

BREELAND

RHAGLAW   LLYR

TYRN
HODHATH

FEREIG

SARN ATHRAD

CAREST

GALATTAR

DÔH-EN-
EGLADIL

GIRITHLIN
FORN

THARBAD

DOL CALADIR

MAG
SPERIANG

SARALAINN

MAP 18: FIEFDOMS AND PROVINCES TA 1974

Arthedain

Arthedain's population has dwindled steadily due to the perilous proximity of Angmar. Its military strength is even weaker than the population figures suggest, because a good portion of the residents are hobbits who are quite un-martial in spirit[15] and not eligible for Arthedain's muster. A significant difference to TA 1640 is the partial **enlargement** of the realm, through the attempts of king Araval to regain the lands of Cardolan:

> *With the help of Lindon and Imladris he [king Araval] won a victory over Angmar in 1851, and sought to reoccupy Cardolan, but the evil wights terrify all who seek to dwell near.*
>
> **—The Peoples of Middle-earth. The Making of Appendix A**

As you can see on Map 18 on the previous page, the Arthadan territory has been enlarged only a little in the region around Bree as well as into the Metraith region along the crossroads in the former Cardolan. This represents the very limited success of Araval in his endeavour of re-populating Cardolan. The last Dúnadan emigrants that left Cardolan in the years after TA 1640 helped Arthedain to limit the loss of its élite. Nonetheless the overall loss of population has weakened the Dúnadan realm significantly.

Eketya

The fief has recovered somewhat from the demographic nadir in the 17th century. It is home again to four towns and cities.

Noirinanya

This sheltered fief harbours five cities in this time.

Tarmëa

Similar to Noirinanya, the demography of the Tarmëa lands has stabilized, though its borders have shrunken a bit in the North.

Nan Túrath

The royal fief has been diminished in size, primarily due to ceding of territory to the new fief of Breeland. The remaining territory has a high percentage of Dúnedain though. Four towns and cities remain in the fief.

The Shire

The hobbits have taken over almost the whole territory of the Shire-grant, even though many areas remain thinly populated and the overall density is not very high. The land is well-tilled though and provides the king with a reliable source of food and infrastructure in this part of the realm. Eight cities and towns (small by mannish standards) exist in the Shire.

Breeland

Breeland has been established as a separate fief after the war of TA 1851. It was discovered that a stronger local presence was desirable in the face of an attack. The fief is administered by the royal family though, giving the heir the opportunity to gain the experience of ruling a fief. Three towns and cities exist in Breeland.

Tyrn Hódhath

The attempts of king Araval to re-settle Cardolan had only very limited success, and the re-establishment of the fief of Tyrn Hódhath is testimony to that. Its population is quite small compared to earlier times, and consequently only two towns—and even those of limited size—exist here.

Sarn Athrad

This fief was enlarged in the same attempt that resulted in the re-establishment of Tyrn Hódhath. Now it extends to the crossroads at Metraith and together with the Tyrn Hódhath is all that resulted from king Araval's plans for the re-establishment of old Cardolan's lands. Four towns and cities are found here.

Galattar

This was the former fief of Siragalë. The province was abandoned by the Númenóreans when its ruling family died out in TA 1639. The former subjects plus other refugees from the Plague established a new independent realm near the dwarven city in the Blue Mountains and retain friendly relations with Arthedain. Two small towns are the small realm's population centers.

Urban Centers

Map 19 and Table 17 below depict the urbanization figures for Arthedain in this period.

MAP 19: URBANIZATION IN ARTHEDAIN TA 1974

Legend:
- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 17: Urban centers in Arthedain TA 1974

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	5,000		Ek1
2	Bodroth	Eketya	3,200		Ek3
3	Arading	Eketya	2,300		Ek2
4	Faranel	Eketya	1,400		Ek4
5	Fornost Erain	Nan Túrath	8,500		NT02
6	Andrin (Free City)	Nan Túrath	3,300		NT09
7	Anglor	Nan Túrath	2,900		NT05
8	Ganderch	Nan Túrath	2,700		NT10
9	Ambon Noirinanyaron	Noirinanya	4,400		No1
10	Nirthiach	Noirinanya	3,000		No2
11	Nothros	Noirinanya	3,800		No4
12	Caras Celairnen	Noirinanya	3,000		No5
13	Dondonwath	Noirinanya	3,600		No8
14	Greenfields	Shire	1,000		Sh5
15	Hobbiton	Shire	2,100		Sh3
16	Iant Baranduin	Shire	800		Sh1
17	Tookbank	Shire	1,100		Sh4
18	Hardbottle	Shire	1,000		Sh7
19	Brocken Borings	Shire	1,100		Sh6
20	Longbottom	Shire	900		Sh8
21	Little Delving	Shire	900		Sh9
22	Mar Tarmëaron (Tarmabar)	Tarmëa	4,500		Ta1
23	Enerond	Tarmëa	3,500		Ta3
24	Rood/Rhovanduin	Tarmëa	3,400		Ta4
25	Cargilin	Tarmëa	2,400		Ta5
26	Orchelor	Tarmëa	2,000		Ta6
27	Bree	Breeland	2,100		Br1
28	Barad Garan	Breeland	1,300		Br2
29	Mirion	Breeland	1,200		Br3
30	Iach Sarn/Stonehill	Sarn Athrad	2,900		SA1
31	Metraith (Thalion)	Sarn Athrad	2,000		SA5
32	Nelval	Sarn Athrad	1,300		SA3
33	Mathlor	Sarn Athrad	1,200		SA6
34	Andrath	Tyrn Hódhath	1,000		TH1
35	Ningliras	Tyrn Hódhath	2,500		TH3
36	Edhelas	Galattar	1,900		Ga1
37	Endrist	Galattar	1,300		Ga2

"Cardolan" and "Rhudaur"

The realms of Cardolan and Rhudaur are no more for centuries now. Even the small fragments of TA 1640 have been gone. As noted above, the attempt of King Araval of Arthedain to re-colonize the land after TA 1851 had only very limited success. Now the name has only a geographical meaning. Its inhabitants are scattered mainly along the river courses and the only permanent settlements remain locally focussed. The somewhat diminished realm of Saralainn still persists at the mouth of the Gwathló.

Dor-en-Egladil as the only community free of Angmar's shadow in eastern Eriador is listed here as well, as the names of 'Cardolan' and 'Rhudaur' both have only a historical meaning by now.

Tharbad

The once great metropolis is only a shadow of its former self and its territory has shrunken dramatically as well. Only the continued interest of Arthedain here (as a relay for keeping contact with Gondor) keeps the remnants of the city from declining even further. Tharbad itself remains the only major settlement in this territory.

Mag Speriang

The haladic folk of the Speriang that once belonged to Cardolan have established their own realm after the failure of the last Girithlin successors in TA 1720. The last Dúnadan rulers failed already in TA 1647, their survivors having fled for Arthedain. Afterwards, lords of lesser lineage took over until the final end 73 years later. It has only one small town.

Dol Caladir

The pitiful remnants of Dol Caladir exist on a subsistence level only because no other power has the interest to eradicate or conquer them. They still profit somewhat from the limited river traffic to Tharbad. Only one small town is found here. One should not be fooled by the name: The Dúnedain long since left this region, and the local people retain the name only out of habit and in memory of better times.

Saralainn

The situation here has stabilized, though the population has dropped even further. Five towns and cities remain in the "haladic" petty kingdom.

Girithlin Forn

This small fief has been founded by survivors of the old *hírdor* of Girithlin, fleeing the fragmenting fief around TA 1710 and founding this new home further north, but still on the Baranduin. Two small towns are the urban centers here.

Dor-en-Egladil

The Dúnadan lords of the Angle are long gone, but their legacy is held in reverence and the local masters try to emulate their traditions as best as they can. The Angle's people have been greatly diminished and are left alone by Angmar's men only because they are no danger to them and allow traffic to the southern fiefs of Angmar to pass.

Urban Centers

Map 20 and Table 18 below depict the urbanization patterns in the two former realms.

The rows in the table have been shaded with the corresponding colours on the map to ease recognition.

Table 18: Urban centers in "Cardolan and "Rhudaur" in TA 1974

#	Settlement	Province/Fief	Pop.	Map #
1	Tharbad	Tharbad	4,300	Th1
2	Laganin	Dol Caladir	900	DC8
3	Mistalondë/Sudúri	Saralainn	4,000	Sa1
4	Amlolas	Saralainn	1,500	Sa5
5	Hena	Saralainn	2,000	Sa3
6	Morchan	Saralainn	1,900	Sa4
7	Cathiel	Saralainn	1,600	Sa2
8	Bor Leath	Mag Speriang	700	MS1
9	Balost (Cûban)	Girithlin Forn	630	GF1
10	Tharni	Girithlin Forn	700	GF2
11	Fennas Drunin	Dor-en Egladil	500	DeE1

MAP 20: URBANIZATION IN "CARDOLAN" AND "RHUDAUR TA 1974

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- • 2,501 to 5,000 inhabitants
- · up to 2,500 inhabitants

Angmar

Angmar's population has risen dramatically compared to three-and-a-half centuries earlier and it is once more on the verge of unleashing its armies upon Arthedain.

Angmar has incorporated almost all of the former territory of Rhudaur into its own realm. In particular, the Mitheithel river valley is the core of these territories as it commands a strategic position for an attack upon Arthedain. Furthermore, this incorporation of former Rhudaur conveniently cuts Arthedain's easy lines of communication with Rivendell and Rhovanion via the Great East Road and at the same time secures these lines of supply from the Anduin Vales and Rhovanion for Angmar itself. The Witch-king hopes that this can divide his opponents and destroy the northern Dúnedain before help from the Elves can arrive. In addition, some wilderness areas have been cleared to make room for more people.

In the Anduin Vales, the realm is bigger than ever as well, reaching south almost to the Old Road, bordering on the Éothéod lands.

Carn Dûm

The demographic situation is better than ever. Three cities still are located here, bigger than ever before.

Nan Angmar

There are still only two cities here, but they are at their peak now.

Morkai

The key border province is bigger than ever, with three thriving towns and cities located here.

Croit

Even the formerly thinly populated Croit has grown dramatically. Three towns and cities can now be found here.

Noddfa Rhaglaw

The independent princedom was able to maintain its status until TA 1840, when Angmar—in the buildup to the invasion of TA 1851—gave the people there the choice of joining Angmar or being swallowed up by it. The people of Noddfa Rhaglaw chose the former, but they are hardly staunch supporters of the Witch-king—although they give no open reason for retaliation or punishment. They might be called nominal members of the Angmarean Empire. At least they have profited from the membership, now having three medium towns in their territory.

Ceredigion

Ceredigion has profited greatly from the influx of new people and the growing numbers. Four towns are to be found here during this time.

Fereic

This new province was created in TA 1820 to bring the staging area for invasions of Arthedain even farther westward. It has remained a territory of many of the most fanatic Angmareans.

Llyr

The old Rhudaurian capital area still has two towns within its borders.

Pwyll

Similar to Llyr, the situation in Pwyll has not changed much. Two towns can be found here.

Carest

The province occupies now most of the Angle. Two towns are found here.

Adastar

This is the period of peak numbers for the eastern provinces. Four towns and cities can be found here now.

Audipar

Similar to Adastar, Audipar now is at its greatest with four towns and cities within its borders.

Deldined

This most recent of the Anduin vales provinces was created in TA 1830. The once independent town of Mathlaburg is its chief settlement, besides which four other towns are found here.

Urban Centers

Map 21 and Table 19 below detail the urbanization patterns of the Witch-king's realm in this era.

MAP 21: URBANIZATION IN ANGMAR TA 1974

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 19: Urban centers in Angmar TA 1640

#	Settlement	Province/Fief	Pop.	Map #	#	Settlement	Province/Fief	Pop.	Map #	#	Settlement	Province/Fief	Pop.	Map #
1	Certhalc	Carest	900	Ca3	15	Broig	Ceredigion	2,000	Ce2	26	Hebidir	Adastar	2,100	Ad2
2	Thuin Boid	Carest	1,800	Ca2	16	Crudu	Croit	3,300	Cr1	27	Sasinas	Adastar	2,500	Ad3
3	Cameth Brin	Llyr	2,300	Ll1	17	Vamnus	Croit	1,200	Cr2	28	Pudarid	Adastar	1,400	Ad5
4	Enfrivin	Llyr	1,000	Ll2	18	Smyeka	Croit	1,100	Cr3	29	Woumis	Audipar	2,000	Au1
5	Idoch	Pwyll	1,200	Pw1	17	Morkai	Morkai	3,700	Mo1	30	Vusbas	Audipar	2,500	Au2
6	Girail	Pwyll	1,200	Pw2	18	Minas Eldanaryaron	Morkai	2,000	Mo2	31	Girchiron	Audipar	1,400	Au4
7	Iant Methed	Fereic	1,800	Fe1	19	Cerdim	Morkai	1,400	Mo3	32	Idima	Audipar	1,800	Au3
8	Brildil	Fereic	2,700	Fe2	20	Carn Dûm	Carn Dûm	7,500	CD1	33	Matlaburg	Deldined	5,000	De1
9	Rugamba	Fereic	2,000	Fe3	21	Angsûl	Carn Dûm	3,600	CD2	34	Hemnolaud	Deldined	3,400	De2
10	Noddfa Rhaglaw	Noddfa Rhaglaw	1,900	NR1	22	Lesbleic	Carn Dûm	3,300	CD3	35	Idima	Deldined	3,600	De3
11	Neddig	Noddfa Rhaglaw	1,400	NR2	23	Litash	Nan Angmar	2,700	NA1	36	Haroburg	Deldined	3,400	De4
12	Brynmor	Noddfa Rhaglaw	1,300	NR3	24	Blerei	Nan Angmar	3,000	NA2	37	Audeld	Deldined	3,600	De5
13	Ardum	Ceredigion	2,100	Ce3	25	Wrakyaburg	Adastar	4,000	Ad1	25	Wrakyaburg	Adastar	4,000	Ad1
14	Helegnel	Ceredigion	1,300	Ce1										

TA 2740

> 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.
>
> —*The Lord of the Rings.*
> *Appendix A*

This is a thrilling and pivotal time period in the history of Eriador, after the end of the North Kingdom and before the events of *The Hobbit* and *The Lord of the Rings*. In addition, it is also most often overlooked. Demographically, it is still a transitional period between the final years of Arthedain and the almost empty Eriador of the very late Third Age. It is, however, representative of the demographic situation after the fall of Arthedain, and the establishment of the remaining Eriadorian settlement patterns. Some areas of mannish population were able to maintain themselves beyond the end of Arthedain. Many of them are sheltered by the relative protection the Rangers provide. Map 22 on the next page shows the political fiefdoms/entities in this time.

The Dúnedain have split their presence after the end of the North Kingdom. Their smaller community is located in the North Downs, managing affairs with the Arthedain remnants in the Lhûn and Emyn Uial region. Due to the relative strength of these communities of "lesser men", it was decided they needed less Númenórean presence for defense.

The other Dúnadan settlement area is in the South Downs, and covers the protection for the areas of old Cardolan and southern Arthedain, including the Shire. These are more scattered and generally smaller, or otherwise less able to protect themselves, and accordingly a stronger presence was deemed necessary here.

The settlement patterns have changed though. Apart from the hobbitish Shire, the major mannish settlements can now be found in central Eriador, whence the majority of the surviving Arthadan population that stayed in Eriador relocated, and where the Dúnedain made their bases as well.

A number of circumstances influence the demographic development within the borders of former Arthedain. In detail these are:

The war of TA 1974/75 devastated the economic and political structure of Arthedain. After his victory on the battlefield, the Witch-king's marauding troops deliberately hunted Arthadan civilians and livestock all over the realm. Additionally the harsh winter very likely caused many losses among the dislocated people. This deliberate hunting of people can be deduced from *The Lord of the Rings*, in the following quote.

> 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).
>
> —*The Lord of the Rings.*
> *Appendix A*

You only have to hide, when you are in fear of being killed, so this can be seen as a hint for the Angmarean policy of genocide on Arthedain's people.

The defeat of Angmar and the departure of the Witch-king from the North led to a gradual improvement of the weather and lessening of the military threat (e.g. Orcs and Trolls are now largely disorganized and few). These advantages are largely offset by the lack of a centralized realm's benefits of protection, organisation, agricultural techniques and general development. The Rangers protect the area of former Arthedain (and to an extent, all of old Arnor) however, compensating to some extent for the lack of a central government and its military.

After the war, most surviving people from Arthedain emigrated to the security of Gondor. The Rangers (i.e. the Númenóreans as a whole and their families), however, remained, intent on holding their claim to their ancestral lands and protecting it from evil creatures to the best of their ability. In addition, a substantial number of the common people stayed as well, forming most of the isolated settlements apart from the Shire.

The coloration on the "realms" on Map 22 is thematic:

Yellow—in counsel with the Rangers and allied with them (even if they are unaware of the true identity of these tall people)

Green—generally friendly towards the Rangers and often open to their advice, but otherwise neutral.

Blue-Purple—neutral people with no special amity nor enmity towards the Rangers. Reactions depend largely on the situation rather than a pre-existing positive attitude.
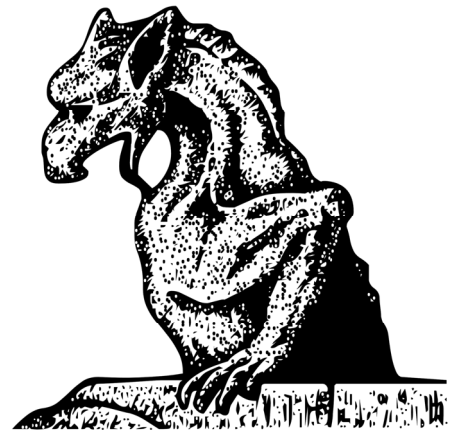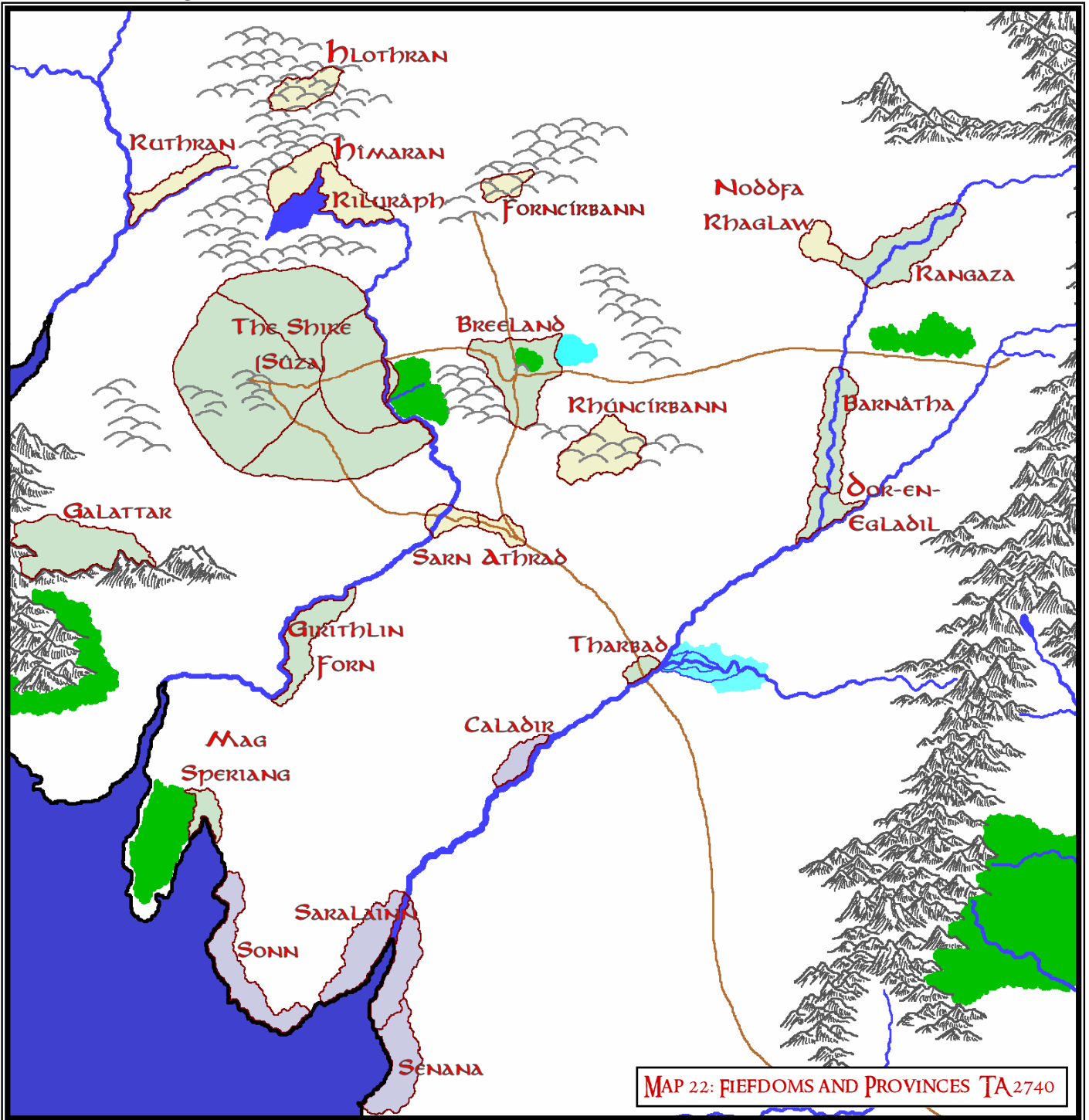
MAP 22: FIEFDOMS AND PROVINCES TA 2740

Independent principalities in counsel with the Rangers

These "realms" and lordships are generally in coordination with one another, helping and supporting one another whenever possible. The mannish lordships are generally well able to defend themselves and are the most important resource for manpower when the Rangers need more warriors than they themselves can provide.

Ruthran

This realm was founded in TA 1978, when the bulk of the Gondorian soldiers have almost entirely left the North again. Two small towns are located here.

Hîmaran

It was founded two years after Ruthran. During the campaign that systematically destroyed Angmar's infrastructure, Hîmaran—together with Ruthran—was an important logistic base for these troops. Two towns stand within its borders.

Rilurâph

This is the youngest of the Evendim area lordships. It was founded by settlers from Hîmaran in TA 2378 and developed into astrong lordship, for Eriador at this time. Two towns are the centers of this small realm.

Hlothran

This is the smallest and weakest of the "western quartet". Two small towns (actually big villages) are its centers. It was founded in TA 1992, when the last Gondorian troops finally left the North.

Sarn Athrad

Due to the importance of this crossroad, a noteworthy community has remained here. Two large villages are the area's centers.

Noddfa Rhaglaw

The people of this ancient region survived even Angmar's fall, having previously been more or less forced into its empire. They are among the Rangers' most faithful supporters. One small town is the center of this region.

Forncírbann

The Rangers living here primarily watch over the mannish remnants of the old north-central part of Arthedain. A large village forms the communities' center. They keep a low profile to keep the knowledge of their existence here as obscure as possible.

Rhúncírbann

The southern (and most easterly, hence the name) territory of the Rangers lies strategically situated to watch over the southern remnants of Arthedain. It is larger than its northern counterpart, and also has a large village at its center. Similarly to its northern cousin, it keeps a low profile in the open matters of Eriador.

Independent principalities friendly towards the Rangers

These are the mannish communities that are not especially amicable to the Dúnedain per se, but generally treat friendly and good-willed people with kindness and respect. Therefore they can be counted on by the Rangers—if these people can be persuaded that the requested action is in their own interest as well.

The Shire

The hobbits have thrived very well since the end of Arthedain. Seventeen—albeit small—towns dot the landscape. They tend to not involve themselves in outside affairs, but are kind people.

Breeland

The Breelanders have fared quite well and even in this time profit from their location on the most important crossroads in Eriador. Three towns of significance exist here at this time.

Galattar

Independent from the Dúnedain for almost a millennium, they are nonetheless worthy folk and friends of the few dwarves that live nearby. This and the remote location have led to modest prosperity and two small towns are the urban centers of this small realm.

Rangaza

This small lordship along the upper Mitheithel was founded in TA 1998 by people from Angmar who had renounced the Witch-king's rule. They are on friendly terms with Noddfa Rhaglaw, but not in close contact with the Dúnedain. Three small towns/large villages are the centers found here.

Barnâtha

This realm was founded in TA 2005, from Angmarean refugees as with Rangaza, plus refugees from the former Cardolan. They are in close friendship with Rangaza and Noddfa Rhaglaw. Two large villages form the region's centers.

Tharbad

The once great city is little more than a pale shadow of its former glory. Its last biggest asset was lost with the fall of Arthedain. Since then, a gradual (further) decline set in. Even now, it is the greatest settlement in Eriador, which tells a lot about the urban centers in that region as a whole.

Dor-en-Egladil

The ancient Angle community has recovered somewhat after the fall of the Witch-king and has —for Eriadorian standards of the time—a big town as its center.

Mag Speriang

The Speriang have prospered since the end of Angmar, and two large villages are the urban centers of this realm.

Girithlin Forn

This community thrived after the end of the Witch-king as well, increasing their numbers. Two large villages are now the principal centers here.

Independent principalities that are neutral towards the Rangers

These people have neither a special friendship nor hostility with the Rangers and generally treat them like any other stranger (i.e. with a considerable degree of caution).

Caladir

These people did not fare as well as many others in Eriador. Their numbers have not changed much and a single small town acts as the principal center.

Sonn

This relatively young lordship (founded TA 2480) is numerous, but its people are barbarous by Númenórean standards. Three towns tell of their success in settling the coast.

Saralainn

The old kingdom of Saralainn has seen better times, and only three towns are the remnants of its urban centers.

Senana

The people of this relatively new lordship (founded TA 2367) are of the kin of the people of Saralainn and the Dunlendings. Despite their primitive culture, three thriving towns tell of their success in shaken Eriador.

The Former Angmar

The realm of Angmar is no more. All its major settlements and fortifications were thoroughly dismantled by the Gondorians before they left Eriador (ca. TA 1990), leaving only ruins that are at best usable as lairs. Many are only recogniz-able by the remnants of the foundations, silent testimony of the once thriving mannish settlements here. Mostly nomads (Lossoth and Dunlending-related people) roam the region west of the Hithaeglir while its prime inhabitants are again Orcs.

Population figures

Table 20 below shows the overall population figures. Map 23 on the next page depicts the urbanization in the western and central parts of Eriador in this era.

Table 20: Overview of population figures in TA 2740

era	area (km²)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
The Shire	23,600	14,800	38,400	249,600	22,900	272,500	7.10	17	0	0	0	17
Ruthran	1,400	300	1,700	13,200	1,600	14,800	8.97	2	0	0	0	2
Hlothran	1,400	400	1,800	11,300	1,100	12,400	6.72	2	0	0	0	2
Hîmaran	1,500	500	2,000	18,300	1,900	20,200	10.03	2	0	0	0	2
Rílûraph	1,400	700	2,100	23,200	2,100	25,300	11.84	2	0	0	0	2
Breeland	4,100	800	4,900	41,700	3,645	45,333	9.19	3	0	0	0	3
Forncírbann	810	120	930	3,600	700	4,300	4.59	1	0	0	0	1
Rhúncírbann	3,400	200	3,600	9,200	800	10,000	2.78	1	0	0	0	1
Sarn Athrad	1,500	300	1,800	10,000	900	10,900	5.90	2	0	0	0	2
Noddfa Rhaglaw	1,000	100	1,100	10,700	1,200	11,900	11.02	1	0	0	0	1
Galattar	3,800	1,500	5,300	28,500	2,400	30,900	5.81	2	0	0	0	2
Girithlin Forn	1,800	800	2,600	18,000	1,600	19,600	7.53	2	0	0	0	2
Mag Speriang	640	260	900	13,800	1,300	15,100	16.58	2	0	0	0	2
Rangaza	3,950	350	4,300	17,600	2,700	20,300	4.71	3	0	0	0	3
Barnâtha	2,250	850	3,100	13,500	1,300	14,800	4.79	2	0	0	0	2
Tharbad	420	90	510	12,100	2,700	14,800	28.9	0	1	0	0	0
Dor-en-Egladil	600	800	1,400	18,900	1,600	20,500	14.56	1	0	0	0	1
Caladir	800	200	1,000	8,600	800	9,300	9.05	1	0	0	0	1
Sonn	2,500	1,400	3,900	24,300	1,900	26,200	6.76	1	2	0	0	3
Saralainn	3,900	2,300	6,200	64,100	5,600	69,700	11.15	3	0	0	0	3
Senana	2,100	1,100	3,200	38,000	4,400	42,400	13.23	3	0	0	0	3

Urban Centers

The central and western areas of Eriador together with their settlement centers and urbanization can be found below.

The rows in the tables below and on the next page have been shaded with the corresponding colours on the map to ease recognition.

MAP 23: URBANIZATION IN WESTERN & CENTRAL ERIADOR TA 2740

Table 21: Urban centers in western and central Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #	#	Settlement	Realm	Province/fief	Population	Map #
1	Greenfields	Shire	Northfarthing	2,000	Nf1	18	Bree	Breeland	Breeland	1,500	Br1
2	Long Cleeve	Shire	Northfarthing	1,300	Nf2	19	Andrath	Breeland	Breeland	1,300	Br2
3	Brocken Borings	Shire	Eastfarthing	800	Ef5	20	Mirion	Breeland	Breeland	1,200	Br3
4	Whitfurrows	Shire	Eastfarthing	1,300	Ef1	21	Nirthiach	Ruthran	Ruthran	800	Ru2
5	Frogmorton	Shire	Eastfarthing	1,100	Ef2	22	Caras Celairnen	Ruthran	Ruthran	800	Ru2
6	Willowbottom	Shire	Eastfarthing	1,400	Ef3	23	Bareketta	Hîmaran	Hîmaran	1,300	Hî1
7	Scary	Shire	Eastfarthing	1,000	Ef4	24	Tharanin	Hîmaran	Hîmaran	600	Hî2
8	Brandy Hall	Shire	Buckland	800	Bu1	25	Tarmabar	Rilurâph	Rilurâph	1,500	Ri1
9	Longbottom	Shire	Southfarthing	1,500	Sf1	26	Kalbucar	Rilurâph	Rilurâph	600	Ri2
10	Beeching Cross	Shire	Southfarthing	1,300	Sf2	27	Bodroth	Hlothran	Hlothran	600	Hl1
11	Hardbottle	Shire	Southfarthing	1,200	Sf3	28	Rimazan	Hlothran	Hlothran	500	Hl2
12	Heed Torton	Shire	Southfarthing	1,200	Sf4	29	Iach Sarn/Stonehill	Sarn Athrad	Sarn Athrad	500	SA1
13	Hobbiton	Shire	Westfarthing	1,800	Wf1	30	Metraith (Thalion)	Sarn Athrad	Sarn Athrad	400	SA5
14	Tookbank	Shire	Westfarthing	1,900	Wf2	31	Carathir	Arnor	Rhúncírbann	800	Rh1
15	Michel Delving	Shire	Westfarthing	1,700	Wf3	32	Foronarth	Arnor	Forncírbann	800	Fo1
16	Boldercross	Shire	Westfarthing	1,100	Wf4	33	Edhelas	Galattar	Galattar	1,400	Ga1
17	Little Delving	Shire	Westfarthing	1,300	Wf5	34	Endrist	Galattar	Galattar	1,000	Ga2

MAP 24: URBANIZATION IN SOUTHERN ERIADOR TA 2740

MAP 25: URBANIZATION IN EASTERN ERIADOR TA 2740

Table 22: Urban centers in southern Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #
1	Tharbad	Tharbad	Tharbad	2,800	Th1
2	Laganin	Caladir	Caladir	800	Ca1
3	Bor Leath	Mag Speriang	Mag Speriang	900	MS1
4	Aithfinn	Mag Speriang	Mag Speriang	400	MS2
5	Balost (Cûban)	Girithlin Forn	Girithlin Forn	1,000	GF1
6	Tharni	Girithlin Forn	Girithlin Forn	600	GF2
7	Aithan	Sonn	Sonn	2,700	So1
8	Brascua	Sonn	Sonn	2,600	So2
9	Dolbralran	Sonn	Sonn	1,300	So3
10	Hena	Saralainn	Saralainn	2,500	Sa3
11	Icain	Saralainn	Saralainn	1,800	Sa6
12	Cathiel	Saralainn	Saralainn	1,200	Sa2
13	Sconnla	Senana	Senana	2,000	Se1
14	Vainche	Senana	Senana	1,300	Se2
15	Weolpaid	Senana	Senana	1,000	Se3

Table 23: Urban centers in eastern Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #
1	Gamanas	Rangaza	Rangaza	800	Ra1
2	Cameth Brin	Rangaza	Rangaza	900	Ra2
3	Enfrivin	Rangaza	Rangaza	900	Ra3
4	Bastuca	Barnâtha	Barnâtha	800	Ba1
5	Tîregad	Barnâtha	Barnâtha	500	Ba2
6	Fennas Drunin	Dor-en Egladil	Dor-en Egladil	1,500	DeE1
7	Noddfa Rhaglaw	Noddfa Rhaglaw	Noddfa Rhaglaw	800	NR1

TA 2915 onward

> *In the time of the War of the Ring the lands were still in places well-wooded, especially in Minhiriath and in the south-east of Enedwaith; but most of the plains were grassland. Since the Great Plague of the year 1636 of the Third Age Minhiriath had been almost entirely deserted, though a few secretive hunter-folk lived in the woods.*
>
> **—Unfinished Tales.**
> **The History of Galadriel and**
> **Celeborn and Amroth,**
> **King of Lórien**

This quote is of great interest for the interpretation of both the population levels as well as the maps provided in *The Lord of the Rings* and *Unfinished Tales*. Both depict Eriador as almost entirely devoid of forests (apart from the Old Forest, the Trollshaws and Eryn Vorn). Combined with the quote above it is very likely that these maps show primarily those geographical features necessary for the story rather than being a particularly accurate representation of actual ground cover. Therefore it is safe to assume that Minhiriath had much greater wooded areas than shown on the maps, though certainly not as widespread as the ancient forests of the Second Age before the Númenóreans began to cut them down for their shipbuilding program. The quote seems to suggest that the "few secretive hunter-folk" refers specifically to the era of *The Lord of the Rings*.

Map 25 on the right shows the political situation of this era.

Like in TA 2740, the coloration on the "realms" on Map 22 is thematic:

Yellow—in counsel with the Rangers and allied with them (even if they are unaware of the true identity of these tall people)

Green—generally friendly towards the Rangers and often open to their advice, but otherwise neutral.

Blue-Purple—neutral people with no special amity nor enmity towards the

Rangers. Reactions depend largely on the situation rather than a pre-existing positive attitude.

The population numbers reflect the state after ca. TA 2915. In general Eriador is only very sparsely populated and no form of central government exists that affects more than a few villages or towns (save in the Shire—in a sense).

In contrast to TA 2740, several major changes can be observed. Three major disasters struck the north-west shortly after this time, leading to a sharp drop in the overall population outside the borders of the Shire.

From TA 2740 to about 2750, orcs from the Misty Mountains invade Eriador in hope of plunder, pillage and increasing

their range and power. The Dúnedain and their allies are hard pressed to contain this threat. The defensive line in eastern and northeastern Eriador is breached several times due to the vast number of invasion routes. One of these raids is then defeated by the hobbits in the Battle of Greenfields in TA 2748. Others looked for—and found—targets in former Cardolan, devastating a number of smaller settlements and weakening others before being finally defeated. The Dúnedain's settlements suffer as well, leading to some serious losses. In this respect, Forncírbann in particular is almost annihilated.

Only a few years later, in TA 2758, the Long Winter struck the north-west of Middle-earth. Its extreme length and
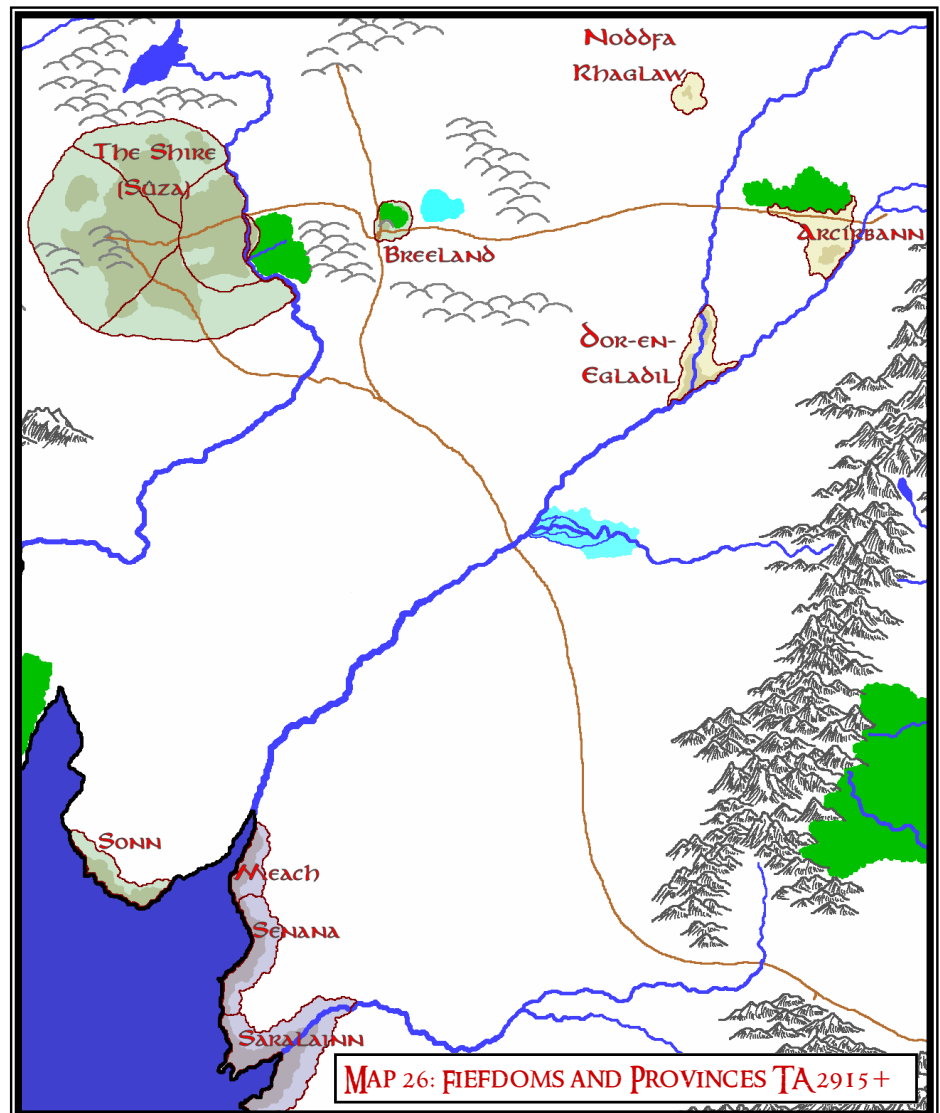
MAP 26: FIEFDOMS AND PROVINCES TA 2915 +

harshness hit the war-torn and weakened communities especially hard, leading to many deaths and the total collapse of a number of communities.

The Fell Winter in TA 2911 finished off the smaller settlements that had just recovered from the effects of the Long Winter. Many people died from the winter and its effects (e.g. marauding predators like wolves) and even the relatively well-sheltered Shire suffered dearly.

These events caused the Dúnedain to re-evaluate their former strategy of settling in dispersed areas. They had suffered losses as well and saw the necessity for keeping an even lower profile. Thus the remnants of the Northern Dúnedain re-located to an area of the Angle in terrain well suited to shielding them from the eyes and ears of casual travellers. In addition, active and close patrolling prevents any unwanted chance encounters. To keep their food supply better stocked, they also use a wider territory extending up to the Trollshaws for herding sheep. Beside this practical value, it gives the Dúnedain (in the guise of herders) an additional source of intelligence without attracting undue attention. It may be some of these sheep (and perhaps an outlying village) that fell victim to the three Trolls in *The Hobbit* (cont. next column):

> "Mutton yesterday, mutton today, and blimey, if it don't look like mutton again tomorrer," said one of the trolls. [...]
>
> William choked. "Shut yer mouth!" he said as soon as he could. "Yer can't expect folk to stop here for ever just to be et by you and Bert. You've et a village and a half between yer, since we come down from the mountains. How much more d'yer want?"
>
> —**The Hobbit. Roast Mutton**

The cold, famine and diseases of the two great winters spelled the end of many settlements, and only along the lower Mitheithel and in the Angle did any mannish settlement worth mentioning remain east of Bree.

Table 24 below gives an overview of the the total population and urbanization levels in this time.

After the end of the community at Sarn Athrad, the ancient bridge there collapsed in the wake of the Long Winter when great floods from the melting snow swelled the river. From then on, a ford existed at this place as it had before the bridge was built.

Independent principalities in counsel with the Rangers

These "realms" and lordships are generally in coordination with each other, rendering help and support. The mannish lordships are generally able to defend themselves against local threats, but for the defence against stronger threats are reliant on the Rangers (even if this is sought in secret).

Noddfa Rhaglaw

The three disasters struck the people hard, but they survived. One small town is the urban center here.

Arcírbann

This is the last surviving territory directly under Dúnadan "rule" and control. It is their only home since ca. TA 2760 After the defeat of the orcs in TA 2750, the Dúnedain re-evaluated their strategy—not the least due to their grievous losses—and decided that a change was necessary. Moving closer to Rivendell and concentrating in one area offered much better chances for survival. One small town is the center of their urban life here.

Dor-en-Egladil

They suffered from three great calamities, but the influx of survivors from the lost communities alleviated the effects, and now it is a relatively strong community again with one sizeable urban center.

Table 24: Overview of population figures in TA 2915 and after

area	area (km²)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
The Shire	23,600	14,800	38,400	249.605	23.574	273.179	7,12	17	0	0	0	17
Breeland	1,015	85	1,100	8.641	1.121	9.762	8,69	1	0	0	0	1
Noddfa Rhaglaw	770	90	860	6.833	790	7.623	8,91	1	0	0	0	1
Arcírbann	2,500	300	2,800	8.026	1.402	9.428	3,41	1	0	0	0	1
Dor-en-Egladil	1,200	1,000	2,200	18.736	1.691	20.427	9,23	1	0	0	0	1
Sonn	900	1,000	1,900	44.632	4.300	48.932	25,99	2	0	0	0	2
Meach	700	800	1,500	27.020	2.410	29.430	19,79	2	0	0	0	2
Senana	1,600	1,300	2,900	43.659	5.140	48.799	16,92	2	0	0	0	2
Saralainn	3,900	2,800	6,700	83.627	6.256	89.882	13,39	3	0	0	0	3

Independent principalities friendly towards the Rangers

These are the mannish communities that are not especially amicable to the Dúnedain, but generally treat friendly and good-willed people with kindness and respect. Therefore they can be counted on for the Rangers, if they can be persuaded that it is in their own interest.

The Shire

The Shire has recovered from the effects of the three disasters, and the population levels are almost the same as in TA 2740. The hobbits still have seventeen towns in their realm.

Breeland

Breeland has shrunken dramatically since TA 2740. This is partly due to the mentioned three disasters, but also to the much decreased traffic along the roads. Only one major settlement (Bree itself) remains here.

The population can be roughly extrapolated because of Prof. Tolkien's details given for this settlement. In LotR there are ca. 100 stone houses of men plus several hobbit holes. This might lead to a total population of ca. 1,000 or 1,500 people, enough for a small town (e.g. a regional center). As long as Arnor/Arthedain existed it held a key role: It commanded the crossway between the two principal communication routes (the Great East Road and the Greenway) in Eriador and is the most likely site to place an urban community with its wide range of services for all travellers (not to mention tax collection). Therefore the people of Bree should always be well-off and a regional center. When Arthedain fell, their importance shrank drastically but the pragmatic Breelanders made the best of it and the old city shrank to the town we read of in the *The Lord of the Rings*.

Sonn

In the troubled times of the 28th century, Sonn received some aid from the Rangers, which aided in their survival. Therefore they are now more friendly towards these Rangers than before. Two towns remain in the area.

Independent principalities that are neutral towards the Rangers

Saralainn

The old Saralainn perished in the 28th century, but many refugees fled southward, mingling with other people of their kind and founding a new Saralainn north of the Mouths of Isen in TA 2762. Three towns exist in this barbarous, but thriving community.

Meach

This realm was founded on parts of the ruined old Saralainn, but it wasn't as fortunate. Two small towns can be found in this rustic lordship.

Senana

The principality of Senana developed well since ca. TA 2740, and three towns dot the landscape of this small realm.

Map 27 and 28 as well as Table 25 on the next page show the demographics.

Peripheral Regions

There are a number of peripheral settlements in Eriador that do not belong to the core areas discussed here. Of course the cities and principalities in Eriador are not isolated from the rest of the region, and accordingly a short description of the other important settlements on the fringes of Eriador is in order. On the maps, they are marked by roman numerals.

Forlond—the primary elven port of Forlindon (I)

Harlond—the primary elven port of Harlindon (II)

Mithlond—Círdan's seat and the greatest elven center in the West (III)

Kalbarazûd (Tumnogoth Iaur)—occupied throughout the entire Third Age by dwarves of the second House of the Naugrim (the Firebeards). See also *Other Minds, Issues 4* and *5* for more information on this site and the status of its population. (IV)

Azelanduzur (Thorin's Halls)—founded in TA 2810 by the Longbeard king Thorin II "Oakenshield", they are continually inhabited until the early Fourth Age, though after the death of Smaug and the re-establishment of Erebor, many of its people re-locate to the Lonely Mountain. Also see *Other Minds, Issues 4* and *5* for more information on this site. (V)

Imladris—Elrond's House is inhabited throughout the Third Age. (VI)

Gundabad—In the Third Age, this is inhabited at different times by both dwarves and orcs. See *Other Minds, Issues 4* and *5* for more details on its complicated history. (VII)

Goblin-gate—the second most important habitation of the Misty Mountain orcs for the first two millennia of the Third Age. (VIII)

Khazad-dûm/Moria—the greatest dwarf-city of all time. Shortly after the end of the North Kingdom it is taken over by the Balrog and the dwarves are expelled for the remainder of the Third Age. (IX)

Angrenost—the most important Gondorian fortress for almost the whole of the Third Age until Saruman is given its custody in TA 2759. (X)

Harnost/Hornburg—an important Gondorian fortress until the Rohirrim took it over and initially called it *Súthburg*. (XI)

Bauzdûm-Mazar—the Place of Awakening for the second and third Houses of the Naugrim (Firebeards and Broadbeams, respectively). Abandoned in TA 1480. See *Other Minds, Issues 4* and *5* for more information on this site and its people. (XII)

Baruk-zigil/Mount Gram—a mansion of the third House of the Naugrim (the Broadbeams) until finally conquered by the orcs in TA 1305 shortly after the official founding of Angmar. See *Other Minds, Issues 4* and *5* for more information on this site and its people. (XIII)

MAP 27: URBANIZATION IN CENTRAL ERIADOR TA 2915+

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 25: Urban centers in central Eriador TA 2915+

#	Settlement	Realm	Province/fief	Population	Map #
1	Greenfields	Shire	Northfarthing	2,100	Nf1
2	Long Cleeve	Shire	Northfarthing	1,100	Nf2
3	Brocken Borings	Shire	Eastfarthing	800	Ef5
4	Whitfurrows	Shire	Eastfarthing	1,500	Ef1
5	Frogmorton	Shire	Eastfarthing	1,100	Ef2
6	Willowbottom	Shire	Eastfarthing	1,400	Ef3
7	Scary	Shire	Eastfarthing	1,300	Ef4
8	Brandy Hall	Shire	Buckland	1,000	Bu1
9	Longbottom	Shire	Southfarthing	1,500	Sf1
10	Beeching Cross	Shire	Southfarthing	1,300	Sf2
11	Hardbottle	Shire	Southfarthing	1,100	Sf3
12	Heed Torton	Shire	Southfarthing	1,000	Sf4
13	Hobbiton	Shire	Westfarthing	1,800	Wf1
14	Tookbank	Shire	Westfarthing	1,900	Wf2
15	Michel Delving	Shire	Westfarthing	1,700	Wf3
16	Boldercross	Shire	Westfarthing	1,300	Wf4
17	Little Delving	Shire	Westfarthing	1,500	Wf5
18	Bree	Breeland	Breeland	1,300	Br1
19	Noddfa Rhaglaw	Arnor	Noddfa Rhaglaw	800	NR1
20	Andring	Arnor	Arcírbann	1,400	NR1
21	Fennas Drunin	Rhudaur	Dor-en Egladil	1,500	DeE1

MAP 28: URBANIZATION IN SOUTHERN ERIADOR TA 2915+

- ■ 10,001+ inhabitants
- ● 5,001 to 10,000 inhabitants
- ● 2,501 to 5,000 inhabitants
- • up to 2,500 inhabitants

Table 26: Urban centers in southern Eriador TA 2915+

#	Settlement	Realm	Province/fief	Population	Map #
1	Levanard	Saralainn	Saralainn	2,000	Sa7
2	Clothrad	Saralainn	Saralainn	2,400	Sa8
3	Ceinduire	Saralainn	Saralainn	1,900	Sa9
4	Brol	Meach	Meach	1,300	Me1
5	Colaigar	Meach	Meach	1,100	Me2
6	Tacnana	Senana	Senana	2,000	Se1
7	Gollaig	Senana	Senana	1,300	Se2
8	Ienin	Senana	Senana	1,800	Se3
9	Brascua	Sonn	Sonn	2,200	So2
10	Alsa	Sonn	Sonn	2,100	So4

Readings

The following publications were used in creating this article:

[1] *The Lord of the Rings* by J.R.R. Tolkien, © by Allen Unwin Ltd.

[2] *Unfinished Tales* by J.R.R. Tolkien, © by George Allen & Unwin (Publishers) Ltd 1980

[3] *Arnor: The Land* by Wesley J. Frank (Revision Author), © 1997 by Iron Crown Enterprises

[4] *Arnor: The People* by Wesley J. Frank (Revision Author), © 1996 by Iron Crown Enterprises

[5] *Die Galeonen – Große Segelschiffe um 1600* by Peter Kirsch; Bernard & Graefe Verlag

[6] *Northwestern Middle-earth Gazetteer* by Mark Raben, © 1992 by Iron Crown Enterprises

[7] *From Land to Subsistence* by Juha Juuso Vesanto (Juha.Vesanto@hut.fi). 'The Guild Companion' e-zine, May 2000 http://www.guildcompanion.com

[8] *Thoughts on the population of Gondor and Arnor* by Gunnar Brolin, *Other Hands, Issue #3, 1993* and *More on population: A response Jason Beresford*, *Other Hands, Issue #4, 1994*

[9] A response to "*Thoughts on the population of Gondor and Arnor*" by Jason Beresford, *Other Hands, Issue #3, 1993*

[10] *Other Hands, Issue #15/15*, p.28-32

[11] *The One Ring—AdventuresOver the Edge of the Wild* by Francesco Nepitello, © 2011 by Cubicle 7 and Sophisticated Games

[12] *The History of Middle-earth, Vol. 12: The Peoples of Middle-earth* by J.R.R. Tolkien and Christopher Tolkien (editor), © 1996 HarperCollins Publishers

[13] *Númenórean Maritime Technology, Other Minds, Issue #2*

[14] *Religion in Angmar, Other Minds Issue #9*

Notes

1. These were *Thoughts on the Population of Gondor and Arnor* and *More on Population: A Response to Jason Beresford*. The latter was an answer to the former which came to quite different solutions for the population problem. I developed my analysis in line with Gunnar's tendency because I judged his arguments more reasonable. Both are available as part of 'The *Other Hands* Restoration project' that was published in *Other Minds, Issue 10*.

2. On an area comparable to the state of Washington (or Bulgaria and Czech Republic combined).

3. See *Armies of Eriador* in *Other Hands, Issue 33/34* for further explanations of this term.

4. Or the "France" of the 5th century; according to estimate.

5. Or at least seriously weakened as in the case of Gondor during the Stewards' rule.

6. Such a difference might not be important at first glance but for Tolkien such spiritual and philosophical differences are of great importance (resulting in the demise and decline of the less Faithful). See also the first paragraph ("The Dúnedain") for such philosophical considerations.

7. Depending on your references this number can be very variable of course.

8. Even Gondor was "relatively" uninterested in naval matters until the reigns of the Ship-kings from the 9th century onwards. Therefore the southern realm also sees a decline in naval technology.

9. In mid-14th-century France the aristocracy is estimated at around 500,000 out of a 21 million total (ca. 2.5% of the population).

10. By choosing this percentage they remain a minority while being numerous enough to still remain *relatively* powerful and not easily overturned.

11. Owing to the proximity of the principal haven – Pelargir.

12. The "King's Men".

13. Counting in the fact that all the other colonies in Endor also had some Númenóreans living there and the majority still lived in Númenor.

14. This concept is discussed in greater detail in the article *The Phenomenon of "Eternal Realms" in Middle-earth RPG settings* in *Other Minds, Issue 12*.

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Appendix for
"Population and Urbanization of Eriador"

Table 1: Average body sizes of normal men and Númenóreans

Race	avg. male height	height percentage	avg. male weight	weight percentage
Normal Men	1,70 m (5'7")	100%	70 kg (154 lbs.)	100%
Númenóreans	1,93 m (6'4")	114%	101 kg (222 lbs.)	144%

Table 2: Supposed population levels in the Shire

Period	total	Hobbits	urban population
TA 250	120,500	-	5,700
TA 1400	46,100	-	2,200
TA 1640	40,000	35,000	3,200
TA 1974	145,300	145,300	8,900
TA 2740	272,500	272,500	22,900
TA 2915+	273,200	273,200	23,600

Table 3: Overview of total Eriadorian population figures throughout the Third Age

	area (km²)			population				number of towns/cities with inhabitants				
era	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
TA 250	475,100	232,100	707,200	4,744,100	437,200	5,181,300	7.33	24	72	12	2	110
TA 1400	363,400	230,200	593,600	4,634,700	429,700	5,064,400	8.53	22	81	10	2	115
TA 1640	259,000	128,400	387,400	2,467,600	205,900	2,673,500	6.90	48	28	2	1	79
TA 1974	233,900	118,700	352,600	2,252,300	210,200	2,462,500	6.98	57	29	2	0	88
TA 2740	63,100	27,800	90,900	648,200	63,000	711,200	7.82	53	3	0	0	56
TA 2915+	36,200	22,100	58,300	490,800	46,700	537,500	9.22	31	0	0	0	31

Table 4: Supposed origin of Ruling Dúnadan Houses

#	fief/province	ruled by	settled in Eriador pre-Akallabêth	settled in Eriador post-Akallabêth
1	Eketya	Noble House (Eketya)		×
2	Noirinanaya	Noble House (Noirinin)	×	
3	Tarmëa	Noble House (Tarma)		×
4	Rammas Forn	Noble House (Foro)		×
5	Nan Túrath	Royal Province		
6	Sûza Aran	Royal Province		
7	Siragalë	Noble House (Orro)		×
8	Sarn Athrad	Noble House (Emerya)	×	
9	Hyarromenya	Noble House (Hyarromenyar)		×
10	Emyn Sûl	Royal Province		
11	Faerdor	Noble House (Galathir)	×	
12	Minhiriath	Royal Province		
13	Dol Caladir	Noble House (Caladir)	×	
14	Ethir Gwathló	Noble House (Gunion)	×	
15	Girithlin	Noble House (Girithlin)	×	
16	Dyr Maenason	Noble House (Bengoth)		×
17	Dyr Erib	Noble House (Denelaith)	×	
18	Dyr Eldanaryon	Noble House (Eldanar)		×
19	Hithaeglir Forn	Noble House (Húnen)	×	
20	Hithaeglir Harad	Noble House (Endril)	×	
21	Cameth Brin	Royal Province		
22	Dor-en-Egladil	Noble House (Melossë)		×

Table 5: Urban centers in TA 250

#	Settlement	Province/Fief	Population	Note #	Map #	#	Settlement	Province/Fief	Population	Note #	Map #
1	Bareketta (Mar Eketyaron)	Eketya	5,300		Ek1	56	Bondor	Dyr Maenason	3,200		DEH1
2	Arading	Eketya	3,700		Ek2	57	Erenir	Dyr Maenason	3,100		DEH2
3	Bodroth	Eketya	4,200		Ek3	58	Faelond	Dyr Maenason	3,200		DEH3
4	Faranel	Eketya	3,900		Ek4	59	Mistalondë/Sudúri	Ethir Gwathlo	9,600		EG1
5	Anglas	Eketya	2,700		Ek5	60	Amlolas	Ethir Gwathlo	5,100		EG2
6	Gwaelin	Eketya	2,400		Ek6	61	Bregnas	Ethir Gwathlo	4,400		EG3
7	Nielros	Emyn Sûl	2,800		ES4	62	Cathiel	Ethir Gwathlo	4,200		EG4
8	Mirion	Emyn Sûl	2,300		ES5	63	Dirdabor	Ethir Gwathlo	3,600		EG5
9	Bree	Emyn Sûl	3,800		ES1	64	Amrelor	Ethir Gwathlo	3,800		EG6
10	Minas Malloth	Emyn Sûl	3,500	4	ES2	65	Hangireth	Ethir Gwathlo	2,300		EG7
11	Andrath	Emyn Sûl	4,300		ES3	66	Aspar	Faerdor	3,900		Fa1
12	Minas Hyarrómenyaron	Hyarromenya	4,200		Hy1	67	Dinach	Faerdor	3,600		Fa2
13	Oromruin	Hyarromenya	3,600		Hy2	68	Filimer	Faerdor	3,200		Fa3
14	Annúminas	Nan Túrath	14,200		NT1	69	Gundiok	Faerdor	2,500		Fa4
15	Fornost Erain	Nan Túrath	8,000		NT2	70	Nidada	Faerdor	2,800		Fa5
16	Aradhras (Kingscrag)	Nan Túrath	5,200		NT3	71	Minas Girithlin	Girithlin	7,200		Gi1
17	Athilin	Nan Túrath	4,600		NT4	72	Angoth	Girithlin	3,800		Gi2
18	Anglor	Nan Túrath	4,500		NT5	73	Annithir	Girithlin	3,300		Gi3
19	Barad Garan	Nan Túrath	3,700		NT6	74	Annon Baran	Girithlin	6,300		Gi4
20	Endroth	Nan Túrath	5,400		NT7	75	Balost	Girithlin	5,500		Gi5
21	Fanduin	Nan Túrath	4,300		NT8	76	Caranthel	Girithlin	4,400		Gi06
22	Andrin	Nan Túrath	4,700		NT9	77	Cithiel	Girithlin	4,600		Gi7
23	Ganderch	Nan Túrath	3,800		NT10	78	Cithrenor	Girithlin	4,700		Gi8
24	Maegoth	Nan Túrath	2,200		NT11	79	Forondir	Girithlin	4,200		Gi9
25	Ambon Noirinanyaron	Noirinanya	4,900		No1	80	Galathlilval	Girithlin	3,900		Gi10
26	Nirthiach	Noirinanya	4,200		No2	81	Redhel	Girithlin	3,100		Gi11
27	Nelvorin	Noirinanya	3,700		No3	82	Herwen	Girithlin	2,800		Gi12
28	Nothros	Noirinanya	4,300		No4	83	Althil	Girithlin	3,300		Gi13
29	Caras Celairnen	Noirinanya	4,200		No5	84	Tharbad	Minhiriath	25,000		Mi1
30	Bauruin	Noirinanya	2,100		No6	85	Arading	Minhiriath	4,400		Mi2
31	Lelmoth	Noirinanya	2,200		No7	86	Mathlor	Minhiriath	4,600		Mi3
32	Cerin Balgrist	Rammas Forn	3,600		RF1	87	Metraith (Thalion)	Minhiriath	9,400		Mi4
33	Ardum	Rammas Forn	3,400		RF2	88	Adandor	Minhiriath	2,200		Mi5
34	Heleb	Rammas Forn	3,800		RF3	89	Edras	Minhiriath	2,400		Mi6
35	Maenthiros	Rammas Forn	3,500		RF4	90	Cameth Brin	Cameth Brin	5,200		CB1
36	Iach Sarn/Stonehill	Sarn Athrad	4,000	3	SA1	91	Enfrivin	Cameth Brin	2,400		CB2
37	Minas Ongoth	Sarn Athrad	3,100		SA2	92	Girail	Cameth Brin	1,900		CB3
38	Nelval	Sarn Athrad	3,400		SA3	93	Fennas Drunin	Dor-en Egladil	3,200		DeE1
39	Enerond	Sarn Athrad	2,000		SA4	94	Thuin Boid	Dor-en Egladil	2,900		DeE2
40	Edhelas	Siragalë	3,000		Si1	95	Gwahilmoth	Dor-en Egladil	3,900		DeE3
41	Endrist	Siragalë	3,100		Si2	96	Minas Brethil	Dor-en Egladil	4,100		DeE4
42	Iant Baranduin	Sûza Aran	2,100	2	SûA1	97	Udandir	Dor-en Egladil	3,500		DeE5
43	Nirmolian	Sûza Aran	2,000		SûA2	98	Minas Eldanaryaron	Dyr Eldanaryon	3,000		DE1
44	Firaen	Sûza Aran	1,500		SûA3	99	Dulaich	Dyr Eldanaryon	3,100		DE2
45	Mar Tarmëaron (Tarmabar)	Tarmëa	5,300		Ta1	100	Kereic	Dyr Eldanaryon	2,300		DE3
46	Enerond	Tarmëa	3,900		Ta3	101	Crudu	Dyr Eldanaryon	2,500		DE4
47	Rood/Rhovanduin	Tarmëa	4,200	1	Ta4	102	Arnaro	Dyr Eldanaryon	2,300		DE5
48	Cargilin	Tarmëa	3,300		Ta5	103	Iant Methed	Dyr Erib	2,800		DEF1
49	Orchelor	Tarmëa	1,800		Ta6	104	Brildil	Dyr Erib	2,500		DEF2
50	Dúragar	Tarmëa	4,100		Ta2	105	Ardum	Dyr Erib	2,600		DEF3
51	Argond	Dol Caladir	4,000		DC1	106	Agand	Dyr Erib	2,400		DEF4
52	Benglaras	Dol Caladir	3,500		DC2	107	Helegnel	Hithaeglir Forn	1,400		HF1
53	Dongril	Dol Caladir	4,600		DC3	108	Broig	Hithaeglir Forn	3,900		HF2
54	Fangoth	Dol Caladir	3,200		DC4	109	Idoch	Hithaeglir Harad	2,400		HH1
55	Geleborn	Dol Caladir	3,000		DC5	110	Wrech	Hithaeglir Harad	2,500		HH2

Notes to Table 5 on the previous page

1. The river crossing between the principal cities (and the accompanying traffic) in Arthedain would be very likely to give rise to a city, rather than the small village mentioned in [3].

2. Such an important site (the river crossing of the Great East Road) is very likely to harbour a city. It opens the opportunity to collect bridge tax, a very important source of income for any lord or other authority.

3. Again, like at Iant Baranduin this important crossing is very likely to give rise to the development of a large settlement. During the time of Arnor/Arthedain there might even be a bridge present. Tolkien mentions this site only during times before or after Arnorian rule (during the War of the Elves and Sauron in UT and in LotR respectively). Being an important river crossing for a major trade route a bridge is very likely to be built by Arnor. After the fall of Arthedain the bridge could have been destroyed or fallen into disrepair and eventually collapsed such that by the time of LotR there is again only a ford.

4. This city is also the regional center for the fortress of Amon Sûl. The latter, being a big fortress, has need of many services only a city can offer and a Cardolanian city filling this role fits very well with the complicated politics concerning the possession of Amon Sûl (the main source of strife among the Sister Kingdoms). It also strengthens the relations between the realms and introduces a believable economical and social background for an otherwise lonely, big fortress.

Table 6: Overview of population figures in TA 1400

	area (km²)			population				number of towns/cities with inhabitants				
era	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain	163,500	94,100	257,600	1,757,400	162,200	1,919,600	7.45	8	33	2	1	44
Cardolan	97,800	91,200	189,000	2,033,900	185,400	2,219,300	11.74	2	31	7	1	41
Dor-en-Egladil	9,600	4,900	14,500	131,500	13,100	144,600	9.99	1	3	0	0	4
Rhudaur	48,200	8,800	56,900	269,100	26,800	295,900	5.20	5	4	1	0	10
Angmar	44,300	31,200	75,600	442,800	42,200	485,000	6.42	6	10	0	0	16

Table 7: Urban centers in Arthedain TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	4,900		Ek1
2	Arading	Eketya	3,400		Ek2
3	Bodroth	Eketya	3,600		Ek3
4	Faranel	Eketya	3,000		Ek4
5	Rildolach	Eketya	1,000		Ek7
6	Nielros	Emyn Sûl	2,500		ES4
7	Mirion	Emyn Sûl	2,300		ES5
8	Arduin	Emyn Sûl	1,600		ES7
9	Minas Hyarrómenyaron	Hyarromenya	3,400		Hy1
10	Oromruin	Hyarromenya	3,800		Hy2
11	Fornost Erain	Nan Túrath	14,500		NT2
12	Aradhras (Kingscrag)	Nan Túrath	5,500		NT3
13	Athilin	Nan Túrath	4,400		NT4
14	Anglor	Nan Túrath	4,300		NT5
15	Barad Garan	Nan Túrath	3,500		NT6
16	Endroth	Nan Túrath	5,200		NT7
17	Fanduin	Nan Túrath	4,100		NT8
18	Andrin	Nan Túrath	4,500		NT9
19	Ganderch	Nan Túrath	3,600		NT10
20	Maegoth	Nan Túrath	2,900		NT11
21	Bree	Nan Túrath	4,600		NT12
22	Ambon Noirinanyaron	Noirinanya	4,700		No1
23	Nelvorin	Noirinanya	3,500		No3
24	Nothros	Noirinanya	4,200		No4
25	Caras Celairnen	Noirinanya	4,000	1	No5
26	Bauruin	Noirinanya	3,100		No6
27	Lelmoth	Noirinanya	3,300		No7
28	Cerin Balgrist	Rammas Forn	3,700		RF1
29	Thaendor	Rammas Forn	3,200		RF4
30	Iant Baranduin	Sûza Aran	1,000		SûA1
31	Nirmolian	Sûza Aran	1,200		SûA2
32	Annúminas	Tarmëa	2,500		Ta7
33	Mar Tarmëaron (Tarmabar)	Tarmëa	4,700		Ta1
34	Enerond	Tarmëa	3,700		Ta3
35	Rood/Rhovanduin	Tarmëa	3,500		Ta4
36	Cargilin	Tarmëa	3,100		Ta5
37	Orchelor	Tarmëa	2,700		Ta6
38	Dúragar	Tarmëa	3,700		Ta2
39	Iach Sarn/Stonehill	Sarn Athrad	4,800		SA1
40	Minas Ongoth	Sarn Athrad	3,200		SA2
41	Nelval	Sarn Athrad	3,600		SA3
42	Enerond	Sarn Athrad	2,100		SA4
43	Edhelas	Siragalë	2,600		Si1
44	Endrist	Siragalë	3,600		Si2

Table 8: Urban centers in Cardolan TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Andrath	Tyrn Hódhath	7,200		TH1
2	Minas Malloth	Tyrn Hódhath	5,200		TH2
3	Ningliras	Tyrn Hódhath	4,300		TH3
4	Iarond	Tyrn Hódhath	3,800		TH4
5	Helegnel	Tyrn Hódhath	4,700		TH5
6	Ilfin	Tyrn Hódhath	2,000		TH6
7	Bondor	Dyr Erib	2,600		DE1
8	Faelond	Dyr Erib	3,000		DE2
9	Aspar	Faerdor	3,900		Fa1
10	Dinach	Faerdor	3,500		Fa2
11	Filimer	Faerdor	3,100		Fa3
12	Gundiok	Faerdor	2,500		Fa4
13	Nidada	Faerdor	2,800		Fa5
14	Tharbad	Minhiriath	20,800		Mi1
15	Mathlor	Minhiriath	3,300		Mi3
16	Metraith (Thalion)	Minhiriath	7,100		Mi4
17	Edras	Minhiriath	3,100		Mi6
18	Argond	Dol Caladir	4,100		DC1
19	Benglaras	Dol Caladir	3,000		DC2
20	Dongril	Dol Caladir	3,800		DC3
21	Fangoth	Dol Caladir	3,600		DC4

#	Settlement	Province/Fief	Population	Notes	Map #
22	Geleborn	Dol Caladir	3,400		DC5
23	Mistalondë/Sudúri	Ethir Gwathlo	9,800		EG1
24	Amlolas	Ethir Gwathlo	5,400		EG2
25	Bregnas	Ethir Gwathlo	4,200		EG3
26	Cathiel	Ethir Gwathlo	4,100		EG4
27	Dirdabor	Ethir Gwathlo	3,900		EG5
28	Amrelor	Ethir Gwathlo	3,800		EG6
29	Hangireth	Ethir Gwathlo	2,700		EG7
30	Minas Girithlin	Girithlin	6,400		Gi1
31	Angoth	Girithlin	3,600		Gi2
32	Annithir	Girithlin	3,100		Gi3
33	Annon Baran	Girithlin	4,000		Gi4
34	Balost	Girithlin	5,200		Gi5
35	Caranthel	Girithlin	4,900		Gi6
36	Cithiel	Girithlin	3,800		Gi7
37	Cithrenor	Girithlin	3,900		Gi8
38	Forondir	Girithlin	4,100		Gi9
39	Galathlilval	Girithlin	3,400		Gi10
40	Redhel	Girithlin	3,900		Gi11
41	Althil	Girithlin	4,200		Gi13

Table 8: Urban centers in Cardolan TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #	#	Settlement	Province/Fief	Population	Notes	Map #
1	Andrath	Tyrn Hódhath	7,200		TH1	22	Geleborn	Dol Caladir	3,400		DC5
2	Minas Malloth	Tyrn Hódhath	5,200		TH2	23	Mistalondë/Sudúri	Ethir Gwathlo	9,800		EG1
3	Ningliras	Tyrn Hódhath	4,300		TH3	24	Amlolas	Ethir Gwathlo	5,400		EG2
4	Iarond	Tyrn Hódhath	3,800		TH4	25	Bregnas	Ethir Gwathlo	4,200		EG3
5	Helegnel	Tyrn Hódhath	4,700		TH5	26	Cathiel	Ethir Gwathlo	4,100		EG4
6	Ilfin	Tyrn Hódhath	2,000		TH6	27	Dirdabor	Ethir Gwathlo	3,900		EG5
7	Bondor	Dyr Erib	2,600		DE1	28	Amrelor	Ethir Gwathlo	3,800		EG6
8	Faelond	Dyr Erib	3,000		DE2	29	Hangireth	Ethir Gwathlo	2,700		EG7
9	Aspar	Faerdor	3,900		Fa1	30	Minas Girithlin	Girithlin	6,400		Gi1
10	Dinach	Faerdor	3,500		Fa2	31	Angoth	Girithlin	3,600		Gi2
11	Filimer	Faerdor	3,100		Fa3	32	Annithir	Girithlin	3,100		Gi3
12	Gundiok	Faerdor	2,500		Fa4	33	Annon Baran	Girithlin	4,000		Gi4
13	Nidada	Faerdor	2,800		Fa5	34	Balost	Girithlin	5,200		Gi5
14	Tharbad	Minhiriath	20,800		Mi1	35	Caranthel	Girithlin	4,900		Gi6
15	Mathlor	Minhiriath	3,300		Mi3	36	Cithiel	Girithlin	3,800		Gi7
16	Metraith (Thalion)	Minhiriath	7,100		Mi4	37	Cithrenor	Girithlin	3,900		Gi8
17	Edras	Minhiriath	3,100		Mi6	38	Forondir	Girithlin	4,100		Gi9
18	Argond	Dol Caladir	4,100		DC1	39	Galathlilval	Girithlin	3,400		Gi10
19	Benglaras	Dol Caladir	3,000		DC2	40	Redhel	Girithlin	3,900		Gi11
20	Dongril	Dol Caladir	3,800		DC3	41	Althil	Girithlin	4,200		Gi13
21	Fangoth	Dol Caladir	3,600		DC4						

Table 9: Urban centers in Rhudaur TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Fennas Drunin	Dor-en Egladil	2,500		DeE1
2	Thuin Boid	Dor-en Egladil	3,600		DeE2
3	Gwahilmoth	Dor-en Egladil	2,800		DeE3
4	Minas Brethil	Dor-en Egladil	4,200		DeE4
5	Iant Methed	Tegwared	3,400		Te1
6	Brildil	Tegwared	2,700		Te2
7	Cameth Brin	Llyr	5,800		Ll1
8	Enfrivin	Llyr	3,300		Ll2
9	Dinuis	Llyr	2,000		Ll3
10	Idoch	Pwyll	2,000		Pw1
11	Girail	Pwyll	3,000		Pw2
12	Ardum	Ceredigion	1,600		Ce3
13	Helegnel	Ceredigion	1,300		Ce1
14	Broig	Ceredigion	1,500		Ce2

Table 10: Urban centers in Angmar TA 1400

#	Settlement	Province/Fief	Population	Notes	Map #
1	Morkai	Morkai	3,400	1	Mo1
2	Minas Eldanaryaron	Morkai	1,900		Mo2
3	Cerdim	Morkai	1,000		Mo3
4	Carn Dûm	Carn Dûm	4,100		CD1
5	Angsûl	Carn Dûm	2,700		CD2
6	Lesbleic	Carn Dûm	2,600		CD3
7	Crudu	Croit	2,000		Cr1
8	Litash	Nan Angmar	2,800		NA1
9	Blerei	Nan Angmar	2,300		NA2
10	Wrakyaburg	Adastar	3,700		Ad1
11	Hebidir	Adastar	3,300		Ad2
12	Sasinas	Adastar	3,100		Ad3
13	Erva	Adastar	1,800		Ad4
14	Woumis	Audipar	3,500		Au1
15	Vusbas	Audipar	3,000		Au2
16	Idima	Audipar	800		Au3

Table 11: Overview of population figures in TA 1640

	area (km^2)			population				number of towns/cities with inhabitants				
era	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km^2)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain	121,500	66,400	187,900	1,256,100	108,200	1,364,300	7.26	13	21	1	0	35
Cardolan	27,300	28,000	55,300	489,100	47,100	536,200	11.69	10	3	1	1	15
Saralainn	7,000	5,300	12,400	163,200	9,200	172,400	13.95	3	1	0	0	4
Rhudaur*	1,600	500	2,100	14,500	1,200	15,700	7.51	2	0	0	0	2
Angmar	101,600	28,200	129,800	544,800	40,300	585,100	4.51	20	3	0	0	23

* In this time, Rhudaur is only represented through the remnant of Dor-en-Egladil (The Angle)

Table 12: Urban centers in Arthedain TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	4,700		Ek1
2	Bodroth	Eketya	3,200		Ek3
3	Faranel	Eketya	1,100		Ek4
4	Minas Hyarrómenyaron	Hyarromenya	700		Hy1
5	Rindilas	Hyarromenya	1,300		Hy3
6	Bree	Nan Túrath	4,600		NT12
7	Fornost Erain	Nan Túrath	9,800		NT02
8	Athilin	Nan Túrath	4,400		NT04
9	Anglor	Nan Túrath	4,200		NT05
10	Barad Garan	Nan Túrath	3,500		NT06
11	Endroth	Nan Túrath	4,900		NT07
12	Andrin	Nan Túrath	4,400		NT09
13	Ganderch	Nan Túrath	3,600		NT10
14	Maegoth	Nan Túrath	2,500		NT11
15	Mirion	Nan Túrath	3,100		NT13
16	Ambon Noirinanyaron	Noirinanya	4,600		No1
17	Nothros	Noirinanya	4,200		No4
18	Caras Celairnen	Noirinanya	4,000		No5
19	Bauruin	Noirinanya	3,900		No6
20	Iant Baranduin	Shire	1,300		Sh1
21	Nirmolian	Shire	1,900		Sh2
22	Mar Tarmëaron (Tarmabar)	Tarmëa	4,600		Ta1
23	Enerond	Tarmëa	3,600		Ta3
24	Rood/Rhovanduin	Tarmëa	3,500		Ta4
25	Cargilin	Tarmëa	3,100		Ta5
26	Orchelor	Tarmëa	4,400		Ta6
27	Iach Sarn/Stonehill	Sarn Athrad	3,000		SA1
28	Minas Ongoth	Sarn Athrad	2,700		SA2
29	Nelval	Sarn Athrad	1,400		SA3
30	Enerond	Sarn Athrad	1,200		SA4
31	Edhelas	Siragalë	1,200		Si1
32	Endrist	Siragalë	1,400		Si2
33	Noddfa Rhaglaw	Noddfa Rhaglaw	800		NR1
34	Neddig	Noddfa Rhaglaw	750		NR2
35	Brynmor	Noddfa Rhaglaw	650		NR3

Table 13: Urban centers in "Cardolan" TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Andrath	Tyrn Hódhath	3,900		TH1
2	Ningliras	Tyrn Hódhath	900		TH3
3	Iarond	Tyrn Hódhath	2,500		TH4
4	Mathlor	Tyrn Hódhath	2,400		TH6
5	Dinach	Faerdor	2,500		Fa2
6	Filimer	Faerdor	800		Fa3
7	Metraith (Thalion)	Dol Tinereb	5,500		DT1
8	Maura	Dol Tinereb	2,500		DT2
9	Tharbad	Tharbad	15,200		Th1
10	Amlolas	Dol Caladir	500		DC7
11	Bregnas	Dol Caladir	1,300		DC6
12	Mistalondë/Sudúri	Saralainn	4,400		Sa1
13	Cathiel	Saralainn	1,900		Sa2
14	Hena	Saralainn	1,700		Sa3
15	Morchan	Saralainn	1,200		Sa4
16	Minas Girithlin	Girithlin	4,000		Gi01
17	Bor Leath	Girithlin	1,100		Gi03
18	Annon Baran	Girithlin	2,900		Gi04
19	Galathlilval	Girithlin	1,000		Gi10

Table 14: Urban centers in "Rhudaur" TA 1640

#	Settlement	Province/Fief	Population	Map #
1	Fennas Drunin	Dor-en Egladil	650	DeE1
2	Minas Brethil	Dor-en Egladil	500	DeE4

Table 15: Urban centers in Angmar TA 1640

#	Settlement	Province/Fief	Population	Notes	Map #
1	Iant Methed	Carest	900		Ca1
2	Thuin Boid	Carest	1,300		Ca2
3	Cameth Brin	Llyr	2,000		Ll1
4	Enfrivin	Llyr	900		Ll2
5	Idoch	Pwyll	700		Pw1
6	Girail	Pwyll	1,400		Pw2
7	Ardum	Ceredigion	1,500		Ce3
8	Helegnel	Ceredigion	800		Ce1
9	Broig	Ceredigion	1,500		Ce2
10	Crudu	Croit	2,400		Cr1
11	Morkai	Morkai	2,000		Mo1
12	Minas Eldanaryaron	Morkai	900		Mo2
13	Cerdim	Morkai	1,300		Mo3
14	Carn Dûm	Carn Dûm	4,000		CD1
15	Angsûl	Carn Dûm	2,100		CD2
16	Lesbleic	Carn Dûm	2,600		CD3
17	Litash	Nan Angmar	2,100		NA1
18	Blerei	Nan Angmar	2,100		NA2
19	Wrakyaburg	Adastar	2,400		Ad1
20	Hebidir	Adastar	2,100		Ad2
21	Erva	Adastar	1,300		Ad4
22	Vusbas	Audipar	2,700		Au2
23	Idima	Audipar	1,000		Au3

Table 16: Overview of population figures in TA 1974

era	area (km²)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
Arthedain (altogether)	101,300	57,100	158,500	983,000	86,300	1,069,300	6.75	20	14	1	0	35
The Shire	30,600	7,600	38,200	136,400	8,900	145,300	3.80	8	0	0	0	8
Arthedain (w.o. hobbits)	70,700	49,600	120,300	846,600	77,400	924,000	7.40	12	14	1	0	27
Galattar	3,500	1,400	5,000	33,900	3,200	37,100	7.47	2	0	0	0	2
Girithlin Forn	2,200	600	2,900	20,600	1,300	21,900	7.64	2	0	0	0	2
Mag Speriang	507	166	673	5,500	700	6,200	9.20	1	0	0	0	1
Saralainn	13,200	6,400	19,500	126,200	10,900	137,200	7.03	4	1	0	0	5
Dol Caladir	950	240	1,200	10,600	1,100	11,700	9.69	1	0	0	0	1
Tharbad	1,700	200	1,900	16,900	4,300	21,200	10.97	0	1	0	0	1
Dor-en-Egladil	320	130	450	2,300	460	2,760	6.07	1	0	0	0	1
Angmar	119,100	52,400	171,500	1,085,100	104,300	1,189,400	6.94	26	13	1	0	40

Table 17: Urban centers in Arthedain TA 1974

#	Settlement	Province/Fief	Population	Notes	Map #
1	Bareketta (Mar Eketyaron)	Eketya	5,000		Ek1
2	Bodroth	Eketya	3,200		Ek3
3	Arading	Eketya	2,300		Ek2
4	Faranel	Eketya	1,400		Ek4
5	Fornost Erain	Nan Túrath	8,500		NT02
6	Andrin (Free City)	Nan Túrath	3,300		NT09
7	Anglor	Nan Túrath	2,900		NT05
8	Ganderch	Nan Túrath	2,700		NT10
9	Ambon Noirinanyaron	Noirinanya	4,400		No1
10	Nirthiach	Noirinanya	3,000		No2
11	Nothros	Noirinanya	3,800		No4
12	Caras Celairnen	Noirinanya	3,000		No5
13	Dondonwath	Noirinanya	3,600		No8
14	Greenfields	Shire	1,000		Sh5
15	Hobbiton	Shire	2,100		Sh3
16	Iant Baranduin	Shire	800		Sh1
17	Tookbank	Shire	1,100		Sh4
18	Hardbottle	Shire	1,000		Sh7
19	Brocken Borings	Shire	1,100		Sh6
20	Longbottom	Shire	900		Sh8
21	Little Delving	Shire	900		Sh9
22	Mar Tarmëaron (Tarmabar)	Tarmëa	4,500		Ta1
23	Enerond	Tarmëa	3,500		Ta3
24	Rood/Rhovanduin	Tarmëa	3,400		Ta4
25	Cargilin	Tarmëa	2,400		Ta5
26	Orchelor	Tarmëa	2,000		Ta6
27	Bree	Breeland	2,100		Br1
28	Barad Garan	Breeland	1,300		Br2
29	Mirion	Breeland	1,200		Br3
30	Iach Sarn/Stonehill	Sarn Athrad	2,900		SA1
31	Metraith (Thalion)	Sarn Athrad	2,000		SA5
32	Nelval	Sarn Athrad	1,300		SA3
33	Mathlor	Sarn Athrad	1,200		SA6
34	Andrath	Tyrn Hódhath	1,000		TH1
35	Ningliras	Tyrn Hódhath	2,500		TH3
36	Edhelas	Galattar	1,900		Ga1
37	Endrist	Galattar	1,300		Ga2

Table 18: Urban centers in "Cardolan and "Rhudaur" in TA 1974

#	Settlement	Province/Fief	Pop.	Map #
1	Tharbad	Tharbad	4,300	Th1
2	Laganin	Dol Caladir	900	DC8
3	Mistalondë/Sudúri	Saralainn	4,000	Sa1
4	Amlolas	Saralainn	1,500	Sa5
5	Hena	Saralainn	2,000	Sa3
6	Morchan	Saralainn	1,900	Sa4
7	Cathiel	Saralainn	1,600	Sa2
8	Bor Leath	Mag Speriang	700	MS1
9	Balost (Cûban)	Girithlin Forn	630	GF1
10	Tharni	Girithlin Forn	700	GF2
11	Fennas Drunin	Dor-en Egladil	500	DeE1

Table 19: Urban centers in Angmar TA 1640

#	Settlement	Province/Fief	Pop.	Map #	#	Settlement	Province/Fief	Pop.	Map #	#	Settlement	Province/Fief	Pop.	Map #
1	Certhalc	Carest	900	Ca3	15	Broig	Ceredigion	2,000	Ce2	26	Hebidir	Adastar	2,100	Ad2
2	Thuin Boid	Carest	1,800	Ca2	16	Crudu	Croit	3,300	Cr1	27	Sasinas	Adastar	2,500	Ad3
3	Cameth Brin	Llyr	2,300	Ll1	17	Vamnus	Croit	1,200	Cr2	28	Pudarid	Adastar	1,400	Ad5
4	Enfrivin	Llyr	1,000	Ll2	18	Smyeka	Croit	1,100	Cr3	29	Woumis	Audipar	2,000	Au1
5	Idoch	Pwyll	1,200	Pw1	17	Morkai	Morkai	3,700	Mo1	30	Vusbas	Audipar	2,500	Au2
6	Girail	Pwyll	1,200	Pw2	18	Minas Eldanaryaron	Morkai	2,000	Mo2	31	Girchiron	Audipar	1,400	Au4
7	Iant Methed	Fereic	1,800	Fe1	19	Cerdim	Morkai	1,400	Mo3	32	Idima	Audipar	1,800	Au3
8	Brildil	Fereic	2,700	Fe2	20	Carn Dûm	Carn Dûm	7,500	CD1	33	Matlaburg	Deldined	5,000	De1
9	Rugamba	Fereic	2,000	Fe3	21	Angsûl	Carn Dûm	3,600	CD2	34	Hemnolaud	Deldined	3,400	De2
10	Noddfa Rhaglaw	Noddfa Rhaglaw	1,900	NR1	22	Lesbleic	Carn Dûm	3,300	CD3	35	Idima	Deldined	3,600	De3
11	Neddig	Noddfa Rhaglaw	1,400	NR2	23	Litash	Nan Angmar	2,700	NA1	36	Haroburg	Deldined	3,400	De4
12	Brynmor	Noddfa Rhaglaw	1,300	NR3	24	Blerei	Nan Angmar	3,000	NA2	37	Audeld	Deldined	3,600	De5
13	Ardum	Ceredigion	2,100	Ce3	25	Wrakyaburg	Adastar	4,000	Ad1	25	Wrakyaburg	Adastar	4,000	Ad1
14	Helegnel	Ceredigion	1,300	Ce1										

Table 20: Overview of population figures in TA 2740

era	area (km²)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
The Shire	23,600	14,800	38,400	249,600	22,900	272,500	7.10	17	0	0	0	17
Ruthran	1,400	300	1,700	13,200	1,600	14,800	8.97	2	0	0	0	2
Hlothran	1,400	400	1,800	11,300	1,100	12,400	6.72	2	0	0	0	2
Hîmaran	1,500	500	2,000	18,300	1,900	20,200	10.03	2	0	0	0	2
Rílûraph	1,400	700	2,100	23,200	2,100	25,300	11.84	2	0	0	0	2
Breeland	4,100	800	4,900	41,700	3,645	45,333	9.19	3	0	0	0	3
Forncírbann	810	120	930	3,600	700	4,300	4.59	1	0	0	0	1
Rhúncírbann	3,400	200	3,600	9,200	800	10,000	2.78	1	0	0	0	1
Sarn Athrad	1,500	300	1,800	10,000	900	10,900	5.90	2	0	0	0	2
Noddfa Rhaglaw	1,000	100	1,100	10,700	1,200	11,900	11.02	1	0	0	0	1
Galattar	3,800	1,500	5,300	28,500	2,400	30,900	5.81	2	0	0	0	2
Girithlin Forn	1,800	800	2,600	18,000	1,600	19,600	7.53	2	0	0	0	2
Mag Speriang	640	260	900	13,800	1,300	15,100	16.58	2	0	0	0	2
Rangaza	3,950	350	4,300	17,600	2,700	20,300	4.71	3	0	0	0	3
Barnâtha	2,250	850	3,100	13,500	1,300	14,800	4.79	2	0	0	0	2
Tharbad	420	90	510	12,100	2,700	14,800	28.9	0	1	0	0	0
Dor-en-Egladil	600	800	1,400	18,900	1,600	20,500	14.56	1	0	0	0	1
Caladir	800	200	1,000	8,600	800	9,300	9.05	1	0	0	0	1
Sonn	2,500	1,400	3,900	24,300	1,900	26,200	6.76	1	2	0	0	3
Saralainn	3,900	2,300	6,200	64,100	5,600	69,700	11.15	3	0	0	0	3
Senana	2,100	1,100	3,200	38,000	4,400	42,400	13.23	3	0	0	0	3

Table 21: Urban centers in western and central Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #	#	Settlement	Realm	Province/fief	Population	Map #
1	Greenfields	Shire	Northfarthing	2,000	Nf1	18	Bree	Breeland	Breeland	1,500	Br1
2	Long Cleeve	Shire	Northfarthing	1,300	Nf2	19	Andrath	Breeland	Breeland	1,300	Br2
3	Brocken Borings	Shire	Eastfarthing	800	Ef5	20	Mirion	Breeland	Breeland	1,200	Br3
4	Whitfurrows	Shire	Eastfarthing	1,300	Ef1	21	Nirthiach	Ruthran	Ruthran	800	Ru2
5	Frogmorton	Shire	Eastfarthing	1,100	Ef2	22	Caras Celairnen	Ruthran	Ruthran	800	Ru2
6	Willowbottom	Shire	Eastfarthing	1,400	Ef3	23	Bareketta	Hîmaran	Hîmaran	1,300	Hî1
7	Scary	Shire	Eastfarthing	1,000	Ef4	24	Tharanin	Hîmaran	Hîmaran	600	Hî2
8	Brandy Hall	Shire	Buckland	800	Bu1	25	Tarmabar	Rilurâph	Rilurâph	1,500	Ri1
9	Longbottom	Shire	Southfarthing	1,500	Sf1	26	Kalbucar	Rilurâph	Rilurâph	600	Ri2
10	Beeching Cross	Shire	Southfarthing	1,300	Sf2	27	Bodroth	Hlothran	Hlothran	600	Hl1
11	Hardbottle	Shire	Southfarthing	1,200	Sf3	28	Rimazan	Hlothran	Hlothran	500	Hl2
12	Heed Torton	Shire	Southfarthing	1,200	Sf4	29	Iach Sarn/Stonehill	Sarn Athrad	Sarn Athrad	500	SA1
13	Hobbiton	Shire	Westfarthing	1,800	Wf1	30	Metraith (Thalion)	Sarn Athrad	Sarn Athrad	400	SA5
14	Tookbank	Shire	Westfarthing	1,900	Wf2	31	Carathir	Arnor	Rhúncírbann	800	Rh1
15	Michel Delving	Shire	Westfarthing	1,700	Wf3	32	Foronarth	Arnor	Forncírbann	800	Fo1
16	Boldercross	Shire	Westfarthing	1,100	Wf4	33	Edhelas	Galattar	Galattar	1,400	Ga1
17	Little Delving	Shire	Westfarthing	1,300	Wf5	34	Endrist	Galattar	Galattar	1,000	Ga2

Table 22: Urban centers in southern Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #
1	Tharbad	Tharbad	Tharbad	2,800	Th1
2	Laganin	Caladir	Caladir	800	Ca1
3	Bor Leath	Mag Speriang	Mag Speriang	900	MS1
4	Aithfinn	Mag Speriang	Mag Speriang	400	MS2
5	Balost (Cûban)	Girithlin Forn	Girithlin Forn	1,000	GF1
6	Tharni	Girithlin Forn	Girithlin Forn	600	GF2
7	Aithan	Sonn	Sonn	2,700	So1
8	Brascua	Sonn	Sonn	2,600	So2
9	Dolbralran	Sonn	Sonn	1,300	So3
10	Hena	Saralainn	Saralainn	2,500	Sa3
11	Icain	Saralainn	Saralainn	1,800	Sa6
12	Cathiel	Saralainn	Saralainn	1,200	Sa2
13	Sconnla	Senana	Senana	2,000	Se1
14	Vainche	Senana	Senana	1,300	Se2
15	Weolpaid	Senana	Senana	1,000	Se3

Table 23: Urban centers in eastern Eriador TA 2740

#	Settlement	Realm	Province/fief	Population	Map #
1	Gamanas	Rangaza	Rangaza	800	Ra1
2	Cameth Brin	Rangaza	Rangaza	900	Ra2
3	Enfrivin	Rangaza	Rangaza	900	Ra3
4	Bastuca	Barnâtha	Barnâtha	800	Ba1
5	Tîregad	Barnâtha	Barnâtha	500	Ba2
6	Fennas Drunin	Dor-en Egladil	Dor-en Egladil	1,500	DeE1
7	Noddfa Rhaglaw	Noddfa Rhaglaw	Noddfa Rhaglaw	800	NR1

Table 24: Overview of population figures in TA 2915 and after

area	area (km²)			population				number of towns/cities with inhabitants				
	lightly settled	densely settled	total	in rural areas	in cities	total	overall density (per km²)	up to 2,500	2,501-5,000	5,001-10,000	10,001+	total
The Shire	23,600	14,800	38,400	249.605	23.574	273.179	7,12	17	0	0	0	17
Breeland	1,015	85	1,100	8.641	1.121	9.762	8,69	1	0	0	0	1
Noddfa Rhaglaw	770	90	860	6.833	790	7.623	8,91	1	0	0	0	1
Arcírbann	2,500	300	2,800	8.026	1.402	9.428	3,41	1	0	0	0	1
Dor-en-Egladil	1,200	1,000	2,200	18.736	1.691	20.427	9,23	1	0	0	0	1
Sonn	900	1,000	1,900	44.632	4.300	48.932	25,99	2	0	0	0	2
Meach	700	800	1,500	27.020	2.410	29.430	19,79	2	0	0	0	2
Senana	1,600	1,300	2,900	43.659	5.140	48.799	16,92	2	0	0	0	2
Saralainn	3,900	2,800	6,700	83.627	6.256	89.882	13,39	3	0	0	0	3

Table 25: Urban centers in central Eriador TA 2915+

#	Settlement	Realm	Province/fief	Population	Map #
1	Greenfields	Shire	Northfarthing	2,100	Nf1
2	Long Cleeve	Shire	Northfarthing	1,100	Nf2
3	Brocken Borings	Shire	Eastfarthing	800	Ef5
4	Whitfurrows	Shire	Eastfarthing	1,500	Ef1
5	Frogmorton	Shire	Eastfarthing	1,100	Ef2
6	Willowbottom	Shire	Eastfarthing	1,400	Ef3
7	Scary	Shire	Eastfarthing	1,300	Ef4
8	Brandy Hall	Shire	Buckland	1,000	Bu1
9	Longbottom	Shire	Southfarthing	1,500	Sf1
10	Beeching Cross	Shire	Southfarthing	1,300	Sf2
11	Hardbottle	Shire	Southfarthing	1,100	Sf3
12	Heed Torton	Shire	Southfarthing	1,000	Sf4
13	Hobbiton	Shire	Westfarthing	1,800	Wf1
14	Tookbank	Shire	Westfarthing	1,900	Wf2
15	Michel Delving	Shire	Westfarthing	1,700	Wf3
16	Boldercross	Shire	Westfarthing	1,300	Wf4
17	Little Delving	Shire	Westfarthing	1,500	Wf5
18	Bree	Breeland	Breeland	1,300	Br1
19	Noddfa Rhaglaw	Arnor	Noddfa Rhaglaw	800	NR1
20	Andring	Arnor	Arcírbann	1,400	NR1
21	Fennas Drunin	Rhudaur	Dor-en Egladil	1,500	DeE1

Table 26: Urban centers in southern Eriador TA 2915+

#	Settlement	Realm	Province/fief	Population	Map #
1	Levanard	Saralainn	Saralainn	2,000	Sa7
2	Clothrad	Saralainn	Saralainn	2,400	Sa8
3	Ceinduire	Saralainn	Saralainn	1,900	Sa9
4	Brol	Meach	Meach	1,300	Me1
5	Colaigar	Meach	Meach	1,100	Me2
6	Tacnana	Senana	Senana	2,000	Se1
7	Gollaig	Senana	Senana	1,300	Se2
8	Ienin	Senana	Senana	1,800	Se3
9	Brascua	Sonn	Sonn	2,200	So2
10	Alsa	Sonn	Sonn	2,100	So4

Miles   50   100   150   200   250   300

Rammas Forn

Eketya

Hithaeglir Forn

Dyr Eldanaryon

Noirinanya   Tarmëa

Hithaeglir Harad

Nan Túrath   Dyr Erib   Cameth Brin

Emyn Sûl

Sûza Aran   Dyr Maenason   Dor-en-Egladil

Siragalë   Sarn Athrad   Minhiriath   Faerdor

Hyarromenya

Dol Caladir

Girithlin

Ethir Gwathló
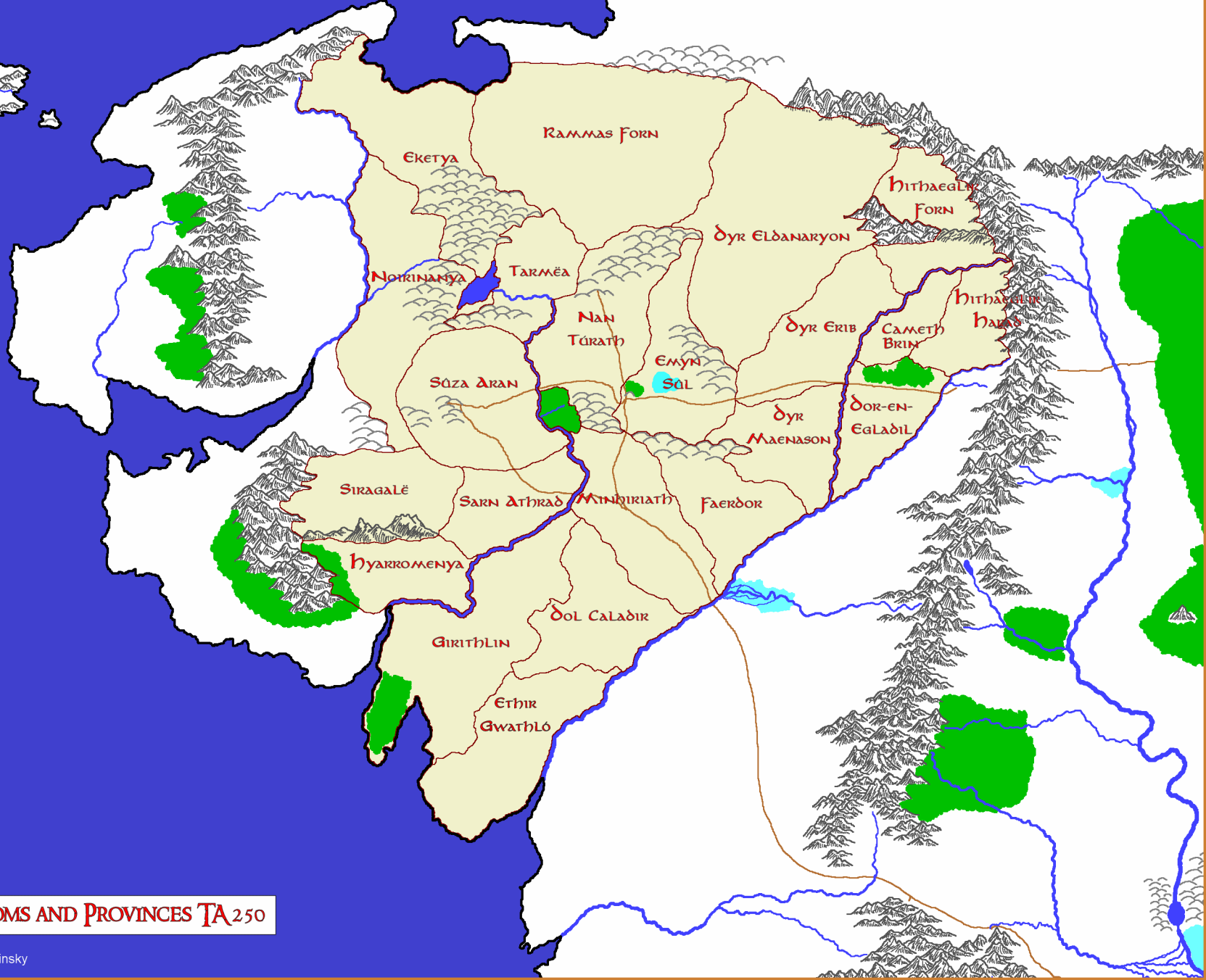
MAP A1: FIEFDOMS AND PROVINCES TA 250
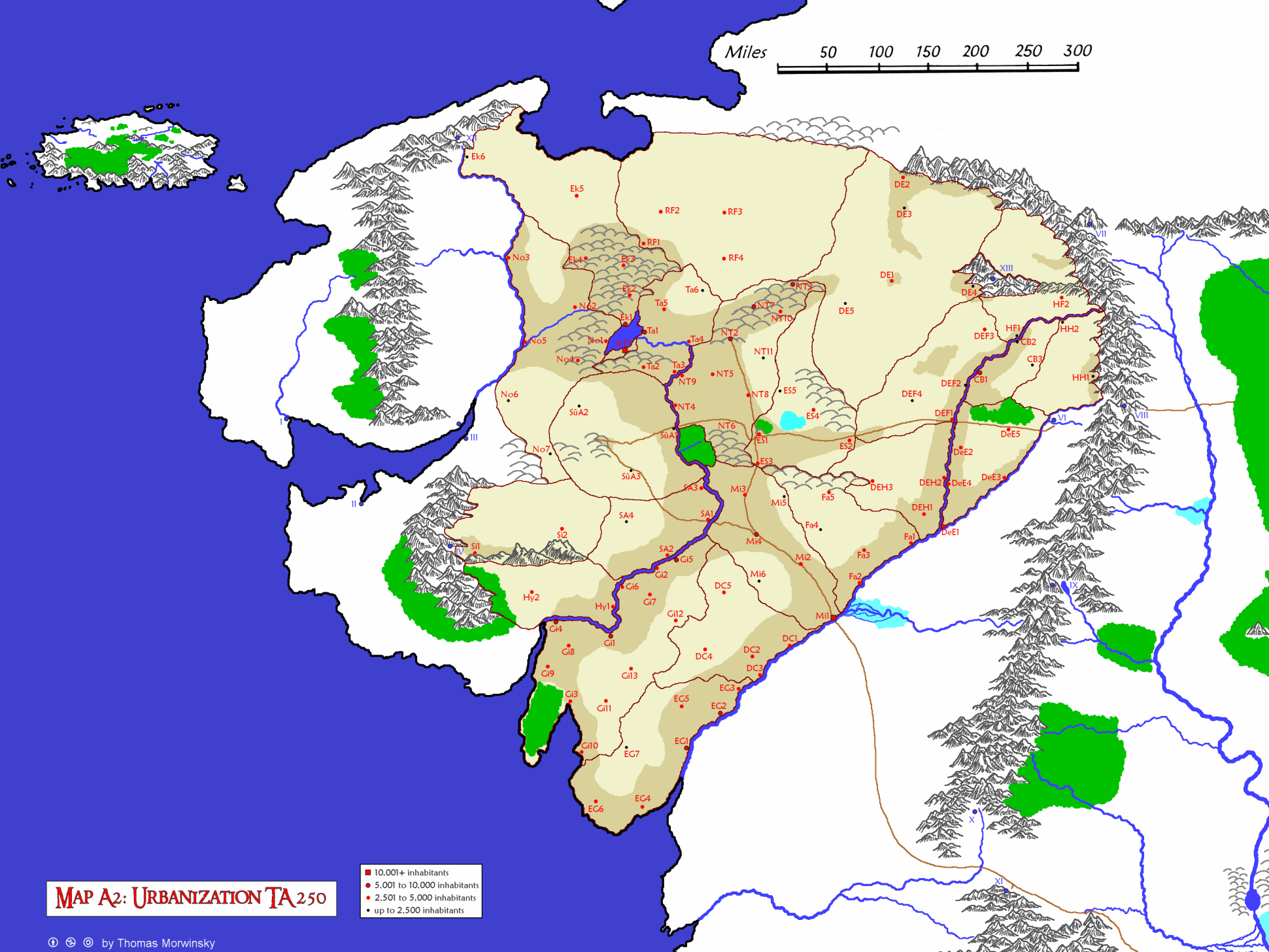
MAP A2: URBANIZATION TA 250

■ 10,001+ inhabitants
● 5,001 to 10,000 inhabitants
• 2,501 to 5,000 inhabitants
· up to 2,500 inhabitants

by Thomas Morwinsky

Map A3: Fiefdoms and Provinces TA 861

Miles
50   100   150   200   250   300

Eketya
Rammas Forn
Kanelemas
Sweicclis
Jataka
Vigznas
Noirinanya
Tarmëa
Dyr Eldanaryon
Hithaeglir Forn
Nan
Túrath
Dún-
Glandagol
Cameth
Brin
Hithaeglir
Harad
Sûza Aran
Emyn
Sûl
Dor-en-
Egladil
Tyrn Hodhath
Dyr Erib
Siragalë
Sarn Athrad
Faerdor
Minhiriath
Hyarromenya
Girithlin
Dol Caladir
Ethir
Gwathló

by Thomas Morwinsky

Miles 50 100 150 200 250 300

Carn Dûm

Nan Angmar

Morkai

Croit

Adastar

Audipar

Eketya

Rammas Forn

Ceredigion

Noirinanya

Tarmëa

Tegwared

Llyr

Pwyll

Nan Túrath

Súza Aran

Emyn Sûl

Dor-en-Egladil

Tyrn Hodhath

Dyr Erib

Siragalë

Sarn Athrad

Minhiriath

Faerdor

Hyarromenya

Dol Caladir

Girithlin

Ethir Gwathló

MAP A4: FIEFDOMS AND PROVINCES TA 1400

by Thomas Morwinsky

Map A5: Urbanization TA 1400

Miles 50 100 150 200 250 300

■ 10.001+ inhabitants
● 5.001 to 10.000 inhabitants
● 2.501 to 5.000 inhabitants
· up to 2.500 inhabitants

ⓘ ⓢ ⓞ by Thomas Morwinsky

Miles   50   100   150   200   250   300

Carn Dûm

Nan Angmar

Morgai

Adastar

Croit

Audipar

Ceredigion

Noddfa Rhaglaw

Llyr   Pwyll

Eketya

Noirinanya   Tarmëa

Carest

Nan Túrath

Dor-en-Eoladil

The Shire (Sûza)

Tyrn Hodhath

Siragalë   Sarn Athrad

Dol Tinereb

Faerdor

Hyarro-menya

Tharbad

Girithlin

Dol Caldor

Saralainn
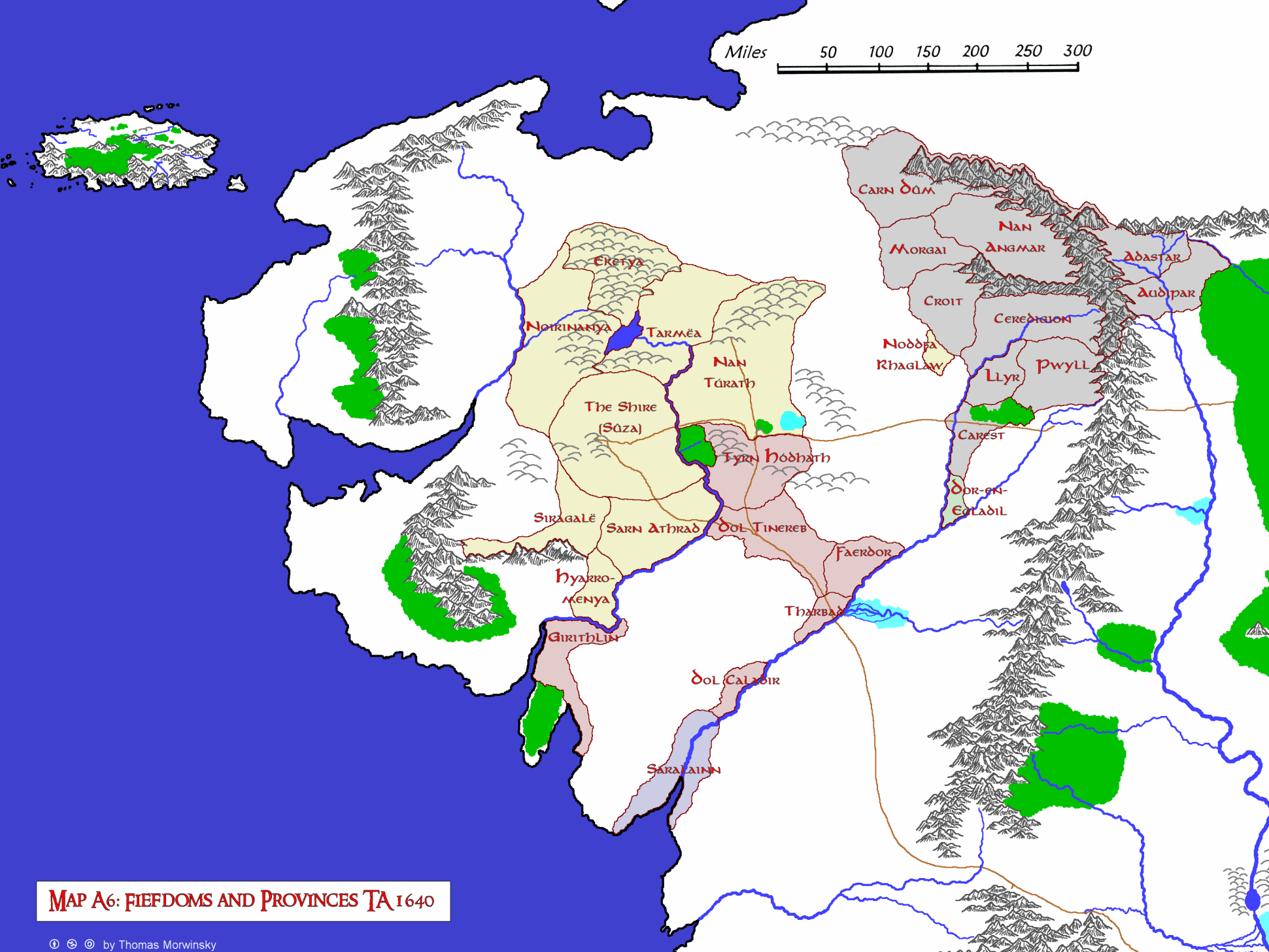
MAP A6: FIEFDOMS AND PROVINCES TA 1640

ⓘ ⓢ ⓞ by Thomas Morwinsky

MAP A7: URBANIZATION TA 1640

■ 10,001+ inhabitants
● 5,001 to 10,000 inhabitants
● 2,501 to 5,000 inhabitants
● up to 2,500 inhabitants

by Thomas Morwinsky

Miles 50 100 150 200 250 300

Carn Dûm

Nan Angmar

Morgai

Adastar

Croit

Audipar

Ceredigion

Noddfa

Rhaglaw

Llyr

Pwyll

Daldined

Eketya

Noirinanya

Tarmëa

Nan Torath

Fereic

The Shire (Sûza)

Breeland

Carest

Tyrn Hodhath

Galattar

Sarn Athrad

Dîn-en-Egladil

Girithlin Forn

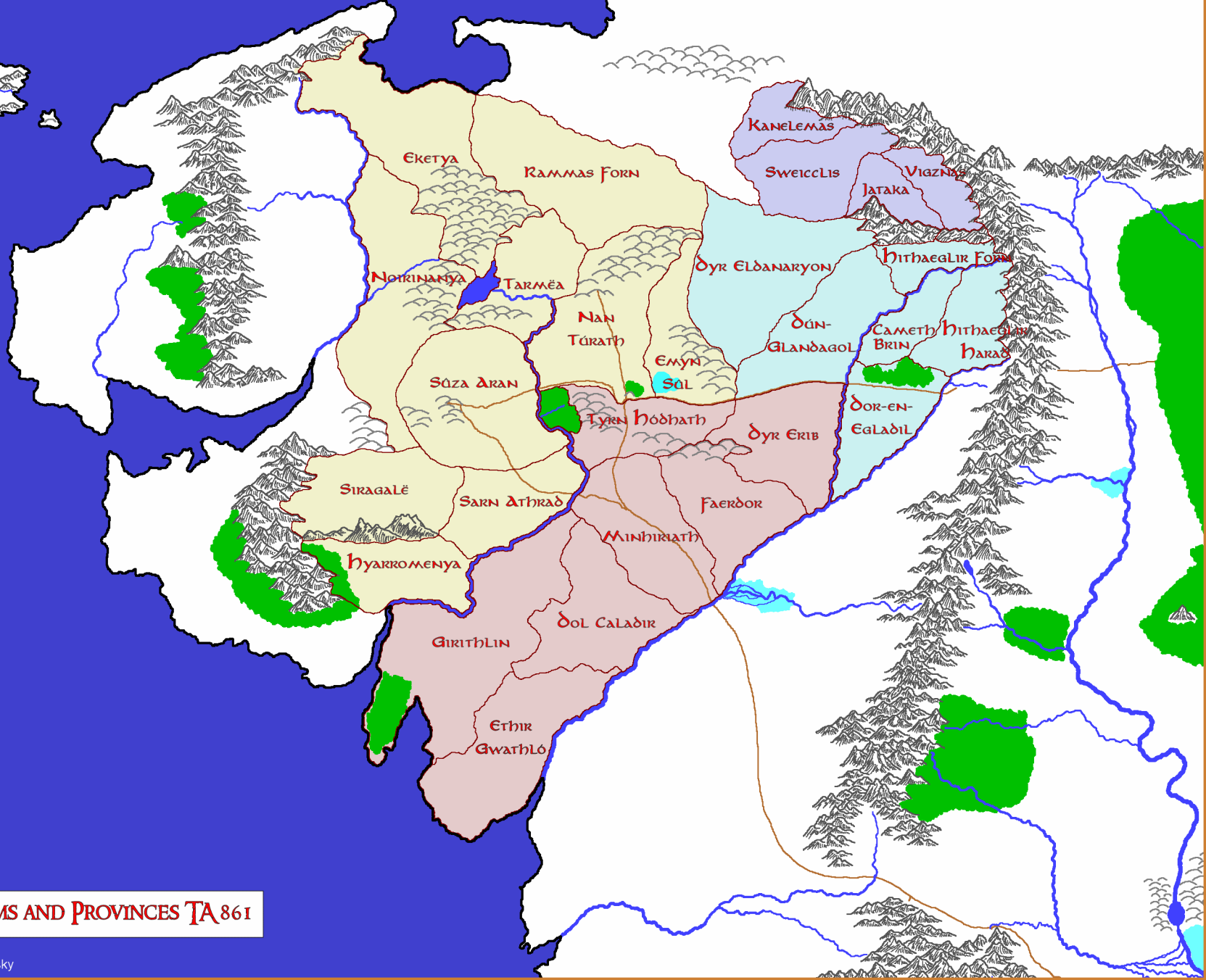Tharbad

Dol Caldair

Mag Steriang

Saralainn

MAP A8: FIEFDOMS AND PROVINCES TA 1974
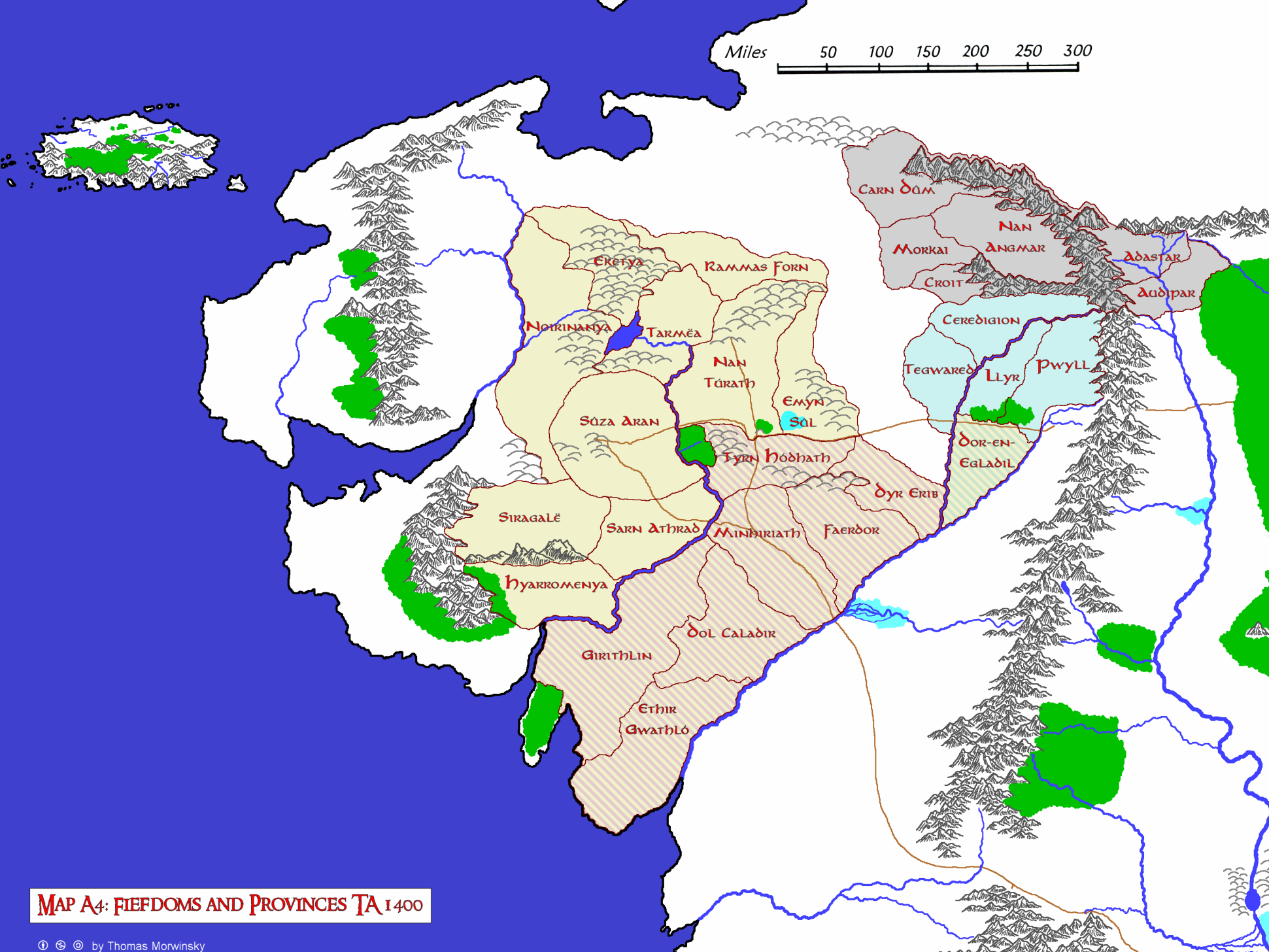
MAP A9: URBANIZATION TA 1974

- 10,001+ inhabitants
- 5,001 to 10,000 inhabitants
- 2,501 to 5,000 inhabitants
- up to 2,500 inhabitants

by Thomas Morwinsky

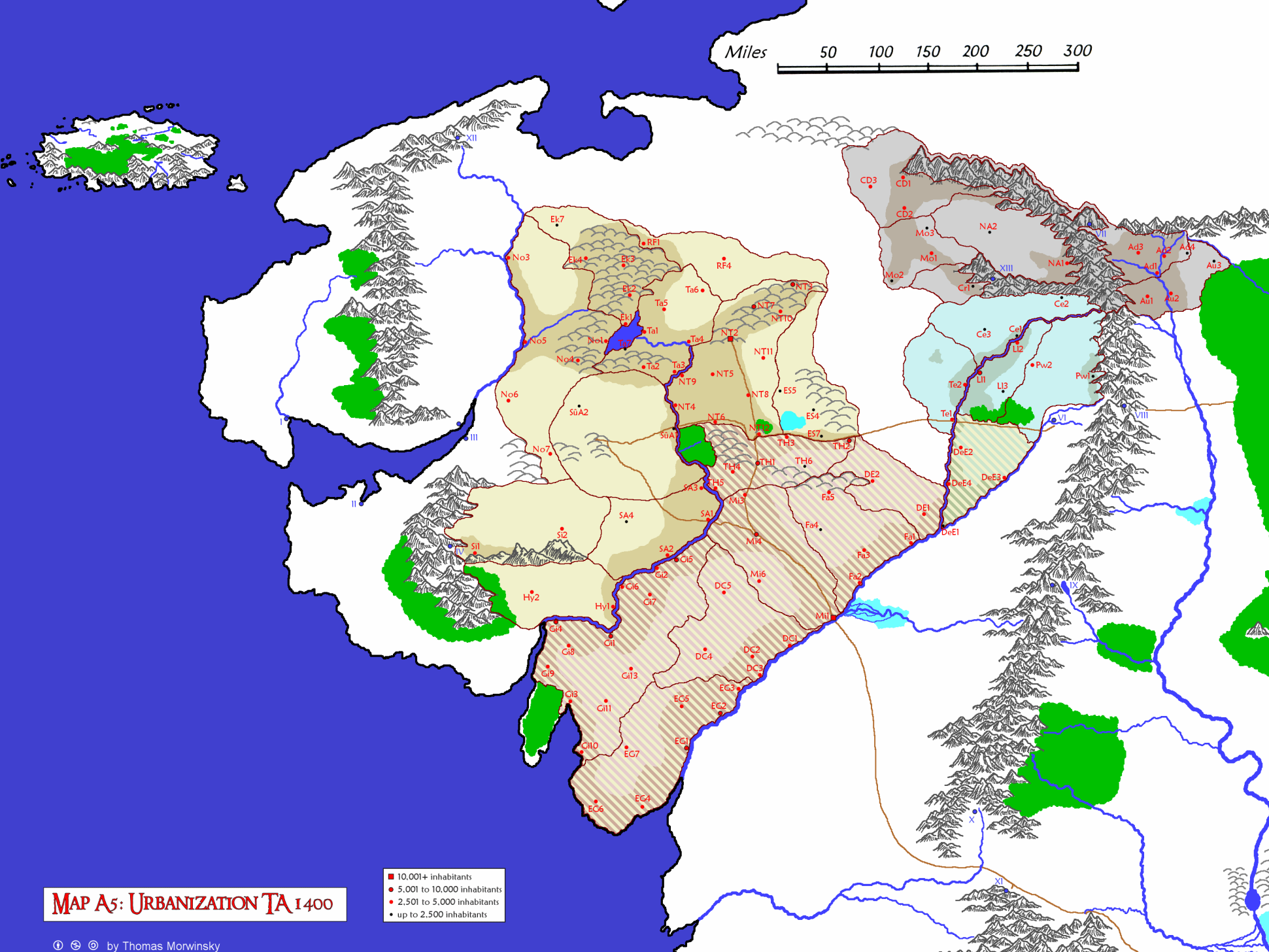Miles 50 100 150 200 250 300

Miles   50   100   150   200   250   300

Hlothran

Ruthran

Himaran

Riluraph

Forncirbann

Noddfa
Rhaglaw

Rangaza

The Shire
(Suza)

Breeland

Rhúncirbann

Barnatha

Dor-en-
Egladil

Galattar

Sarn Athrad

Grithlin
Forn

Tharbad

Caladir

Mag
Speriang

Saralainn

Sonn

Senana

Map A10: Fiefdoms and Provinces TA 2740
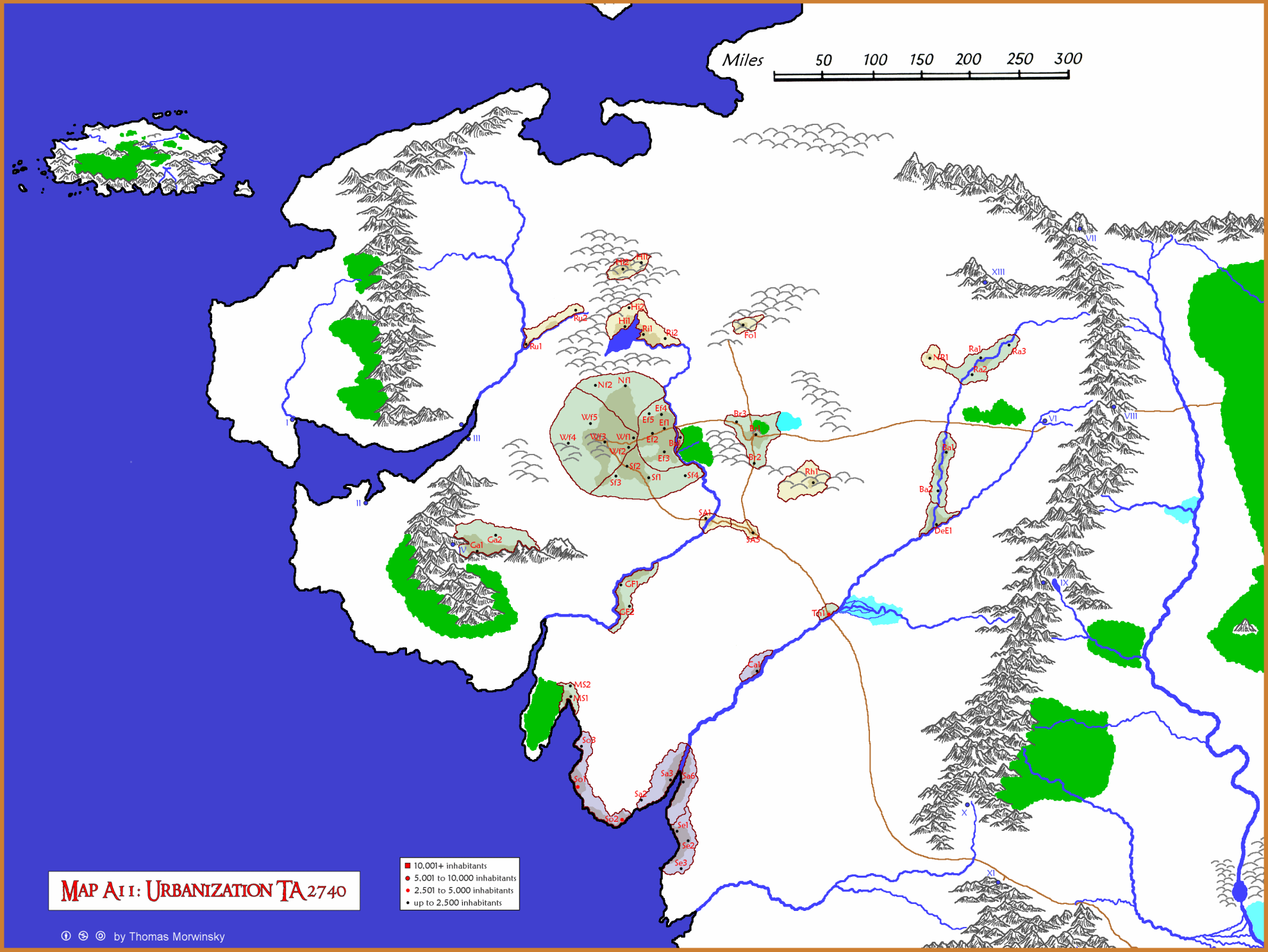
by Thomas Morwinsky

Map labels (cities/settlements): Hu1, Hu2, Ru2, Hi1, Ri1, Ri2, Fo1, Ra1, Ra3, Nr1, Ra2, Ru1, Nf2, Nf1, Ef4, Ef5, Ef1, Br3, Br1, Wf5, Wf3, Wf1, Ef2, Ba1, Wf4, Ba3, Sf2, Ef3, Ba2, Br2, Rh1, Ba1, Ga1, Ga2, Ba2, Sf3, Sf1, Sf4, IV, SA1, DeE1, II, GF1, SA3, GF2, To1, Ca1, MS2, MS1, So3, So1, Sa3, Sa6, So2, Sa2, Se1, Se2, Se3

Markers: I, III, II, V, VI, VII, VIII, IX, X, XI, XIII
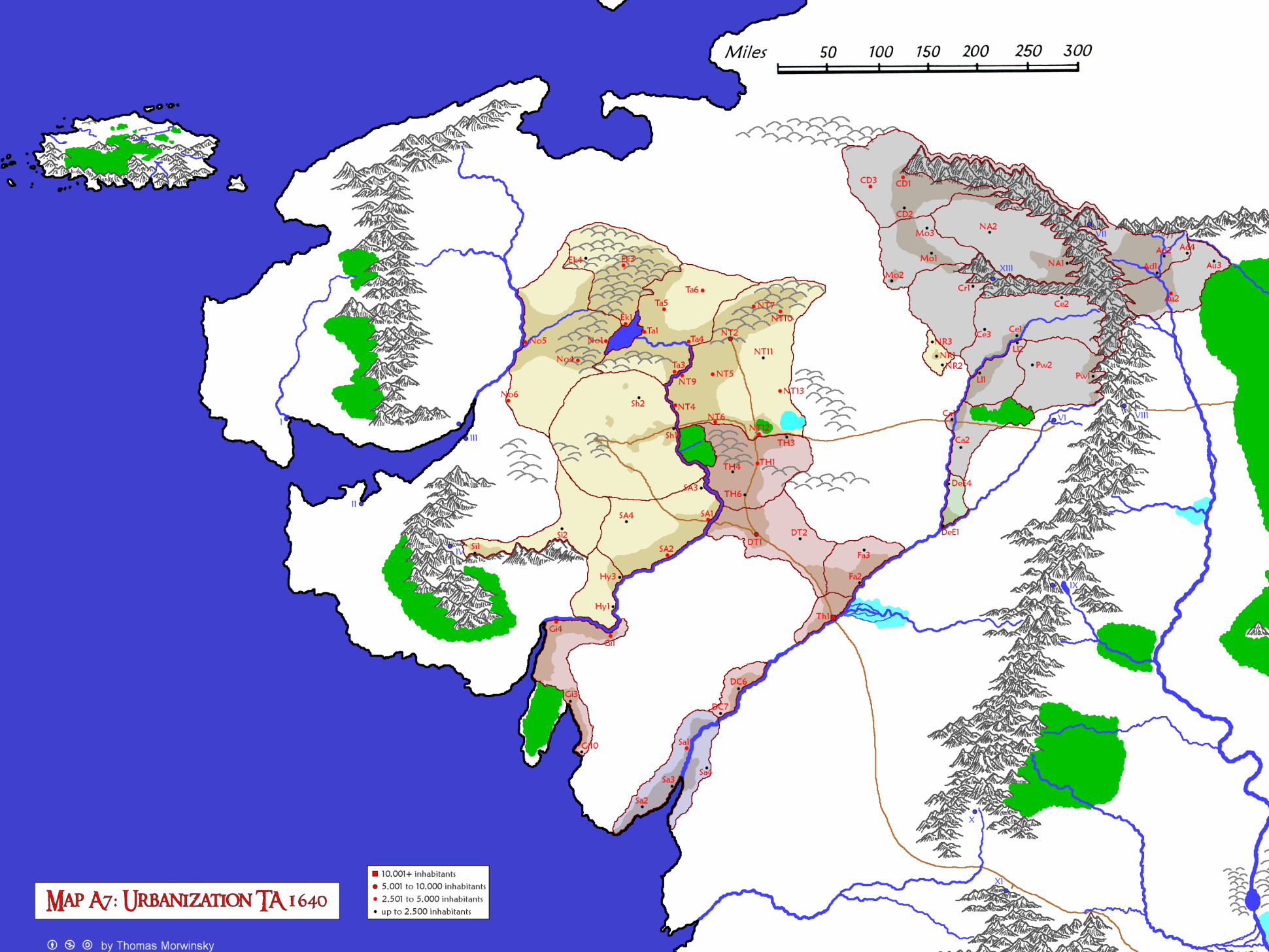
MAP A11: URBANIZATION TA 2740

Legend:
■ 10,001+ inhabitants
● 5,001 to 10,000 inhabitants
● 2,501 to 5,000 inhabitants
● up to 2,500 inhabitants

Miles 50 100 150 200 250 300

Noddfa
Rhaglaw

The Shire
(Sûza)

Arcirbann

Breeland

Dor-en-
Egladil

Sonn

Weach

Senana

Saralainn

MAP A12: FIEFDOMS AND PROVINCES TA 2915+

by Thomas Morwinsky

Miles   50   100   150   200   250   300

Nodofa
Khaglaw

The Shire
(Sûza)

Arcibbann

Breeland

Dor-en-
Egladil

Sonn

Weach

Senana

Saralainn

MAP A13: FIEFDOMS AND PROVINCES
"100 LEAGUES OF THE SHIRE" TA 2915+

by Thomas Morwinsky

Miles   50   100   150   200   250   300

V

XIII

VII

Nr1

Nf2 Nf1

Wf5   Ef4
          Ef5 Ef1
Wf4 Wf3 Wf1 Ef2
     Wf2   Ba1
          Ef3
        Sf2
      Sf3   Sf1   Sf4

Ar1

VI

VIII

DeE1

IX

Me1

So4   Me2
          Se6
So2

X

Se4
Se5

XI

Sa7   Sa8

Sa9

I

III

II

IV
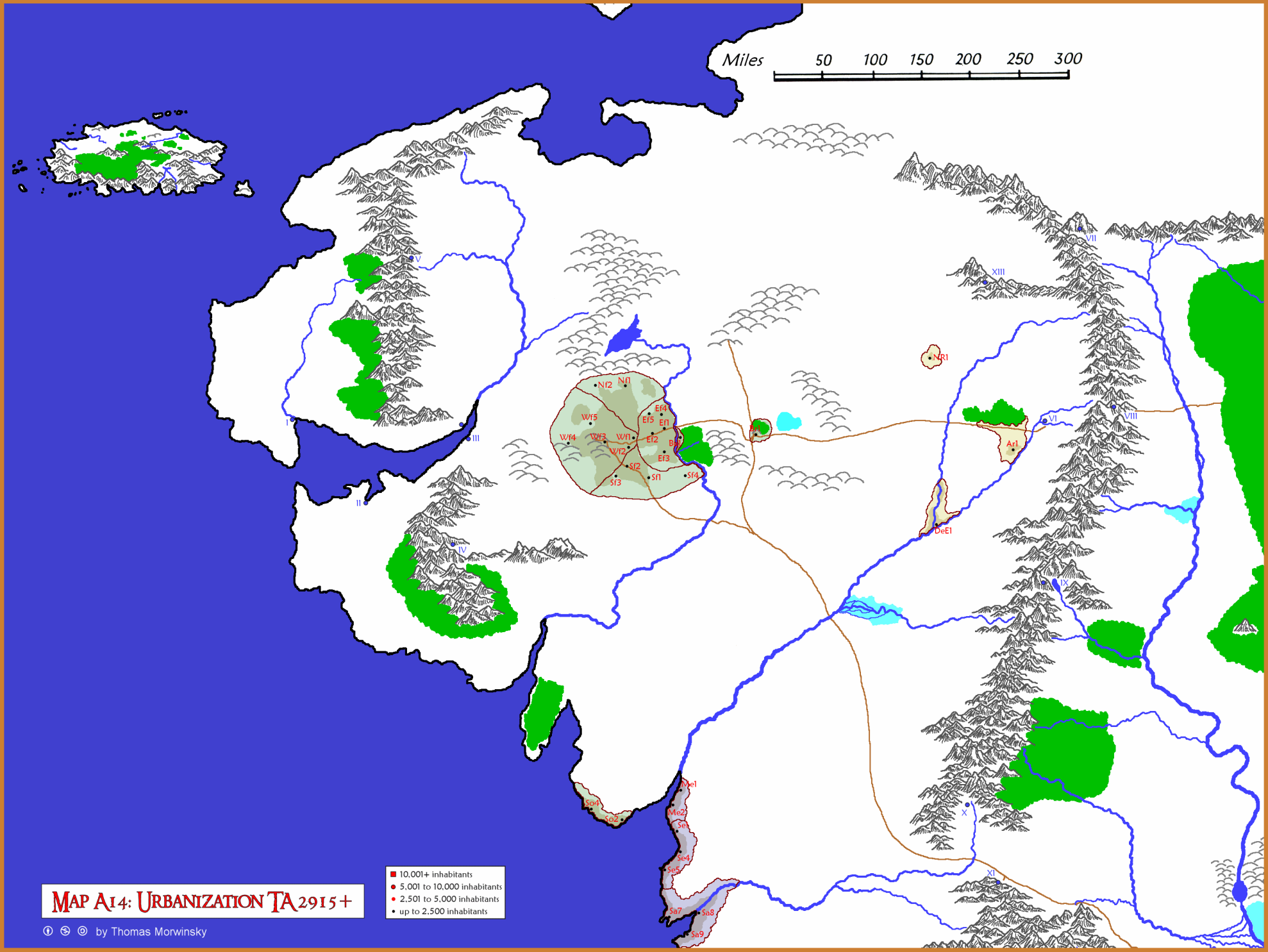
MAP A14: URBANIZATION TA 2915+

■ 10,001+ inhabitants
● 5,001 to 10,000 inhabitants
● 2,501 to 5,000 inhabitants
• up to 2,500 inhabitants

by Thomas Morwinsky

Table of Contents
Other Minds Magazine, Issues 1-13

What you see before you is a comprehensive table of content for all Issues of *Other Minds* published so far. It will be regularly updated as new Issues become available. If you need a more flexible tool, please visit our website at http://othermindsmagazine.com/. There you can find a simple spreadsheet with an option to filter for several criteria.

The Issue listing below should be largely self-explanatory. The "page" column lists the beginning page of the contribution in question.

Issue 1, July 2007 (49 pages)

Title	Author	Page	Game System
Editorial: Here we are!	Thomas Morwinsky, Hawke Robinson	2	any
Opinion – The Acroteriasm of Other Hands	W.A. Hawke Robinson	3	any
The Battle Over Role Playing Gaming	W.A. Hawke Robinson	6	any
Mapping Arda	Thomas Morwinsky, Stéphane Hœrlé, Gabriele Quaglia, Oliver Schick, Christian Schröder	9	any
Of Barrow-wights – Part One	Neville Percy	21	any
Magic in Middle-earth	Chris Seeman	28	any
Thoughts on Imladris – Part One	Thomas Morwinsky	31	any

Issue 2, January 2008 (75 pages) – Focus theme: Númenor

Title	Author	Page	Game System	Category
Editorial: Ready for Round Two!	Thomas Morwinsky, Hawke Robinson	2	any	
Other Minds Conventions	Thomas Morwinsky	3	any	
J.R.R. Tolkien's love of Trees and the Environment	W.A. Hawke Robinson	6	any	Core
Númenóreans in Endor	Gabriele Quaglia, Stéphane Hœrlé, Thomas Morwinsky	10	any	Optional
Númenórean Maritime Technology	Thomas Morwinsky	26	any	Optional, House
A Response to 'Mapping Arda'	Eric Dubourg	37	any	Optional, House
Mapping Arda - Reloaded	Thomas Morwinsky, Stéphane Hœrlé, Gabriele Quaglia, Oliver Schick, Christian Schröder	41	any	Optional

Issue 3, May 2008 (45 pages)

Title	Author	Page	Game System	Category
Editorial: Third time is a charm	Thomas Morwinsky	2	any	
Of Barrow-wights – Part Two	Neville Percy	5	any	Core
J.R.R. Tolkien, Words, Phrases & Passages in The Lord of the Rings – A Game Designer's Guide to Parma Eldalamberon 17	Chris Seeman	9	any	Core
The Rings of Power – History and Abilities	Thomas Morwinsky	15	any	Core, Optional
The Palantíri	Chris Seeman	31	LotR RPG	House
The Venturers and the colonies of Númenor	Eric Dubourg	34	any	House

Issue 4, July 2008 (49 pages) – Focus theme: Dwarves

Title	Author	Page	Game System	Category
Editorial: Baruk Khazâd – Khazâd ai-mênu	Thomas Morwinsky	2	any	
Whither MerpCon	Hawke Robinson	3	any	
The Problem of Dwarven Women	Neville Percy	6	any	Optional
A Brief History of the Dwarven Mansions	Thomas Morwinsky	11	any	Optional
A Dwarven Runic Cryptogram	Neville Percy	22	any	House
Swept Off By Your Feet…	Thomas Morwinsky	24	any	House
Outer Names for the Western Dwarves	Neville Percy	25	any	House
The Giant Armoured Moldewarp	Neville Percy	28	MERP	House
The Sword of Aulë	Tom Davie	30	MERP	House

Issue 5, March 2009 (35 pages)

Title	Author	Page	Game System	Category
Editorial: Back for good	Thomas Morwinsky	2	any	
Tolkien and Transformational Thought	Michael Martinez	3	any	Core
Tolkien's Impact on Beowulf	W.A. Hawke Robinson	6	any	Core
Thoughts on Imladris - Part Two	Thomas Morwinsky	9	any	House
Minas Ithil Name Glossary	Chris Seeman, David Salo	13	any	Optional
Mithril and MERP	Chris Seeman	18	any	House
Amending "A Brief History of the Dwarven Mansions"	Thomas Morwinsky	25	any	Optional

Issue 6, May 2009 (77 pages)

Title	Author	Page	Game System	Category
Editorial: Back on track!	Thomas Morwinsky	2	any	
Clad in Mail	Oliver Hauss	4	any	Core
White Hand Rising	Lev Lafayette	8	any	House
Númenórean longevity	Thomas Morwinsky	10	any	Optional
The Eöldrim	José Enrique Vacas de la Rosa	23	any	House
Tharbad Map Name Changes	Chris Seeman, David Salo	28	any	Optional
Banks of the Northern Anduin	Johannes Lomborg	30	MERP	House
Born of Hope – An Overview	José Enrique Vacas de la Rosa	58	any	House
Book Review – "Isildur"	Thomas Morwinsky	60	any	Core

Issue 7, July 2009 (42 pages)

Title	Author	Page	Game System	Category
Editorial: A Magical Number	Thomas Morwinsky	2	any	
Inside Information	Thomas Morwinsky	3	any	
The Angmarrim	Thomas Morwinsky	4	any	Optional
The Other Side	José Enrique Vacas de la Rosa	10	any	Optional
MERP Supplementary Rules	Thomas Morwinsky	16	MERP	House
The Ebbs and Flows of Númenórean Technology	António Simões	26	any	House

Issue 8, November 2009 (39 pages) – Focus Theme: Magic

Title	Author	Page	Game System	Category
Editorial: Surprise!	Thomas Morwinsky	2	any	
A Sense of Magic	Neville Percy	4	any	Core
Sense of Magic	Neville Percy	6	MERP	House
Between Canon and Dogma	Daniel "Vaco" Vacaflores	8	any	Core
A Journey in the Dark	Daniel "Vaco" Vacaflores	15	any	Core
The Ways of Magic	Daniel "Vaco" Vacaflores	19	any	Optional
The Nine Nazgûl	António Simões	24	any	House
The Age of Sauron – Preview	Padraig Timmins	32	any	House

Issue 9, February 2010 (65 pages) – Focus Theme: The Fourth Age

Title	Author	Page	Game System	Category
Editorial: The Dominion of Man	Thomas Morwinsky	2	any	
Inside Information	Thomas Morwinsky	4	any	
The Age of Sauron	Padraig Timmins	5	any	House
The Heirs of Elessar and the Fourth Age	Thomas Morwinsky	14	any	House
A Fourth Age Chronology	Tom Davie	29	any	House
Religion in Angmar	Thomas Morwinsky	39	any	House

Issue 10, August 2010 (69 pages)

Title	Author	Page	Game System	Category
Editorial: Finally Here!	Thomas Morwinsky	2	any	
Balrogs do not have wings –but they do fly!	Thomas Gießl	4	any	Core
The problem of Gil-galad and the 'House of Finrod'	Thomas Morwinsky	13	any	Core
A History of Story-Telling Games and other Imaginary Depictions of Middle-earth	Travis Henry	23	any	House
The 'Other Hands' Restoration project	Thomas Morwinsky and Ronald K.	25	any	House
An October weekend in Middle-earth	Thomas Abbenhaus	28	any	House
The Art of Magic – a magic system for Middle-earth	Daniel "Vaco" Vacaflores	31	house system	Optional/House

Issue 11, January 2011 (126 pages)

Title	Author	Page	Game System	Category
Editorial: A belated Christmas and New Year's present	Thomas Morwinsky	2	any	
Inside Information	Thomas Morwinsky	4	any	
Agazlam	Severin, Isildur's Heir	6	any	House
Roleplaying Battles in Middle-earth	José Enrique Vacas de la Rosa	77	any	House
Simplified System—Chronicles of Middle-earth	Daniel "Vaco" Vacaflores	79	own system	House
Moldewarp stats for LotRRPG	José Enrique Vacas de la Rosa	87	LotRRPG	House
Things a PC should know	Tom Davie	89	any	Optional/House
The Tale of Years	Thomas Gießl	90	any	Core
Únati and Axani	Neville 'Osric' Percy	107	any	Core

Issue 12, July 2011 (57 pages)

Title	Author	Page	Game System	Category
Editorial: Holding our breath	Thomas Morwinsky	2	any	
Inside Information	Thomas Morwinsky	4	any	
Númenórean Longevity Revisited	Thomas Morwinsky	5	any	Core
An Unexpected Party	David Daines	11	any	House
The Phenomenon of "Eternal Realms" in Middle-earth RPG settings	Thomas Morwinsky	16	any	Optional
Quendi – The Elvish peoples of Middle-earth	Daniel "Vaco" Vacaflores	23	own system	Optional

Issue 13, March 2012 (131 pages)

Title	Author	Page	Game System	Category
Editorial: Not an unlucky number!	Thomas Morwinsky	3	any	
Inside Information	Thomas Morwinsky	4	any	
The Road Goes Ever On	Thomas Morwinsky	6	any	
The One Ring: Adventures Over the Edge of the Wild – A Review	Neville "Osric" Percy	10	any	House
The Art of Magic over the Edge of the Wild – An alternative magic system for TOR	Daniel "Vaco" Vacaflores	20	TOR	Optional/House
Iglishmêk – The Secret Gesture-language of the Dwarves	Neville "Osric" Percy	38	TOR, LotRRPG, MERP, D&D, Fate	Optional
Population and Urbanization in Eriador	Thomas Morwinsky	42	any	Optional/House
Appendix		108		