

MIDDLE-EARTH

Adventure Guidebook II TM

Includes
a 2'x3' full-color poster
map of northwest Middle-earth,
the focus of Tolkien's **THE HOBBIT**
and
THE LORD OF THE RINGS



An Elvish Dictionary and Glossary of Terms from J.R.R. Tolkien's **THE HOBBIT** and **THE LORD OF THE RINGS** for use with Middle-earth Role Playing TM, Rolemaster TM, and other major FRP games.

MIDDLE-EARTH ADVENTURE GUIDEBOOK IITM

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Produced and distributed by IRON CROWN ENTERPRISES, Inc., P.O. Box 1605, Charlottesville, VA 22902.

First U.S. Edition, 1989.

Stock # 2210

ISBN 1-55806-078-2

1.0 GUIDELINES

Fantasy role playing (FRP) is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales in which the characters are forever immortalized.

Guidebook modules are intended as aids for GMs wishing to integrate J.R.R. Tolkien's Middle-earth into their fantasy role playing game. Essentially each module is a handy reference unit specifically oriented toward major fantasy role playing systems and the ongoing Middle-earth series from ICE. Each focuses more closely on concepts or bodies of knowledge useful to the role player in Middle-earth and is intended to supplement the general coverage provided by adventures detailed in campaign and adventure modules. Guidebook modules have statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given body of material.

Remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. This module is derived from *The Hobbit* and *The Lord of the Rings*, although it has been developed so that no conflict exists with any of the other sources.

2.0 INTRODUCTION

In writing *The Lord of the Rings*, J.R.R. Tolkien plotted the phases of the moon over Endor during the years of T.A. 3018 and 3019 to be sure that Sam Gamgee's surprise at seeing the new moon after the Fellowship's stay in Lórien was valid. The burden of a similar attention to detail falls on the GM's shoulders when he or she seeks to create the sense of reality vital to an FRP campaign set in Middle-earth. The glossary of terms and the Elvish dictionary presented in this guidebook module provide materials to substantially ease this task.

3.0 AN ELVISH DICTIONARY

Many a traveller bent to the aims of the Free Peoples of Endor longs to take his ease at Rivendell, listening to Elvish minstrels making sweet music in the Hall of Fire. While the Silvan mage wishes to return home to feast with the woodland king under the noble boughs of Greenwood the Great. And the spent and tired warrior hopes for healing beneath the blossoming mallorns of Lothlórien in spring. The following materials aid the GM in providing PCs with authentic experiences among the Eldar and throughout the lands influenced by Elvish thought and language.

The section contains notes on Elvish pronunciation and grammar and an Elvish dictionary, divided into two subsections: the first giving the meaning of Sindarin and Quenya words and syllables in English, the second translating English words into the Eldarin tongues. Used together, the subsections allow the GM to create authentic names for the Eldar and their sites, to sprinkle the speech of Elven Lords with phrases from Quenya or Sindarin, and to decipher the meaning of terms such as Annon-in-Gelydh and Rammas Echor.

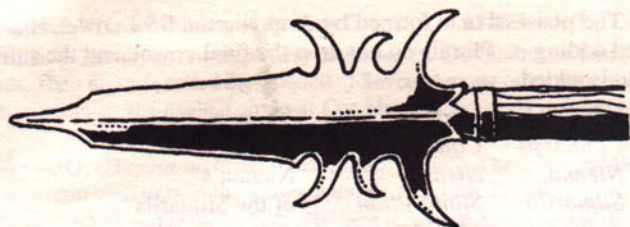
3.1 NOTES ON PRONUNCIATION

The following text is intended as a guide to the correct pronunciation of Eldarin words. In the interest of accuracy, we have derived the material from Tolkien's notes on the subject on pages 487-492 in *The Lord of the Rings*. More complete information on the evolution of phonemes from the primeval Elvish tongue into Quenya and Sindarin is available in Appendix E of the same work.

CONSONANTS

- C always has the sound of the *k* in *kin*, never the *s* in *simple*; *Celebrimbor* is pronounced "Kelebrimbor", not "Selebrimbor". Sometimes (*kelvar*, *kalina*), *k* is used in spelling.
- CH represents the *ch* in Scottish *loch* or German *bach*, never the *ch* in English *chime*, *lurch*. Thus, *echiant*, *echuir*.
- DH the voiced or "soft" *th* of English; that is, the *th* in *these*, not the *th* in *though*. Thus, *dannedh*, *galadh*, *hahodh*.
- F the *f* in *father*, except finally, where it represents the *v* of English *of*. Thus, *Nindalf*, *Fladrif*.
- G the *g* in English *gone*, never that in *regimen*; *Region* and *Eregion* are not pronounced like English *region* ("Ree-jin"), but like *regal*, ("Reg-ee-on"); and the first syllable of *girth* is like the English *gear*, not *jeer*.
- H the *h* in *horse*, *behest* if standing alone with no other consonants. The Quenya *ht* is like the *cht* of German *acht*. Thus, *hahta*, *tehta*, *ohtar*.
- I in Sindarin only, the consonantal sound of *y* in English *yonder*, if at the beginning of a word before another vowel. Thus, *Iávas*.
- L similar to the *l* in English *limb*. It is "palatalized" between *e* or *i* and a consonant. The Eldar would transcribe English *fell* and *till* as *feol* and *tiol*.
- NG the *ng* in *linger*, except at the end of a word when it sounds like the English *bring*. The latter sound occurred initially in Quenya in earlier ages, but evolved to *n* by the Third Age. Thus, *Gnoldo* became *Noldo*.
- PH the *f* in *fish*. It is found (1) when the *f* phoneme occurs at the end of a word, as in *niph* "white"; (2) where it is related to or derived from *p*, as in *i-Pheriannath* "the Halflings" (*perian*); and (3) in the middle of some words where it represents a long *ff* (from *pp*) as in *ephel* "outer fence".
- QU represents *cw*, a combination common in Quenya, although nonexistent in Sindarin.
- R always a trilled *r*; the sound is not lost before consonants, as in the English *dart*. The back or uvular *r* used by Orcs and some Dwarves was distasteful to the Eldar.
- S the voiceless *s* in *sew* and *cease*. The voiced *s* in *reason* does not occur in the Quenya and Sindarin of the Third Age.
- TH voiceless *th* in the English *thought* and *thorough*. In Quenya, this evolved to *s* when spoken. Thus, Q. *sil*, S. *thil*, "shine".
- TY similar to the *t* in the English *tune*. Thus, *tyar*, *tyulma*.
- V the *v* of *value*, but not used at the end of a word.
- W the *w* in *warm*. HW is voiceless as in *white*.
- Y in Quenya, represents the *y* in *yard*. In Sindarin, *y* is a vowel. HY signifies the sound in the English *hue* and *human*.

Consonants written twice, such as *tt*, *ll*, *ss*, *nn*, are pronounced long. *Annon* has the long *n* in the English *unnumbered*, not the short *n* in *unaware* and *many*. Double consonants at the end of words with more than one syllable were usually shortened. Thus, *Rohan* evolved from *Rochann* which derived from *Rochand*.



VOWELS

- AI** a long *i* as in English *wine*. The third syllable of *Drúedain* is like *dine*, not *Dane*.
- AU** the *ow* in *down*. Thus *Aulë* is pronounced "Owl-ee" and *Sauron* is "Sour-on", not "Sore-on".
- EI** the sound in the English *fey* or *day*. *Teiglin* is "Tayglin" not "Tyeglin".
- IE** not like English *niece*, but with both vowels sounded and run together. *Nienna* is "Nee-en-na", not "Nee-na".
- UI** like English *ruin*. Thus, *Bruinen*.
- AE** often pronounced as *ai* (English *eye*). However, in *Aegnor* and *Nirnaeth*, it is a combination of the individual vowels, *a-e*.
- OE** often pronounced as in English *toy*. However, in *Noegyth* and *Loeg* it is a combination of the individual vowels, *o-e*.
- EA, EO** constitute two syllables; they are not run together and are written *ëa* and *ëo*. (At the beginning of proper names, *Eä* and *Eö*, as in *Eärnur* and *Eöl*).
- Ú** pronounced like the *oo* in *poor*. *Húrin*, *Túrin*, and *Tína* should be pronounced "Toorin", "Hoorin", and "Toona", not "Tyoorin", "Hyoorin", or "Tyoona".
- ER, IR, UR** if before a consonant (*Arvernien*, *Glirhuin*, *Durthang*) or at the end of a word (*Brandir*) should not be pronounced as the English *erg*, *first*, and *urn*, but as the English *air*, *year*, and *moor*.
- E** always pronounced as a distinct vowel at the end of a word or in the middle of one. It is usually written *ë* when used finally.

In addition to the vowel sounds, *ai*, *au*, and *ui*, listed above, *oi*, *iu*, and *eu* are Quenya diphthongs and pronounced as one syllable. All other pairs of vowels are pronounced separately, that is they are dissyllabic. Diacritic marks often, but not always, indicate the correct pronunciation: *ëo*, *ëa*, *oë*, etc.

The diphthongs *ae*, *ai*, *ei*, *oe*, *ui*, and *au* are Sindarin constructions. All other vowel combinations are dissyllabic. When it occurs at the end of a word, *au* is often written *aw*.

The vowels *i*, *e*, *a*, *o*, and *u* are pronounced as the sounds in the English *fiend*, *per*, *calm*, *more*, and *lute*.

The long Quenya *é* and *ó* are, when properly pronounced, tenser and "closer" than the short vowels. Westron speakers usually pronounce them as the English *say* and *no*, but the Eldar regard this as provincial and in error. However, those who pronounce *yéni únótime* "long-years innumerable" as "yainy oonoatimy" bear company with Bilbo, Merry, and Pippin.

A circumflex marked over stressed monosyllables in Sindarin signifies a particularly long vowel. Thus *Hîn Húrin* sounds like "Heen Hoorin".

STRESS

The position of the stress or "accent" is determined by the form of a word. In two-syllable words, it almost always falls on the first syllable. In longer words, it falls on the second to last syllable, if the syllable contains a long vowel, a diphthong, or a vowel followed by two or more consonants. When the second to last syllable contains a short vowel followed by only one or no consonants, the stress falls on the syllable preceding it, the third from the end. Words of the latter form are favored especially in Quenya.

The accented vowels in the following examples are marked by a capital letter: *isIldur*, *Orome*, *erEssëa*, *fĒanor*, *ancAlima*, *elen-tAri*, *dEnethor*, *ecthElion*, *pelArgir*, *sillvren*.



3.2 NOTES ON ELVISH GRAMMAR

It is possible to create grammatically correct sentences in the Eldarin tongues using general rules of thumb extrapolated from the names, phrases, and poems presented by Tolkien in *The Lord of the Rings* and other works. Although the recorded vocabulary is limited, certain generalizations about Quenya and Sindarin are discernable. These generalizations are not intended to be a complete study of the grammar of the Eldarin tongues. The irregularities and unique cases typical of any language are more than this guidebook can aspire to. Rather, the information is presented to provide the GM with the basics that will give his or her campaign the depth possible in the Middle-earth milieu. The most useful observations follow below.

3.21 QUENYA

In Quenya, grammatical structure is built by adding different endings onto a root as well as the manipulation of word order. Thus verb tenses, plurals, possessives, and prepositional elements all exist as suffixes which contain little semantic meaning until attached to another word.

VERBS

Each Quenya verb can be conjugated in five tenses, singular and plural, and using three pronoun suffixes: I, we, and thou. When the subject of a sentence is plural, the verb must also be plural; e.g., *eleni silar* "stars shine". The general form is:

present: root + <i>a</i>	present plural: root + <i>ar</i>
past: root + <i>e</i>	past plural: root + <i>er</i>
future: root + <i>uva</i>	future plural: root + <i>uvar</i>
imperative: root + <i>e</i>	imperative plural: root + <i>er</i>
subjunctive: root + <i>ai</i>	subjunctive plural: root + <i>air</i>

The suffixes indicating pronouns are: *-n* for I, *-(l)met* for we, and *-lye* for thou. When using we, the *l* in *(l)met* may take the place of the plural *r*. Examples using the verbs *to be* and *to behold* appear below.

present	past
<i>nan</i> I am	<i>nen</i> I was
<i>nalmet</i> we are	<i>nelmet</i> we were
<i>nalye</i> thou art	<i>nelye</i> thou wert
<i>elan</i> I behold	<i>elen</i> I beheld
<i>elalmet</i> we behold	<i>elelmet</i> we beheld
<i>elalye</i> thou beholdest	<i>elelye</i> thou didst behold

future

nuvan I will be
nuvalmet we will be
nuvalye thou wilt be
eluvan I will behold
elualmet we will behold
elualye thou wilt behold

subjunctive

nain may it be I
nailmet may it be we
nailye may it be thou
elain may I behold
elailmet may we behold
elailye mayest thou behold

Many Quenya roots can be extrapolated from the phrases appearing in Tolkien's work. A listing of some examples follows:

<i>aiy</i> behold	<i>quen</i> say, speak
<i>aut</i> pass	<i>quant</i> fill
<i>el</i> behold	<i>ran</i> wander, stray
<i>enquant</i> refill	<i>rig</i> twine, wreath
<i>entel</i> return	<i>ris</i> cleave
<i>hir</i> find	<i>sil</i> shine
<i>kel</i> go away, flow away	<i>sir</i> flow
<i>khil</i> follow	<i>tel</i> finish, be last
<i>kir, cir</i> cut, cleave	<i>tin(t)</i> sparkle
<i>lait</i> praise	<i>tintil</i> twinkle
<i>lav</i> lick	<i>tir</i> watch, watch over
<i>lin(d)</i> sing	<i>tul</i> come
<i>mar</i> abide	<i>undulav</i> drown
<i>n</i> be, exist	<i>untup</i> cover
<i>nal</i> cry	<i>ur</i> heat, be hot
<i>ortan</i> uplift	<i>utuv</i> find
<i>pel</i> go around, encircle	<i>van</i> depart

NOUNS

Compound nouns in both Quenya and Sindarin are formed by placing the descriptor before the main element of the word. Word order expresses the concepts *of* and *of the*, rather than separate syllables. Quenya and Sindarin elements may be combined in the same word.

<i>Alqualondë</i>	"swan haven"	"Haven of the Swans"
<i>Angaráto</i>	"iron champion"	"Champion of Iron"
<i>Telperinquar</i>	"silver fist"	"Fist of Silver"
<i>Cuiviénen</i>	"awakening valley"	"Valley of the Awakening"
<i>Dúнадan</i>	"west man"	"Man of the West"

Plurals are formed by adding *i* to words ending with one or more consonants. Words ending in vowels have *r* added to make them plural, excepting those ending in *ë*, which becomes *i*.

<i>elen</i> "star"	<i>eleni</i> "stars"
<i>las</i> "leaf"	<i>lassi</i> "leaves"
<i>mir</i> "jewel"	<i>miri</i> "jewels"
<i>alda</i> "tree"	<i>aldar</i> "trees"
<i>falma</i> "wave"	<i>falmar</i> "waves"
<i>fana</i> "cloud"	<i>fanyar</i> "clouds"
<i>lokë</i> "serpent"	<i>loki</i> "serpents"
<i>lómelindë</i> "nightingale"	<i>lómelindi</i> "nightingales"

imperative

nen I am!
nelmet we are!
nelye thou art!
elen I behold!
elelmet we behold!
elelye thou beholdest

The **possessive** is formed by dropping the final vowel, if any, and adding *o*. Plurals do not drop the final vowel, and the suffix *-on* is added.

<i>Varda</i>	<i>Vardo</i>	"Varda's"
<i>Calacirya</i>	<i>Calaciryo</i>	"Calacirya's"
<i>Nienna</i>	<i>Nienno</i>	"Nienna's"
<i>Silmarilli</i>	<i>Silmarillion</i>	"of the Silmarils"
<i>aldar</i>	<i>aldaron</i>	"of the trees"
<i>fanyar</i>	<i>fanyaron</i>	"of the clouds"

Prepositional elements are located at the end of Quenya words, but the final vowel is not dropped. Prepositional suffixes are *-o*, *-ello*, *-esse* meaning "from" or "in".

<i>Oiolossë</i>	<i>Oiolossëo</i>	"from Everwhite"
<i>Sindanori</i>	<i>Sindanoriello</i>	"from grey country"
<i>Lórien</i>	<i>Lóriendesse</i>	"in Lórien"
<i>Alqualondë</i>	<i>Alqualondëo</i>	"from Alqualondë"
<i>Cuiviénen</i>	<i>Cuiviénendesse</i>	"in Cuiviénen"

The **dual element**, signifying two of an object, is conveyed by adding a *t* at the word's end.

<i>máryat</i>	"hands her two"
<i>met</i>	"us two"

Most **adjectives** precede the noun to which they refer. Plural nouns must have plural adjectives. Changing the final vowel to *e* or adding *e* turns a single adjective into a plural one.

<i>lintë yuldar</i>	swift draughts
<i>lisse miruvoreva</i>	sweet nectar

SENTENCE STRUCTURE

Quenya sentences typically take one of three forms. The following examples, save one which is cited, are taken from the *Song of the Elves Beyond the Sea* in *LotR I* (p. 489).

subject — verb — object

hísië untupa Calaciryo míri
 mist covers Calacirya's jewels

object — verb — subject

tier undulávë lumbulë
 roads drowned (by) heavy shadow

object — subject — verb

máryat Elentari ortanë
 her two hands Star-queen lifted up

Verbs only occur at the end of sentences if they are questions.

Sí man i yulma nin enquantuva?
 Now who the cup for me will refill?

A verb begins a sentence only if it is emotionally charged.

Nai hiruvaye Valimar.
 May it be that thou shalt find Valimar.

Auta i lómë!
 Passing is the night! — *Silmarillion*, p. 190

The subject is the noun following the verb, if the noun before the verb has a prepositional suffix.

sindanóriello caita mornië i falmalinnar
 from grey country lies darkness the waves upon
 (darkness lies upon the waves from the grey country)

3.22 SINDARIN

Sindarin and Quenya evolved from a common primeval language. Although they diverged in grammar, vocabulary, and pronunciation across the millenia, many elements, such as the use of suffixes to indicate grammatical information, remained similar. An overview of Sindarin forms and structures follows.

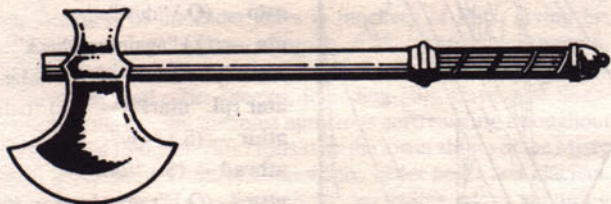
VERBS

Each Sindarin verb can be conjugated in six tenses. The general form is:

present: root + <i>a</i>	imperative: root + <i>o</i>
past: root + <i>ant</i>	participial: root + <i>iel</i>
future: root + <i>ath</i>	auxiliary: root + <i>i</i>

Several examples using the verbs *to be*, *to glorify*, and *to listen*:

present	past	future
<i>na</i> is	<i>nant</i> was	<i>nath</i> will be
<i>eglera</i> glorify	<i>eglerant</i> glorified	<i>eglerath</i> will glorify
<i>lasta</i> listen	<i>lastant</i> listened	<i>lastath</i> will listen
imperative	participial	auxiliary
<i>no</i> be!	<i>niel</i> being	<i>ni</i> have been
<i>eglero</i> glorify!	<i>egleriel</i> glorifying	<i>egleri</i> have glorified
<i>lasto</i> listen!	<i>lastiel</i> listening	<i>lasti</i> have listened



To indicate that the pronoun *I* is the subject, a vowel and *-n* are added as below:

present: root + <i>on</i>
past: root + <i>en</i>
future: root + <i>ath</i> + <i>on</i>
auxiliary: root + <i>in</i>

Several examples:

present	past
<i>non</i> I am	<i>nen</i> I was
<i>egleron</i> I glorify	<i>egleren</i> I glorified
<i>laston</i> I listen	<i>lasten</i> I listened
future	auxiliary
<i>nathon</i> I will be	<i>nin</i> I have been
<i>eglerathon</i> I will glorify	<i>eglerin</i> I have glorified
<i>lastathon</i> I will listen	<i>lastin</i> I have listened

Many Sindarin roots can be extrapolated from the phrases appearing in Tolkien's work. A listing of some examples follows:

<i>cheb</i> keep	<i>lin</i> chant
<i>cui</i> live	<i>n</i> be, exist
<i>dar</i> halt	<i>nal</i> cry
<i>dir</i> gaze	<i>nor</i> ride
<i>ech</i> make	<i>on</i> give
<i>edr</i> open	<i>ped</i> speak
<i>egler</i> glorify	<i>teith</i> draw
<i>hir</i> find	<i>pen</i> slant down
<i>last</i> listen	<i>tir</i> watch

NOUNS

Sindarin plurals are formed by changing the vowels in the word. In general, stressed *a* becomes *e*, unstressed *a* becomes *ai*, and *o* becomes *e*, *i*, or *y*.

<i>adan</i> "man"	<i>edain</i> "men"
<i>amon</i> "hill"	<i>emyn</i> "hills"
<i>annon</i> "gate"	<i>ennyn</i> "gates"
<i>aran</i> "king"	<i>erain</i> "kings"
<i>barad</i> "tower"	<i>beraid</i> "towers"
<i>dan</i> "wright"	<i>dain</i> "wrights"
<i>mallorn</i> "gold-tree"	<i>mellyrn</i> "gold-trees"
<i>Onod</i> "Ent"	<i>Enyd</i> "Ents"
<i>Orch</i> "Orc"	<i>Yrch</i> "Orcs"
<i>orod</i> "mountain"	<i>ered</i> "mountains"
<i>ras</i> "horn"	<i>rais</i> "horns"

Collective plurals (those signifying all of a set of things) are formed by adding *-ath* or, referring to peoples, *-rim*.

<i>elenath</i>	"all the stars"
<i>pheriannath</i>	"the whole race of Halflings"
<i>Galadrim</i>	"all the Tree-folk"
<i>Rohirrim</i>	"all the Masters of the Horses"
<i>Angmarim</i>	"all the Men of Angmar"

The augmentive suffix, *-on*, is added to nouns to indicate that the modified object or concept is very great.

<i>aearon</i> "great sea"
<i>umbaron</i> "great doom"
<i>baugliron</i> "mighty constrainer"
<i>Tauron</i> "Great Forest"

Prepositional elements usually follow the noun they modify. The concepts "of" and "of the" are often implied by word order alone.

<i>Annon edhellen</i>	"Portal (of the) Elves"
<i>Fennas nogothrim</i>	"Gateway (of) Dwarf-folk"

When "from" or "of" is stated, the Sindarin *o* stands alone, rather than being positioned as a suffix as in Quenya.

<i>o menel</i>	"from heaven"
<i>Celebrimbor o Eregion</i>	"Celebrimbor of Hollin"

SENTENCE STRUCTURE

Sindarin sentences typically take one of four forms. These examples can be found in *The Lord of the Rings*, and the page numbers are cited.

object — verb — subject	
<i>le linnathon</i>	— <i>LotR I</i> , p. 312
(to) thee chant-will-I	
(the subject pronoun is a suffix to the verb)	

verb — object	
<i>na vedui Dúnadan</i>	— <i>LotR I</i> , p. 280
(it) is (at) last Dúnadan	

verb — subject	
<i>noro lim, noro lim, Asfaloth!</i>	— <i>LotR I</i> , p. 284
ride on, ride on, Asfaloth!	

subject — verb — object	
<i>Naur dan i ngaurhoth!</i>	— <i>LotR I</i> , p. 390
Fire take the werewolves!	

Verbs are typically followed by their modifiers, which may be located at the end of the sentence.

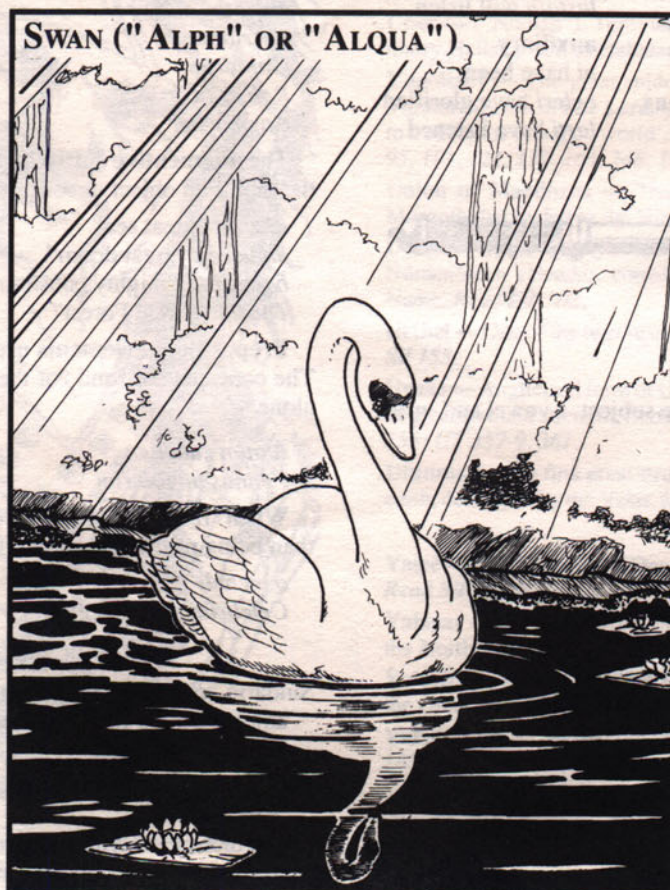
<i>Cuio i Pherian annan!</i>	— <i>LotR I</i> , p. 285
Live the Halflings long!	

3.3 TRANSLATIONS FROM THE ELДАРIN TONGUES

A

ab-, abar — (Q.) “refuse” or “deny.”
Adan (pl. **Edain**) — (S.) “Man”
aderthad — (S.) “reuniting”
adu (du) — (S.) “double, two”
aeg — (S.) “fierce, cruel”
aelin — “lake, pool”
aew — (S.) “bird”
aglar — (S.) “glory, brilliance”
aiglos — (S.) “icicle”
aika — (Q.) “sharp”
aikalē — (Q.) “peak”
ailin — (Q.) “pool, small lake”
aina — (Q.) “holy”
ainu (pl. **ainur**) — (Q.) “holy (one)”
Ainulindalē — (Q.) “Song of Creation,” lit. “Music of the Ainur”
aiqa — (Q.) “steep”
aira — (Q.) “reddish, coppery colored”
airē — (Q.) “sea” (see “ēar” below)
aista — (Q.) “to dread”
aiwē — (Q.) “small bird”
aksa — (Q.) “narrow cleft, ravine, defile”
alak- (alag-) — “rushing”
(a)lamlē — (Q.) “elm-tree”
ala- (Q.) “not”
alassē — (Q.) “joy, merriment”
alata — (Q.) “radiance”
alda — (Q.) “tree”
alka — (Q.) “ray of light”
alkar — (Q.) “glory, brilliance”
alkarinqa — (Q.) “radiant”
alma — (Q.) “wealth, good fortune”
alph — (S.) “swan”
alqua — (Q.) “swan”
alta — (Q.) “large, huge”
alya — (Q.) “prosperous, rich, fortunate”
am- (Q.) “up” (prefix)
amarth — (Q.) “doom”
amba — (Q.) “upwards” (adv.)
amil (amme) — (Q.) “mother”
amme (amil) — (Q.) “mother”
amon (pl. **emyn**) — (S.) “hill”
ampa — (Q.) “hook”
ampano — (Q.) “wooden building”
amrûn — (S.) “sunrise, east”
anar — (Q.) “sun.” See *Anárion*.
an (ana)(na) — (Q.) “to, towards.”
an(d) — (Q.) “long”

anca (anka) — (Q.) “jaws”
anda — (Q.) “long”
andamundo — (Q.) “elephant”
ando — (Q.) “gate”
andon (pl. **andoni**) — (Q.) “great gate”
andúnē — (Q.) “sunset, west”
ang — (S.) iron
anga — (Q.) “iron”
angaina — (Q.) “of iron”
angamando — (Q.) “iron prison”
angband — (S.) “iron prison”
ango (pl. **angwi**) — (Q.) snake
angulókē — (Q.) “dragon”
anna — (Q.) “gift”



annon (pl. **ennyn**) — (S.) “great door or gate”
anor — (S.) “sun, sunlight”
anta — (Q.) “present, give”
annún — (S.) “sunset, west”
apa — (S.) “after”
apsa — (Q.) “cooked food”
ar- (Q.) “beside, outside”
ar(a) — (Q.) “high, noble, royal.” The prefix *Ar-* used for the Adúnaic names of the Kings of Númenor.
ára — (Q.) “dawn”

aran — (S.) “king”
aráto — (Q.) “champion, eminent man”
arda — (Q.) “realm”
are (pl. **ari**) — (Q.) “day”
árē — (Q.) “sunlight”
ariē — (Q.) “daytime”
ariēn — (Q.) “of the Sun.” Refers to the Maia
arin — (Q.) “morning”
arinya — (Q.) “early morning”
arka — (Q.) “narrow”
arma (pl. **armar**) — (Q.) “good, possession”
arta — (Q.) “walled place, fort, fortress”
arthē — (S.) “realm”
-arwa — (Q.) “in control of, possessing” (suffix)

arya — (Q.) “day” (12 hours)
aryon — (Q.) “heir”
as- (Q.) “sun, sunlight”
asmalindē — (Q.) “yellow-bird”
assa — (Q.) “hole, opening”
asto — (Q.) “dust”
ata — (Q.) “again, re-, back”
Atan (pl. **Atani**) — (Q.) “Man”
atar (pl. **atari**) — (Q.) “father”
athir — (S.) “spy”
athrad — (S.) “ford”
atsa — (Q.) “catch, hook, claw”
atta — (Q.) “two”
aur (or, **re**) — (S.) “day”
aurē — (Q.) “sunlight, day”
auta — (Q.) “devise, originate, invent”
ava — (Q.) “outside, re-, back”
Avar (pl. **Avari**) — (Q.) “unwilling, refuser.” Denotes “the Refusers,” the non-Elda Quendi.
avakúma — (Q.) “outside existence, the Void”

B

bal- (S.) “power”
band — (S.) “prison, duress”
bar — (S.) “dwelling”
bar(a) — (S.) “brown”
barad (pl. **beraid**) — (S.) “tower”
bas — (S.) “bread”
bauglir — (S.) “constrainer, forcer”
bē — (S.) “is, are”; see also *ēā, i*.
bel — (S.) “divine”
beleg — “mighty”
beleth — (S.) “queen”
beth — (S.) “word”
bor — (S.) “fist”
bragol — (S.) “sudden”
brethil — (S.) “silver birch”
brith — (S.) “gravel”
brui — (S.) “loud, noisy”

C

cabed — (S.) “gorge, leap”
 cabor — (S.) “frog”
 calen — (S.) “green”
 cam — (S.) “hand”
 carak- — (S.) “fang”
 caran — (S.) “red”
 carcharoth — (S.) “red maw”
 carag — (S.) “tooth”; see also *carak-*.
 caras — (S.) “city”
 carica — (Q.) “fang”
 carch (carak) — (S.) “fang”
 carnē — (Q.) “red”
 cassa — (Q.) “helmet”
 ceber — (S.) “spike”
 cel — (S.) “running”
 celeb — (S.) “silver”
 chaint (caint) — (S.) “shape”
 chil (hil) — (S.) “heir”
 chost (cost) — (S.) “tooth”
 cīr (pl. cair) — (S.) “ship”
 cirith — (S.) “pass” (terrain)
 cīrya (kir-) — (S.) sharp-prowed ship”
 cīryatan (cīrdan) — (S.) “ship-wright”
 coimas — (Q.) “life-bread”
 coirē — (Q.) “first beginning of spring, stirring”
 collo — (Q.) “cloak”
 cormallen — (Q.) “golden circle”
 coron — (Q.) “mound”
 crist — (S.) “cutter, hewer”
 cú — (S.) “bow”
 cuiviē — (Q.) “awakening”
 cul- — (Q.) “golden-red” in *Culúrien*.
 curu — (Q.) “skill”

D

dacil — (S.) “victor”
 daē — (S.) “shadow”
 daio — (Q.) “shadow”
 dagor — (S.) “battle”
 dagnir — (S.) “bane”
 dal — (S.) “foot”
 dan (tan, pl. dain) — (S.) “smith, wright”
 dannedh (danwedh) — (S.) “ransome”
 daro — (Q.) “stop”
 del — (S.) “horror”
 deloth — (S.) “abhorrence”
 den — (Q.) “gap, passage”
 deniē — (S.) “lament”
 dim — (S.) “gloomy”
 dīn — (S.) “silent”
 dirnen — (S.) “guarded”
 dol — (S.) “head, hill summit”
 dolen — (S.) “hidden”
 dôr — (S.) “land”
 draug — “wolf”

dring — (S.) “hammer”
 drú — (S.) “wild”
 dú — (S.) “night, dimness”
 duin — (S.) “(long) river”
 dûn — (S.) “west”
 dûr — (S.) “dark”

E

eä — (S.) “is, are”
 ēar — (Q.) “sea”
 earen — (Q.) “inner sea”
 echiant — (S.) “made, shaped”
 echor — (S.) “encircle”
 echuir — (S.) “stirring”
 Edhel — (S.) “Elf”
 edro — (Q.) “open”
 egla(th) — (S.) “forsaken”
 ehte (ekko) — (Q.) “spear”
 ehtelē — (Q.) “spring (of water)”
 ehtyar (pl. ehtari) — (Q.) “spearman” (see *ohhtar*)
 eithel — (S.) “well, spring”
 êl, elen — (Q.) “star.” According to Elvish legend, *ele* was a primitive exclamation “behold!” made by the Elves when they first saw the stars. From this origin derived the ancient words *êl* and *elen*, meaning “star,” and the adjectives *elda* and *elena*, meaning “of the stars.” These elements appear in a great many names. The Sindarin equivalent of *Elda* was *Edhel* (plural *Edhil*; but the strictly corresponding form was *Eledh*, which occurs in *Eledhwen*.
 elentári — (Q.) “star-queen”
 elerína — (Q.) “star-crowned”
 elrond — (Q.) “star-dome”
 ened, enedh, ende, enya, endya, endē — (Q.) “middle”
 -en- — (S.) “of”; see also *-i-*, *-in-*, *na*.
 engwa — (Q.) “sickly”
 enqē — (Q.) “six”
 enta — (Q.) “on the farther side, that yonder” (adj.)
 ephel — (S.) “outer fence”
 er — (Q.) “one, alone.”
 ereb — (Q.) “isolated”
 erebor — (Q.) “lonely mountain”
 eressē — (Q.) “solitude”
 eressea — (Q.) “lonely”
 elerína — (Q.) “star-crowned”
 erdē — (Q.) “seed”
 erer (edr-) — (S.) “open”
 erka — (Q.) “prickly spine”
 erka- — (Q.) “to prick”
 erkassē — (Q.) “holly”
 ernil — (S.) “prince”
 erya — (Q.) “single, sole”
 esgal — (Q.) “screen, hiding”
 esgar — (Q.) “reed-bed”
 eskē — (Q.) “rustling noise”

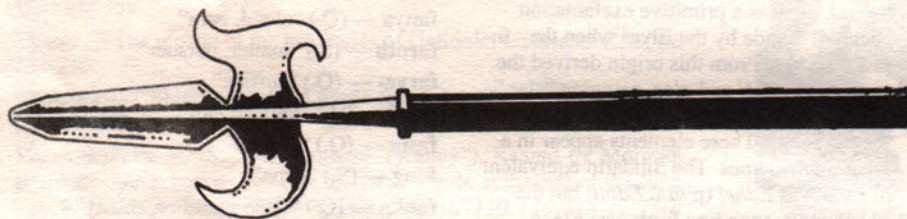
essē — (Q.) “beginning, name”
 essea — (Q.) “primary”
 esta — (Q.) “first, to name”
 estē — (Q.) “rest”
 estel — (S.) “hope”
 estolad — (S.) “encampment”
 et — (S.) “out”
 ethir — (S.) “outflow, delta”
 ethuil — (S.) “springtime”

F

faika — (S.) “despicable, contemptible”
 faina- — (Q.) “emit light”
 fairē- — (Q.) “radiance”
 falas — (S.) “shore, line of surf”
 falassē — (Q.) “shore, line of surf”
 falla — (Q.) “foam”
 falma — (Q.) “(crested) wave”
 falmar — (Q.) “water-nymph”
 fan(g) — (S.) “beard”
 fana — (S.) “cloud, aura”
 fanga — (Q.) “beard”
 fanui — (S.) “cloudy”
 fanya — (Q.) “cloud, aura”
 faroth — (S.) “hunter, pursuer”
 farya- — (Q.) “suffice”
 fassē — (Q.) “tangled hair”
 fasta — (Q.) “tangle”
 faug — (S.) “gape”
 fauka — (Q.) “open-mouthed, thirsty”
 fēa — (Q.) “spirit”
 fealókē — (Q.) “spirit-drake, spark-dragon”
 felag — (S.) “cave”
 felya- — (Q.) “cave”
 fen (pl. fennas) — (S.) “portal, door”
 fenda- — (Q.) “threshold”
 feren, fernē- — (Q.) “beech”
 feuya- — (Q.) “abhor”
 filit (pl. filiki) — (Q.) “small bird”
 fim — (S.) “thin, slender”
 fin- (finē) — (Q.) “hair”
 findē — (S.) “braid of hair”
 finwē- — (Q.) “hair-man,” name of the first Noldo leader
 firē (pl. firi) — (Q.) “mortal man”
 fir(i) — (S.) “mortal”
 fīrima — (Q.) “mortal” (adj.)
 firin — (Q.) “dead”
 firn — (S.) “dead” (pl. noun)
 fīrya — (Q.) “human”
 formen — (Q.) “north”
 flad — (S.) “skin”
 for (forn, forod) — (S.) “north”
 formaitē — (Q.) “right-handed, dexterous”
 formen(ya) — (Q.) “north”
 forn (forod, for) — (S.) “north, right”
 forya — (Q.) “right”
 fuin — (S.) “gloom, darkness”

G

gaer — (S.) “sea”
gal — (S.) “to shine”
galvorn (helevorn) — (S.) “black glass”
galad — (S.) “radiance”
galadh — (S.) “tree”
galen — (S.) “green”
gaur — (S.) “werewolf”
gaya — (Q.) “awe, dread”
gebir — (S.) “spike”
gil — “star”
gír — (S.) “ship”
girth — (S.) “shuddering”
glam — (S.) “foe”
glín — “gleam” (particularly applied to the eyes) in *Maeglin*.
glór — (S.) “gold” (color)
gol — (S.) “cloak, mantle”
golodh (pl. golodhrim, gelyth) — (S.) “knowledge, wisdom.” Refers to “the knowledgeable” or “wise” Elves. See *gûl*.



haira- — (Q.) “remote, far, faraway” (adj.)
hala — (Q.) “(small) fish”
halatir — (Q.) “kingfisher”
halda — (Q.) “hidden, veiled, screened, shadowed”
halya- — (Q.) “conceal, veil, screen, hide”
ham- — (Q.) “sit”
handa- — (Q.) “intelligent, learned”
handasse- — (Q.) “intelligence”
hande- — (Q.) “understanding, knowledge”
handele- — (Q.) “intellect”
harna — (Q.) “wounded”
hantē — (Q.) “broke apart”
hanya- — (Q.) “understand, discern, comprehend”
hanu — (S.) “male”
har- (harn, harad) — (S.) “south”
(h)aran (pl. harni) — (Q.) “chieftain”
(h)arma — (Q.) “a treasure, a valuable”
harna — (Q.) “wounded”
harna- — (Q.) “wound, tear”

gon — (S.) “commander”
gond — (S.) “stone”
gor — (Q.) “horror, dread”
goroth — (S.) “dread, horror”
goth — (S.) “enemy”
grist — (S.) “cutter, hewer”
grod — (S.) “delving, underground dwelling”
groth — (Q.) “delving, underground dwelling”
guin(ar) — (S.) “living”
gûl — (S.) “sorcery”
gund — (S.) “cutter, hewer”
gur — “death” in *Gurthang*.
gwaith — “people” in *Gwaith-i-Mírdain*; cf. *Enedwaith* “Middle-folk,” name of the land between the Greyflood and the Isen.
gwath (wath) — “shadow”

H

habar — (S.) “digging, excavation”
haē — (S.) “far” (distance)
hadhod — in *Hadhodrond* (translation of *Khazad-dûm*) was a rendering of *Khazâd* into Sindarin sounds.
hahta — (Q.) “pile, mound”

(h)arwē — (Q.) “treasure, hoard”
harwē — (Q.) “wound”
(h)arya — (Q.) “possess”
(h)aryon — (Q.) “heir”
hat- (terhat) — (Q.) “break apart”
haudh — “mound” in *Haudh-en-Arwen*, *Haudh-en-Elleth*.
helda — (Q.) “stripped bare, naked”
heledh — (S.) “glass”
helevorn (galvorn) — (S.) “black glass”
helka — (Q.) “icy, ice-cold”
helk — (Q.) “ice-cold”
helkē — (Q.) “ice”
hellē — (Q.) “frost”
helma — (Q.) “skin”
helwa — (Q.) “(pale or cold) sky”
hen — (S.) “eye”
hendi — (Q.) “eye”
héra — (Q.) “chief, principal, main”
heren — (Q.) “fortune”
herenya — (Q.) “blessed, fortunate, rich”
heri — (Q.) “lady, mistress”

heru — (Q.) “master.” “Lord” in *Herumor*, *Herunúmen*; Sindarin *hîr* in *Gonnhirrim*, *Rohirrim*, *Barahir*; *híril* “lady” in *Hírilorn*.
(-)hildi — (Q.) “followers.” Refers to “the followers,” or mortal men.
hilya — (Q.) “to follow”
him — “cool” in *Himlad*.
híni — “children”
hîr — (S.) “lord”
híril — (S.) “lady”
hiruva — (S.) “find”
hisiē — (Q.) “mist”
hiswa — (Q.) “misty grey, foggy”
hîth — (S.) “mist”
ho — (Q.) “from”
hón — (Q.) “heart”
holmē — (S.) “odor”
hollen — (S.) “closed”
hópa — (Q.) “haven”
horē — (Q.) “impulse”
horēa — (Q.) “impulsion”
hormē — (Q.) “urgency”
horta — (Q.) “urge, send flying”
hortalē — (Q.) “urging”
hosta- — (Q.) “large number”
hosta- — (Q.) “to collect”
hoth — (S.) “host, horde” (nearly always in a bad sense)
huan — (S.) “hound”
huinē — (Q.) “gloom, darkness”
huo — (Q.) “hound”
huor(e) — (Q.) “courage, stoutness of heart”
hwan (hwandi) — (Q.) “sponge”
hwarin — (Q.) “crooked”
hwarma — (Q.) “crossbar”
hwesta — (Q.) “breath, breeze”
hwesta- — (Q.) “to puff”
hwindē — (Q.) “whirlpool, eddy”
hwinya- — (Q.) “gyrate, to swirl, eddy”
hyalma — (Q.) “shell, conch”
hyapat — (Q.) “shore”
hyarin — (Q.) “I cleave”
hyarmaitē — (Q.) “left-handed”
hyarmen — (Q.) “south”
hyarmenya — (Q.) “southern”
hyarya — (Q.) “left”
hyastē — (Q.) “cleft, gash”
hyellē — (Q.) “glass”

I

i (pl. in) — (S.) “the” or “is, are”
-i(n)- — (S.) “of”
indyó — (Q.) “descendant (specifically grandchild)”
iâ — (Q.) “bottomless void, endless shaft, abyss” in *Moria*.
ialē — (Q.) “lasting”

iant — (Q.) “bridge”
 iâth — (Q.) “fence”
 iaur — (Q.) “old”
 iâvas — (S.) “autumn”
 il- — (Q.) “no, not”
 ilfirin — (Q.) “immortal”
 ilin — (Q.) “pale blue”
 ilúvë — (Q.) “the whole, the all” in *Ilúvatar*.
 ilya — (Q.) “all, the whole”
 im — (S.) “between” or “deep”
 in — (S.) “narrow”
 -in- — (S.) “of”
 indo — (S.) “heart, mood”
 indis — (Q.) “bride”
 inga — (Q.) “first”
 (i)ní — (Q.) “woman”
 intya- — (Q.) “guess, suppose”
 intya — (Q.) “guess, supposition, idea”
 intyalë — (Q.) “imagination”
 inya- — (Q.) “female”
 íra — (Q.) “eternal”
 isil — (Q.) “moon”
 ista- — (Q.) “know”
 istar (pl. istari) — (Q.) “wise (one), maia wizard”
 istima- — (Q.) “wise, learned, knowledgeable”
 istyar (pl. istyari) — (Q.) “learned one, scholar”
 ita- — (Q.) “sparkle”
 ithil — (S.) “moon”
 ithilnaur — (S.) “moon-fire”

K

kaima — (Q.) “bed”
 kaimasan (pl. kaimasambi) — (Q.) “bed-chamber”
 kainen — (Q.) “ten”
 kal- (gal-) — (Q.) “shine.”
 kala — (Q.) “light”
 kalina — (Q.) “radiance”
 kalma — (Q.) “lamp a light”
 kalpa — (Q.) “water-vessel”
 kalta — (Q.) “shine”
 kambë — (Q.) “hollow (of hand)”
 kánë — (Q.) “valor”
 káno — (Q.) “commander,” the origin of the second element in *Fingon* and *Turgon*.
 kan(ta) — (Q.) “four”
 kanta- — (Q.) “to shape”
 kanya — (Q.) “bold”
 kar — (Q.) “deed”
 kár — (Q.) “head”
 kar- — (Q.) “do”
 karaksë — (Q.) “spike-hedge”
 karne (karani) — (Q.) “red”

karo — (Q.) “achiever, actor”
 kel- — (Q.) “go away,” of water “flow away, flow down,”
 kelma — (Q.) “channel”
 kelumë — (Q.) “flow, stream”
 kelva(r) — (S.) “animal(s), living thing(s) that can flee”
 kemen (kem-, kén) — (Q.) “earth” in *Kementári*; referring to the earth as a flat floor beneath *menel* “the heavens.”
 kentano (kemnaro) — (Q.) “potter”
 khelek — (S.) “ice”
 khil- (hil-) — “follow”
 kilya — (Q.) “cleft”
 kir- — (Q.) “cut, cleave”
 kirissë — (Q.) “slash, impale”
 kirka — (Q.) “sickle”
 kirya (cirya) — (Q.) “ship”
 kor — (S.) “ariser, he who arises”
 korko — (Q.) “crow”
 korna — (Q.) “round, globular”
 koromindo — (Q.) “dome”
 koron — (Q.) “sphere, ball”
 kosta — (Q.) “quarrel”
 kotumo — (Q.) “enemy”
 ku(a) — (Q.) “dove”
 kú — (Q.) “bow”
 kuilë — (Q.) “life, being alive”
 kuina — (Q.) “alive”
 kuivë — (Q.) “(the or an) awakening”
 kuivea — (Q.) “(a)wakening” (adj.)
 kullo — (Q.) “red-gold”
 kulina — (Q.) “flame-colored”
 kulu — (Q.) “gold (metal)”
 kuluina — (Q.) “orange”
 kuluinn — (Q.) “of gold”



kuluma — (Q.) “an orange”
 kúma — (Q.) “hole, void”
 kumbë — (Q.) “mound”
 kundu — (Q.) “prince”
 kurwë — (Q.) “craft”

L

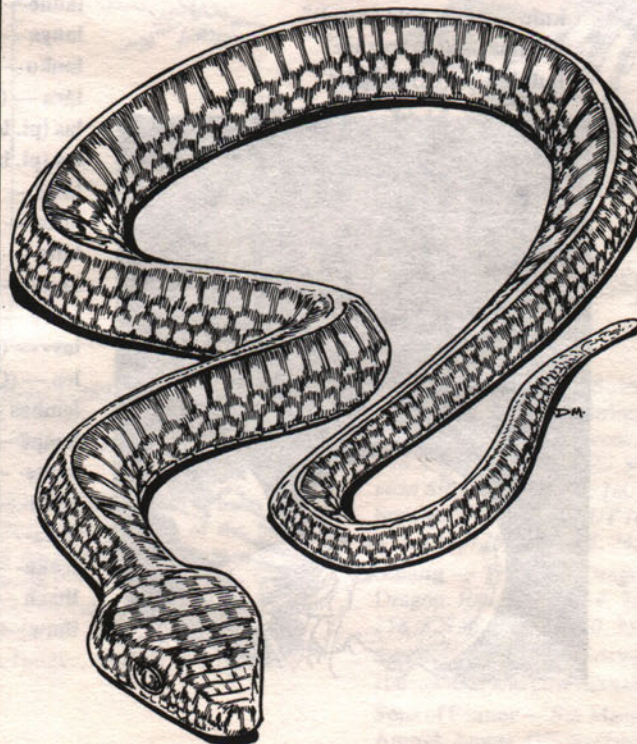
lá (laumë) — (Q.) “no, not”
 lad — (S.) “plain, valley”
 laden — (S.) “wide”
 laer — (S.) “summer” or “song, lament”
 laikë — (Q.) “acuteness, perceptivity”
 laimë — (Q.) “shade”
 lain — (S.) “thread”
 laiqa — (Q.) “green”
 lairë — (Q.) “poem”
 laira — (S.) “shady”
 laivë — (Q.) “ointment”
 laiwa — (Q.) “sickly”
 lala — (Q.) “to deny”
 lalaith — (S.) “laughter”
 lámá — (Q.) “echo, ringing”
 lamba — (Q.) “tongue”
 lámína — (Q.) “echoing”
 lammath — (S.) “echoing voices”
 lamm (lammen) — (S.) “tongue”
 lamma — (Q.) “sound”
 lamya — (Q.) “to sound”
 lapsa — (Q.) “to lick”
 landa — (Q.) “wide”
 lanta — (Q.) “a fall”
 lango — (Q.) “broadsword, ship’s prow”
 lanko — (Q.) “throat”
 lannë — (Q.) “cloth”
 lanyá — (Q.) “weave”
 lanko — (Q.) “throat”
 lára — (Q.) “flat”
 las (pl. lassi) — (S.) “leaf”
 las (pl. lassi) — (S.) “leaf”
 lassë — (Q.) “ear”
 lasta — (Q.) “listen”
 latta — (Q.) “pit, hole”
 lauka — (Q.) “warm”
 laurë — (Q.) “gold” (color)
 lav- — (Q.) “yield, allow, grant, permit”
 leo — (Q.) “shadow”
 lembas — (S.) “journey-bread”
 lempë — (Q.) “five”
 lende- — (Q.) “left”
 lepsë — (Q.) “finger”
 lesta- — (Q.) “to leave”
 leuka- — (Q.) “loosen, slacken”
 lhach — (S.) “leaping flame”
 lhaw — (S.) “ear”

lhûg — (S.) “snake”
 lhûn — (S.) “blue”
 -li — (Q.) “many”
 lia — (Q.) “fine thread, silk thread, spider thread”
 liantë — (Q.) “spider”
 -lië — (Q.) “people”
 lilita- — (Q.) “dance”
 limpë — (Q.) “wine”
 lin — (Q.) “pool, mere”
 lin- — (Q.) “sing, make a musical sound,” as in *Ainulindalë*, *Laurelin*, *Lindar*, *London*, *Ered London*, *lómelindi*.
 linda — (Q.) “fair, beautiful”
 lindá — (Q.) “sweet-sounding”
 lindalë — (Q.) “music”
 lindë — (Q.) “tune, singing, song”
 lindo (pl. “lindor”) — (Q.) “singer, songbird”
 lindornea — (Q.) “graced with many oak trees”
 linga- — (Q.) “hang”
 lingwë — (Q.) “fish”
 linna — (S.) “foaming”
 linqë — (Q.) “wet”
 linya — (Q.) “pool”
 lir — (Q.) “row”
 lirin — (Q.) “I sing, I chant”
 lis(sen) — (Q.) “honey”
 lith — (S.) “ash”
 litsë — (Q.) “sand”
 lîvë — (Q.) “sickness”
 lô — (Q.) “night”
 loa — (S.) “growth, (Mannish) year”
 lok- — “bend, loop”
 lokë — (Q.) “serpent, snake”
 loksë — (Q.) “hair”
 lóm — (S.) “echo”
 lómë — (Q.) “night-time, shades of night.”
 lómelindë — (Q.) “dusk-singer, nightingale”
 lóna — (Q.) “dark”
 lond (lonn) — (S.) “harbor, haven”
 londë — (Q.) “harbor, haven”
 lór — (S.) “gold” (color)
 los(së) — (Q.) “snow”
 loss — (S.) “snow”
 lost — (S.) “empty”
 lôtë — (Q.) “flower”
 loth — (S.) “flower”
 lúkë — (Q.) “enchantment”
 lúmë — (Q.) “time”
 luin — (Q.) “blue”
 lumbë — (Q.) “gloom”
 lumna — (Q.) “burdensome, heavy, oppressive, ominous”
 lumna- — (Q.) “to lie”
 lung — (S.) “heavy”

lunga — (Q.) “heavy”
 luntë — (Q.) “boat”
 lusta — (Q.) “empty”
 lussa- — (Q.) “to whisper”
 lussë — (Q.) “whispering sound”
M
 mab — (S.) “hand”
 macar (vagor) — (S.) “swordsman”
 mae govannon — (S.) “well met!” (greeting)
 maeg — (S.) “sharp, piercing”
 mahta- — (Q.) “fight (with a weapon)”
 mailë (Q.) “lust”
 mailëa (Q.) “lustful”
 maitë (pl. maisi) — (Q.) “hand”
 maika — (Q.) “sharp, piercing”
 maiwë- (Q.) “gull”
 makar — (Q.) “tradesman”
 makil — (Q.) “sword”
 maksa — (Q.) “soft, pliable”
 maksë — (Q.) “dough”
 mal- — (Q.) “gold” “golden circle.”
 malda — (Q.) “gold”
 malinda — (Q.) “yellow”
 malle- — (Q.) “street”
 malo — (Q.) “yellow powder”
 malwa — (Q.) “pale”
 măn- — (Q.) “good, blessed, unmarred” in *Aman*, *Manwë*; derivatives of *Aman* in *Amandil*, *Araman*, *Úmanyar*.

mandë (manad) — (Q.) “fate, doom, end”
 mandos — (S.) “judge”
 manka- — (Q.) “trade”
 mankalë — (Q.) “commerce”
 manu — (Q.) “departed spirit”
 mapa — (Q.) “seize”
 már (mbar) — (Q.) “dwelling”
 maranwë — (Q.) “destiny”
 marta — (Q.) “fated”
 marya — (Q.) “pale”
 masta — (Q.) “bread”
 masta- — (Q.) “bake”
 mat- — (Q.) “eat”
 mbando — (Q.) “prison”
 megil — (S.) “sword”
 meglivorn — (Q.) “black bear”
 mel- — (Q.) “love”
 mellon — (S.) “friend”
 melyanna (melian) — (S.) “dear gift”
 men — (Q.) “way” in *Númen*, *Hyarmen*, *Römen*, *Formen*.
 ména — (Q.) “region”
 menel — (Q.) “the heavens” in *Meneldil*, *Menelmacar*, *Meneltarma*.
 mentë — (Q.) “point, end”
 merë — (Q.) “wish, desire”
 mereth — (S.) “feast” in *Mereth Aderthad*; also in *Merethrond*, the Hall of Feasts in Minas Tirith.

SNAKE ("LHÛG")



merka — (Q.) “wild, fierce”
 merya — (Q.) “feast”
 meryalë — (Q.) “holiday”
 met (meth) — (S.) “last, end”
 mi- (Q.) “in, within”
 miksa- (Q.) “wet”
 milka- (Q.) “greedy”
 milmë (Q.) “desire, greed”
 milya- (Q.) “long for”
 min(ë)(ya) (Q.) “first”
 minas — (S.) “tower”
 minda- (Q.) “conspicuous, prominent”
 minhiriath — (S.) “between the rivers” the region between the Brandywine and the Greyflood.
 minna (Q.) “inside”
 mindo- (Q.) “isolated tower”
 minqë — (Q.) “eleven”
 mîr — (S.) “jewel”
 mîrë — (Q.) “jewel” in *Elemmîrë*.
 mîril (pl. mîrilli) — (Q.) “shining jewel”
 mirilya- — (Q.) “glitter”
 mirima- (Q.) “free”
 mîruvor — (S.) “mead, ale”
 mistë (Q.) “fine rain”
 mith — (S.) “grey” in *Mithlond*, *Mithrandir*, *Mithrim*; also in *Mittheithel*, the river Hoarwell in Eriador.

mitya (Q.) "interior" (adj.)
 miulë (Q.) "whining"
 moina (Q.) "familiar, dear"
 mól (Q.) "slave"
 mor(ë)(i) — (Q.) "black." "Dark" in *Mordor*,
Morgoth, *Moria*, *Moriquendi*, *Mormegil*,
Morwen, etc.

morchaint — (S.) "dark shapes"
 mordo (Q.) "shadow, obscurity"
 móre (Q.) "night, blackness"
 morgul — (S.) "black arts"
 morko (Q.) "bear"
 morna (Q.) "gloomy, somber"
 móta (Q.) "toil, work, labor"
 moth — (S.) "dusk" in *Nan Elmoth*.
 motto — "blot"
 mu (Q.) "no, not"
 muilë (Q.) "secrecy"
 muina (Q.) "hidden, secret"
 mundo — "snout, nose"

N

na — (S.) "of"
 ná(n) — (Q.) "but"
 naer — (S.) "dreadful"
 nahta (Q.) "a bite"
 nai — (S.) "maybe"
 naikë — (Q.) "sharp pain"
 naikelë — (Q.) "painful"
 naina- — (Q.) "lament"
 nairë — (Q.) "lament"
 namarië — (S.) "farewell"
 naimba — (Q.) "a hammer"
 nan(d) — (Q.) "valley" in *Nan Dungorthëb*,
Nan Elmoth, *Nan Tathren*.
 nanda (Q.) "watered plain"
 nandë — (Q.) "a harp"
 nanduhirion — (S.) "vale of dim streams,"
 the Dimrill Dale.
 nár — (Q.) "fire." See *Narsil*, *Narya*; and the
 original forms of *Aegnor* (*Aikanáro* "Sharp
 Flame" or "Fell Fire") and *Fëanor* (*Fëanáro*
 "Spirit of Fire").
 naraka — (Q.) "harsh, violent"
 narda — (Q.) "knot"
 narmo — (Q.) "wolf"
 narn — (Q.) "story, tale"
 narqelion — (Q.) "autumn," literally "fire-
 fading"
 naru — (Q.) "red"
 nassë — (Q.) "thorn, spike"
 nasta- — (Q.) "prick"
 natsë- — (Q.) "web, net"
 Naug — (S.) "Dwarf" in *Naugrim*; see also
Nogrod in entry *groth*. Related is another
 Sindarin word for "Dwarf," *Nogoth*, plural
Noegyth (*Noegyth Nibin* "Petty-dwarves")
 and *Nogothrim*.
 Nauko — (Q.) "Dwarf"
 naulë — (Q.) "wolf-howl"
 naur — (S.) "fire"

nauta — (Q.) "bound, obliged"
 neuma — (Q.) "snare"
 neuna — (Q.) "second"
 neuro — (Q.) "successor"
 ndaedelos — (S.) "fear"
 ndengin — (S.) "dead" (pl. noun)
 -(n)dil — (S.) "friend, devotion, disinterested
 love." An adjective, it is a very frequent
 ending for personal names.
 ndóla — (Q.) "knoll"
 ndu — (Q.) "down, from on high" in *Quenya*
númen.
 -(n)dur — (S.) "devotion, disinterested love."
 An adjective, it is a very frequent ending for
 personal names.
 neithan — (S.) "deprived, wronged"
 neldë — (Q.) "three"
 neldor — (S.) "beech"
 nelet (nelki) — (Q.) "tooth"
 nen — (Q.) "water, pool, lake, lagoon"
 nenda — (Q.) "sloping"
 nendë — (Q.) "slope"
 nengwë — (Q.) "nose, nasal"
 nér (pl. neri) — (Q.) "adult male"
 nertë — (Q.) "nine"
 nessa — (Q.) "young"
 nessë — (Q.) "youth"
 nessima — (Q.) "youthful"
 ngwaw — (S.) "howl"
 ni — (Q.) "I"
 ní — (Q.) "female"
 nib(in) — (S.) "petty, small"
 nien — (S.) "mourning, sadness"
 nieninquë — (Q.) "snow-drop"
 nim — (S.) "white"
 nin — (S.) "wet"
 nindë — (Q.) "thin"
 ninniach — (S.) "rainbow"
 ninquë — (Q.) "white"
 nirwa — (Q.) "cushion, lean against"
 niphred — (S.) "pallor"
 nirë (nie) — (Q.) "tear"
 nirn(aeth) — (S.) "tear(s)" (noun)
 nis(se) (pl. nissi) — (Q.) "female"
 nissë — (Q.) "beside"
 nitë — (Q.) "moist, dew-covered"
 nó — (Q.) "beget"
 noa — (Q.) "conceive of, think, imagine"
 Nogoth (pl. Noegyth, Nogothrim) — (S.)
 "Dwarf"
 nóla — (Q.) "wise, learned"
 Noldo (pl. Noldor) — (Q.) "wise." Refers to
 "the knowledgeable" or "wise" Elves.
 nólë (Q.) "long study, lore, knowledge." See
 also *gâl*.
 nólwë (Q.) "wisdom, secret lore"
 nóre (nó, ono) — (Q.) "people, clan"
 nóre — (Q.) "land, dwelling place, regional
 abode"
 norno — (Q.) "oak"

norsa — (Q.) "giant"
 not- — (Q.) "reckon"
 notë — (Q.) "number"
 nulla (nulda) — (Q.) "secret, obscure"
 númen — (Q.) "west," literally "the way of
 the sunset"
 nún — (Q.) "beneath" (adj.)
 núra — (Q.) "deep"
 nútë — (Q.) "bond, knot"
 nwalka — (Q.) "cruel"
 nwalya- — (Q.) "to torment"
 nyano — (Q.) "rat"
 nyaré — (Q.) "tale, history, saga"
 nyarin — (Q.) "I tell"
 nyellë — (Q.) "bell"
 nyello — (Q.) "singer"

O

o- — (Q.) "together"
 ohta — (Q.) "war"
 ohtar — (S.) "warrior"
 oio — (Q.) "ever"
 olor — (Q.) "dream"
 olos — (Q.) "snow"
 olossë — (Q.) "(flowery) snow" (poetic)
 olva(r) — (S.) "plant(s), growing thing(s) with
 roots in the earth"
 olwa — (Q.) "branch, limb"
 óma — (Q.) "voice"
 óman — (Q.) "vowel"
 ondo — (Q.) "stone"
 Onod — (S.) "Ent"
 onta — (Q.) "create, beget"
 ontáro — (Q.) "parent, begetter"
 Orch (pl. Yrch) — (S.) "Orc, Goblin, (lesser)
 demon"
 oré — (Q.) "rising"
 Orko (pl. Orqi) — (Q.) "Orc, Goblin, (lesser)
 demon"
 ormë — (Q.) "(vengeful or impetuous) haste,
 violence, wrath"
 orn — (S.) "tree" in *Celeborn*, *Hírilorn*; cf.
Fangorn "Treebeard," and *mallorn*, plural
mellyrn, the trees of *Lothlórien*.
 orna — (Q.) "hasty"
 oro- — (Q.) "high, height, rise, up"
 orto — (Q.) "summit"
 orod (pl. ered) — (S.) "mountain"
 oron (pl. oronti) — (Q.) "mountain"
 orta — (Q.) "rise, raise"
 orto- — (Q.) "summit"
 os(t)(to) — (Q.) "city, walled town, fortress."
 ossë — (Q.) "terror"
 ossirland — (Q.) "land of seven rivers" (from
 the stem of the numeral "seven," *Quenya*
otso, Sindarin *odo*)
 otoron (pl. otoroni) — (Q.) "sworn brother,
 blood-brother"
 otso — (Q.) "seven"
 oy — (Q.) "everlasting"

P

- panda** — (Q.) “enclosure”
palan — (Q.) “far and wide” in *palantíri*, *Tar-Palantir*.
palantíri — (Q.) “seeing stones,” literally “those that watch from afar”
palla — (Q.) “expansive”
palmē — (Q.) “surface”
palúre — (Q.) “the landscape”
palya — (Q.) “spread open”
pano — (Q.) “piece of shaped wood”
panta — (Q.) “to unfurl”
panya — (Q.) “set, fix”
parka — (Q.) “dry”
parma — (Q.) “book”
parmalambē — (Q.) “Quenya,” literally “book language”
parth — (S.) “field, sward”
pasta — (Q.) “smooth”
pé — (Q.) “mouth”
pedo — (S.) “speak”
pel- (Q.) “go round, encircle”
pelargir — (Q.) “garth (enclosure or harbor) of royal ships”
pellenor — (Q.) “fenced land”
pelóri — (Q.) “mountain fence, fenced heights”
pendē — (Q.) “downslope”
per- (Q.) “half” (prefix)
Peredhel (pl. *Peredhil*) — (S.) “Half-elf”
Perian (pl. *Perianath*) — (S.) “Halfling, Hobbit”
Pertorog (pl. *Pertereg*) — (S.) “Half-troll”
perya — (Q.) “divide in half”
pilind (pl. *pilindi*) — (Q.) “arrow”
pin(nath) — (S.) “ridge(s), slope(s)”
pirya — (Q.) “juice, syrup”
piuta — (Q.) “spit”
polka — (Q.) “clean”
polda — (Q.) “strong, stout, burly”
por — (Q.) “fist”
porē — (Q.) “flour”
punta — (Q.) “stopped consonant”
pusta — (Q.) “to stop, cease”
putta — (Q.) “stop (in punctuation)”

Q

- qualin** — (Q.) “dead”
qualmē — (Q.) “agony, death”
qualmē — (Q.) “agony, death”
quamē — (Q.) “sickness”
quanta — (Q.) “full”
quár(i) — (Q.) “hand”
quárē — (Q.) “fist”
quelet(s) — (Q.) “corpse”
quellē — (S.) “fading”
Quendē (pl. *Quendi*, *Quendelië*) — (Q.) “Elf,” literally “speaker”
quen- (Q.) “say, speak”
quenta — (Q.) “record, story”

quessē — (Q.) “feather”

quet — (Q.) “speak”

quetta — (Q.) “word”

quina — (Q.) “bow”

R

- rá** (pl. *rávi*) — (Q.) “lion”
raen — (S.) “wandering”
raika — (Q.) “bent, crooked, wrong”
rais — (S.) “peaks”
raimē — (Q.) “hunt, hunting”
ráka — (S.) “wolf”
ram(mas) — (S.) “wall”
ráma — (Q.) “wing”
ramba — (Q.) “wall”
rámálókē — (Q.) “wing-serpent, flying dragon”
ran- (S.) “wander, stray”
rāna — (Q.) “moon,” literally “wanderer, strayer”
randir — (S.) “wanderer, pilgrim”
rangwē — (Q.) “fathom”
ranko (pl. *ranqi*) — (Q.) “arm”
rant — (S.) “course” in the river-names *Adurant* (with *adu* “double”) and *Celebrant* (“Silverlode”).
ranya — (Q.) “to stray”
ras (pl. *rais*) — (S.) “horn” (as in mountain peak)
rásat — (Q.) “twelve”
rassē — (Q.) “horn” (as in mountain peak)
rast — (S.) “shore, strand”
rath — (S.) “river bed” or “street”
raug — (S.) “demon”
rauko — (Q.) “demon”
rauta — (Q.) “metal”
ráva — (Q.) “wild”
rem — (S.) “net, mesh”
réna — (Q.) “edge, hem, border”
rerin — (Q.) “I sow”
rhandir — (S.) “pilgrim”
rhiw — (S.) “winter”
rhûn — (S.) “east”
riē — (Q.) “crown”
riel — (Q.) “garlanded maiden”
rif — (S.) “treebark”
rig- (Q.) “twine, wreath”
rihta — (Q.) “jerk, twist”
ril — (Q.) “brilliance” in *Idril*, *Silmaril*; also in *Andúril* (the sword of Aragorn) and in *mithril* (Moria-silver). *Idril*’s name in Quenya form was *Itarillē* (or *Itarildē*), from a stem *ita-* “sparkle.”
rilma — (Q.) “glittering light”
rilya — (Q.) “glittering, brilliance”
rim — (S.) “great number, host”
rimba — (Q.) “numerous, frequent”
rimbē (rimba) — (Q.) “great number, host”
rimpa — (Q.) “rushing, flying”
rin — (S.) “memory, remembrance”
rína — (Q.) “crowned”

rinda — (Q.) “circular”

rindē — (Q.) “circle”

ring — (S.) “cold, chill” in *Ringil*, *Ringwil*, *Himring*.

ringē — (Q.) “cold, chill”

rinkē — (Q.) “quick shake, flourish”

ris(t) — (S.) “cleave”

rista — (Q.) “a cut”

rista- — (Q.) “cut”

roch (pl. *rech*) — (S.) “horse”

rog — (S.) “demon”

rohan — (S.) “horse-land”

roina — (Q.) “ruddy”

roita- — (Q.) “pursue”

rokko — (Q.) “horse”

rom- (Q.) “trumpet sound”

róma — (Q.) “loud sound, trumpet sound”

romba — (Q.) “horn, trumpet”

rómen — (Q.) “uprising, sunrise, east”

rómenya — (Q.) “eastern”

róna — (Q.) “east”

ronda — (Q.) “cave”

rond — (S.) “dome, vaulted or arched roof, roofed chamber”

ronyo — (Q.) “chaser”

roquen (pl. *requain*) — (S.) “knight”

ros — (S.) “foam, spindrift, spray”

rossē — (Q.) “fine rain, dew”

roth — (S.) “digging, excavation”

rudh — (S.) “bald”

ruin — (S.) “red flame” in *Orodruin*.

runda — (Q.) “club, rough piece of wood”

rúnya — (Q.) “red flame”

russē — (Q.) “polished or finished metal, blade”

rûth — (S.) “anger” in *Aranrûth*.



S

- saira-** (Q.) “wise”
sairon — (Q.) “wizard”
salpa- (Q.) “sip, lick up”
salqē — (Q.) “grass”
sambē — (Q.) “room, chamber”
sammath — (S.) “chambers”
samno — (Q.) “carpenter, builder, woodwright”
sanda — (Q.) “abiding, true, firm”
sanga — (Q.) “press, throng”
sangwa — (Q.) “poison”
sanka — (Q.) “split, cleft”
sanya — (Q.) “obedient, normal, law-abiding”
sanyē — (Q.) “rule, law”
sar (pl. *sardi*) — (Q.) “small stone”
sára — (Q.) “bitter”
sarn — (S.) “(small) stone”
saura — (Q.) “foul, putrid”

sauron — (Q.) “abhorred”
sáva — (Q.) “juice”
seldē — (Q.) “daughter”
senda — (Q.) “resting, at peace, repose”
-ser — (Q.) “friend” (suffix)
sére — (Q.) “rest, peace”
sereg — (S.) “blood” in *seregon*.
serin — (Q.) “I rest”
serkē — (Q.) “blood”
sermo (seron) — (Q.) “friend”
si — (S.) “now”
si(n) — (Q.) “now”
sikil — (Q.) “dagger, knife”
sil — “shine (with white or silver light)” (as in variant *thil*)
silmē — (S.) “shine silver, silver light”
sinda (pl. *sindar*) — (Q.) “grey-elf”
sindē — (Q.) “grey”
sinta — (Q.) “short”
sinya — (S.) “new”
sîr — “river”
sir — (Q.) “flow”
sirannon — (S.) “gate-stream”
siril — (Q.) “creek, rivulet”
sirith — (S.) “flowing”
sir — (Q.) “flow”
siulē — (Q.) “incitement”
solor — (Q.) “surf”
soron (sornē) (pl. *sorni*) — (Q.) “eagle”
suhto — (Q.) “draught”
sukin — (Q.) “I drink”
sûl — “wind”
sulka — (Q.) “tuber, edible root”
sûlē — (Q.) “breath”
sûlimē — (Q.) the third month of the year
sulô — (Q.) “goblet”
sungwa — (Q.) “drinking-vessel”
súya — (Q.) “breathe”

T

ta — (Q.) “that, it”
taina — (Q.) “lengthened, extended”
taita — (Q.) “to prolong”
take — (Q.) “he fastens”
tal— (tál) — (Q.) “foot”
talan — (Q.) “floor, ground”
talath — “flat lands, plain” in *Talath Dirnen*, *Talath Rhûnen*.
tallunē (talrunya) — (Q.) “sole of the foot”
talma — (Q.) “foundation, base, root”
talta — (Q.) “incline.” As adj. “sloping, tilted, leaning”
talta- — (Q.) “to slope”
tambaro — (Q.) “woodpecker”
tamin — (Q.) “I tap”
tampa — (Q.) “stopper”
tanka — (Q.) “firm, fixed, sure”
tankil — (Q.) “brooch”
tano — (Q.) “craftsman, smith”
tanta- — (Q.) “double”

tanwē — (Q.) “construct, device, creation of craft”
tapē — (Q.) “he stops”
tar- — (Q.) “high,” prefix of the Quenya names of the Númenórean Kings; also in *Annatar*. Feminine *tári* “she that is high, Queen” in *Elentári*, *Kementári*. Cf. *tarma* “pillar” in *Meneltarma*.
tára — (Q.) “lofty”
tári — (Q.) “high-queen”
tarka — (Q.) “horn” (animal)
tarma — (Q.) “pillar”
táro — (Q.) “high-king”
tarya — (Q.) “tough, stiff”
tasarē — (Q.) “willow” in *Tasarinan*, *Nan-tasarion*.
tathar — “willow”; adjective *tathren* in *Nan-tathren*.
tatya- — (Q.) “repeat, to double”
taur — (S.) “wood, forest”
taurē — (Q.) “wood, forest”
téa — (Q.) “road, straight line”
tehta — (Q.) “sign, a mark, diacritic symbol”
tekē — (Q.) “writes”
tekil — (Q.) “pen”
tel(de) — (Q.) “end.” “Finish, end, be last” in *Teleri*.
telima — (Q.) “final”
telcontar — (S.) “strider”
telep — (Q.) “silver”
telepsa (telpina) — (Q.) “of silver”
Teler (pl. *Teleri*) — (Q.) “Sea-elf”
telko — (Q.) “leg, stem, stalk”
tella — (Q.) “hindmost, last”
telmē — (Q.) “hood”
telpē (telep) — (Q.) “silver” in *Telperion*.
telumē — (Q.) “dome” (especially referring to heavens)
Telumhtar — (Q.) “Orion,” literally “warrior of the sky”
téma — (Q.) “row, series, line”
tén — (Q.) “path, course, line, direction, way”
tengwa — (Q.) “letter”
tenkelē — (Q.) “writing system”
terē — (Q.) “through”
teren (terenē) — (Q.) “slender”
tereve — (Q.) “fine, acute”
thalion — “strong, dauntless,” in *Cúthalion*, *Thalion*.
thanc — (S.) “fang”
thang — (S.) “oppression”
thar- — (Q.) “athwart, across”
thara-pata — (Q.) “crossway”
tharbad — (S.) “crossway”
thaur(on) — “abominable, abhorrent”
thiach (siach) — (S.) “ford”
thil — (S.) “shine”
thlio — (Q.) “to glisten”
thin(d) — (S.) “grey” in *Thingol*.
thôl — “helm”

thôn — “pine-tree” in *Dorthonion*.
thônd — (S.) “root”
thoniel — (S.) “kindler” (female)
thor — (S.) “torrent”
thoron — (S.) “eagle”
thur(ing) — (S.) “secret”
tiksē — (Q.) “dot, point” (as mark)
til(dē) — (Q.) “point, horn”
tin- — (Q.) “sparkle”
tinda — (Q.) “glinting”
tindē — (Q.) “a glint”
tinē — (Q.) “it glints”
tinko — (Q.) “metal”
tinta — (Q.) “cause to sparkle, kindle”
tintina — (Q.) “it sparkles”
tinmē — (Q.) “sparkle, glint”
tinwē — (Q.) “spark”
tir — (Q.) “watch, guard, watch over”
tirin — (Q.) “I watch”
tirion — (Q.) “watch-tower”
tirith — (S.) “watching”
titta — (Q.) “tiny, little”
tiuka — (Q.) “thick, fat”
tiuko — (Q.) “thigh”
tiuya- — (Q.) “swell, grow”
tó — (Q.) “wool”
toa — (Q.) “woollen” (adj.)
tol (pl. *tollē*) — (Q.) “isle”
tolto — (Q.) “eight”
tópa — (Q.) “roof”
tópa- — (Q.) “to roof”
torech — (S.) “lair”
toron (pl. *toroni*) — (Q.) “brother”
Torog (pl. *Tereg*) — (S.) “Troll”
tuia — (Q.) “sprouts, springs”
tuilē — (Q.) “springtime”
tuilindo (tuilelinó) — (Q.) “spring-singer, swallow”
tukin — (Q.) “I draw”
tulin — (Q.) “I come”
tulka — (Q.) “strong, firm, steadfast”
tulko — (Q.) “support, brace”
tum — “valley” in *Tumhalad*, *Tumladen*. Cf. *Utumno*, Sindarin *Udûn* (Gandalf in Moria named the Balrog “Flame of Udûn”), a name used afterwards of the deep dale in Moria between the Morannon and the Isenmouths.
tumbalemorna — (Q.) “black deep valley”
tumbo — (Q.) “valley”
tumpo — (Q.) “hump”
tundo — (Q.) “hill, mound”
tuo — (Q.) “vigor, physical strength”
tupsē — (Q.) “thatch”
tur — (S.) “power, mastery”
tûrē — (Q.) “power, mastery”
turin — (Q.) “I control, I govern”
turma — (Q.) “shield”
tussa — (Q.) “bush, shrub”
tyalangan — (Q.) “harpist”

tyalië — (Q.) "sport, game, play"
tyar — (Q.) "cause"
tyavin — (Q.) "I taste"
tyelka — (Q.) "swift, agile"
tyulma — (Q.) "mast"

U

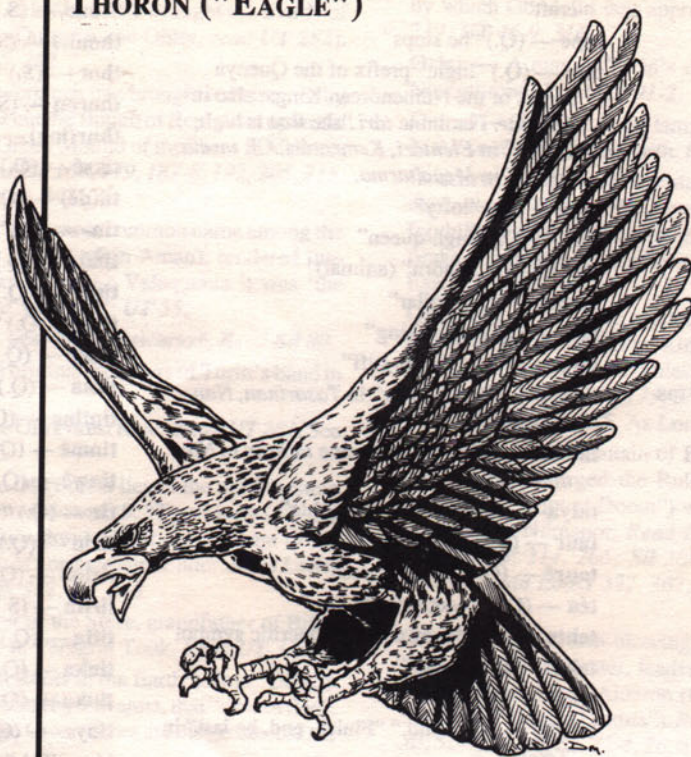
ú — (Q.) "not" (in an evil or opposing context)
uial — (Q.) "twilight"
uilë — (Q.) "seaweed, trailing plant"
uin — (Q.) "I do not"
ulya- (Q.) "pour"
umarth — (S.) "ill-fate"
umb — (S.) "hollow" (noun)
umbar — (Q.) "fate, doom"
umin — (Q.) "am not"
ungo — (Q.) "dark cloud"
ungol — (S.) "spider"
ulgundó — (Q.) "deformed creature, hideous beast"
ungwë — (Q.) "gloom"
ungwalë — (Q.) "torture"
unqalë — (Q.) "agony, death"
unqë — (Q.) "hollow"
usqë — (Q.) "reek"
úr — (Q.) "fire"
ur- (Q.) "heat, be hot"
urin — (Q.) "sun"
urulóké — (Q.) "fire-serpent, dragon"

úruva (uruitë) — (Q.) "fiery"
urya- (Q.) "blaze"
úvanimo — (Q.) "monster"
úvë — (Q.) "abundance"
úvea — (Q.) "(very) abundant"

V

vaiwa — (Q.) "wind"
vahta- (Q.) "to soil"
val- (Q.) "power" in *Valar*, *Valacirca*, *Valaquenta*, *Valaraukar*, *Val(i)mar*, *Valinor*.
vala (pl. valar) — (Q.) "power, god"
valaina (pl. valainar) — (Q.) "divine"
valarauko (pl. valaraukar) — (Q.) "demon of might." (S. = "balrog")
valassë — (Q.) "divinity"
valinor — (Q.) "land of the powers"
valya — (Q.) "having divine power and/or authority"
ván (pl. vani) — (Q.) "goose"
vanima — (Q.) "fair"
vanimo (pl. vanimor) — (Q.) "beautiful child"
vanta — (Q.) "a walk"
vanta- (Q.) "to walk"
vanya — (Q.) "beautiful"
vanya (pl. vanyar) — (Q.) the Fair Elves
vára — (Q.) "dirty, soiled"
varna — (Q.) "safe, secure"

THORON ("EAGLE")



varne (varni-) — (Q.) "deep brown"
vë — (S.) "as"
vea — (Q.) "adult, manly"
veaner — (Q.) "adult man"
veassë — (Q.) "vigor"
vedui — (S.) "last"
veo (-wë) — (Q.) "man"
verie — (Q.) "boldness"
verka — (Q.) "wild"
verno (pl. vernor) — (Q.) "husband"
veru — (Q.) "married couple"
verya — (Q.) "bold"
verya- (Q.) "to dare"
vessë — (Q.) "wife"
vesta — (Q.) "marriage, matrimony"
vesta- (Q.) "to wed, to swear, contract"
vestalë — (Q.) "wedding ceremony, oath"
vië — (Q.) "manhood, vigor"
vilwa — (Q.) "the air"
vilya — (S.) "sky"
vin(ya) — (S.) "new"
vindë — (S.) "pale blue, grey-blue"
vilta- (S.) "fade"
vinya — (S.) "evening"
vista — (S.) "air" (as a substance)
vor — (S.) "black." (Q.) "continual" (prefix)
voro — (Q.) "ever, continually"
vorima — (Q.) "continual, repeated(ly)"

voronwa — (Q.) "lasting, enduring"
voronwë — (Q.) "endurance, durable"

W

waen — (S.) "stain"
wath — (S.) "shadow"
-wë (veo) — (Q.) "man." A frequent name ending, as in *Manwë*.
wen (wende) — (Q.) "maiden." A frequent name ending, as in *Eärwen*, *Morwen*.
wén — (Q.) "youthful, freshness"
wenë — (Q.) "virginity"
wenya — (Q.) "spring green, light green, yellow green, fresh"
wing — (Q.) "foam, spray, wave-crest"
wilwarin (pl. wilwarindi) — (Q.) "butterfly"

Y

ya — (Q.) "ago, there"
yá — (Q.) "ago, formerly"
yaiwë — (Q.) "mock"
yalmë — (Q.) "clamor"
yalúmea — (Q.) "olden"
yana — (Q.) "that" (the former)
yána — (Q.) "holy place, sanctuary"
yanga- (Q.) "to yawn"
yanta — (Q.) "yoke"
yár (yaren) — (Q.) "blood"
yára — (Q.) "ancient"
yárë — (Q.) "elder times, former days"
yáressë — (Q.) "once upon a time"
yat (yaht-) — (Q.) "neck"
yatta — (Q.) "isthmus, narrow neck"
yávë — (Q.) "fruit."
yávië — (Q.) "autumn"
yáwë — (Q.) "ravine, cleft, gulf"
yelda (yelmë) — (Q.) "friendly, dear"
yeldë (-iel) — (Q.) "daughter"
(y)ello — (Q.) "shout"
yelma — (Q.) "loathing"
yelta- (Q.) "to loathe"
yelwa — (Q.) "loathsome"
yen (pl. yeni) — (S.) "year" (Elvish year of 144 years)
yén (yen-) — (Q.) "year"
yenya — (Q.) "last year"
yerna — (Q.) "old, worn"
yerya — (Q.) "age, become old, wear out"
yesta — (Q.) "desire"
yondo (-ion) — (Q.) "son"
yúla — (Q.) "ember, smoldering wood"
yúlma — (Q.) "brand"
yúlmë — (Q.) "smoldering heat"
yúyo — (Q.) "both"

3.4 TRANSLATIONS TO QUENYA AND SINDARIN

A

abhor — feuya- (Q.)
 abhorred — sauron (Q.)
 abhorrence — deloth (S.)
 (to) abide — mar- (Q.)
 abiding, true, firm — sanda (Q.)
 -able — -ime (Q.)
 abominable, abhorrent — thaur(on) (S.)
 abominable, abhorrent — shaur(on) (Q.)
 abundance — úvë (Q.)
 abundant (very) — úvea (Q.)
 abyss — iâ (Q.)
 achiever, actor — karo (Q.)
 across — thar- (Q.)
 across — thrad (S.)
 acuteness, perceptivity — laikë (Q.)
 adult male — nér, pl. nerí (Q.)
 adult man — veaner (Q.)
 adult, manly — vëa (Q.)
 after — apa (S.)
 after-name — epossë (Q.)
 again, re-, back — ata (Q.)
 age, become old, wear out — yerya (Q.)
 ago, formerly — yá (Q.)
 ago, there — ya (Q.)
 agony, death — qualmë (Q.)
 agony, death — unqalë (Q.)
 air (as a substance) — vista (S.)
 (the) air — vilwa (Q.)
 alas — ai (Q.)
 alive — kuina (Q.)
 all, the whole — ilya, ilye (Q.)
 (the) all — ilúve (Q.)
 am not — umin (Q.)
 ancient — yára (Q.)
 and — a (S.)
 and — ar (Q.)
 anger — rûth (S.)
 animal(s), living thing(s) that can flee —
 kelva(r) (S.)
 April — Vîressë (Q.)
 are — nar (Q.)
 arm — ranko, pl. ranqi (Q.)
 arrow — pilind, pl. pilindi (Q.)
 as — ve (S.)
 ash — lith (S.)
 athwart (across) — thar- (Q.)
 augmentative prefix — g- (S.)
 augmentative suffix — -on (S.)
 autumn — iâvas (S.)
 autumn — yávië (Q.)
 autumn (lit. “fire-fading”) — narqelion (Q.)
 awakening — cuivië, coire (Q.)
 awakening — echui, eclair (S.)
 awakening (the or an) — kuivë (Q.)
 (a)wakening (adj.) — kuivea (Q.)
 awe, dread — gaya (Q.)

B

bake — masta- (Q.)
 bald — rudh, rûdh (S.)
 bane — dagnir (S.)
 barrow — tûr, pl. tyrn (S.)
 battle — dagor (Q.)
 battle — ndak (S.)
 base (floor) — talma (Q.)
 base (floor) — talum (S.)
 (to) be — n- (Q, S.)
 be it that — nai (Q.)
 bear — morko (Q.)
 beard — fan(g) (S.)
 beard — fanga (Q.)
 beautiful child — vanimo, pl. vanimor (Q.)
 beautiful (ever young) — vána, vana (Q.)
 because (for) — an (Q.)
 bed — kaima (Q.)
 bed-chamber — kaimasan, pl. kaimasambi
 (Q.)
 beech — feren, fernë- (Q.)
 beech — neldor (S.)
 beget — nó (Q.)
 beginning, name — essë (Q.)
 (to) behold — aiy- (el-) (Q.)
 bell — nyellë (Q.)
 bend, loop — lok- (Q.)
 beneath (adj.) — nún (Q.)
 bent, crooked, wrong — raika (Q.)
 beside — nissë (Q.)
 beside, outside — ar- (Q.)
 between the rivers — minhiriath (S.)
 between — imbë (Q.)
 between, deep — im (S.)
 beyond (the borders of) — pella (Q.)
 birch — brethil (Q.)
 bird — aiwë (Q.)
 bird — aew (S.)
 (a) bite — nahta (Q.)
 bitter — sára (Q.)
 black, dark — mor(ë)(i) (Q.)
 black, dark — vor (S.)
 black arts — morgul (S.)
 black bear — meglivorn (Q.)
 black deep valley — tumbalemorna (Q.)
 black glass — galvorn, helevorn (S.)
 blaze — urya- (Q.)
 blessed, fortunate, rich — herenya, aman,
 man (Q.)
 blood — sereg, agar (S.)
 blood — serkë, yár, yaren (Q.)
 bloodstained — agarwaen (S.)
 blossom — lôtë (Q.)
 blossom — loth (S.)
 blot — motto (Q.)
 blue — lhûn, luin (S.)
 blue — luinë, luin (Q.)

boat — luntë (Q.)
 bold — kanya, verya (Q.)
 boldness — verië (Q.)
 bond, knot — nútë (Q.)
 book language, Quenya — parmambë (Q.)
 book — parma (Q.)
 both — yúyo (Q.)
 bottomless void, endless shaft, abyss — iâ
 (Q.)
 bound, obliged — nauta (Q.)
 bow — cú (S.)
 bow — kú, lúva, quinga (Q.)
 braid of hair — findë (S.)
 branch, limb — olwa (Q.)
 brand — yúlma (Q.)
 bread — bas (S.)
 bread — masta (Q.)
 break apart — mound — haudh (S.)
 breath — súlë (Q.)
 breath, breeze — hwesta (Q.)
 breathe — súya- (Q.)
 breeze — hwesta (Q.)
 bride — indis (Q.)
 bridge — yanta (Q.)
 bridge — iant (S.)
 brilliance — rildë, rillë (Q.)
 brilliance — ril (S.)
 broadsword, ship's prow — lango (Q.)
 broke apart — hantë (Q.)
 brooch — tankil (Q.)
 brother — toron, pl. toroni (Q.)
 brown — bar(a) (S.)
 bull — mundo (S.)
 burdensome, heavy, oppressive, ominous —
 lumna (Q.)
 bush, shrub — tussa (Q.)
 but — ná(n) (Q.)
 butterfly — wilwarin, pl. wilwarindi (Q.)

C

carpenter, builder, woodwright — samno
 (Q.)
 catch, hook, claw — atsa (Q.)
 cause to sparkle, kindle — tinta (Q.)
 cause — tyar (Q.)
 cave — felag (S.)
 cave — felya-, ronda (Q.)
 chambers — sammath (S.)
 champion, eminent man — aráto (Q.)
 channel — kelma (Q.)
 (to) chant — lin (S.)
 chaser — ronyo (Q.)
 chief, principal, main — héra (Q.)
 chieftain — (h)aran, pl. harni (Q.)
 children — híni (Q.)
 children — hîn (S.)
 chill — ring (S.)
 circle — rindë (Q.)

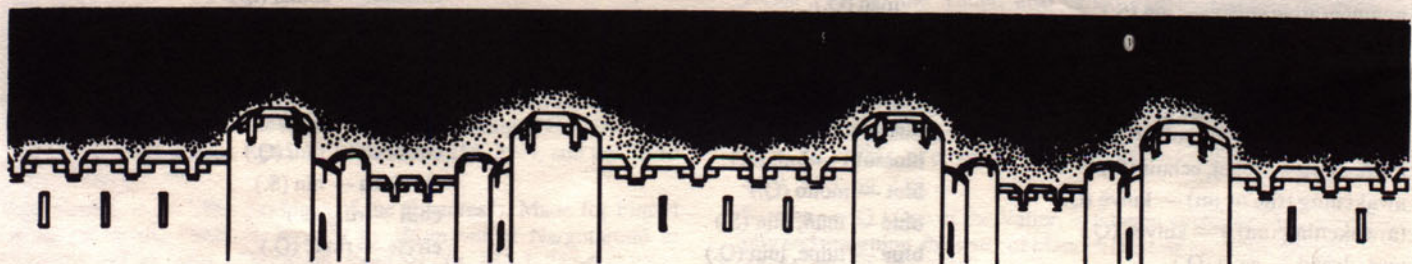
circular — rinda (Q.)
 city — caras (S.)
 city, walled town, fortress — os(t)(to) (Q.)
 clamor — yalmë (Q.)
 clean — poika (Q.)
 cleave — ris(t) (S.)
 cleaver — crist, grist, kris (S.)
 cleft — kilya (Q.)
 cleft — cirith, ñir (S.)
 cleft, gash — hyastë (Q.)
 cloak — collo, gollo (Q.)
 cloak, mantle — gol (S.)
 closed — hollen (S.)
 cloth — lannë (Q.)
 cloud, aura — fana, fân (S.)
 cloud, aura — fanya, pl. fanyar (Q.)
 cloudy — fanui (S.)
 club, rough piece of wood — runda (Q.)
 coast — falas, falath (Q.)
 cold, chill — ring (S.)
 cold, chill — ringë (Q.)
 (to) collect — hosta- (Q.)
 collective plural suffix — -rimbë (Q.)
 collective plural suffix — -ath, -rim (S.)
 commander — gon (S.)
 commander — káno (Q.)
 commerce — mankalë (Q.)
 conceal, veil, screen, hide — halya- (Q.)
 conceive of, think, imagine — noa (Q.)
 conspicuous, prominent — minda- (Q.)
 constrainer, forcer — bauglir (S.)
 construct, device, creation of craft — tanwë (Q.)
 consumer (maia) — vása (Q.)
 continual (prefix) — vor (Q.)
 continual, repeated(ly) — vorima (Q.)
 cooked food — apsa (Q.)
 cool — him (S.)
 corpse — quelet(s) (Q.)
 courage, stoutness of heart — huor(e) (Q.)
 course — rant (S.)
 (to) cover — untup- (Q.)
 craft — kurwë (Q.)
 craftsman, smith — tano (Q.)
 create, beget — onta (Q.)
 creek, rivulet — siril (Q.)
 crooked — hwarin (Q.)
 crossbar — hwarma (Q.)
 crossway — thara-pata (Q.)

crossway — tharbad (S.)
 crow — korko, pl. korkor (Q.)
 crow — craban, pl. creban (S.)
 crown — rië (Q.)
 crown — rhî (S.)
 crowned — rîna (Q.)
 cruel — nwalka (Q.)
 (to) cry — nall- (Q.)
 cushion, lean against — nirwa (Q.)
 cup — yulma (Q.)
 (a) cut — rista (Q.)
 cut — rista- (Q.)
 cut, cleave — kir-, cir- (Q.)
 cutter, hewer — crist (S.)
 cutter, hewer — grist, gund (S.)

D

dagger, knife — sil- (S.)
 dance — lilta- (Q.)
 (to) dare — verya- (Q.)
 dark cloud — ungo (Q.)
 dark shapes — morchaint (S.)
 dark — dûr (S.)
 dark — lóna (Q.)
 darkness — huine (mornië) (S.)
 darkness — fuin (S.)
 daughter — seldë, yeldë (-iel) (Q.)
 dauntless — thalion (S.)
 dawn — ára (Q.)
 day (12 hours) — arya (Q.)
 day — arë, pl. ari (Q.)
 day — aur (or, ré) (S.)
 daytime — arië (Q.)
 dead (pl. noun) — firm (S.)
 dead (pl. noun) — ndengin (S.)
 dead — firin (Q.)
 dead — qualin (Q.)
 dear gift — melyanna (melian) (S.)
 death — gûrth (gur) (S.)
 December (lit. "cold-days") — Ringarë (Q.)
 deed — kar (Q.)
 deep — búlë (balë, núra) (Q.)
 deep brown — varne (varni-) (Q.)
 deformed creature, hideous beast — ulgundó (Q.)
 delving, underground dwelling — grod (S.)
 delving, underground dwelling — groth (Q.)
 demon of might — valarauko, pl. valaraukar (Q.)
 demon — raug, rog (S.)
 demon — rauko (Q.)

(to) deny — lala (Q.)
 departed spirit — manu (Q.)
 deprived, wronged — neithan (S.)
 descendant (specifically grandchild) — indyo (Q.)
 desire — yesta (Q.)
 desire, greed — milmë (Q.)
 despicable, contemptible — faika (S.)
 destiny — maranwë (Q.)
 devise, originate, invent — auta (Q.)
 devotion, disinterested love — -(n)dur (S.)
 digging, excavation — habar (S.)
 digging, excavation — roth (S.)
 dimness — gwith, du, wath, weth (S.)
 dimrill dale, vale of dim streams — nanduhirion (S.)
 direction (way) — men (Q.)
 dirty, soiled — vára (Q.)
 divide in half — perya (Q.)
 divine — bel (S.)
 divine — valaina, pl. valainar (Q.)
 divinity — valassë (Q.)
 do — kar- (Q.)
 dog (great) — huan (Q.)
 dome (esp. referring to heavens) — telumë, telluma (Q.)
 dome — koromindo (Q.)
 dome, vaulted or arched roof, roofed chamber — rond (S.)
 doom — amarth (Q.)
 doom — umbar, ambar (S.)
 door — fen, fennas, annon, pl. ennyin (S.)
 dot, point (as mark) — tiksë (Q.)
 double — tanta- (Q.)
 double, two — adu, du (S.)
 dough — maksë (Q.)
 dove — ku(a) (Q.)
 down, from on high — ndu, nu (Q.)
 (to) down-lick — undulav- (Q.)
 (to) down-roof — untup- (Q.)
 downslope — pendë (Q.)
 dragon — angulókë (Q.)
 draught — suhto, yulda, pl. yuldar (Q.)
 (to) draw — teith- (S.)
 (to) dread — aista (Q.)
 dread, horror — gaya (Q.)
 dread, horror — goroth, gor (S.)
 dreadful — naer (S.)
 dream — olor, olos (Q.)
 dreamy — olostá (Q.)



drinking-vessel — sungwa (Q.)
 (to) drown — undulav- (Q.)
 dry — parka (Q.)
 dusk — lómë (Q.)
 dusk — moth (S.)
 dusk-singer, nightingale — lómelindë (Q.)
 dust — asto (Q.)
 Dwarf — Naug, Nogoht, pl. Noegyth,
 Nogothrim (S.)
 Dwarf — Nauko, pl. Naukor (Q.)
 (to) dwell — mar- (Q.)
 dwelling — bar (S.)
 dwelling — már, mbar, -mar (Q.)

E

eagle — soron, sornë, pl. sorni (Q.)
 eagle — thoron (S.)
 ear — lassë (Q.)
 ear — lhaw (S.)
 early morning — arinya (Q.)
 earth (as "the place") — arda (Q.)
 earth (as beneath the heavens) —
 kemen, kem-, kén (Q.)
 east — róna (Q.)
 east — rhûn (S.)
 eastern — rómenya (Q.)
 eat — mat- (Q.)
 echo — lóm (S.)
 echo, ringing — lamá (Q.)
 echoing voices — lammath (S.)
 echoing — lámína (Q.)
 edge, hem, border — réna (Q.)
 eight — tolto (Q.)
 elder times, former days — yárë
 (Q.)
 elephant — andamundo (Q.)
 eleven — minqë (Q.)
 Elf (lit. "speaker") — Quendë, pl.
 Quendi, Quendelië (Q.)
 Elf — Edhel (S.)
 elm-tree — (a)lamlë (Q.)
 ember, smoldering wood — yúla
 (Q.)
 em! light — faina- (Q.)
 empty — lost (S.)
 empty — lusta (Q.)
 encampment — estolad (S.)
 enchantment — lúkë (Q.)
 encircle — echor (S.)
 (to) encircle — pel (Q.)
 enclosure — panda (Q.)
 end — met (S.)
 end, be last — tel(de) (Q.)
 endurance, durable — voronwië (Q.)
 enemy — goth (S.)
 enemy — kotumo (Q.)
 Ent — Onod (S.)
 (to) enter — minn- (S.)
 evening — vinya (S.)
 even thou — elye (Q.)

ever — oio, oi (Q.)
 ever — ui, oiale (S.)
 ever, continually — voro (Q.)
 everlasting — oy (Q.)
 exalted — varda (Q.)
 expansive — palla (Q.)
 eye — hen (S.)
 eye — hendi (Q.)

F

fade — vilita- (S.)
 fading — quellë (Q.)
 fading — firith (S.)
 fair (Elves) — Vanya, pl. Vanyar (Q.)

Father of All, God — Ilúvatar (Q.)
 fathom — rangwë (Q.)
 fear — ndaedelos (S.)
 feast — mereth (S.)
 feast — merya (Q.)
 feather — quessë (Q.)
 fell (adj.) — aeg (S.)
 female — inya- (Q.)
 female — nis(se), pl. nissi (Q.)
 female — ní (Q.)
 fence — iâth (S.)
 fence (outer) — ephel (S.)
 fenced land — pelennor (Q.)

field, sward — parth (S.)
 fierce, cruel — aeg (S.)
 fiery — úruva, uruitë (Q.)
 fight (with a weapon) — mahta-
 (Q.)
 final — telima (Q.)
 find — hiruva (S.)
 fine rain — mistë (Q.)
 fine rain, dew — rossë (Q.)
 fine thread, silk thread, spider
 thread — lia (Q.)
 fine, acute — tereva (Q.)
 finger — lepsë- (Q.)
 (to) fill — quant- (Q.)
 (to) find — utuv- (Q.)
 fire — nár (Q.)
 fire — naur (S.)
 fire-serpent, dragon — urulókë
 (Q.)
 firm, fixed, sure — tanka (Q.)
 first beginning of spring, stirring
 — coirë (Q.)
 first — inga, min(ë)(ya) (Q.)
 first, to name — esta (Q.)
 first day — yestarë (Q.)
 fish — lingwë (Q.)
 fish (small) — hala (Q.)
 fist — por, quárë (Q.)
 fist — bor, paur (S.)
 five — lempë (Q.)
 flame (leaping) — lhach, lach (S.)
 flame (red) — runya (Q.)



fair — vanima (Q.)
 fair, beautiful — linda (Q.)
 (a) fall — lanta (Q.)
 familiar, dear — moina (Q.)
 fang — carca (caraxë) (Q.)
 fang — thanc, carch, carak, carak-, carach (S.)
 far (distance) — hæ (S.)
 far and wide — palan (Q.)
 farewell — namarië (S.)
 fate, doom — umbar (Q.)
 fate, doom, end — mandë, manad (Q.)
 fated — marta (Q.)
 father — atar, pl. atari (Q.)
 father — adar (S.)

flame (red) — ruin (S.)
 flame-colored — kulina (Q.)
 flat lands, plain — talath (Q.)
 flat — lára (Q.)
 floor, ground — talan (Q.)
 floor, ground — talum (S.)
 flour — porë (Q.)
 flow — sir- (Q.)
 flow — dui (S.)
 flow, stream — kelumë (Q.)
 flower — lôtë, lot (Q.)
 flower — loth (S.)
 flowing — sirith (S.)

foam — falla (Q.)
 foam, spindrift, spray — ros, roth (S.)
 foam, spray, wave-crest — wing (Q.)
 foaming — linna (S.)
 foe — glam (S.)
 (to) follow — hilya (Q.)
 follow — khil-, hil- (S.)
 followers, mortal men — (-)hildi (Q.)
 foot — tal-, tál (Q.)
 foot — dal (S.)
 for (because) — an (Q.)
 ford — athrad, iach, siach, thiach (S.)
 forest — taurë (Q.)
 forest — taur (S.)
 for ever — tennoio (Q.)
 forsaken — eglath (S.)
 fortress — ost (Q.)
 fortune — heren (Q.)
 foul, putrid — saura (Q.)
 foundation, base, root — talma (Q.)
 four — kan(ta) (Q.)
 free — mirima- (Q.)
 friend (suffix) — -ser (Q.)
 friend — mellon (S.)
 friend — sermo, seron (Q.)
 friend, devotion, disinterested love — (-n)dil (S.)
 friendly, dear — yelda, yelmë (Q.)
 frog — cabor (S.)
 from — ho, o (Q.)
 from, out of — -ello, -llo (Q.)
 from on high — ndu (Q.)
 frost — hellë (Q.)
 fruit. — yávë (Q.)
 full — quanta (Q.)

G

gap, passage — den (Q.)
 gape — faug (S.)
 garlanded maiden — riel (Q.)
 garth (enclosure or harbor) of royal ships — pelargir (Q.)
 gate — ando (Q.)
 gate — annon, pl. ennyn (S.)
 gate-stream — sirannon (S.)
 (to) gaze — tir- (Q.)
 (to) gaze — dir- (S.)
 giant — norsa (Q.)
 gift — anna (Q.)
 (to) give — on- (S.)
 glass — heledh (S.)
 glass — hyellë (Q.)
 gleam (particularly applied to the eyes) — glîn (S.)
 (a) glint — tindë (Q.)
 glinting — tinda (Q.)



glinting — bril (S.)
 (to) glisten — thlio (Q.)
 glitter — mirilya- (Q.)
 glittering, brilliance — rilya (Q.)
 glittering light — rilma (Q.)
 glittering white — silivren (S.)
 gloom — ungwë, lumbë (Q.)
 gloom, darkness — fuin (S.)
 gloom, darkness — huinë (Q.)
 gloomy — dim (S.)
 gloomy, somber — morna (Q.)
 glorious — alcarin, alkarinque (Q.)
 glorious — aglareb (S.)
 glory, brilliance — alkar, alcar (Q.)
 glory, brilliance — aglar (S.)
 go away, flow away, flow down — kel- (Q.)
 go round, encircle — pel- (Q.)
 goblet — suló (Q.)
 Goblin (Orc) — Orch, pl. Yrch; Glam, pl. Glamhoth (S.)
 God (lit. "the One") — Eru (Q., S.)
 God (lit. "Father of All") — Ilúvatar (Q.)
 gold (color) — laurë (Q.)
 gold (color) — glór, lór (S.)
 gold (metal) — kulu (Q.)
 gold — malda (Q.)
 gold, golden circle — mal- (Q.)
 golden — laurëa, laurië (Q.)

golden circle — cormallen (Q.)
 golden-red — cul- (Q.)
 good, blessed, unmarred — män- (Q.)
 good, possession — arma, pl. armar (Q.)
 goose — ván, pl. vani (Q.)
 gorge, leap — cabed (S.)
 graced with many oak trees — lindornea (Q.)
 grade — tyelle, pl. tyeller (Q.)
 grass — salqë (Q.)
 gravel — brith (S.)
 great door or gate — annon, pl. ennyn (S.)
 great gate — andon, pl. andoni (Q.)
 great number, host — rim (S.)
 great number, host — rimbë, rimba (Q.)
 greedy — milka- (Q.)
 green — laiqa, lai (Q.)
 green — calen, galen (S.)
 green mound — ezellohar (E.)
 grey — sinta (Q.)
 grey — mith, thin(d) (S.)
 grey-elf — sindë (Q.)
 growth, (Mannish) year — loa (S.)
 guarded — dirnen (S.)
 guess, suppose — intya- (Q.)

guess, supposition, idea — intya (Q.)

gull — maiwë- (Q.)

gyrate, to swirl, eddy — hwinya- (Q.)

H

hair — fin-, finë (Q.)
 hair — loksë (Q.)
 hair-man — finwë- (Q.)
 half (prefix) — per- (Q.)
 half (prefix) — pher- (S.)
 Half-elf — Peredhel, pl. Peredhil (S.)
 Half-troll — Pertorog, pl. Pertereg (S.)
 Halfling, Hobbit — Perian, pl. Perianath (S.)
 hall — mard, pl. mard (Q.)
 hammer — dring (S.)
 (a) hammer — naimba (Q.)
 hand — má, quár(i), maitë, pl. mai (Q.)
 hand — cam, mab, cham (S.)
 hang — linga- (Q.)
 harbor, haven — londë (Q.)
 harbor, haven — lond, lonn (S.)
 (a) harp — nandë (Q.)
 harpist — tyalangan (Q.)
 harsh, violent — naraka (Q.)
 haste, violence, wrath (vengeful or impetuous) — ormë (Q.)
 hasty — orna (Q.)
 haven — hópa (Q.)

having divine power and/or authority — valya (Q.)
 he fastens — takë (Q.)
 he stops — tapë (Q.)
 head — kár (Q.)
 head, hill summit — dol, dhol (S.)
 hearing — lhaw (S.)
 heart — orë, hón (Q.)
 heart, mood — indo (S.)
 heat, be hot — ur- (Q.)
 heat, fire — úr (Q.)
 heaven — menel (Q.)
 heavy — lung (S.)
 heavy — lunga (Q.)
 heir — (h)aryon, hil (Q.)
 heir — chil, hil, réd (S.)
 helm — thöl (S.)
 helmet — cassa (Q.)
 here — si (S.)
 hidden — dolen (S.)
 hidden, secret — muina (Q.)
 hidden, veiled, screened, shadowed — halda (Q.)
 high — tar- (Q.)
 high, height, rise, up — oro- (Q.)
 high, noble, royal — ar(a)- (Q.)
 high-king — táro (Q.)
 high-queen — tári (Q.)
 hill — amon, pl. emyn (S.)
 hill, mound — tundo (Q.)
 hindmost, last — tella (Q.)
 hither — nev (Q.)
 hole, opening — assa (Q.)
 hole, void — kúma (Q.)
 holiday — meryalë (Q.)
 (a) hollow — unqë (Q.)
 (a) hollow — umb (S.)
 hollow (adj.) — nov (S.)
 hollow (of hand) — kambë (Q.)
 holly — erkassë (Q.)
 holly — ereg, reg (S.)
 holy (one) — ainu, pl. ainur (Q.)
 holy place, sanctuary — yána (Q.)
 holy — aina, aire (Q.)
 honey — lis(sen) (Q.)
 hood — telmë (Q.)
 hook — ampa (Q.)
 hope — estel (S.)
 horn (animal) — tarka (Q.)
 horn (mountain peak) — rassë (Q.)
 horn (mountain peak) — ras, pl. rais (S.)
 horn, trumpet — romba (Q.)
 horror — del (S.)
 horror, dread — gor, goroth (Q.)
 horse — roch, pl. rech (S.)
 horse — rokko (Q.)
 horse-land — rohan (S.)
 host — rimbë (Q.)
 host — rim (S.)

host, horde (nearly always in a bad sense) — hoth (S.)
 hound — huan (S.)
 hound — huo (Q.)
 hour — lúmenn (S.)
 howl — ngwaw (S.)
 human — firya (Q.)
 hump — tumpo (Q.)
 hunt, hunting — raimë (Q.)
 hunter, pursuer — faroth (S.)
 husband — verno, pl. vernor (Q.)

I

I — ni (Q.)
 I — im (S.)
 I cleave — hyarin (Q.)
 I come — tulin (Q.)
 I control, I govern — turin (Q.)
 I do not — uin (Q.)
 I draw — tukin (Q.)
 I drink — sukin (Q.)
 I rest — serin- (Q.)
 I sing, I chant — lirin (Q.)
 I sow — rerin (Q.)
 I tap — tamin (Q.)
 I taste — tyavin (Q.)
 I tell — nyarin (Q.)
 I watch — tirin (Q.)
 ice — helkë (Q.)
 ice — khelek (S.)
 ice-cold — helk (Q.)
 icicle — aiglos (S.)
 icy, ice-cold — helka (Q.)
 ill-fate — umarth (S.)
 imagination — intyalë (Q.)
 immortal — ilfirin (Q.)
 impulse — horë (Q.)
 impulsion — horëa (Q.)
 in — esse (Q.)
 in control of, possessing (suffix) — -arwa (Q.)
 in, within — mi- (Q.)
 incitement — siulë (Q.)
 incline, sloping, tilted, leaning — talta (Q.)
 inner sea — earen (Q.)
 inside — minna (Q.)
 intellect — handele- (Q.)
 intelligence — handasse- (Q.)
 intelligent, learned — handa- (Q.)
 interior (adj.) — mitya (Q.)
 internal — íra (Q.)
 in the — mí (Q.)
 in this place — sinome (Q.)
 in which — yassen (Q.)
 iron — anga (Q.)
 iron — ang (S.)
 (of) iron — angaina (Q.)
 (of) iron — angren, pl. engrin (S.)
 iron prison — angamando (Q.)
 iron prison — angband (S.)

is — na (S.)
 is, are — bë (S.)
 is, are — eä (Q., S.)
 isle — tol, pl. tollë (Q.)
 isolated tower — mindo- (Q.)
 isolated — ereb (Q.)
 isthmus, narrow neck — yatta (Q.)
 it glints — tinë (Q.)
 it is — eä (Q.)
 it sparkles — tintina (Q.)

J

jaws — anca, anka, carka (Q.)
 jaws — carach, carak, carag (S.)
 jerk, twist — rihta- (Q.)
 jewel — mîrë (Q.)
 jewel — mîr (S.)
 journey-bread — lembas (S.)
 joy, merriment — alassë (Q.)
 judge — mandos (S.)
 juice — sáva (Q.)
 juice, syrup — pirya (Q.)

K

(to) keep — cheb- (S.)
 kindler (female) — thoniel (S.)
 king — aran, pl. erain, erein (S.)
 kingfisher — halatir (Q.)
 knight — roquen, pl. requain (S.)
 knoll — ndóla (Q.)
 knot — narda (Q.)
 know — ista- (Q.)
 knowledge — nolë (Q.)
 knowledge — golodh (S.)

L

lady — híril (S.)
 lady, mistress — heri (Q.)
 lair — torech (S.)
 lake, pool — aelin (S.)
 lament — denië (S.)
 lament — naina- (Q.)
 lament — nairë (Q.)
 lamp a light — kalma (Q.)
 land of seven rivers — ossiriand (Q.)
 land of the powers — valinor (Q.)
 land — dôr (S.)
 land, dwelling place, regional abode — nóre (Q.)
 large number — hosta- (Q.)
 large, huge — alta (Q.)
 last year — yenya (Q.)
 last — vedui (S.)
 last, end — met, meth (S.)
 lasting — ialë (Q.)
 lasting, enduring — voronwa (Q.)
 laughter — lalaith (S.)
 leaf — lasse, pl. lassi (Q.)
 leaf — las, pl. lassi (S.)
 leaf-fall — lassemanta (Q.)
 leaf-grey — lassemista (Q.)
 league (originally "stop, pause") — lár (Q.)

leaping flame — lhach (S.)
 learned one, scholar — istyar, pl. istyari (Q.)
 (to) leave — lesta- (Q.)
 left — hyarya, lende- (Q.)
 left-handed — hyarmaitë (Q.)
 leg, stem, stalk — telko (Q.)
 lengthened, extended — taina (Q.)
 letter — tengwa (Q.)
 (to) lick — lapsa (Q.)
 (to) lie — lumna- (Q.)
 life, being alive — kuilë (Q.)
 life-bread — coimas (Q.)
 light — kala (Q.)
 like (as) — ve (Q.)
 lion — rá (pl. rávi) (Q.)
 listen — lasta (Q.)
 living — guin(ar) (S.)
 (to) loathe — yelta- (Q.)
 loathing — yelma (Q.)
 loathsome — yelwa (Q.)
 lofty — tára (Q.)
 lonely mountain — erebor (Q.)
 lonely — eressea (Q.)
 long — anda, an(d) (Q.)
 long for — milya- (Q.)
 long (great) river — anduin (Q.)
 long study, lore, knowledge — nólë (Q.)
 loosen, slacken — leuka- (Q.)
 lord — hîr (S.)
 lost — vanwa (Q.)
 loud sound, trumpet sound — róma (Q.)
 loud, noisy — brui (S.)
 love — mel- (Q.)
 lust — mailë (Q.)
 lustful — mailëa (Q.)

M

made, shaped — echiant (S.)
 maiden (frequent name ending) — wen
 (wende) (Q.)
 male — hanu (S.)
 man (frequent name ending) — -wë (veo)
 (Q.)
 man — adan, pl. edain (S.)
 man — atan, pl. atani (Q.)
 manhood, vigor — vië (Q.)
 many — -li (Q.)
 March — súlimë (Q.)
 marriage, matrimony — vesta (Q.)
 married couple — veru (Q.)
 mast — tyulma (Q.)
 master — heru (Q.)
 May (lit. "in flower") — lótesse (Q.)
 maybe — nai (S.)
 mead, ale — míruvur (S.)
 memory, remembrance — rin (S.)
 mesh — rembe (Q.)
 metal — rauta (Q.)
 metal — tinko (Q.)

middle — ened, enedh, ende, enya, endya,
 endë (Q.)
 mighty — beleg (S.)
 mind — in, id (Q.)
 mist — hsië (Q.)
 mist — hîth (S.)
 misty grey, foggy — hiswa (Q.)
 mock — yaiwë (Q.)
 moist, dew-covered — nítë (Q.)
 Monday — Isilya (Q.)
 monster — úvanimo (Q.)
 moon (lit. "wanderer, strayer") — rána (Q.)
 moon — isil (Q.)
 moon — ithil (S.)
 moon-fire — ithilnaur (S.)
 morning — arin (Q.)
 mortal — fir(i) (S.)
 mortal (adj.) — firima (Q.)
 mortal man — firë, pl. firi (Q.)
 mother — amil, amme (Q.)
 mound — coron, kumbë (Q.)
 (green) mound — ezellohar (E.)
 mountain fence, fenced heights — pelóri (Q.)
 mountain — orod, pl. ered (S.)
 mountain — oron, pl. oronti (Q.)
 mourning, sadness — nien (S.)
 mouth — pé (Q.)
 music — lindalë (Q.)

N

narrow cleft, ravine, defile — aksa (Q.)
 narrow — arka (Q.)
 narrow — in (S.)
 neck — yat, yaht- (Q.)
 net, mesh — rem (S.)
 new — sîr (Q.)
 new — vin(ya) (S.)
 night — ló (Q.)
 night, blackness — móre (Q.)
 night, dimness — dú (S.)
 night-time, shades of night — lómë (Q.)
 nine — nertë (Q.)
 no, not — il-, lá, laumë, mu (Q.)
 north — for, forn, forod (S.)
 north — formen(ya) (Q.)
 north, right — forn, forod, for (S.)
 nose, nasal — nengwë (Q.)
 not (in an evil or opposing context) — ú (Q.)
 not — ala- (Q.)
 November — Hísimë (Q.)
 now — si (S.)
 now — sí(n) (sikal) (Q.)
 number — notë (Q.)
 numerous, frequent — rimba (Q.)

O

oak — norno (Q.)
 obedient, normal, law-abiding — sanya (Q.)
 odor — holmë (S.)
 of gold — kuluinn (Q.)
 of iron — angaina (Q.)

of silver — telepsa (telpina) (Q.)
 of — -i(n)-, na, -en- (S.)
 of (possessive suffix) — -o (Q.)
 ointment — laivë (Q.)
 old — iaur (Q.)
 old, worn — yerna (Q.)
 olden — yalúmea (Q.)
 on the farther side, that yonder (adj.) —
 enta (Q.)
 once upon a time — yáressë (Q.)
 one, alone — er (Q.)
 (the) One — Eru (Q., S.)
 open — edro (Q.)
 open — erer, edr- (S.)
 open-mouthed, thirsty — fauka (Q.)
 oppression — thang (S.)
 orange — kuluina (Q.)
 (an) orange — kuluma (Q.)
 Orc, Goblin, (lesser) Demon — Orch, pl. Yrch
 (S.)
 Orc, Goblin, (lesser) Demon — Orko, pl.
 Orqi (Q.)
 Orion (lit. "warrior of the sky") —
 Telumehtar (Q.)
 out — et, eth (S.)
 out of, from — llo (Q.)
 outer fence — ephel (S.)
 outflow, delta — ethir (S.)
 outside — ar (Q.)
 outside existence, the Void — avakúma (Q.)
 outside, re-, back — ava (Q.)

P

painful — naikelë (Q.)
 pale — marya, malwa (Q.)
 pale blue — ilin (Q.)
 pale blue, grey-blue — vindë (S.)
 pallor — niphred (S.)
 parent, begetter — ontáro (Q.)
 pass — cirith (S.)
 (to) pass — aut-, van- (Q.)
 path, course, line, direction, way — tén (Q.)
 paths (roads) — tier (Q.)
 peak — aikalë (Q.)
 peaks — rais (S.)
 pen — tekil (Q.)
 people — -lië (Q.)
 people — gwaith (S.)
 people, clan — nóre, nó, ono (Q.)
 petty, small — nib(in) (S.)
 piece of shaped wood — pano (Q.)
 pile, mound — hahta (Q.)
 pilgrim — rhandir (S.)
 pillar — tarma (Q.)
 pine-tree — thôn (S.)
 pit, hole — latta (Q.)
 (in this) place — sinome (Q.)
 plain, valley — lad (S.)
 plant(s), growing thing(s) with roots in the
 earth — olva(r) (S.)

platform — talan (Q.)
 plural collective suffix — -ath, -rim (S.)
 poem — lairë (Q.)
 point, end — mentë (Q.)
 point, horn — til(dë) (Q.)
 poison — sangwa (Q.)
 polished or finished metal, blade — russë (Q.)
 pool — linya (Q.)
 pool, mere — lin (Q.)
 pool, small lake — aelin, ailin (Q.)
 portal, door — fen, pl. fennas (S.)
 possess — (h)arya (Q.)
 possessive suffix — -o (Q.)
 potter — kentano, kemnaro (Q.)
 pour — ulya- (Q.)
 power — bal- (S.)
 Power, God — Vala, pl. Valar (Q.)
 power, mastery — tur (S.)
 power, mastery — túrë (Q.)
 power, might, powerful — val- (Q.)
 present, give — anta (Q.)
 press, throng — sanga (Q.)
 (to) prick — erka- (Q.)
 prick — nasta- (Q.)
 prickly spine — erka (Q.)
 primary — essea (Q.)
 prince — ernil (S.)
 prince — kundu (Q.)
 prison — mbando (Q.)
 prison, duress — band (S.)
 (to) prolong — taita (Q.)
 prosperous, rich, fortunate — alya (Q.)
 (to) puff — hwesta- (Q.)
 pursue — roita- (Q.)

Q

quarrel — kosta (Q.)
 queen — tári (Q.)
 queen — bereth, beledh (S.)
 queen of the stars — elentári (Q.)
 quick shake, flourish — rinkë (Q.)

R

radiance — alata, fairë, kalina (Q.)
 radiance — galad (S.)
 radiant — alkarinqa (Q.)
 rage — aha (Q.)
 rainbow — ninniaich (S.)
 ransom — dannedh, danwedh (S.)
 rat — nyano (Q.)
 ravine, cleft, gulf — yáwë (Q.)
 ray of light — alka (Q.)
 re- — en- (Q.)
 realm — arda (Q.)
 realm — arthë (S.)
 reckon — not- (Q.)
 record, story — quenta (Q.)
 red flame — ruin (S.)
 red flame — rúnya (Q.)
 red maw — carcharoth (S.)

red — caran (S.)
 red — carnë, karne, karani, naru (Q.)
 red-gold — kullo (Q.)
 reddish, coppery colored — aira (Q.)
 reed-bed — esgar (Q.)
 reek — usqë (Q.)
 refuse, deny. — ab-, abar (Q.)
 region — ména (Q.)
 remembrance — -rín (Q.)
 remote, far, faraway (adj.) — haira- (Q.)
 repeat, to double — tatya- (Q.)
 rest — estë (Q.)
 rest, peace — sére- (Q.)
 resting, at peace, repose — senda- (Q.)
 reuniting — aderthad (S.)
 (to) ride — nor- (S.)
 ridge(s), slope(s) — pin(nath) (S.)
 right — forya (Q.)
 right-handed, dexterous — formaitë (Q.)
 ring — cor (Q.)
 ringwraith — úlair, pl. úlairi (Q.)
 rise, raise — orta (Q.)
 rising — orë (Q.)
 river bed, street — rath (S.)
 river, flow — sir- (Q.)
 river (large) — luinë, duinë (Q.)
 river (large) — duin (S.)
 rivulet, creek — siril (Q.)
 road, straight line — téa (Q.)
 (to) roof — tópa- (Q.)
 room, chamber — sambë (Q.)
 root — thônð (S.)
 round, globular — korna (Q.)
 row — lir (Q.)
 row, series, line — téma (Q.)
 royal — ar, ara, arat (Q.)
 ruddy — roina (Q.)
 rule, law — sanyë (Q.)
 rune — certa, pl. certar (Q.)
 rune — certhas, cirth, gerthas (S.)
 running — cel (S.)
 rushing — alak-, alag-, asca (S.)
 rushing, flying — rimpa (Q.)
 rustling noise — eskë (Q.)

S

sad — dim (Q.)
 safe, secure — varna (Q.)
 sand — litsë (Q.)
 say, speak — quen- (Q.)
 screen, hiding — esgal (Q.)
 sea — airë (ëar) (Q.)
 sea — gaer (S.)
 Sea-elf — Teler, pl. Teleri (Q.)
 seaweed, trailing plant — uilë (Q.)
 second — neuna (Q.)
 secrecy — muilë (Q.)
 secret — thur(ing) (S.)
 secret, obscure — nulla, nulda (Q.)
 seed — erdë (Q.)

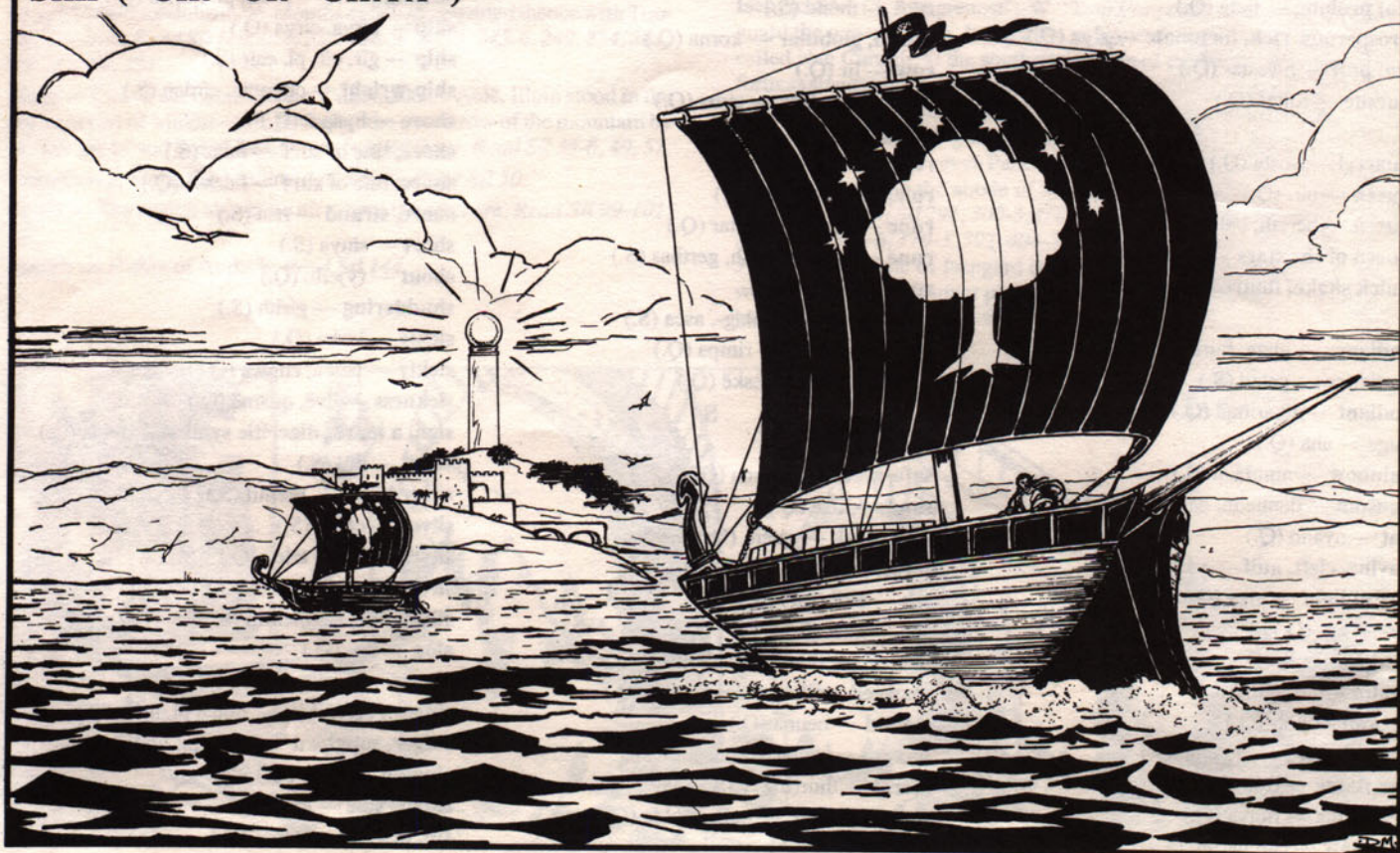
seeing stones ("those that watch from afar") — palantíri (Q.)
 seize — mapa (Q.)
 september — yavannië (Q.)
 series — tema, pl. temar (Q.)
 serpent, snake — lokë, hlokë (Q.)
 serpent, snake — lhug, lyg (S.)
 set, fix — panya- (Q.)
 seven — otso (Q.)
 seven — odo (S.)
 shade — laimë (Q.)
 shadow — daio, leo (Q.)
 shadow — daë, gwith, wath (S.)
 shadow, obscurity — mordo (Q.)
 shadows (cast by light) — morchaint (Q.)
 shady — laira (S.)
 (to) shape — kanta- (Q.)
 shape — chaint, caint (S.)
 sharp pain — naikë (Q.)
 sharp — aika (Q.)
 sharp, piercing — maeg (S.)
 sharp, piercing — maika (Q.)
 sharp-prowed ship — círya, kir- (S.)
 shell, conch — hyalma (Q.)
 shield — turma (Q.)
 (to) shine — gal (S.)
 shine — kalta, kal-, gal- (Q.)
 shine — thil (S.)
 shine (with white or silver light) — silmë (S.)
 shine silver, silver light — sinda, pl. sindar (Q.)
 shining jewel — míril, pl. mirilli (Q.)
 ship — kirya, cirya (Q.)
 ship — gír, cír, pl. cair (S.)
 shipwright — círyatan, círdan (S.)
 shore — hyapat (Q.)
 shore, line of surf — falas (S.)
 shore, line of surf — falassë (Q.)
 shore, strand — rast (S.)
 short — sinyá (S.)
 shout — (y)ello (Q.)
 shuddering — girith (S.)
 sickle — kirka (Q.)
 sickly — laiwa, engwa (Q.)
 sickness — lívë, quamë (Q.)
 sign, a mark, diacritic symbol — tehta (Q.)
 silent — dîn (S.)
 silver birch — brethil (S.)
 silver — celeb (S.)
 silver — telpë, telep (Q.)
 silver-like — telperin (Q.)
 silver-like — celebrin (S.)
 sing — lin- (Q.)
 singer — nyello, lindë (Q.)
 singer (Teler Elf) — linda, pl. lindar (Q.)
 singer, songbird — lindo, pl. lindor (Q.)
 singing — lindë (Q.)
 single, sole — erya (Q.)
 sip, lick up — salpa- (Q.)

sit — ham- (Q.)
 six — enqë (Q.)
 skill — curu (Q.)
 skin — flad (S.)
 skin — helma (Q.)
 sky — vilya, wilya (Q.)
 sky (pale or cold) — helwa (Q.)
 (to) slant down — penn- (S.)
 slash, impale — kirissë (Q.)
 slave — mól (Q.)
 slender — teren, terenë (Q.)
 (to) slope — talta- (Q.)
 slope — nendë (Q.)
 sloping — nenda (Q.)
 small bird — aiwë, filit, pl. filiki (Q.)
 small stone — sar, pl. sardi (Q.)
 smith, wright — dan, tan, pl. dain (S.)
 smoldering heat — yúlmë (Q.)
 smooth — pasta (Q.)
 snake — angó, pl. angwi (Q.)
 snake — lhûg (S.)
 snare — neuma (Q.)
 snout, nose — mundo (Q.)
 snow — olos, los(së) (Q.)
 snow — loss (S.)
 snow (flowery) — olossë (Q.)
 snow-drop — nieninquë (Q.)
 soft, pliable — maksa (Q.)
 (to) soil — vahta- (Q.)

solar year (lit. "sun-round") — coranar (Q.)
 sole of the foot — tallunë, talrunya (Q.)
 solitude — eressë (Q.)
 son (of) — yondo, -ion (Q.)
 song — lindë (Q.)
 Song of Creation (lit. "Music of the Ainur")
 — Ainulindalë (Q.)
 sorcery — gûl (S.)
 (to) sound — lamyä (Q.)
 sound — lamma (Q.)
 south — har-, harn, harad (S.)
 south — hyarmen (Q.)
 southeast lands — hyarrostar (Q.)
 southern — hyarmenya (Q.)
 south-victor — hyarmendacil (Q.)
 southwest lands — hyarnustar (Q.)
 spark — tinwë (Q.)
 spark — gil (S.)
 sparkle — ita-, tin- (Q.)
 sparkle, glint — tinmë (Q.)
 speak — pedo (S.)
 speak — quet (Q.)
 spear — ehte, ekko (Q.)
 spearman — ehtyar, pl. ehtari (Q.)
 sphere, ball — koron (Q.)
 spider — liantë (Q.)
 spider — ungol (S.)
 spike — ceber, gebir (S.)
 spike-hedge — karaksë (Q.)

spirit — fëa (Q.)
 spirit-drake, spark-dragon — fealókë (Q.)
 spit — piuta (Q.)
 split, cleft — sankä (Q.)
 sponge — hwan, hwandi (Q.)
 sport, game, play — tyalië (Q.)
 spread open — palya (Q.)
 spring (of water) — ehtelë (Q.)
 spring-day — tuilë (Q.)
 spring green, light green, yellow green, fresh
 — wenya (Q.)
 spring-singer, swallow — tuilindo, tuilelinó
 (Q.)
 springtime — ethuil (S.)
 springtime — tuilë (Q.)
 sprouts, springs — tuia (Q.)
 spy — athir (S.)
 stain — waen (S.)
 star — êl, elen (Q.)
 star — gil (S.)
 star-crowned — elerína (Q.)
 star-dome — elrond (Q.)
 star-host — giliath (S.)
 star-queen — elentári (Q.)
 star-watcher — elentirno (Q.)
 stem — telco (Q.)
 steep — aiqa (Q.)
 stirring — coirë (Q.)
 stirring — echuir (S.)

SHIP ("CÍR" OR "CIRYA")



stone — ondo (Q.)
 stone — gond (S.)
 stone (small) — sarn, pl. serni (S.)
 (to) stop, cease — pusta- (Q.)
 stop — daro (Q.)
 stop (in punctuation) — putta (Q.)
 stopped consonant — punta (Q.)
 stopper — tampa (Q.)
 story, tale — narn (Q.)
 (to) stray — ranya, ran-, raen- (Q.)
 street — malle- (Q.)
 street — rath (S.)
 strider — telcontar (S.)
 stripped bare, naked — helda (Q.)
 strong, dauntless — thalion (Q.)
 strong, firm, steadfast — tulka (Q.)
 strong, stout, burly — polda (Q.)
 successor — neuro (Q.)
 sudden — bragol (S.)
 suffice — farya- (Q.)
 summer — lairë (Q.)
 summer, song, lament — laer (S.)
 summit — orto, orto- (Q.)
 sun — anar, urin (Q.)
 sun (as "the consumer") — vása (Q.)
 sun, sunlight — as- (Q.)
 sun, sunlight — anor (S.)
 sunlight — árë (ázë) (Q.)
 sunlight — aur (aurë) (S.)
 sunlight, day — aurë (Q.)
 sunrise, east — romen, amrûn, rhûn, rûn (S.)
 sunset, west — andúnë (Q.)
 sunset, west — annún (S.)
 support, brace — tulko (Q.)
 surf — solor (Q.)
 surface — palmë (Q.)
 surfline — falas (Q.)
 surfline — falath (S.)
 swan — alqua (Q.)
 swan — alph (S.)
 sweet-sounding — lindá (Q.)
 swell, grow — tiuya- (Q.)
 swift, agile — tyelka (Q.)
 sword — makil (Q.)
 sword — megil (S.)
 swordsman — maçar (Q.)
 swordsman — vagor (S.)
 sworn brother, blood-brother — otoron, pl. otoroni (Q.)

T

tale, history, saga — nyárë (Q.)
 tall — halla (Q.)
 tangle — fasta (Q.)
 tangled hair — fassë (Q.)
 tear — nírë, nie (Q.)
 tear(s) (noun) — nirm(aeth) (S.)
 ten — kainen (Q.)
 terror — ossë (Q.)
 that (the former) — yana (Q.)

that, it — ta (Q.)
 thatch — tupsë (Q.)
 the air — vilwa (Q.)
 the heavens — menel (Q.)
 the landscape — palúré (Q.)
 the, is, are — i, pl. in (S.)
 the whole, the all — ilúvë (Q.)
 them — te (Q.)
 them — hain (S.)
 these — hin (S.)
 thick, fat — tiuka (Q.)
 thigh — tiuko (Q.)
 thin — nindë (Q.)
 thin, slender — fim (S.)
 this — sina (Q.)
 this — hi (S.)
 thorn, spike — nassë (Q.)
 thorn, spike — ereg, reg (S.)
 thou — -lye, elye (Q.)
 thou — le (S.)
 thousand — mene (Q.)
 thread — lain (S.)
 three — neldë (Q.)
 threshold — fenda- (Q.)
 throat — lanko (Q.)
 thone — mahalma, pl. mahalmar (Q.)
 throng — sanga (Q.)
 through — terë, ter- (Q.)
 time — lúmë (Q.)
 tiny, little — titta (Q.)
 to thee — le (S.)
 to, towards — an, ana, na (Q.)
 together — o- (Q.)
 toil, work, labor — móta (Q.)
 tongue — lamba (Q.)
 tongue — lamm, lammen (S.)
 tooth — carag, chost, cost (S.)
 tooth — nelet, nelki (Q.)
 (to) torment — nwalya- (Q.)
 torment — ngwalmë, nwalme, ywalme (Q.)
 torrent — thor (S.)
 torture — ungalwë (Q.)
 tough, stiff — tarya (Q.)
 tower — minas (Q.)
 tower — barad, pl. beraid (S.)
 trade — manka- (Q.)
 tradesman — makar (Q.)
 (a) treasure, a valuable — (h)arma (Q.)
 treasure, hoard — (h)arwë (Q.)
 tree — alda (Q.)
 tree — galadh, orn (S.)
 treebark — rif (S.)
 Troll — Torog, pl. Tereg (S.)
 trumpet sound — rom- (Q.)
 tuber, edible root — sulka (Q.)
 tune, singing, song — lindë (Q.)
 twelve — rásat (Q.)
 twilight — uial, minuial, tindomë, undomë (Q.)

twine, wreath — rig- (Q.)
 (to) twinkle — tintil- (Q.)
 two — atta (Q.)

U

un- — ú- (Q.)
 under — nu (nuin) (Q.)
 underground dwelling or delving — groth (Q.)
 underground dwelling or delving — grod, rod (S.)
 understand, discern, comprehend — hanya- (Q.)
 understanding, knowledge — hande- (Q.)
 (to) unfurl — panta (Q.)
 unto — tenn (Q.)
 unwilling, refuser — avar, pl. avari (Q.)
 up (prefix) — am- (Q.)
 uprising, sunrise, east — rómë (Q.)
 up to (as far as) — tenna (Q.)
 upwards (adv.) — amba (Q.)
 urge, send flying — horta (Q.)
 urgency — hormë (Q.)
 urging — hortale (Q.)
 us (two) — met (Q.)

V

valiant — astaldo (Q.)
 valley — tumbo, nan(d) (Q.)
 valley — tum (S.)
 valley, plain — lad (S.)
 valor — kánë (Q.)
 vaulted roof — rond (S.)
 veil (as aura, figure, or body) — fana, pl. fanar (Q.)
 victor — daci (S.)
 vigor — veassë (Q.)
 vigor, physical strength — tuo (Q.)
 virginity — wénë (Q.)
 vision — olor, olos (Q.)
 voice — óma, óma- (Q.)
 voice — lammen (S.)
 void — îa (Q.)
 vowel — óman (Q.)

W

(a)wakening (adj.) — kuivea (Q.)
 (a) walk — vanta (Q.)
 (to) walk — vanta- (Q.)
 wall — ramba (Q.)
 wall — ram (S.)
 walled place, fort, fortress — arta (Q.)
 (to) wander — ran (Q.)
 (to) wander — raen (S.)
 wanderer — randir (Q.)
 watch, guard, watch over — tir (Q.)
 watch-tower — tirion (Q.)
 watching — tirith (S.)
 water — nen (S.)
 waterfall — lanthir (S.)
 water-nymph — falmar (Q.)
 wave (crested) — falma (Q.)
 way — pata (Q.)

way — bad (S.)
 we (two) — met (Q.)
 wealth, good fortune — alma (Q.)
 (to) wed, (to) swear, contract — vesta- (Q.)
 wedding ceremony, oath — vestalë (Q.)
 week — enquië, pl. enquier (Q.)
 well, spring — ehtelë (Q.)
 well, spring — eithel (S.)
 werewolf — gaur, ngaur (S.)
 west — númen (Q.)
 west — adûn, annûn, dûn (S.)
 wet — med, nin (S.)
 whirlpool, eddy — hwindë (Q.)
 (to) whisper — lussa- (Q.)
 white — ninquë (Q.)
 white — nim, niph, nimp, nimf, glos (S.)
 who — man (Q.)
 whole — ilúvë (Q.)
 wife — vessë (Q.)
 wild — drú (S.)
 wild — verka, rú (Q.)
 Wild-men (Woses) — Rúatani (Q.)

will — -uva (Q.)
 willow — tasarë (Q.)
 willow — tathar, tathren (S.)
 wind — sùl, gwae, gwai (S.)
 wind — vaiwa, sùl (Q.)
 window — henneth (S.)
 wing — rama, pl. ramar (Q.)
 winter — hrivë (Q.)
 winter — hrîw (S.)
 wisdom — nolë (Q.)
 wise, knowledgeable — golodh, pl. golodhrim, gelydh (S.)
 wizard — sairon (Q.)
 wolf — draug
 wood, forest — aron, taur, pl. eryn (S.)
 wood, forest — taurë (Q.)
 wooden building — ampano (Q.)
 wooden whale — turuphanto (Q.)
 woodpecker — tamró, tambaro (Q.)
 woodpecker — tavor (S.)
 wool — tó (Q.)
 woollen (adj.) — toa (Q.)

word — quetta (Q.)
 word — beth (S.)
 (the) world (lit. “it is”) — cä (Q., S.)
 (to) wound, tear — harna- (Q.)
 wound — harwë (Q.)
 wounded — harna (Q.)
 wright — dan, pl. dain (S.)
 writes — tekë (Q.)
 writing system — tenkelë (Q.)

Y

-y — -ime (Q.)
 -y — -ui (S.)
 (to) yawn — yanga- (Q.)
 year (Elvish year of 144 solar years) — yen, pl. yenî (S.)
 year (Elvish year of 144 solar years) — yén (yen-) (Q.)
 (solar) year (lit. “sun-round”) — coranar (Q.)
 yellow-bird — asmalindë (Q.)
 yoke — yanta (Q.)
 youthful, freshness — wén (Q.)



4.0 GLOSSARY OF TERMS

The epic recounting Frodo's heroic journey to fiery Orodruin, both directly in the narrative text and indirectly in the appendices, draws on millenia of history. This is a lot of information! The individual confronted by a plethora of unfamiliar names and words in his or her efforts to capture the unique spirit and flavor of Middle-earth might well be tempted to despair. The material below presents a reference for the quick retrieval of the salient details associated with obscure, yet significant people, places, and things.

The section contains an extensive glossary of terms, organizing the mass of lore presented by Tolkien's works, as well as the extrapolated data detailed in ICE's modules, into a more accessible index. With a flick of the fingertips, the location of Angmar, the definition of Apysaic, or the identity of the Gwaith-i-Mírdain appears in concise paragraph together with a listing of references in other works for more exhaustive coverage of the entry. A reference guide on pages 63 and 64 lists the appropriate entry to check for more obscure terms.

A

Adena — (Sing. Aden). An Apysan confederation who reside in Hyarn, Elorna, and Mirëdor in southwestern Endor.

Adorn — Tributary of the river Isen, forming with it the western bounds of Rohan. The name is of a form suitable to Sindarin, but not interpretable in that language. It must be supposed to be of pre-Númenórean origin, adapted to Sindarin. *Read UT 262, 305-6, 364-5.*

Adrahil [1] — (S.) A commander of the forces of Gondor against the Wainriders in T. A. 1944; called ‘of Dol Amroth’, and presumably an ancestor of Adrahil [2]. *Read UT 293-4, 313, 316.*

Adrahil [2] — (S.) Prince of Dol Amroth, father of Imrahil. *Read UT 248, 316.*

Adûnaic — The language of Númenor. *Read UT 215-16, 222, 227, 263.* For ‘Númenórean tongue, speech’ *read UT 194, 215-16, 227, 319, 390.*

Adûnakhor — (A. “Lord of the West”). The name taken by the nineteenth King of Númenor, the first to do so in the Adûnaic (Númenórean) tongue; his name in Quenya was Herunúmen. *Read Sil 267.*

Adurant — (S.) The sixth and most southerly of the tributaries of Gelion in Ossiriand. The name means ‘double stream’, referring to its divided course about the island of Tol Galen. *Read Sil 123, 188, 234.*

Aeglos [1] — (S. “Snowthorn”). A plant that grew on Amon Rûdh. *Read UT 99, 148.*

Aeglos [2] — (S. “Snow-point”). The spear of Gil-galad (as a word-formation, the same as the preceding). *Read LotRI 319; Sil 294; UT 148.*

Aegnor — (Q. “Fell Fire”) The fourth son of Finarfin, who with his brother Angrod held the northern slopes of Dorthonion; slain in the Dagor Bragollach. *Read Sil 61, 84, 120, 150-1; UT 250.*

Aelin-uial — (S. “Meres of Twilight”). The confluence where Aros flowed into Sirion. *Read Sil 114, 122, 168, 217, 231; UT 147.*

Aerandir — (S. “Sea-wanderer”). One of the three mariners who accompanied Eärendil on his voyages. *Read Sil 248.*

Aerin — A kinswoman of Húrin in Dor-lómin; taken as wife by Brodda the Easterling; aided Morwen after the Nirnaeth Arnoediad. *Read Sil 198, 215; UT 69, 104-9.*

Aghan — The Drûg (Drúadan) in the story of ‘The Faithful Stone’. *Read UT 380-2.*

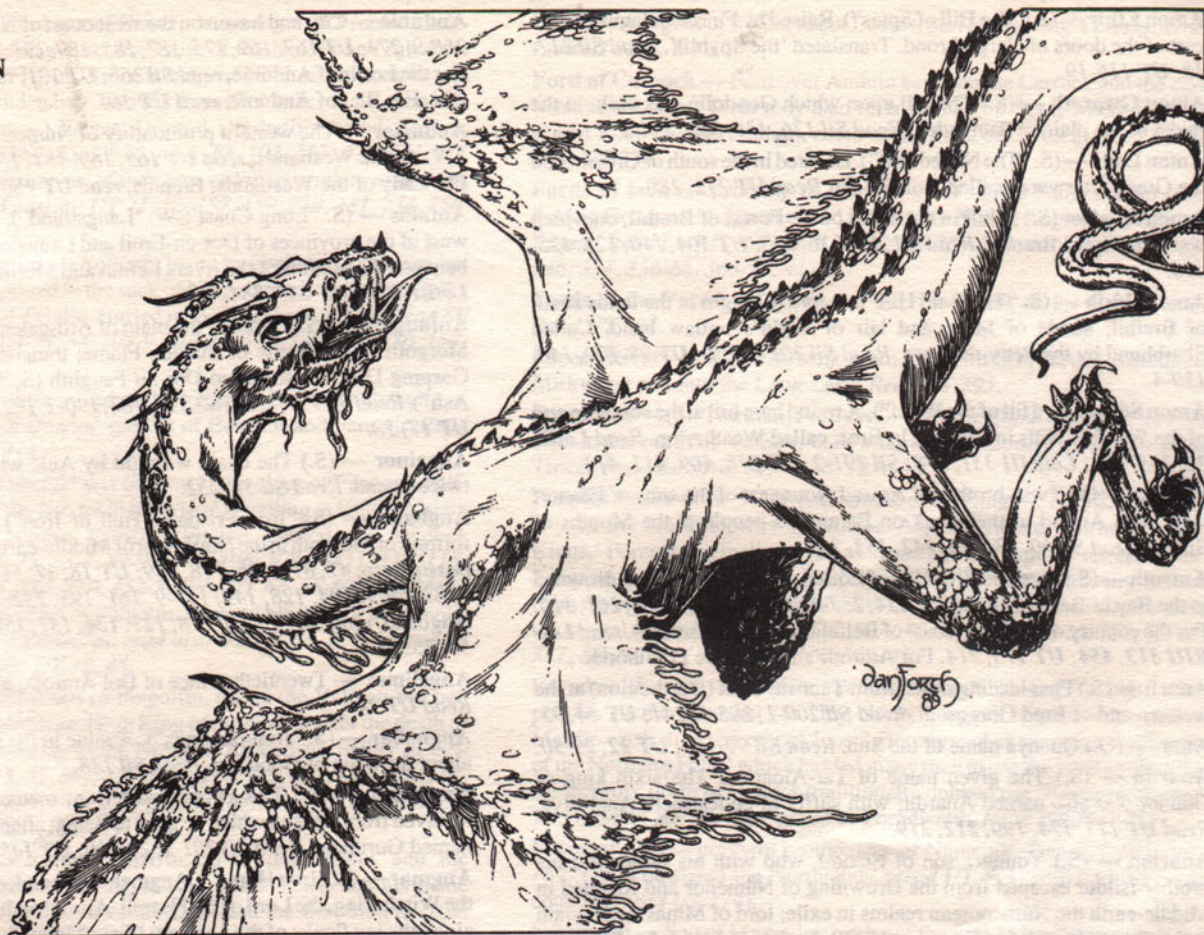
Aglarond — (S. “The Glittering Cavern”). The caves of Helm's Deep in Ered Nimrais; used also in reference to the fortress more strictly called the Hornburg, at the entrance to Helm's Deep. Also called Glaemscafru (R. “Caves of Radiance”). *Read LotRII 195, 262; Sil 291; UT 370-2.*

Aglon — (S. “The Narrow Pass”). The pass between Dorthonion and the heights to the west of Himring. *Read Sil 123-4, 135, 152-3.*

Ailinel — The elder of Tar-Aldarion's sisters. *Read UT 173, 179, 209, 220.*

Ainulindalë — (Q. “The Music of the Ainur”). Also called ‘The (Great) Music’, ‘The (Great) Song’. The song that created Eä. Also the name of the account of the creation said to have been composed by Rúmil of Tirion in the Elder Days. *Read Sil 15-20, 25-6, 28, 41-2, 45-6, 50, 68, 74, 105, 205.*

ANCALAGON



Ainur — (Q. “Holy Spirits”). The Divine servants of Eru, born out of Eru’s thought. Although they are formless spirits, they have male and female genders and are capable of assuming corporeal form. Most of the Ainur reside with Eru in the Timeless Halls outside Eä, but a few — the Valar and Maiar — reside in Eä. The Ainur are also called the ‘Holy Ones’, the ‘Singers’, or the ‘Spirits’. *Read Sil 15-20, 25-6, 41-2, 44, 46, 56, 105, 205, 233.*

Akallabêth — (A. “The Downfallen”). Adûnaic (Númenórean) word equivalent in meaning to Quenya *Atalantë*. Also the title of the account of the Downfall of Númenor. *Read Sil 281, 290; UT 165.*

Alcarinquë — (Q. “The Glorious”). Name of a star. *Read Sil 48.*

Alcarondas — The great ship of Ar-Pharazôn in which he sailed to Aman. *Read Sil 278.*

Aldburg — The dwelling of Éomer in the Folde (Rohan), where Eorl the Young had his house. *Read UT 367.*

Aldor — Third King of Rohan, son of Brego son of Eorl the Young. *Read UT 371-2.*

Aldudenië — (Q. “Lament for the Two Trees”). Made by a Vanyarin Elf named Elemmírë. *Read Sil 76.*

Alfirin — A small white flower, also called *uilos* and *simbelmynë* (Evermind), *read LotRII 140, 142; LotRIII 71; UT 48, 55.* For the name applied to another flower *read UT 55, 303, 316.*

Algund — Man of Dor-lómin, one of the outlaw-band (Gaurwaith) that Túrin joined. *Read UT 85, 89-90, 93, 147.*

Almaren — (Q.) The first abode of the Valar in Arda, before the second onslaught of Melkor: an isle in a great lake in the midst of Middle-earth. *Read Sil 35-7, 102.*

Almarian — Daughter of the Númenórean mariner Vëantur, Queen of Tar-Meneldur, and mother of Tar-Aldarion. *Read UT 173, 176-80, 183, 187-8, 202, 208, 211, 219.*

Almiel — The younger of Tar-Aldarion’s sisters. *Read UT 173, 179.*

Alqualondë — (Q. “Haven of the Swans”). The chief city and haven of the Teleri on the shores of Aman. *Read Sil 60-2, 72, 86-7, 89, 104, 111, 129, 156, 249, 251; UT 229, 231-4, 265.*

Aman — (Q. “Blessed Realm”). The continent west of Middle-earth, beyond the Belegaer (Great Sea), in which the Valar dwelt after they had left the Isle of Almaren. It contains Valinor (the home of most Valar and Maiar and many Elves), mainland Eldamar, and the Halls of Awaiting (the place of the dead). Also called, the Deathless Lands and the Undying Lands, terms which include Tol Eressëa as well as Aman and refers to the inhabitants, the immortals; however, the land itself does not necessarily confer immortality. *Read Sil 37, 62, 249, 260, 263-4, 278, 281; UT 29, 166, 215, 287, 229, 230, 232-3, 241, 249, 250, 266, 385, 390, 395, 396, 398.*

Amandil — (S. “Lover of Aman”). The last lord of Adúnië in Númenor, descendent of Elros and father of Elendil. He set out on a voyage to Valinor and did not return. *Read Sil 271-3, 275-6, 279, 292; UT 219.* For the Numenorean King see Tar-Amandil.

Amarië — (Q.) Vanyarin Elf, beloved of Finrod Felagund, who remained in Valinor. *Read Sil 130.*

Amdir — King of Lórien, slain in the Battle of Dagorlad; father of Amroth. Also called Malgalad. *Read UT 240, 243-4, 258.*

Amlach — Son of Imlach son of Marach; a leader of dissension among the Men of Estolad who, repenting, took service with Maedhros. *Read Sil 144-5.*

Amon Dorthir — (S.) A peak in the range of Ered Wethrin south of Dor-lómin. *Read UT 68, 148.*

Amon Din — (S. “The Silent Hill”). First of the beacons of Gondor in Ered Nimrais. *Read LotRIII 20; UT 301, 314, 319.*

Amon Ereb — (S. “The Lonely Hill”). The prominence between Ramdal and the river Gelion in East Beleriand. *Read Sil 96, 122, 153; UT 77.*

Amon Ethir — (S. "The Hill of Spies"). Raised by Finrod Felagund to the east of the doors of Nargothrond. Translated 'the Spyhill'. *Read Sil* 217-18; *UT* 116-19.

Amon Gwareth — (S.) The hill upon which Gondolin was built, in the midst of the plain of Tumladen. *Read Sil* 126, 136, 239, 241-2.

Amon Lanc — (S. "The Naked Hill"). Located in the south of Greenwood the Great, afterwards called Dol Guldur. *Read UT* 272, 280.

Amon Obel — (S.) A hill in the midst of the Forest of Brethil, on which was built Ephel Brandir. *Read Sil* 203, 216, 220; *UT* 104, 110, 123, 125, 136.

Amon Rúdh — (S. "The Bald Hill"). A lonely height in the lands south of Brethil; abode of Mîm, and lair of Túrin's outlaw band. Called Sharbhund by the Petty-dwarves. *Read Sil* 201-6, 230; *UT* 98-100, 148, 150-4.

Amon Sûl — (S. "Hill of the Wind"). A round bare hill at the southern end of the Weather Hills in Eriador. In Bree, called Weathertop. *Read LotRI* 22, 233, 251; *LotRIII* 331, 378; *Sil* 291-2; *UT* 278, 409, 411, 413.

Amras — (Q.) Twin-brother of Amrod, youngest of the sons of Fëanor; slain with Amrod in the attack on Eärendil's people at the Mouths of Sirion. *Read Sil* 60, 83, 124, 142, 153, 247.

Amroth — (S.) Sindarin Elf, King of Lórien, lover of Nimrodel; drowned in the Bay of Belfalas. *Read UT* 234, 237-8, 240-6, 255, 257-8, 261, 316. For the country of Amroth (coast of Belfalas near Dol Amroth), *read LotRIII* 313, 454; *UT* 175, 214. For Amroth's Haven, see Edellhond.

Anach — (S.) Pass leading down from Taur-nu-Fuin (Dorthonion) at the western end of Ered Gorgoroth. *Read Sil* 200-1, 205-6, 241; *UT* 54, 95.

Anar — (Q.) Quenya name of the Sun. *Read Sil* 99-101; *UT* 22, 29-30.

Anardil — (S.) The given name of Tar-Aldarion. The sixth king of Gondor was also named Anardil; with suffix of endearment Anardilya. *Read UT* 173, 174, 199, 212, 219.

Anárion — (S.) Younger son of Elendil, who with his father and his brother Isildur escaped from the Drowning of Númenor and founded in Middle-earth the Númenórean realms in exile; lord of Minas Anor; slain in the siege of Barad-dûr. *Read LotRI* 319; *LotRII* 352, 363; *LotRIII* 158; *Sil* 272, 279-80, 290-6; *UT* 215, 279, 408. For the Númenórean king, see Tar-Anárion.

Anarríma — (Q.) Name of a constellation. *Read Sil* 48.

Ancalagon — (S.) Greatest of the winged dragons of Morgoth, destroyed by Eärendil. *Read LotRI* 94; *Sil* 252.

Ancalimë — The name was given by Aldarion to the tree from Eressëa that he planted in Armenelos. *Read UT* 202. For the first Ruling Queen of Númenor, see Tar-Ancalimë.

Andram — (S. "The Long Wall"). Name of the dividing fall running across Beleriand. *Read Sil* 96, 122. Ramdal (S. Wall's End) is where the dividing fall ceased, *read Sil* 153.

Andrast — (S. "Long Cape"). The mountainous promontory between the rivers Isen and Lefnui. Also called Ras Morthil. See also Drúwaith Iaur. *Read UT* 175, 214, 261, 263, 370, 383-4, 387.

Andrath — (S. "Long Climb"). Defile between the Barrow-downs and the South Downs through which the North-South Road (Greenway) passed. *Read UT* 348.

Andróg — Man of Dor-lómin, a leader of the outlaw-band (Gaurwaith) that Túrin joined. *Read UT* 85-90, 92-102, 148, 151-2, 154.

Androth — (S.) Caves in the hills of Mithrim where Tuor was fostered by the Grey-elves and dwelt afterwards as a solitary outlaw. *Read Sil* 238; *UT* 18-19.

Anduin — (S. "The Long River"). The Great River, east of the Misty Mountains, that rises in the Ered Mithrin of Rhovanion, flows southward, and empties into the Bay of Belfalas. Called Langflood by the Éothéod. See Ethir Anduin, Langwell. *Read LotRI* 22, 319, 492; *LotRII* 20, etc.; *LotRIII* 23, etc.; *Sil* 54, 94, 267, 290-1, 293, 295, 297-98, 301-2; *UT* 168, 236, 243, 245-7, 252, 256, 258-61, 264-5, Part 3/I and II *passim*, 321, 338-9, 342-3, 345-6, 370-1, 383, 398, 401, 404, 411. For the Vale of the Great River, *read UT* 256.

Andúnië — City and haven on the west coast of Númenor. *Read Sil* 261, 268-9, 271; *UT* 167, 169, 173, 182, 185, 189, 193, 214-15, 217, 220, 223. For the Lords of Andúnië, *read Sil* 268; *UT* 171, 173, 182, 215, 217, 219, 223. For Bay of Andúnië, *read UT* 167.

Andustar — The western promontory of Númenor. *Read UT* 165, 167, 217. As the Westlands, *read UT* 165, 169, 181, 185, 189, 194, 196, 215. For Lady of the Westlands, Erendis, *read UT* 180.

Anfalas — (S. "Long Coast"; W. "Langstrand"). Fief of Gondor to the west of the provinces of Dor-en-Enril and Lamedon. It's a coastal region between the mouths of the rivers Lefnui and Morthond. *Read LotRI* 386; *LotRIII* 50; *UT* 255, 384.

Anfauglith — (S.) Name of the plain of Ard-galen after its desolation by Morgoth in the Battle of Sudden Flame; translated in the text as 'the Gaspig Dust'. Also called Dor-nu-Faughlith (S. "Land Under Choking Ash"). *Read Sil* 151, 153, 160, 178, 182, 190-2, 197, 207-8, 212, 227, 251; *UT* 17, 58.

Angainor — (S.) The chain wrought by Aulë with which Melkor was twice bound. *Read Sil* 51, 252.

Angband — (S. "Iron Prison", "Hell of Iron"). The great dungeon-fortress of Morgoth in the Northwest of Middle-earth. *Read LotRI* 260; *Sil* *passim*, esp. 47, 81, 95-6, 118, 179; *UT* 18, 37, 51, 55, 58, 66-7, 75, 78-9, 81, 89-90, 94, 128, 149, 153-9, 161, 195, 232, 385. For the Siege of Angband, *read Sil* 115-16, 118, 121, 124, 132, 150-1, 159, 167; *UT* 34, 53, 155.

Angelmar — Twentieth prince of Dol Amroth, grandfather of Imrahil. *Read UT* 248.

Anghabar — (S. "Iron-delvings"). A mine in the Encircling Mountains about the plain of Gondolin. *Read Sil* 138.

Anglachel — (S.) The sword made from meteoric iron that Thingol received from Eöl and which he gave to Beleg; after its reforging for Túrin named Gurthang. *Read Sil* 201-2, 206-10; *UT* 148.

Angmar — (S. "Iron Home"). Angmar was founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglin"), in the high plateau of northeastern Eriador. The Gundalok shelf above the northwestern Anduin vales and a network of underground strongholds (notably Mount Gundabad) cut beneath the Misty Mountains form the eastern boundary of Angmar. Armies mustered along this line of defense constantly threaten the peoples of Rhovanion to the east. To the west, Arthedain, Cardolan, and Rhudaur, the three Dúndan successor states to Arnor, feel the Nazgûl's might. *Read LotRI* 25, 201; *LotRIII* 112, 146; *UT* 313, 322, 354, 390, 413.

Angrim — (S.) Father of Gorlim the Unhappy. *Read Sil* 162.

Angrist — (S. "Iron-cleaver"). The knife made by Telchar of Nogrod, taken from Curufin by Beren and used by him to cut the Silmaril from Morgoth's crown. *Read Sil* 177, 181.

Angrod — (Q.) The third son of Finarfin, who with his brother Aegnor held the northern slopes of Dorthonion; slain in the Dagor Bragollach. *Read Sil* 61, 84, 111-12, 120, 129, 150-1, 212; *UT* 52, 159, 231, 250.

Anguirel — (S.) Eöl's sword, made of the same metal as Anglachel. *Read Sil* 202.

Annael — Grey-elf of Mithrim, fosterfather of Tuor. *Read Sil* 238; *UT* 17-21, 25, 56.

Annatar — (S. "Lord of Gifts"). The name given to himself by Sauron in the Second Age, in that time when he appeared in a fair form among the Eldar who remained in Middle-earth. Also called Artano, Aulendil. *Read Sil* 287; *UT* 236, 254.

Annon-in-Gelydh — (S. "Gate of the Noldor"). Entrance to a subterranean watercourse in the western hills of Dor-lómin, leading to Cirith Ninniach. *Read Sil* 238; *UT* 18-21, 51, 162.

Annúminas — (S. "Tower of the West", "Sunset Tower"). Elendil the Tall, first King of Arnor and Gondor, built Annúminas on the hills beside the southern shore of Lake Evendim (S. "Nenuial") between S.A. 3320 and 3325. The city served as Arnor's first and traditional capital. With the decline of Arnor's strength in the years T.A. 250-850, the court moved to Fornost. In the Fourth Age, it was restored by King Elessar. *Read LotRI* 320; *LotRII* 259; *LotRIII* 310; *Sil* 290, 292, 296; *UT* 410-11, 413.

Anórien — (S. “Land of the Sun”; R. “Sunlending”). Although technically a province, Anórien is essentially a royal fief in northern Gondor. Founded by Anárion, its capital is located at Minas Anor (later called Minas Tirith). North of the Ered Nimrais, Anórien encompasses all the lands north of the river Erui, south of the river Onodló (Entwash), east of the Merring Stream, and west of the Anduin. *Read UT 260, 301, 306, 308-9, 338, 369-70, 384, 387.*

Anor-stone — Stone of Anor; the palantír of Minas Anor (Minas Tirith). *Read LotRIII 321; UT 403-4, 406-8, 410-12, 414.*

Apysaic — The dominant language family in southwestern Endor. Apysaic is associated with the Apysan (pl. ‘Apysani’) peoples, a group which swept westward through the Ered Harmal in two major migrations. The first Apysaic speakers settled to the southwest of Far Harad, in the areas called Hyarn, Elorna, Mirëdor, Drel, and Pel. The second wave of Apysani entered Harad over 1500 years later and came to control Far Harad. Their tongues are more properly referred to as New or Northern Apysaic, since their speech is heavily influenced by Haradaic.

Ar-Abattârik — (Ad.) The nineteenth Ruler of Númenor, called in Quenya Tar-Ardamin. *Read UT 222, 227.*

Ar-Adûnakhôr — (Ad.) Twentieth Ruler of Númenor; named in Quenya Tar-Herunúmen. *Read UT 216, 218, 222, 226-7.*

Aragorn — The thirty-ninth Heir of Isildur in the direct line; King of the reunited realms of Arnor and Gondor after the War of the Ring. He wedded Arwen, daughter of Elrond. While serving Ecthelion II in Gondor, Aragorn was called Thorongil (“Eagle of the Star”); his name in Bree was Strider. See also Elessar. *Read LotR passim; Sil 303-4; UT 251, 255, 286, 312, 337, 341-4, 353, 365, 368-9, 398, 401-2, 408-9, 413-14.* For Strider *read UT 354; For Thorongil, read UT 407, 413.*

Araman — Barren wasteland on the coast of Aman, between the Pelóri and the sea, extending northward to the Helcaraxë. *Read Sil 72, 80, 86-7, 89-90, 101-2, 106, 111, 240.*

Arandor — The “Kingsland” of Númenor. *Read UT 165, 169.*

Aranrúth — (S. “King’s Ire”). The name of Thingol’s sword. Aranrúth survived the ruin of Doriath and was possessed by the Kings of Númenor. *Read Sil 201; UT 171.*

Aranwë — (Q.) Elf of Gondolin, father of Voronwë. *Read Sil 239; UT 32, 45.*

Aranwion — (Q.) Son of Aranwë. *Read UT 50.*

Aratan — Second son of Isildur, slain with him at the Gladden Fields. *Read Sil 295; UT 271, 274, 279.*

Aratar — (“The Exalted”). The eight Valar of greatest power. *Read Sil 29.*

Arathorn — Father of Aragorn. *Read LotRI 233; LotRII 43; LotRIII 55; Sil 303.*

Ar-Belzagar — (Ad.) Eighteenth Ruler of Númenor; named in Quenya Tar-Calmacil. *Read UT 222-3, 226-7.*

Arda — (Q. “The Place”, “The Realm”). The entire world created by Eru to be the kingdom of Manwë, through his servants the Valar, including Endor (Middle-earth) and Aman, but not Menel (Heaven). In the First Age and most of the Second Age, it is circular and flat; but in the Third Age it is remade as a sphere. *Read Sil passim, esp. 19, 22; UT 67-8, 156, 173, 201, 254, 397.*

Ard-galen — (S.) The great grassy plain north of Dorthonion, called after its desolation Anfauglith and Dor-nu-Faughlith. The name means ‘the Green region’; cf. Calenardhon (Rohan). *Read Sil 106, 115-16, 118-20, 123, 150-1.*

Aredhel — (S. “Noble Elf”). The sister of Turgon in Gondolin, who was ensnared by Eöl in Nan Elmoth and bore to him Maeglin; called also Ar-Feiniel, the White Lady of the Noldor, the White Lady of Gondolin. *Read Sil 60, 131-8, 201; UT 54.*

Ar-Gimilzôr — (Ad.) Twenty-third King of Númenor, persecutor of the Elendili. Named in Quenya Tar-Telemnar. *Read Sil 268-9; UT 223, 227.*

Argonath — (S. “King-stones”). The Pillars of the Kings, great carvings of Isildur and Anárion on the Anduin at the entrance to the northern bounds of Gondor. *Read LotRI 321, 351, 508; LotRII 24, 33; LotRIII 87, 508; Sil 291, 297.*

Arien — (Q.) A Maia, chosen by the Valar to guide the vessel of the Sun. *Read Sil 99-101.*

Arkenstone — The great jewel of the Lonely Mountain. *Read Hob 235, 270, 274; UT 328.*

Armenelos — (S.) City of the Kings in Númenor. *Read Sil 261, 263, 270-3, 291; UT 165, 169, 173, 175-7, 181, 183-6, 189-90, 192-3, 195-9, 201, 203-5, 208, 218.*

Arminas — Noldorin Elf, who with Gelmir came upon Tuor at Annon-in-Gelydh, and afterwards went to Nargothrond to warn Orodreth of its peril. See also Gelmir [2]. *Read UT 21-2, 51-2, 159-62.*

Arnach — (Du. “Land of the Sun”). Original Daenael name for what is now the northeasternmost of Lebennin’s four districts. An archaic term, it is considered a Sindarin proper name. *Read LotRIII 152.*

Arnor — (S. “Land of the King”, “Royal Land”). Encompassing most of Eriador, Arnor is the northernmost of the two ‘Realms in Exile’. It constitutes the North Kingdom, while Gondor — its sister land — is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhudaur. *Read LotRI 23, 250, 270, 319, 321; LotRIII 167; Sil 291-2, 304; 173, 271, 275, 277-8, 282, 284, 287, 306, 308, 370, 406, 408-9, 411, 413; UT 263-4, 277, 284-5, 287, 295, 314, 369-70, 411.*

Aros — (S.) The southern river of Doriath. *Read Sil 96, 112, 121-2, 124, 132, 146, 232-4; UT 77.*

Arossiach — (S.) The Fords of Aros, near the north-eastern edge of Doriath. *Read Sil 121, 132-3, 135-6.*

Arpel — Also called Katerre, Arpel is the chief city and port in Pel Bight. Aside from Orp Angwi, Arpel is the westernmost city on the Haragaer coast.

Ar-Pharazôn — (A. “The Golden”). Twenty-fifth and last King of Númenor; named in Quenya Tar-Calion; captor of Sauron, by whom he was seduced; commander of the great fleet that went against Aman. *Read Sil 269-80, 290; UT 165, 215, 224, 317.*

Arroch — The horse of Húrin in Dor-lómin. *Read UT 70.*

Ar-Sakalthôr — (Ad.) Twenty-second ruler of Númenor; named in Quenya Tar-Falassion; father of Ar-Gimilzôr. *Read Sil 268; UT 223.*

Artamir — Eldest son of Ondoher King of Gondor; slain in battle with the Wainriders. *Read UT 291-2, 294-5.*

Arthad — One of the twelve companions of Barahir in Dorthonion. *Read Sil 155.*

Arthedain — (S. “Realm of the Edain”). The northwestern-most of the three kingdoms into which Arnor was divided in the ninth century of the Third Age; bounded by the rivers Baranduin and Lhûn, extending eastwards to the Weather Hills, and with its chief place at Fornost. Arthedain was independent after T.A. 861. It survived as a Dúnanadan realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom passed into oblivion. Arthedain’s name was shared by its relatively uniform, albeit small, Adan (Dúnanadan) population (sing. ‘Arthadan’). *Read UT 287, 413.*

Arthorien — Region between the rivers Aros and Celon in the east of Doriath. *Read UT 77.*

Arvedui — (“Last-king”). The last of Arthedain before the realm’s collapse under the Witch-king’s onslaught. Arvedui drowned in the bay of Forochel. *Read LotRI 23; UT 295, 403, 411, 413-14.*

Arvernien — (S.) The coastlands of Middle-earth west of Sirion’s mouths. Cf. Bilbo’s song at Rivendell: ‘Eärendil was a mariner that tarried in Arvernien...’ *Read Sil 244.*

Arwen — Daughter of Elrond and Celebrián; wedded to Aragorn; Queen of Gondor. *Read LotRI 300-13, 486; LotRIII 150, 310-16; UT 251, 277, 284.*

Ar-Zimrathôn — (Ad.) Twenty-first Ruler of Númenor; named in Quenya Tar-Hostamir. *Read UT 222.*

Ascar — The most northerly of the tributaries of Gelion in Ossiriand. The name means ‘rushing, impetuous’. The river was later called by the name Rathlóriel (S. “Golden-bed”), after the treasure of Doraith was sunk in it. *Read Sil 92, 123-4, 140, 146, 235.*

Asdriags — A group of warlike, nomadic tribes who occupy portions of the central and eastern Talath Harroch (S. "South-horse Plain"), just east of Dagorlad.

Asgon — Man of Dor-lómin, who aided Túrin's escape after the slaying of Brodda. *Read UT 109.*

Atanatar Alcarin — ("The Glorious"). Sixteenth King of Gondor. *Read UT 400.*

Atani — (Q. "The Second People", "Men", sing. Atan). Since in Beleriand for a long time the only Men known to the Noldor and Sindar were those of the Three Houses of the Elf-friends, this name (in the Sindarin form *Adan*, pl. *Edain*) became specially associated with them, so that it was seldom applied to other Men who later came to Beleriand, or who were reported to be dwelling beyond the Mountains. But in the speech of Ilúvatar, the meaning is "Men (in general)". *Read Sil 41, 103, 143.* Also called the Aftercomers or the Followers (a translation of Hildor, *read Sil 18, 83, 99, 103*), the Younger Children of Ilúvatar, Engwar ("The Sickly", *read Sil 103*), Apanónar ("The Afterborn"), Atanátári (Q. "Fathers of Men", *read Sil 103, 190*), and Fínimar ("Mortals", *read Sil 103, 190*). For Men *read Sil 41-2, 68, 103-4, 140-2, 149, 259, 264-5*. For Edain *read Sil 143-4, 146-9, 156-8, 195, 197, 236, 259-61, 280; UT 213, 247, 377-9, 384-5.*

Aulë — (Q.) A Vala, one of the Aratar, the smith and master of crafts, spouse of Yavanna. *Read Sil 19-20, 25, 27, 29-30, 32, 35-6, 39, 41, 43-6, 51, 53, 60, 62, 64, 69, 78, 84, 92, 99, 260; UT 235, 254, 393.* Adjective Aulëan, *read UT 254.* Children of Aulë (the Dwarves), *read UT 235.*

Avallónë — (Q.) Haven and city of the Eldar on Tol Eressëa, so named, according to the Akallabêth, 'for it is of all cities the nearest to Valinor'. *Read Sil 260, 263-4, 269, 278, 281-2, 292, 296; UT 184, 189, 215, 414.*

Avári — (Q. "The Unwilling", "the Refusers", sing. Avar). The name given to all those Elves who refused to join the westward march from Cuiviénen. Also known as Silvan Elves, the Avári constitute the majority of the Firstborn. All of the Elves who are not Eldar are Avári. In turn, all of the Avári are Moriquendi or 'Dark Elves'. *Read Sil 52-3, 94, 99, 286; UT 232, 256.*

Avathar — ("The Shadows"). The forsaken land on the coast of Aman south of the bay of Eldamar, between the Pelóri and the Sea, where Melkor met Ungoliant. *Read Sil 73-4, 80, 101.*

Azaghâl — (Kh.) Lord of the Dwarves of Belegost; wounded Glaurung in the Nirnaeth Arnoediad, and was killed by him. *Read Sil 193; UT 75, 128, 147.*

Azanulbizar — (Kh. "Valley of the Dim Rills"; W. "Dimrill Dale"; S. "Nanduhirion"). This vale lies on the east side of the Misty Mountains, at the headwaters of the River Celebrant, and is tucked between the three great peaks of Fanuidhol, Caladhras, and Celebdil. The Great Gates (East-gate) of Moria face on Azanulbizar, and a Dwarven stair leads out of the portico, joins the Dimrill Stair, and — alongside a series of short waterfalls — descends through the vale. It becomes a road which runs down toward Lórien. An enchanted lake called the Mirrormere lies at the vale's center. In T.A. 2799, a climatic battle, called the Battle of Azanulbizar (Nanduhirion), was fought here; it ended with the Orc-lord Azog slain and Dwarves victorious, thus putting to rest the Great War Between the Dwarves and the Orcs. *Read LotRI 370, 404, 415; UT 299, 321, 327-8.* Translated as Dimrill Dale, *read UT 343.* For Mirrormere (Kh. "Kheled-záram"), *read LotRI 370, 433; LotRII 194.*

Azog — (B.S.) Orc of Moria; slayer of Thrór, and slain himself by Dáin Ironfoot in the Battle of Azanulbizar. *Read UT 321, 327.*

B

Bag-End — Dwelling at Hobbiton in the Shire of Bilbo Baggins, and later of Frodo Baggins and Samwise Gamgee. *Read LotRI 35, 44; LotRII 391; LotRIII 228; UT 335-6.*

Baggins — A family of Hobbits of the Shire. *Read Hob passim; LotR passim; UT 331, 342-3, 348.*

Balan — The name of Bëor the Old before he took service with Finrod. *Read Sil 142.*

Balar — (S.) The great bay to the south of Beleriand into which the river Sirion flowed. Also the isle in the bay, said to have been the eastern horn of Tol Eressëa that broke away, where Círdan and Gil-galad dwelt after the Nirnaeth Arnoediad. *Read Sil 57, 92, 121, 159, 196, 244, 246-7.* Bay of Balar, *read UT 34, 49; Isle of Balar, read UT 34, 51, 50, 53, 53, 55, 247.*

Balchoth — An Easterling people akin to the Wainriders whose invasion of Calenardhon in T.A. 2510 was crushed at the Battle of the Field of Celebrant. *Read UT 296-8, 300-1, 307, 313.*

Balin — (Kh.) Dwarf of the House of Durin; companion of Thorin Oakenshield, and afterwards for a brief time Lord of Moria. *Read LotRI 302, 415-25; UT 332-4, 353.*

Balrog — (S. "Demon of Might"). Sindarin form (Quenya Valarauko, pl. Valaraukar) of the name of the demons of fire that served Morgoth. See also Gothmog. *Read LotRI 428-30; II 133, 362; Sil 31, 47, 81, 107-8, 121, 151-2, 167, 192-3, 242-3, 251.*

Barach — A forester of the People of Haleth in the story of 'The Faithful Stone'. *Read UT 380-2.*

Barad-dûr — (S. "The Dark Tower"). Sauron's fortification in Mordor. *Read LotRI 387, 519; II 21; III 111; Sil 267, 270, 280, 292, 294, 302, 304; UT 257-8, 272, 279-80, 312, 329, 337, 339, 344, 387, 405, 409, 412.*

Barad Eithel — (S. "Tower of the Well"). The fortress of the Noldor at Eithel Sirion. *Read Sil 191; UT 65.*

Barad Nimras — (S. "White Horn Tower"). Raised by Finrod Felagund on the cape west of Eglarest. *Read Sil 120, 196.*

Baragund — Father of Morwen the wife of Húrin; nephew of Barahir and one of his twelve companions on Dorthonion. *Read Sil 148, 155, 160, 198, 251; UT 57, 63, 215-16.*

Barahir — Father of Beren; rescued Finrod Felagund in the Dagor Bragollach, and received from him his ring; slain on Dorthonion. For the later history of the ring of Barahir, which became an heirloom of the House of Isildur, *read LotRIII, Appendix A. Read LotRI 260; Sil 105, 148, 152, 154-5, 161-4, 166-9, 171-2, 186, 188, 198, 231, 251; UT 63.*

Baran — Elder son of Bëor the Old. *Read Sil 142-3.*

Baranduin — (S. "Long Gold-brown River"; W. "Brandywine"). A great stream fed by Lake Evendim (Nenuial) in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Black Cape") of Minhiriath. The Baranduin forms part of the western border of Cardolan. *Read LotRI 24, 280; Sil 290; UT 175, 214, 239, 261-2, 284, 323.*

Bar-en-Danwedh — ("House of Ransom"). The name that Mîm the Dwarf gave to his dwelling on Amon Rúdh when he yielded it to Túrin. See also Echad i Sedryn. *Read Sil 203, 205-6; UT 100-1, 104, 148, 150-2.*

Bar-en-Nibin-noeg — (S. "House of the Petty-dwarves"). Mîm's dwelling on Amon Rúdh. *Read UT 100.*

Bar Erib — (S.) A stronghold in Dor-Cúarthol, not far south of Amon Rúdh. *Read UT 153.*

Barrow-downs — (S. "Tyrn Gorthad"). An ancient burial ground east of the Old Forest, the Barrow-downs constitute the oldest and most revered of Adan gravesites. They were built in the First Age by the forefathers of the Edain before they entered Beleriand. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan. *Read LotRI 161, 191; II 55; III 146; UT 348, 370.*

Barrow-wights — Evil spirits dwelling in the burial-mounds on the Barrow-downs. *Read LotRI 181, 193-5; III 30; UT 348, 354.*

Battle of Dale — Battle of the War of the Ring in which Sauron's northern army defeated the Men of Dale and the Dwarves of Erebor. *Read UT 326-7.*

Battle of the Camp — The victory of Eärnil II of Gondor over the Wainriders in Ithilien in T.A. 1944. *Read UT 295.*

Battle of the Gwathló — The rout of Sauron by the Númenóreans in SA 1700. *Read UT 239.*

Battle of the Hornburg — Assault on the Hornburg by the army of Saruman in the War of the Ring. *Read UT 366.*

Battle of the Plains — The defeat of Narmacil II of Gondor by the Wainriders in the lands south of Mirkwood in T.A. 1856. *Read UT 289, 292, 311-12.*

Battles of Beleriand — The first battle: *read Sil 96*. The second battle (the Battle-under-Stars): see Dagor-nuin-Giliath. The third battle (the Glorious Battle): see Dagor Aglareb. The fourth battle (the Battle of Sudden Flame): see Dagor Bragollach. The fifth battle (Unnumbered Tears): see Nirnaeth Arnoediad. The Great Battle, *read Sil 251-2*.

Battles of the Fords of Isen — Two battles fought during the War of the Ring between Riders of Rohan and Saruman's forces out of Isengard. The First Battle described in *UT 355-9*, referred to in *UT 364*; the Second Battle described in *UT 359-63*, referred to in *UT 368*; other references in *UT 355, 366, 368-9, 387*.

Beacons of Gondor — For communication with the peoples dwelling in Anórien, the three oldest beacon towers were built and maintained by the Gondorians. *Read UT 300-1, 314-15, 319*.

Beffraen — A relatively primitive folk found in southern Minhiriath, the Beffraen are relatives of the Drúedain, or Woses, of Drúwaith Iaur (Old Púkel-land). Like the Hillmen of Rhudaur and the other foothill regions of the Misty Mountains, they are also descendants of the ancient folk known as the Mebion Bron.

Beijabar — ("Beornings"). A dispersed collection of Northman bands associated with the ancient Bear-cult of Eriador and western Rhovanion. Related to the Woodmen and (to a lesser degree) the other Northmen of Wilderland, they became a distinct, mysterious, and highly revered group in elder times. They reside in the Anduin Vales, the western eaves of Mirkwood, and along the eastern flanks of the Misty Mountains. Some, like Beorn, enjoy the power of shape-changing. For Beornings, *read LotRI 301; II 40; UT 278, 343*.

Beleg — A great archer and chief of Thingol's marchwardens of Doriath; called Cúthalion (S. "Strongbow"); friend and companion of Túrin, by whom he was slain. *Read Sil 157, 185-6, 189, 199-202, 204-9, 225; UT 37, 51, 54, 73-4, 77, 79-80, 82-5, 90-6, 134, 145, 147-8*.

Belegaer — (S. "The Great Sea"). The ocean which separates Aman (to the west) from Middle-earth (to the east). Also called the Mighty Sea or the Sundering Sea. The waters of the Belegaer meet those of the Haragaer to the southeast at Metharn (Hyarnúmente). *Read Sil 37, 89, 238; UT 20, 24-5, 30, 34, 35, 171, 174-5, 179, 181, 184, 200, 241, 247*.

Belegost — (S. "Great Fortress"). One of the two cities of the Dwarves in the Blue Mountains; translation into Sindarin of Khuzdul "Gabilgathol". Also called Mickleburg. *Read Sil 91-2, 94, 113, 133, 189, 193, 204, 231, 233; UT 55, 75, 128, 146, 235, 252*.

Belegund — Father of Rían the wife of Huor; nephew of Barahir and one of his twelve companions on Dorthonion. *Read Sil 148, 155, 161, 198; UT 58, 215*.

Beleriand — (S. "Great Country"). The name was said to have signified 'the country of Balar', and to have been given at first to the lands about the mouths of Sirion that faced the Isle of Balar. Later the name spread to include all the ancient coast of the Northwest of Middle-earth south of the Firth of Drengist, and all the inner lands south of Hithlum and eastwards to the feet of the Blue Mountains, divided by the river Sirion into East and West Beleriand. Beleriand was broken in the turmoils at the end of the First Age, and invaded by the sea, so that only Ossiriand (Lindon) remained. *Read LotRI 319; II 421; Sil 120-4, 252, 285-6; UT 17, 20, 22, 25-6, 33, 44, 58, 63, 67-8, 73, 75, 77, 85, 125, 146, 147, 156, 171, 214-15, 228-9, 231-3, 236, 244, 247, 256-7, 259, 281, 377-9, 382, 384-5, 387*.

Belfalas — (S. "Coast of the Powers"). Great, hilly peninsula in southern Gondor. Belfalas juts out into the bay that bears its name. Belfalas is also used as an alternative name for the land called Dor-en-Enil, but this usage is not particularly accurate. Actually, Belfalas is the southern half of Dor-en-Enil, a princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain and Ringló rivers. *Read LotRI 23; III 20; Sil 291; UT 175, 214, 240-3, 245-8, 255, 263, 286, 316, 383*.

Belthil — (S. "Divine Radiance"). The image of Telperion made by Turgon in Gondolin. *Read Sil 126*.

Belthroning — (S.) The bow of Beleg Cúthalion, which was buried with him. *Read Sil 208*.

Bëor — Called the Old; leader of the first Men to enter Beleriand; vassal of Finrod Felagund; progenitor of the House of Bëor (called also the Eldest House of Men and the First House of the Edain); see Balan. *Read Sil 140-3, 148-50, 169; UT 384*. For House of/People of Bëor, *read Sil 143-5, 148, 152, 157, 160-1; UT 57, 63-4, 147, 161, 171, 177, 214-15, 384*. For Bëorian(s), *read UT 215, 225*.

Bereg — Grandson of Baran son of Bëor the Old; a leader of dissension among the Men of Estolad; went back over the mountains into Eriador. *Read Sil 144-5*.

Beregar — Man from the Westlands of Númenor, descended from the House of Bëor; father of Erendis. *Read UT 177, 181, 183, 185, 190, 193-4*.

Beren [1] — Son of Barahir. Cut a Silmaril from Morgoth's crown to be the bride-price of Lúthien Thingol's daughter. During his escape, Carcharoth the Wolf of Angband bit off the hand clutching the Silmaril, and thereafter Beren was also called Erchamion (S. "One-handed"). He gave himself the name Camlost (S. "Empty-handed") after his return to King Thingol without the Silmaril. Later he was slain by Carcharoth; but returning from the dead, alone of mortal Men, lived afterwards with Lúthien on Tol Galen in Ossiriand, and fought with the Dwarves at Sarn Athrad. Great-grandfather of Elrond and Elros and ancestor of the Númenórean Kings. Called also Camlost, Erchamion, and One-hand. *Read LotRI 258-9; II 408; III 281; Sil 105, 123, 148, 155, 161-70, 172-89, 198, 210, 231, 234-6, 246; UT 57-8, 63, 74, 77, 79, 84, 116, 157, 161, 171*.

Beren [2] — Nineteenth Ruling Steward of Gondor, who gave the keys of Orthanc to Saruman. *Read UT 373, 404*.

Bereth — Sister of Baragund and Belegund and ancestress of Erendis. *Read UT 215-16*.

Berúthiel — Queen of Tarannon Falastur, twelfth King of Gondor. *Read LotRI 405; UT 401-2*.

Bilbo Baggins — Hobbit of the Shire, finder of the One Ring. See also Baggins. *Read UT 321-7, 329-35, 343, 354, 406*.

Black Years — The years following the death of Celebrimbor, when many of the Elves fled to Lindon and thence over the Sea. Sauron gathered all the evil things from the days of Morgoth under his government and ruled as the 'Lord of the Earth'. *Read LotRI 82, 334; Sil 289, 294*.

Book of the Kings — One of the chronicles of Gondor. *Read LotRI Foreword; UT 310, 402*.

Bór — A chieftain of the Easterlings, follower with his three sons of Maedhros and Maglor. *Read Sil 157, 189; 193*.

Borlach — One of the three sons of Bór; slain with his brothers in the Nirnaeth Arnoediad. *Read Sil 157*.

Borlad — One of the three sons of Bór; see Borlach.

Boromir [1] — Great-grandson of Bëor the Old, grandfather of Barahir father of Beren; first lord of Ladros. *Read Sil 148*.

Boromir [2] — Elder son of Denethor II, Steward of Gondor; one of the Fellowship of the Ring. *Read LotRI passim; UT 264-5, 287, 339, 344, 347, 353*.

Boron — Father of Boromir [1]. *Read Sil 148*.

Borondir — Called Udalaph 'the Stirrupless'; rider of Minas Tirith who brought the message of Cirion to Eorl asking for his aid. *Read UT 297-9, 313*.

Borthand — One of the three sons of Bór; see Borlach.

Bozisha-Dar — (Har./Ap. "Gift of the Goddess"). The chief city of the fertile highland region called Raj located in southwestern Far Harad. Called Harshport by Westron speakers, the city overlooks the point where the river Rijesha empties into the great bay of Tulwang. Bozisha-Dar is often simply referred to as the Dar.

Bozisha-Miraz — (Har./Ap. "Dowry of the Goddess"). The southern Haradrim's name for Far Harad.

Bracegirdles — A family of Hobbits in the Shire. *Read LotRI 52; III 372; UT 347*. For Lobelia Bracegirdle, *read UT 354*. For Hugo, *read LotRI 64*.

Brand — Third King of Dale, grandson of Bard the Bowman; slain in the Battle of Dale. *Read LotRI 301, 317; UT 326*.

Brandir — Called the Lame; ruler of the People of Haleth after the death of Handir his father; enamoured of Nienor; slain by Túrin. *Read Sil* 216, 220-5; *UT* 110-12, 123-5, 127, 129, 131-2, 136-43, 145, 148, 150.

Bree — The principal village of the Bree-land at the crossing of the Númenórean roads in Eriador. *Read LotRI* 23, 205; *II* 213; *III* 178, 332; *UT* 278, 322, 326, 328, 341, 348, 354. For Men of Bree, *read UT* 370, 385; Hobbits of Bree, *read UT* 385.

Bree-landers — The Men and Hobbits who occupy the region of Eriador north of the Great East Road, south of the North Downs, west of the Midgewater Marshes, and east of a point lying between the Greenway and the Baranduin. Nearly all the inhabitants live in or around Bree or Chetwood. The Men of Bree are a mixed lot, with varying degrees of Dunlending and Northman blood. Some have traces of Dúndan heritage.

Brego — Second King of Rohan, son of Eorl the Young. *Read LotRII* 153; *III* 84-5, 315; *UT* 367, 371.

Bregolas — Brother of Barahir, father of Baragund and Belegund; slain in the Dagor Bragollach. *Read Sil* 148, 151, 155; *UT* 57-8.

Bregor — Father of Barahir and Bregolas. *Read Sil* 148; *UT* 63. For the Bow of Bregor, preserved in Númenor, *read UT* 171.

Brethil — The forest between the rivers Teiglin and Sirion, dwelling-place of the Haladin (the People of Haleth). *Read Sil* 120, 147, 155, 157-9, 176, 189-90, 192, 195, 201, 203, 205, 212, 216, 219-21, 225-6, 229-30; *UT* 41, 54, 63, 68, 73, 85, 87, 91, 104, 110, 112, 122-7, 130, 132-3, 136, 140, 143, 149, 382-3. For Men of/People of Brethil, *read UT* 57, 90, 110, 128-9, 131, 140; and see Woodmen. For 'Black Thorn of Brethil' see Gurthang.

Brithor — (S. "Glittering Torrent"). The fourth of the tributaries of Gelion in Ossiriand. *Read Sil* 123.

Brithiach — (S.) The ford over Sirion north of the Forest of Brethil. *Read Sil* 131-2, 136, 147, 158, 206, 227, 229; *UT* 41-2, 54, 91.

Brithombar — (S.) The northern of the Havens of the Falas on the coast of Beleriand. *Read Sil* 58, 108, 120, 196, 246; *UT* 33, 51, 53-4, 247.

Brithon — The river that flowed into the Great Sea at Brithombar. *Read Sil* 196; *UT* 54.

Brodda — An Easterling in Hithlum after the Nirnaeth Arnoediad who took as wife Aerin, kinswoman of Húrin; slain by Túrin. Called also 'the Incomer'. *Read Sil* 198, 215; *UT* 69, 104-9.

Brown Lands — The desolate region between Mirkwood and the Emyn Muil. *Read LotRI* 492, 494; *II* 78, 100; *UT* 296, 299, 307.

Bruinen — (S. "Loudwater"). A river running through Eriador, marking the northern border of Eregion. At Tharbad, it joins the Mitheithel to form the Gwathló. *Read UT* 263. For Ford of Bruinen, below Rivendell, *read LotRI* 22, 253, 268, 313-4; *UT* 353.

Bucklebury Ferry — Ferry across the Brandywine River between Bucklebury and the Marish. *Read UT* 344, 352.

Bûr Esmer — Major trade city located in southwestern Far Harad. Bur Esmer is on the highway called Men Falas (S. "Coast Way"), approximately 150 miles west of Bozisha-Dar. It overlooks the river Sîres.

Bywater — Village in the Shire a few miles south-east of Hobbiton. *Read LotRI* 45; *III* 259; *UT* 335.

C

Cabed-en-Aras — (S. "Deer's Leap"). Deep gorge in the river Teiglin, where Túrin slew Glaurung, and where Nienor leapt to her death; see Cabed Naeramarth. *Read Sil* 221, 223, 225; *UT* 130-2, 137-8, 140, 142, 144-5, 149-50.

Cabed Naeramarth — (S. "Leap of Dreadful Doom"). The name given to Cabed-en-Aras after Nienor leapt from its cliffs. *Read Sil* 224, 229; *UT* 138, 145, 150.

Cair Andros — Island in the river Anduin north of Minas Tirith fortified by Gondor for the defense of Anórien. *Read LotRIII* 102; *UT* 293, 301, 319, 383.

Calacirya — (Q. "Cleft of Light"). The pass made in the mountains of the Pelóri, in which was raised the green hill of Túna. *Read Sil* 59, 61-2, 72, 82, 102, 248.

Calaquendi — (Q. "Elves of the Light"). Those Elves who lived or had lived in Aman (the High Elves). See Dark Elves. *Read Sil* 53, 56, 104, 108.

CARCHAROTH



Calembel — (S. "Great Green"). Chief city of Lamedon, it is located atop a hill overlooking the west bank of the river Ciril. There, the road from Linhir and Ethring crosses the river by way of a ford. This highway strikes westward through Tarlang's Neck to Erech. *Read LotRIII* 75.

Calenardhon — (S. "Green Province"). The wide, grassy land between the rivers Isen and Anduin. Its northern border runs along Fangorn Forest and the river Limlath (Limlight), while in the south its bounds are marked by the White Mountains. In T.A. 2510, it is given to the Rohirrim, who rename it Rohan. Calmierië is the chief town in Calenardhon. *Read LotRII* 363; *Sil* 297; *UT* 200, 237, 239, 278, 289, 292, 296-7, 299, 301, 303-4, 306-7, 310, 315, 318, 370-1, 404.

Calenhad — Sixth of the beacons of Gondor in Ered Nimrais. (The name probably meant 'green space', with reference to the flat turf-covered crown of the hill: 'had' being derived, with the usual mutation in combinations, from 'sad' (S. "place, spot"). *Read LotRIII* 20, 94; *UT* 314.

Calimehtar — Thirtieth King of Gondor, victor over the Wainriders on the Dagorlad in T.A. 1899. *Read UT* 288-92, 312-13.

Calmindon — The "Light-tower" on Tol Uinen in the Bay of Rómenna. *Read UT* 182.

Caradhras — (S. "Redhorn"; Kh. "Barazinbar"). The tallest of the three great peaks which rise above Moria. Unlike the neighboring mountains, Caradhras is not a tame grey; rather it is composed of an uplift of pink igneous rock. Normally, it reflects the rays of the sun both at dawn and at sunset, taking on a fiery color whenever the sky permits. *Read LotRI* 370, 374; *II* 360; *III* 325.

Caragdûr — (S.) The precipice on the north side of Amon Gwareth (the hill of Gondolin) from which Eöl was cast to his death. *Read Sil* 138.

Caranthir — (Q.) The fourth son of Fëanor, called the Dark; 'the harshest of the brothers and the most quick to anger'; ruled in Thargelion; slain in the assault on Doriath. *Read Sil* 60, 83, 112-13, 124, 129, 132, 142-3, 145-6, 153, 157, 236.

Caras Galadhon — (S. "City of the Great Tree"). Capitol of Lórien after Galadriel's return in T.A. 1981. *Read LotRI 457; II 94, 135; UT 246, 261, 267.*

Carcharoth — (S.) The great wolf of Angband that bit off the hand of Beren bearing the Silmaril; slain by Huan in Doriath. The name is translated in the text as 'the Red Maw'. *Read Sil 180-2, 184-6.* Called also Anfauglir (S. "Jaws of Thirst") and the Wolf (*read LotRI 260; UT 115*).

Cardolan — (S. "Red-hill Land", "Land of Red Hills"). The southernmost part of Arnor, bounded in the west by the Baranduin and in the north by the East Road, Cardolan was a separate Dúnadan kingdom from T.A. 861 until T.A. 1409. It collapsed under the weight of the Witch-king's Angmarim, and its last Ruling Prince perished while fighting in the Barrow-downs, at the edge of the Old Forest. Cardolan was the most densely populated area of old Arnor, containing sizable populations of Dunlendings, Eriadoran Northmen, and Dúnedain, as well as scattered groups of Beffraen. *Read Sil 291; UT 348, 354.*

Carn Dûm — Chief Fortress of Angmar. *Read LotRI 198, 202; UT 398.*

Carnen — (S. "Redwater"). River flowing down from the Iron Hills to join the River Running. *Read UT 398.*

Carnil — Name of a (red) star. *Read Sil 48.*

Carrock, The — A rocky islet in the upper Anduin. See also Ford of Carrock. *Read UT 288, 312-13, 343, 353, 401.*

Celduin — (S. "River Running"). River flowing from the Lonely Mountain to the Sea of Rhûn. *Read UT 289, 296, 398.*

Celebdil — (S. "Silvertine"; Kh. "Zirak-zigil"). Southernmost of the three mountains above Moria. Heavily snowbound, it is the whitest of the triad. On a ledge near its peak stands Durin's Tower; beneath it descends the Endless Stair which connects the heights, the Dwarven city, and the Underpassages deep within the earth. *Read LotRI 370, 423; II 134; III 325.*

Celeborn [1] — (S. "Tree of Silver"). The name of the tree on Tol Eressëa, a scion of Galathilion. *Read Sil 59, 263; UT 266.*

Celeborn [2] — (S.) Elf of Doriath, kinsman of Thingol; wedded Galadriel and with her remained in Middle-earth after the end of the First Age. Also called Teleporno. *Read LotRI 457, 458-62; II 54-5, 88; III 309-25; Sil 115, 234, 254, 298; UT 206, 228-9, 231-7, 240, 243-6, 250-2, 256, 258, 266-7, 281, 286.*

Celebrant — (S. "Silverlode"; Kh. "Kibil-nalâ"). The river running eastward out of the Misty Mountains at the Kheled-zâram. It is joined downstream by the Nimrodel (S. "White Cave-lady"), cuts through Lórien, and eventually joins the Anduin. *Read LotRI 359, 442, 448; LotRIII 325; Sil 298; UT 260, 281-2.* Translated Silverlode, *read UT 245, 260-1, 281, 343.* See also Field of Celebrant.

Celebrian — Daughter of Celeborn and Galadriel, wedded to Elrond. *Read LotRI 485-6; UT 234, 237, 240, 244, 251.*

Celebriamor — (S. "Hand of Silver"). Son of Curufin, who remained in Nargothrond when his father was expelled. In the Second Age greatest of all the smiths of Eregion; maker of the Three Rings of the Elves; slain by Sauron. *Read LotRI 318, 322, 398; Sil 176, 286, 288; UT 235-8, 244, 250-2, 254.*

Celebros — (S. "Silver Foam", "Silver Rain"). A stream in Brethil falling down to Teiglin near the Crossings. *Read Sil 220; UT 123, 127, 130, 136.*

Celegorm — The third son of Féanor, called the Fair; until the Dagor Bragollach lord of the region of Himlad with Curufin his brother; dwelt in Nargothrond and imprisoned Lúthien; master of Huan the wolfhound; slain by Dior in Menegroth. *Read Sil 60, 62, 83, 107, 124, 131-2, 135, 152, 169-70, 172-3, 176-7, 183-4, 188-9, 236, 286; UT 54, 235.*

Celon — River flowing southwest from the Hill of Himring, a tributary of Aros. The name means 'stream flowing down from heights'. *Read Sil 96, 124, 132, 135, 142, 146, 156; UT 77.*

Celos — One of the rivers of Lebennin in Gondor; tributary of the Sirith. (The name must be derived from the root *kelu-* ("flow out swiftly"), formed with an ending *-sse, -ssa*, seen in Quenya *kelussë* ("freshet, water falling out swiftly from a rocky spring")). *Read UT 243.*

Celosien — (S. "Land of Flowing Snow"). Northwesternmost of Lebennin's four districts, it is roughly the territory between the Gilrain and the Sirith, from the Ered Nimrais to the river Serni.

Ceorl — Rider of Rohan who brought news of the Second Battle of the Fords of Isen. *Read LotRII 168; UT 364, 366, 368.*

Cerin Amroth — (S. "Amroth's Mound"). Site of the home of Lórien's king Amroth during the early Third Age. *Read LotRI 455; UT 216, 240, 246, 255.*

Cermië — (Q.) Quenya name of the seventh month according to the Númenórean calendar, corresponding to July. Ceveth is the Sindarin name. *Read UT 291-2, 294.*

Children of Ilúvatar — Also Children of Eru; translations of Híni Ilúvataro, Eruhíni; the Firstborn and the Followers, Elves and Men. Also The Children, Children of the Earth (*read UT 29*), Children of the World (*read UT 56*). *Read Silpassim, esp. 18, 41; UT 156.* For the Elder Children (Elves), *read UT 62.* For the Two Kindreds, *read Sil 248-9, 259, 295.*

Circles of the World — *Read UT 67, 242, 395.*

Cirdan — ("The Shipwright"). Telerin Elf, lord of the Falas (coasts of West Beleriand); at the destruction of the Havens after the Nirnaeth Arnoediad escaped with Gil-galad to the Isle of Balar; during the Second and Third Ages keeper of the Grey Havens in the Gulf of Lhûn; at the coming of Mithrandir entrusted to him Narya, the Ring of Fire. *Read LotRI 315, 320, 348; III 383; Sil 58, 91-2, 96, 107, 113, 120, 128, 160, 196, 212, 244, 246-7, 254, 295, 298-300, 304; UT 20, 32, 34-5, 51-2, 53, 55, 156, 159-60, 162, 171, 174-6, 200, 205, 232, 237, 239, 247, 254, 283, 388-9, 392, 400, 414.*

Cirion — Twelfth Ruling Steward of Gondor, who granted Calenardhon to the Rohirrim after the Battle of the Field of Celebrant in T.A. 2510. *Read LotRII 363; UT 278, 288, 296-7, 299, 301-10, 313, 315, 317, 371.* For Chronicle of/Tale of Cirion and Eorl, *read UT 278, 288, 296, 310.* For Oath of Cirion, *read UT 310, 317, 365, 371;* for words of the oath, *read UT 305, 317.*

Cirith Caradhras — (S. "Redhorn Pass", "Redhorn Gate"; Kh. "Lagil Barazinbar"). The high pass crossing the Misty Mountains between Caradhras and Celebdil. It connects Eregion to Lórien. On the east side, the road drops by way of a Dwarf-stair which runs alongside the falls feeding the Kheled-zâram.

Cirith Ithil — (S. "Pass of the Moon"). The main pass which leads beneath Minas Ithil and the Tower of Cirith Ungol, along which trade and troop transfers traveled. It was much easier to negotiate than the Cirith Ungol, an adjacent and sometimes connected way. After the fall of Minas Ithil, it was referred to as the 'Morgul Pass,' and of course heavily watched and guarded by servants of Sauron.

Cirith Ninniach — (S. "Rainbow Cleft"). The name given by Tuor to the ravine leading from the western hills of Dor-lómin to the Firth of Drengist, by which he came to the Western Sea; see Annon-in-Gelydh. *Read Sil 238; UT 23, 46.*

Cirith Thoronath — (S. "Eagle's Cleft"). A high pass in the mountains north of Gondolin, where Glorfindel fought with a Balrog and fell into the abyss. *Read Sil 243.*

Cirith Ungol — (S. "Spider's Cleft"). An ancient, narrow, winding way which runs over the Ephel Dúath above Minas Morgul, basically parallel to the Cirith Ithil, although it is more sheltered. Part of its route passes through Shelob's Lair. *Read LotRII 318; III 102; UT 280.*

Cirth — The Runes, first devised by Daeron of Doriath. *Read Sil 95.*

Ciryatur — Númenórean admiral commanding the fleet sent by Tar-Minastir to the aid of Gil-galad against Sauron. *Read UT 239, 261.*

Ciryon — Third son of Isildur, slain with him at the Gladden Fields. *Read Sil 295; UT 271, 274, 280.*

Corsairs of Umbar — Originally descendants of Castamir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled 'Corsairs.' The term later became associated with any pirates based in Umbar or along the coasts of Harad. *Read LotRIII 149, 169; UT 296, 312.*

Cotton, Farmer — Tolman Cotton, Hobbit of Bywater. *Read UT 354.*

Council of Elrond — Council held at Rivendell before the departure of the Fellowship of the Ring. *Read LotRI 34, 314; UT 276, 283, 287, 352-4, 394, 400, 412.*

Council, The — In various references: the Council of the Sceptre (the King's Council of Númenor, *read esp. UT 216-17*), *UT 197, 204, 208-9, 211, 216-17*; the Council of Gondor, *read UT 408*; see the White Council.

Crissaegrim — The mountain-peaks south of Gondolin, where the eyries of Thorondor were located. *Read Sil 121, 154, 158, 182, 200, 227; UT 42, 55.*

Crossings of Teiglin — In the southwest of the Forest of Brethil, where the old road southward from the Pass of Sirion crossed the Teiglin. *Read Sil 147, 205-6, 216-7, 219, 223, 225, 229; UT 54, 90-1, 111-12, 122, 124, 126-7, 130-1, 136-7, 143, 149-50, 379.* Also known as the Crossings.

Cuiviënen — (Q. "Water of Awakening"). The lake in Middle-earth where the first Elves awoke, and where they were found by Oromë. *Read Sil 48, 50-3, 55, 83, 99, 233; UT 228, 236.*

Curufin — (Q.) The fifth son of Fëanor, called the Crafty; father of Celebrimbor. For the origin of his name see Fëanor; and for his history see Celegorm. *Read Sil 60, 83, 124, 132, 135-6, 152, 169-70, 172-3, 176-8, 183-4, 188-9, 236, 286; UT 54, 235.*

D

Daen Coentis — (Dn. "People of Skill"). Ancestors of the Dunlendings and (indirectly) the Drúedain (Woses) of the White Mountains. The Eredrim of Dor-en-Ennil are descendants of the Daen Coentis. This forgotten race is the indigenous Mannish population in most of what is now central and western Gondor. Animistic, superstitious, and industrious, they leave a wealth of stone carvings and megalithic structures in the hills and high vales they find so sacred. They trace their lineages through the female line and revere the Earth Mistress (a manifestation of Yavanna) as high goddess. Their tongue, Daenael, is often called Old Dunael, since it spawned the Dunael speech of the Dunlendings.

Daeron — (S.) Minstrel and chief loremaster of King Thingol; deviser of the Cirth (Runes); enamoured of Lúthien and twice betrayed her; friend (or kinsman) of Saeros. *Read LotRI 416; Sil 95, 113, 166, 172, 183, 254; UT 77, 147.*

Dagnir — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Dagor Aglareb — (S. "The Glorious Battle"). Third of the great battles in the Wars of Beleriand. *Read Sil 115-16, 118, 125.*

Dagor Bragollach — (S. "The Battle of Sudden Flame"). Also simply the Bragollach; fourth of the great battles in the wars of Beleriand, in which the siege of Angband was ended. *Read Sil 151, 155, 158, 160, 188, 191, 196, 212; UT 34, 52-3, 57-8, 60, 159.*

Dagor Dagorath — (S.) The prophesied coming of the End when Melkor will return and Manwë descend from his mountain. *Read UT 395-6, 402, 8.*

Dagorlad — (S. "Battle-plain"). Wide, flat, grassy plain that lies north and northeast of Udûn and the main pass into Mordor. It was on this field that the army of the Last Alliance of Men and Elves defeated the forces of Sauron near the end of the Second Age (S.A. 3434). Those slain in the battle were buried in great mounds erected on that plain. *Read LotRII 266, 294, 324; III 87, 345; Sil 293, 296; UT 235, 271, 289-90, 292, 296, 312-13, 319.* For Battle of Dagorlad, *read UT 240, 243-4, 258.* Later battles on the Dagorlad: the victory in T.A. 1899 of King Calimehtar over the Wainriders, *read UT 289-90*; the defeat and death of King Ondoher in T.A. 1944, *read UT 292.*

Dagor-nuin-Giliath — (S. "The Battle-under-Stars"). The second battle in the wars of Beleriand, fought in Mithrim after the coming of Fëanor to Middle-earth. *Read Sil 106.*

Dáin Ironfoot — (Kh.) Lord of the Dwarves of the Iron Hills, afterwards King under the Mountain; slain in the Battle of Dale. *Read LotRI 301, 317; III 193; UT 326-7.*

Dairuin — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Dale — Country of the Bardings about the feet of Mount Erebor, allied with the Kingdom of the Dwarves under the Mountain. *Read LotRI 32, 51; II 40; UT 278, 289, 322.* See also Battle of Dale.

Dalemen — The Northmen of Dale.

Danan Lin — (Du. "Learned People"). Term from the dialect of the easternmost tribe of the Daen Lintis. Danan Lin is synonymous with Daen Lintis.

Dark Elves — In the language of Aman all Elves that did not cross the Great Sea were Dark Elves (or Moriquendi, the Sindarin term meaning 'Elves of Darkness'), and the term is sometimes used thus, (*read Sil 104, 122*), when Caranthir called Thingol a Dark Elf it was intended opprobriously, and was especially so, since Thingol had been to Aman and was not accounted among the Moriquendi, (*read Sil 56*). But in the period of the Exile of the Noldor it was often used of the Elves of Middle-earth other than the Noldor and the Sindar, and is then virtually equivalent to Avari, (*read Sil 104, 123, 141*). Different again is the title Dark Elf of the Sindarin Elf Eöl, (*read Sil 132, 135, 201*); but at *Sil 137*, Turgon no doubt meant that Eöl was of the Moriquendi. *Read Sil 53, 56, 91, 108.*

Dark Lord, The — The term is used of Morgoth (*read Sil 227; UT 79*), and of Sauron. *Read Sil 289, 299, 302; UT 231.*

Dark Years — The years of the dominion of Sauron in the Second Age. *Read LotRII 40, 422; III 23; UT 370.*

Days of Flight — The Elvish name for the Black Years. *Read Sil 289.*

Dead Marshes — (S. "Loeg Fírn"). Foul swamps stretching south and east from the edge of Emyn Muil (S. "Drear Hills"). During the Third Age, it spread eastward, out onto Dagorlad. *Read LotRI 332, 484; II 285, 295; UT 258, 293-5, 342.*

Deágo — A Stoor of the Vales of Anduin, finder of the One Ring. *Read LotRI 84-5; UT 353.*

Deeping-coomb — The valley leading up to Helm's Deep. Also called the Deeping. *Read LotRII 170; III 56, 317; UT 358, 365-6, 368.*

Deeping-road — Road running northwards from the Deeping-coomb to join the Great Road east of the Fords of Isen. *Read UT 358, cf. 'the branch going to the Hornburg', read UT 363.*

Deeping-stream — Stream flowing out of Helm's Deep down into Westfold. *Read LotRII 169; UT 365.*

Denethor [1] — Son of Lenwë; leader of the Nandorin Elves that came at last over the Blue Mountains and dwelt in Ossiriand; slain on Amon Ereb in the first battle of Beleriand. *Read Sil 54, 94-6, 122; UT 77.*

Denethor [2] — Twenty-sixth and last Ruling Steward of Gondor and Lord of Minas Tirith at the time of the War of the Ring; father of Boromir and Faramir. *Read LotRI 323, 325, 331-2, 520; II 18; III 21, 24, 27-52, 96-123, 134, 153-9; UT 338, 399, 403, 405-9, 411-13.*

Déor — Seventh King of Rohan. *Read LotRIII 315 UT 372-3.*

Dimbar — The land between the rivers Sirion and Mindeb. *Read Sil 121, 132, 158, 176, 201-2, 204-6, 228; UT 41, 43-4, 54, 90, 95, 148.*

Dior — Called Aranel, and also Eluchíl (S. "Thingol's Heir"); son of Beren and Lúthien and father of Elwing, Elrond's mother; came to Doriath, from Ossiriand after the death of Thingol, and received the Silmaril after the death of Beren and Lúthien; slain in Menegroth by the sons of Fëanor. *Read Sil 188, 234-7, 240, 244, 246, 251, 253-4; UT 233.*

Dirhavel — Man of Dor-lómin, author of the *Nam i Hîn Húrin*. *Read UT 146.*

Dirnaith — Wedge-shaped battle formation used by the Dúnedain. *Read UT 272, 282.*

Dispossessed, The — The House of Fëanor. *Read Sil 88, 111.*

Dol Amroth — (S. "Hill of Amroth"). The city and associated castle located on the coast of northwestern Belfalas (western Dor-en-Ennil). Capital of the Land of the Prince, it was originally (before T.A. 1981) called Lond Emril (S. "Haven of the Prince"). Dol Amroth also refers to the hill upon which the town and citadel stand, a great granite massif that juts out into the Bay of Belfalas. *Read LotRIII 23; UT 214, 240, 247-8, 255, 313, 316.* With reference to the Lords or Princes of Dol Amroth *read UT 246-8, 255, 302, 304-5, 313, 316.* See also Angelimar, Adrahil, Imrahil.

Dol Baran — (S. "Gold-brown Hill"). A hill at the southern end of the Misty Mountains, where Peregrin Took looked into the palantír of Orthanc. *Read LotRII 248; UT 405-6.*

Dol Guldur — (S. "Hill of Sorcery"). A treeless height in the south-west of Mirkwood, fastness of the Necromancer (before he was revealed as Sauron returned) in the Third Age. *Read LotRI 328; II 319, 422; Sil 299-302; UT 236, 244, 246, 252, 280, 297-8, 303, 307, 313, 321-4, 330, 332, 336, 338-9, 343-5, 350, 352-3.* See also Amon Lanc.

Dolmed — (S. "Wet Head"). A great mountain in the Ered Luin, near the Dwarf-cities of Nogrod and Belegost. *Read Sil 91-2, 96, 193, 235.*

Dor-Cúarthol — (S. "Land of Bow and Helm"). Name of the country defended by Beleg and Túrin from their lair on Amon Rûdh. *Read Sil 205; UT 152, 154.*

Dor Daedeloth — (S. "Land of the Shadow of Horror"). The land of Morgoth in the north. *Read Sil 107, 109, 111.*

Dor Dinen — (S. "The Silent Land"). Nothing dwelt there, between the upper waters of Esgalduin and Aros. *Read Sil 121.*

Dor-en-Ernîl — (S. "Land of the Prince"). Princely fief in south-central Gondor. Ruled by the Princes of Dol Amroth, it includes the area between the Gilrain/Serni and Morthond/Ringló rivers. *Read UT 243, 255.*

Dor Firn-i-Guinár — (S. "Land of the Dead that Live"). The name of that region in Ossiriand where Beren and Lúthien dwelt after their return. *Read Sil 188, 235.*

Doriath — (S. "Land of the Fence"; "Dor Iath"). Refers to the Girdle of Melian, earlier called Eglador; the kingdom of Thingol and Melian in the forests of Neldoreth and Region, ruled from Menegroth on the river Esgalduin. Also called the Hidden Kingdom and the Guarded Realm. *Read LotRI 319; II 422; Sil passim, esp. 97, 121-2; UT 40-1, 54, 57, 63, 70-9, 81-3, 85, 87-8, 90, 93-6, 100, 109, 112, 114-15, 117, 120-1, 124, 144-8, 152, 155, 158, 171, 228-9, 233-5, 247, 251, 259, 387.*

Dorlas — A Man of the Haladin in Brethil; went with Túrin and Hunthor to the attack on Glaurung, but withdrew in fear; slain by Brandir the Lame. *Read Sil 216, 220-1, 224; UT 110-12, 124, 126, 128-30, 132-3, 139, 148.* For the wife of Dorlas, not named, *read Sil 224; UT 132, 142.*

Dor-lómin — (S.) Region in the south of Hithlum, the territory of Fingon, given as a fief to the house of Hador; the home of Húrin and Morwen. *Read Sil 89, 119-20, 147, 155, 158-60, 190, 194, 198-9, 204, 209, 211, 214-17, 224-5, 228, 230, 232-3, 238; UT 17-20, 52, 57, 59, 66, 68-70, 74-5, 78, 80, 85-7, 95, 104, 108, 112, 121, 124, 144, 146-9, 154, 157, 159-62, 215, 386.* For 'the Lady of Dor-lómin' (Morwen), *read Sil 198; UT 65, 68-9, 107, 113.* For the Mountains of Dor-lómin, that part of Ered Wethrin that formed the southern fence of Hithlum, *read UT 39.* For Lord of Dor-lómin, *read UT 65-66 (Húrin) and UT 107, 109 (Túrin).* For Dragon of Dor-lómin, see Dragon-helm.

Dorthonion — (S. "Land of Pines"). The great forested highlands on the northern borders of Beleriand; later called Taur-nu-Fuin (S. "Forest under Night") and Deldúwath (S. "Horror of Night-shadow"). Cf. Treebeard's song in *The Two Towers* 90 'To the pine-trees upon the highland of Dorthonion I climbed in the Winter...' *Read Sil 51, 95, 106, 111, 115-16, 119-21, 123-4, 143, 148, 151-3, 155, 160-4, 170, 175, 178-9, 182, 184, 189-90, 200, 206-8; UT 51, 57, 68, 90, 95, 154, 281.*

Downfall (of Númenor) — The sinking of Andor, the Land of the Gift, when its last king, Ar-Pharazon, defied the edict of the Valar and set foot on the Undying Lands. *Read UT 165, 171, 214, 219, 221, 224, 243, 286, 316-17, 385-6, 395-6, 398.*

Downs, The — Referring to the White Downs in the Westfarthing of the Shire. *Read LotRI 160; UT 323.*

Dragon-helm of Dor-lómin — Heirloom of the House of Hador, worn by Túrin, also called the Helm of Hador. *Read Sil 199, 204-5, 211, 230; UT 76, 78-9, 90, 94, 153-5.* As Dragon of Dor-lómin, *read UT 75;* as Dragon-head of the North, *read UT 76;* as Helm of Hador, *read UT 75-6, 146, 152.*

Dragons — In Quenya, called Urulóki ("Fire-serpent"). *Read Sil 116, 192-3, 212, 242-3, 252, 260, 289, 299.*

Drake — A term typically synonymous with Dragon, but of a slightly more generalized nature. *Read Sil 192-3, 242-3, 252, 260, 289, 299.*

Dramborleg — The great axe of Tuor, preserved in Númenor. *Read UT 172.*

Drauglín — (S.) The great werewolf slain by Huan at Tol-in-Gaurhoth, and in whose form Beren entered Angband. *Read Sil 174, 178-80.*

Drel — Region of Endor located at the southwestern tip of the continent, near Metharn (Hyarnúmente). This warm, dry land contains the great forest of Valagalen. It is named for the four Apysan tribes of the same name that occupy the region. These Drel people are related to the Pel and the Adena.

Drengist — (S.) The long firth that pierced Ered Lómin, the west-fence of Hithlum, between Lammoth and Nevrastr. *Read Sil 54, 80, 89-90, 97, 100, 116, 119, 160; UT 23-5, 160, 162.*

Drúadan Forest — Forest in Anórien at the Eastern end of Ered Nimrais, where a remnant of the Drúedain or 'Wild Men' survived in the Third Age. Also called Tawar-in-Drúedain. *Read LotRIII 127; UT 319, 383-4.*

Drúedain — (W. "Woses", "Drû-folk"; Wo. "Drughu", "Drûgs"; Q. sing. "Rû", "Rúatan", pl. "Rúatani"; S. "Wildmen"; R. "Róg", pl. "Rogin", sing. "Drúadan"). Often called the 'Wild Men of the Wood,' the Drúedain are found in rugged, primeval woodlands like the Taur-in-Drúedain of northeast Gondor, the Taur Andrast along the southwest flanks of the White Mountains, the Eryn Vorn (S. "Black Woods") of southern Eriador, and the Forest of Brethil in the First Age. They are unexcelled woodcrafters and woodsmen who did not assimilate or cohabit with other races. Instead, they prefer a rude life in the remote wilds; thus their name. Short, stocky, and having little body hair, they resemble no other Men, although they are ancestrally tied to the Daen Coentis and are indirectly related to Dunlendings and Eredrim. Woses possess certain powers of enchantment and unique forms of magic, and guard their sacred places with bizarre carved images of themselves (Pûkel-men). These sculptures are said to have 'powers associated with life,' such as sight and mobility. Oghor-hai is the name given to the Drúedain by the Orcs (*read UT 379*). *Read LotRIII 128; UT 370, 377-87, 397.*

Drúwaith Iaur — (S. "The Old Wilderness of the Drû-folk"). Located in the mountainous promontory of Andrast. *Read UT 261, 383-5, 387.* Called the Old Pûkel-wilderness (*read UT 384*), and Old Pûkel-land (*read UT 261, 387*).

Dry River — The river that once flowed out under the Encircling Mountains from the primeval lake where was afterwards Tumladen, the plain of Gondolin. It also formed the entrance to Gondolin. *Read Sil 136, 228; UT 42-4, 55.*

Duilwen — The fifth of the tributaries of Gelion in Ossiriand. *Read Sil 123.*

Dúnedain — (S. "Edain of the West"; sing. "Dúnadan"). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the 'Faithful' opposed the policies and jealous Elf-hatred that prompted this 'Downfall.' The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they founded the 'Realms in Exile,' the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many 'unfaithful' (or 'Black Númenórean') groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendants in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. Adúnaic is their native language. *Read LotRI 23, 324; II 136, 338; III 55-62, 279; UT 200, 216, 219, 259, 271-6, 279-80, 283-8, 295, 337, 341, 348, 354, 370, 389, 398, 405, 414.* For Star of the Dúnedain, *read UT 284-5.*



Dunharrow — (R. “Dúnharg”; W. “Dark Burial-place”, “Dark Temple”). A fortified mountain meadow in Ered Nimrais looking out over the east edge of the vale of Harrowdale. This ancient refuge serves as an exalted burial field and place of worship. Three mountains — the Starkhorn, Irensaga, and Dwimorberg — enclose Dunharrow from the south, north, and east respectively.

A road from Edoras skirts the river Snowbourn as it leaves Harrowdale. This route, at each turn of which were set the statues called Púkelmen, winds up a cliff in eastern Harrowdale, thereby reaching the shelf on the western side of Dunharrow. From there, it crosses Dunharrow as a grand avenue flanked by a double line of standing stones. Southeast of the meadow, at the face of the Haunted Mountain (Dwimorberg), lies the Dark Door; this is the northern entry to the Paths of the Dead. It is one of two Gates of the Dead. *Read LotRII 156; III 58, 60; UT 382-4, 387, 406.* For Dead Men of Dunharrow (Men of Ered Nimrais who were cursed by Isildur for breaking their oath of allegiance to him), *read UT 370.*

Dúnhere — Rider of Rohan, Lord of Harrowdale; fought at the Fords of Isen and at the Pellennor Fields, where he was slain. *Read LotRIII 79, 83, 152; UT 362-3, 366.*

Dunland — A country about the west-skirts of the Misty Mountains at their far southern end, inhabited by the Dunlendings. *Read LotRIII 79, 83, 152; UT 263, 347, 354, 370.*

Dunlendings — (Dn. “Daen Lintis”). A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland, in eastern Enedhwaith. Descendants of the Daen Coentis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc. The Eredrim of Dor-en-Enril are a related folk. *Read LotRIII 58, 322; UT 262, 264, 362, 364, 366, 370-3.* For “The Dunlending”, Saruman’s agent, the “squint-eyed southerner” in the inn at Bree, *read UT 348-9, 354.* Also as adjectives Dunlending (*read UT 357*), and Dunlendish (*read UT 347, 359, 362, 372-3*).

Durin I — (Kh.) Eldest of the Seven Fathers of the Dwarves. For Heir of Durin, Thorin Oakenshield, *read LotRI 316, 387, 397; II 134, 194; III 188; UT 328.* For Durin’s Folk, *read UT 238, 324, 328, 334.* For Durin’s House/House of Durin, *read UT 328-9.*

Durin III — (Kh.) Lord of the Dwarves of Khazad-dûm (Moria) at the time of Sauron’s assault on Eregion. *Read Sil 44, 294; UT 238.*

Dwarf-road — Road leading down into Beleriand from the cities of Nogrod and Belegost, and crossing Gelion at the ford of Sarn Athrad. *Read Sil 140, 143, 145; UT 75.* Also translating Men-i-Naugrim, a name of the Old Forest Road (see Roads), *read UT 280.*

Dwarves — (Kh. “Khazâd”). Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Secondborn. Long-lived yet mortal, they remain apart from both Elves and Men. The Sindarin names are Naugrim, “The Stunted People”, Gonnhirrim, “Masters of Stone”, and Nogothrim. *Read LotRI 20; II 26; III 187, 316; Sil 43-4, 91-6, 113-14, 124, 133-5, 140, 157, 189-90, 193, 204, 210, 232-5, 286, 288-9, 294, 299; UT 55, 75, 97-9, 102-3, 128, 146, 235-8, 241, 252, 254, 258-9, 281, 299, 318, 321-4, 326-8, 330, 332-6, 353, 379, 382, 387, 397, 399.* Referring to the Petty-dwarves: *read Sil 202-6, 212, 230; UT 100, 148, 150.* Seven Fathers of the Dwarves: *read Sil 43-4, 92.* For the Necklace of the Dwarves see Nauglamîr. For the Seven Rings of the Dwarves see Rings of Power.

E

Eä — (“Existence”). Eä, literally, “It is” or “Let it be”, was the word of Ilúvatar when the World began its existence. Eä is all that is, the whole of Eru’s creation and includes Arda and Heaven (Menel). Born out of the Great Music (Ainulindalë) that defined the divine order of existence, it remains bound by the patterns (Essence) of the Song. Outside of Eä are the Timeless Halls of Eru (The One) and the Ainur (Holy Spirits) and the Timeless Void (Nothingness). *Read Sil 20, 25-6, 29, 36, 39, 43, 48-9, 56, 72, 74, 78, 85, 88, 98; UT 173, 396.*

Eagles — Witnesses of Manwë. *Read LotRI 342, 343, 360, 387; III 208, 382; Sil 46, 64, 110, 121, 125, 158-9, 182, 228, 241, 277.* For Eagles of the Crissaegrim, *read UT 42-3, 55.* For Eagles of Númenor (also called the Eagles of Memeltarma and Witnesses of Manwë), *read UT 166, 169.* With reference to Gwaihir, who rescued Gandalf from Orthanc, *read LotRI 243, 356; II 126, 135, III 278-82; UT 346.*

Eambar — (S. “Sea-dwelling”). The ship built by Tar-Aldarion for his dwelling-place, on which was the Guildhouse of the Venturers. *Read UT 176, 178, 180, 182, 190, 201, 214.*

Eärendil — (S. “Lover of the Sea”). Called “Halfelven”, “the Blessed”, “the Bright”, “the Mariner” and Gil-Estel (S. “Star of Hope”); son of Tuor and Idril Turgon’s daughter; father of Elrond and Elros; escaped from the sack of Gondolin (where he was born) and wedded Elwing daughter of Dior at the Mouths of Sirion; sailed with her to Aman and pleaded for help against Morgoth (*read UT 156*); set to sail the skies in his ship Vingilot bearing the Silmaril that Beren and Lúthien brought out of Angband (for the Star of Eärendil, *read LotRI 472; UT 30, 171, 215*). *Read LotRI 261, 308; II 408, 418; Sil 105, 148, 241-2, 244, 246-50, 252, 254-5, 259-61, 264, 270, 275-6, 279, 281, 286; UT 52, 55, 146, 171, 192, 199, 218, 249, 251.* For the Lay of Eärendil, *read Sil 246, 259.* For the Stone of Eärendil (the Elessar) *read UT 249-50.*

Eärendur [1] — (S.) Younger brother of Tar-Elendil, born in the year 361 of the Second Age. *Read Sil 268; UT 208.*

Eärendur [2] — (S.) Fifteenth Lord of Andúnië, brother of Lindorië (grandmother of Tar-Palantir). *Read UT 223.*

Eärendur [3] — (S.) Tenth King of Amor. *Read Sil 296.*

Eärnil II — (S.) Thirty-second King of Gondor, victor over the Haradrim and the Wainriders in T.A. 1944. *Read Sil 297; UT 241, 291-5.*

Eärnur — (S.) Son of Eärnil; thirty-third and last King of Gondor, in whom the line of Anárion came to its end. Died in Minas Morgul. *Read LotRII 352; III 303; Sil 297; UT 295, 319.*

Eärrame — (S. “Sea-wing”). The name of Tuor’s ship. *Read Sil 245.*

Eärwen — Daughter of Olwë of Alqualondë, Thingol’s brother; wedded Finarfin of the Noldor. From Eärwen Finrod, Orodreth, Angrod, Aegnor, and Galadriel had Telerin blood and were therefore allowed entry into Doriath. *Read Sil 60, 111, 128; UT 229-30, 232, 234.*

East Bight — The great indentation in the eastern border of Mirkwood. *Read UT 288, 298, 310, 312.* See also Narrows of the Forest.

Easterlings — Also called Swarthy Men; entered Beleriand from the East in the time after the Dagor Bragollach, and fought on both sides in the Nirnaeth Arnoediad; given Hithlum as a dwelling-place by Morgoth, where they oppressed the remnant of the People of Hador. *Read Sil 157, 193, 195, 198, 215, 227, 238; UT 17-19, 56, 68-70, 72, 104, 106, 108-9.* Called in Hithlum “Incomers”, see *UT 104, 107-8.* In the Third Age, a general term for the waves of Men driving in upon Gondor from the eastern regions of Middle-earth (see Wainriders, Balchoth). *Read LotRI 322; II 363; III 148 UT 308, 311-12, 319, 371.*

Eastfold — A part of Rohan on the northern slopes of Ered Nimrais, east of Edoras. The element “fold” is derived from Anglo-Saxon “folde” (“earth, ground, region”), as also in The Folde. *Read LotRIII 89; UT 306, 364.*

East-mark — The eastern half of Rohan in the military organization of the Rohirrim, bounded from the West-mark by the Snowbourn and the Entwash. *Read UT 364, 367-80.* See also Marshal of the East-mark (*read UT 369*) and Muster of the Eastmark (*read UT 367-8*).

Echad i Sedryn — (S. “Camp of the Faithful”). The name given to the refuge of Túrin and Beleg on Amon Rúdh. *Read UT 153.*

Echoriath — (S. “The Encircling Mountains”). Located about the plain of Gondolin. *Read Sil 115, 138, 158, 228, 240-1; UT 42-3, 48, 54.* Also known as Ered en Echoriath (*read UT 40*), the Encircling Mountains (*read LotRIII 278; UT 40, 54-5*), and Mountains of Turgon (*read UT 43*). For other references, see *UT 41-2.*

Ecthelion [1] — Elf-lord of Gondolin, who in the sack of the city slew and was slain by Gothmog Lord of Balrogs; called Lord of the Fountains and Warder of the Great Gate. *Read Sil 107, 194, 239, 242; UT 46, 50-1, 55-6.*

Ecthelion [2] — Twenty-fifth Ruling Steward of Gondor, the second of the name; father of Denethor II. *Read LotRIII 28; UT 407, 413.*

Edain — (S. “The Second People”; sing. “Adan”; Q. “Atani”). Despite the fact that the term Edain originally refers to all Men, it is eventually restricted to the descendants of the High Men who first befriended the Elves and warred against the Black Enemy Morgoth. These fathers of Men include many groups, notably the Dúnedain. *Read LotRII 365; UT 17, 21, 29, 57-9, 62-3, 65, 69, 77, 85, 155-7, 170-1, 173, 178, 184, 186, 190, 209, 213, 253, 383, 385-6.* See also Túrin, Drúedain, and Dúnedain.

Edhellond — (S. “Elf-haven”). Elven haven and port located in the Morthond river delta. *Read UT 255, 261.* Called Amroth’s Haven, *read UT 246.* See also *UT 241, 246-8* for other references.

Edhelrim/Eledhrim — (S. “The Elves”). Sindarin edhel/eledh and collective plural ending -rim. *Read UT 318.*

Edoras — (R. “The Courts”). Capital of Rohan, Edoras is built on an ancient hill site at the edge of the White Mountains. Its dike, stockade, and wood and stone buildings are erected soon after T.A. 2510. Although fortified, it remains vulnerable. Nearby Dunharrow serves as the town’s refuge. *Read LotRI 343; II 50, 132, 141; III 53; UT 55, 277, 316, 340, 346-7, 356, 358-61, 364-8, 411.* For Muster of Edoras see *UT 360, 367-8.*

Edrahil — Chief of the Elves of Nargothrond who accompanied Finrod and Beren on their quest, and died in the dungeons of Tol-in-Gaurhoth. *Read Sil 170.*

Egalmoth — Eighteenth Ruling Steward of Gondor. *Read UT 373.*

Eglador — (S.) The former name of Doriath, before it was encompassed by the Girdle of Melian; probably connected with the name Eglath. *Read Sil 97.*

Eglarest — (S.) The southern of the Havens of the Falas on the coast of Beleriand. *Read Sil 58, 96, 108, 120, 122, 196, 246; UT 34, 51, 53, 247.*

Eglath — (“The Forsaken People”). The name given to themselves by the Telerin Elves who remained in Beleriand seeking for Elwë (Thingol) when the main host of the Teleri departed to Aman. *Read Sil 58, 233.*

Eilenach — Second of the beacons of Gondor in Ered Nimrais, the highest point of the Drúadan Forest. *Read LotRIII 20, 127; UT 300-1, 314, 319.*

Elliniel — The wife of Gorlim the Unhappy. *Read Sil 162-3.*

Eithel Sirion — (S. “Sirion’s Well”). Located in the eastern face of Ered Wethrin, where was the great fortress of Fingolfin and Fingon (see Barad Eithel). *Read Sil 107, 119-20, 152, 160, 190-1; UT 60, 75.*

Eket — Short broad-bladed sword. *Read UT 284.*

Elanor [1] — A small golden star-shaped flower that grew both in Tol Eressëa and in Lothlórien. *Read LotRI 454, III 379; UT 189, 216.*

Elanor [2] — Daughter of Samwise Gamgee, named after the flower. *Read LotRIII 379; UT 216, 284.*

Elatan of Andúnië — Númenórean, husband of Silmariën, father of Valandil first Lord of Andúnië. *Read UT 173.*

Elbereth — (S. “Star-Queen”). Greatest of the Valier, the spouse of Manwë, dwelling with him on Taniquetil. Other names of Elbereth are Varda (Q. “The Exalted”, “The Lofty”), Elentári, and Tintallë (“The Kindler”) as she is called in Galadriel’s lament in Lórien. *Read LotRI 117, 489; II 430; III 231; Sil 25-6, 29-30, 35, 37, 39-40, 48, 53, 59, 67, 75-6, 78, 83, 99-101, 174, 253, 255; UT 67, 393.*

Eldalondë — (“Haven of the Eldar”). Located in the Bay of Eldanna at the mouth of the river Nunduinë in Númenor; called ‘the Green’. *Read UT 167-8.*

Eldamar — (S. “Elvenhome”). The portion of the Undying Lands in which the Elves dwelt. It includes two parts — (1) the mainland lowlands east of the mountains of western Aman (the Pelóri), and (2) the island Tol Eressëa off Aman’s east coast. Also the great Bay of the same name. Also called Elende. *Read LotRI 309, 482; II 258; Sil 58-9, 61, 63, 69-70, 72-3, 85-6, 111, 134, 176, 248.*

Eldanna — Great bay in the west of Númenor, so called ‘because it faced towards Eressëa’. Linguistically, *Elda(r)* + suffix *-(n)na* ‘of movement towards’. *Read UT 167.*

Eldar — (Q. “Elves”; ‘People of the Stars’). According to Elvish legend the name Eldar was given to all the Elves by the Vala Oromë (*read Sil 49*). It came however to be used to refer only to the Elves of the Three Kindreds (Vanyar, Noldor, and Teleri) who set out on the great westward march from Cuiviénen (whether or not they remained in Middle-earth), and to exclude the Avari. The Elves of Aman, and all Elves who ever dwelt in Aman, were called the High Elves (Tareldar) and Elves of the Light (Calaquendi); see Dark Elves, Úmanyar. *Read Sil passim*, see also *Elves; read LotRI 294; UT 25, 29, 34, 38, 41, 54, 57-9, 61-2, 66-8, 81, 146, 151-2, 156-7, 159, 167-8, 170-1, 173-4, 177, 179, 181, 185-7, 189, 200, 209, 213, 215-16, 219-21, 223, 225, 228-30, 232, 234-6, 241, 247, 250, 256, 258, 266, 276, 286, 288, 305, 377-9, 385, 389, 392-3, 395-6.* Eldarin (tongues), *read UT 223, 257, 265.* Elves of Beleriand, *read UT 232, 247.* Elves of Eressëa, *read UT 170.* In many other passages, Elves used alone implies Eldar.

Eldarin — Of the Eldar; used in reference to the language(s) of the Eldar. Many occurrences of the term in fact refer to Quenya, also called High Eldarin and High-elven.

Elder Days — The First Age; also called the Eldest Days. *Read LotRI 21, 205; II 55; Sil 30, 38, 103, 114, 208, 210, 231, 234, 242, 294, 304.*

Elder King — Manwë. *Read Sil 249, 252.* Title also claimed by Morgoth, *read UT 67.*

Elemmakil — Elf of Gondolin, captain of the guard of the outer gate. *Read UT 45-50.*

Elemmirë [1] — Name of a star. *Read Sil 48.*

Elemmirë [2] — Vanyarin Elf, maker of the Aldudenidë, the Lament for the Two Trees. *Read Sil 76.*

Elendil — Called the Tall; son of Amandil, last lord of Andúnië in Númenor, descended from Eärendil and Elwing but not of the direct line of the Kings; escaped with his sons Isildur and Anárion from the Drowning of Númenor and founded the Númenórean realms in Middle-earth; slain with Gil-galad in the overthrow of Sauron at the end of the Second Age. The name may be interpreted either as ‘Elf-friend’ (cf. Elendili) or as ‘Star-lover’. Also called the Faithful (Voronda, *read UT 305, 317*). *Read LotRI 29, 83; II 18; III 216; Sil 272, 275-6, 279-80, 290-6, 298, 303; UT 171, 215, 219, 224, 227, 271-2, 274, 277-8, 280, 282, 286, 304-5, 308-10, 316-17, 386, 395, 408, 414.* For Heirs/House of Elendil, *read Sil 294; UT 255, 279, 304, 308-9, 408-9.* For Star of Elendil, see Elendilmir. For the Elendil Stone (the palantír of Eryn Beraid), *read UT 414.*

Elendilmir — The white gem borne as the token of royalty on the brows of the Kings of Arnor (for the two jewels of this name, *read UT 277*). *Read UT 271, 274, 277-8, 283-5.* For Star of Elendil, *read UT 278, 284-5.* For Star of the North/North-kingdom, *read UT 285.*

Elendur — (S.) Eldest son of Isildur, slain with him at the Gladden Fields. *Read Sil 295; UT 271-6, 280, 282, 284.*

Elenwë — Wife of Turgon; perished in the crossing of the Helcaraxë. *Read Sil 90, 134; UT 66.*

Elessar [1] — A great green jewel of healing power made in Gondolin for Idril Turgon’s daughter, who gave it to Eärendil her son; the Elessar that Arwen gave to Aragorn being either Eärendil’s jewel returned or another. *Read UT 248-252.* As the Stone of Eärendil, *read LotRIII 165; UT 249-50;* as the Elfstone, *read UT 255.*

Elessar [2] — The name foretold for Aragorn by Olórin, and the name in which he became King of the reunited realm. *Read LotRI 486, 509; II 43, 136; III 56; UT 250-1, 255, 276-7, 284-5, 290, 310, 312, 317, 321, 402.* As the Elfstone, *read UT 255.*

Elf-friends — The Men of the Three Houses of Beor, Haleth, and Hador, the Edain. See also Atani, Edain. *Read Sil 141, 143-5, 189, 199, 251; UT 310.* In the Akallabêth and in Of the Rings of Power used to refer to those Númenóreans who were not estranged from the Eldar; see Elendili. At *Sil 302*, the reference is no doubt to the Men of Gondor and the Dúnedain of the North.

Elfhelm — Rider of Rohan; with Grimbald leader of the Rohirrim at the Second Battle of the Fords of Isen; routed the invaders of Anórien; under King Éomer Marshal of the East-mark. *Read UT 356, 358-69, 386-7.*

Elfwine the Fair — Son of Éomer King of Rohan and Lothíriel, daughter of Imrahil Prince of Dol Amroth. *Read UT 286.*



Elmo — Elf of Doriath, younger brother of Elwë (Thingol) and Olwë of Alqualondë; according to one account grandfather of Celeborn. *Read UT 233-4.*

Elostirion — (S.) Tallest of the towers upon Eryn Beraid, in which the palantir called the Elendil Stone was placed. *Read Sil 292; UT 411.*

Elrond — (“Star-dome”). Son of Eärendil and Elwing, who at the end of the First Age chose to belong to the Firstborn, and remained in Middle-earth until the end of the Third Age; master of Imladris (Rivendell) and keeper of Vilya, the Ring of Air, which he had received from Gil-galad. Called Master Elrond and Elrond Half-elven (*read UT 237*). Brother of Elros Tar-Minyatur. *Read LotRI 100, 231, 289, 520, passim; II 53; III 57, 325-30, 381-3 Sil 105, 246-7, 254, 261, 286-8, 295-302, 304; UT 165, 225, 237-40, 243-4, 254, 256, 271, 283-4, 388, 398, 405-6.* For Sons of Elrond, *read Sil 303.* Also see Council of Elrond.

Elros — (“Star-foam”). Son of Eärendil and Elwing, who at the end of the First Age chose to be numbered among Men, and became the first King of Númenor (called Tar-Minyatur), living to a very great age. *Read Sil 246-7, 254, 261, 266-9, 272, 286, 290; UT 52, 169, 171, 208, 217-18, 220, 225.* For the Line of/Descendants of Elros, *read UT 177, 179, 186, 190, 202, 209, 211, 216-17, 220-1, 224, 227.*

Eluréd — (S.) Elder son of Dior; perished in the attack on Doriath by the sons of Fëanor. The name has the same meaning as Eluchíl (S. “Heir of Elu”). *Read Sil 234, 236-7.*

Elurín — (S.) Younger son of Dior, perished with his brother Eluréd. The name means ‘Remembrance of Elu (Thingol)’. *Read Sil 234, 236-7.*

Elves — (Q. “Quendi”). The immortal children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman. Also called Children of Ilúvatar, Eldar, Dark Elves, Elves of the Light (Calaquendi). *Read esp. Sil 41-2, 48-50, 52, 88, 104, 264-5; LotRI 20; II 26; III 70.*

Elves’ New Year — The Elvish solar year (*loa*) begins with the day called yestarë, which is the day before the first day of spring (*tuilë*). *Read UT 323, 327.*

Elwë — (Q.) Surnamed Singollo “Grey mantle”; leader with his brother Olwë of the hosts of the Teleri on the westward journey from Cuiviénen, until he was lost in Nan Elmoth; afterwards Lord of the Sindar, ruling in Doriath with Melian; received the Silmaril from Beren; slain in Menegroth by the Dwarves. Called Elu (Thingol) in Sindarin. See Dark Elves, Thingol. *Read Sil 52-5, 57-9, 91, 233-4; UT 232-3.*

Elwing — (“Star-Spray”). Daughter of Dior Thingol’s Heir, who escaping from Doriath with the Silmaril wedded Eärendil at the Mouths of Sirion and went with him to Valinor; mother of Elrond and Elros. See Lanthir Lamath. *Read LotRI 261, 309, 319; Sil 105, 148, 235-7, 244, 246-51, 254; UT 171, 233.*

Emeldir — Called the Man-hearted; wife of Barahir and mother of Beren; led the women and children of the House of Bëor from Dorthonion after the Dagor Bragollach. (She was herself also a descendant of Bëor the Old, and her father’s name was Beren; this is not stated in the text.) *Read Sil 155, 161.*

Emerië — Region of sheep pasturage in the Mittalmar (Inlands) of Númenor. *Read UT 166, 182, 184, 186, 192-6, 199, 201-2, 204, 206-9, 211-12.* For the White Lady of Emerië (Erendis), *read UT 194.*

Eryn Beraid — (S. “The Tower Hills”). Located in the west of Eriador on which were built the White Towers; see Elostirion. *Read Sil 291-2; UT 411, 414.* Translated “Tower Hills”, *read UT 213.*

Eryn Muil — (S. “Drear Hills”). The folded, rocky, and (especially on the east side) barren hill-country about Nen Hithoel (“Mist-cool Water”) above Rauros falls. *Read LotRI 484; II 27, 265; III 34; UT 260, 296, 306, 343, 368, 371.*

Eryn-nu-Fuin — (S. “Mountains under Night”). The later name of the Mountains of Mirkwood. Previously called Eryn Duir (S. “Dark Mountains”). *Read UT 280-1.*

Enchanted Isles — The islands set by the Valar in the Great Sea eastwards of Tol Eressëa at the time of the Hiding of Valinor. *Read Sil 102, 248; UT 52.* Also called Shadowy Isles, *read UT 30, 32.*

Encircling Sea — (“Ekkaia”). The great ocean that encircles Arda. It lies south, east, and north of Middle-earth. Also called the Outer Sea or the Outer Ocean. In the First Age and early Second Age it was surrounded by the Walls of Night; but, in the late Second Age, when Arda was remade as a sphere, it circumscribed and covered most of the world. *Read Sil 37, 40, 50, 62, 89, 100-1, 104, 186.*

Enedwaith — (S. “Middle-folk”). The peoples living between the rivers Greyflood (Gwathló) and Isen (*read esp. UT 262-4*). *Read UT 206, 239, 261-5, 341, 347, 356, 369-70, 372, 383, 386-7.*

En Egladil — (S. “The Angle”) A region in southern Rhudaur between the rivers Hoarwell and Loudwater and the Trollshaws. The Angle comprised a major lordship while the Dúadan kingdom lasted and was noted for its large population of Stoor Hobbits in later years.

Enemy, The — Name given to Morgoth and to Sauron. *Read UT 350.*

Enerdhil — Jewel-smith of Gondolin. *Read UT 248-51.*

Ent — (S. “Onod”; pl. “Enyd” or “Onodrim”). The treeherds of Middle-earth, Ents are among the oldest and most powerful inhabitants of Arda. *Read LotRII 55, 84-115, 130-1, 197, 208-9, 211, 216-29, 243-6; III 288, 317-21, 341; UT 261, 318, 364, 366.* Also called Shepherds of the Trees, *read Sil 46, 235.*

Entulesë — (“Return”). The ship in which Vëantur the Númenórean achieved the first voyage to Middle-earth. *Read UT 171.*

Entwade — Ford over the Entwash. *Read LotRII 45, 49; UT 338.*

Entwash — (S. “Onodló”) River flowing through Rohan from Fangorn Forest to the Nindalf. *Read LotRI 484; II 27; III 94; UT 300-1, 306, 318, 367.*

Eofor — Third son of Brego the second king of Rohan; ancestor of Éomer. *Read UT 367.*

Éoherë — Term used by the Rohirrim for the full muster of their cavalry. *Read UT 298, 313, 315, 318.*

Eöl — Called the Dark Elf; the great smith who dwelt in Nan Elmoth, and took Aredhel Turgon’s sister to wife; friend of the Dwarves; maker of the sword Anglachel (Gurthang); father of Maeglin; put to death in Gondolin. *Read Sil 92, 132-8, 201; UT 54.*

Éomer — Nephew and fosterson of King Théoden; at the time of the War of the Ring Third Marshal of the Mark; after Théoden's death eighteenth King of Rohan; friend of King Elessar. *Read LotRII 42-52, 78, 144, 149, 153, 155-206, 233-41, 256; III 54-61, 78-94, 96, 128, 167-207, 288, 293, 300-6, 312-3, 315-6; UT 286, 315, 317, 355, 359-60, 364, 366-9, 400.*

Éomund [1] — Chief captain of the host of the Éothéod at the time of the Ride of Eorl. *Read UT 305.*

Éomund [2] — Chief Marshal of the Mark of Rohan; wedded Théodwyn sister of Théoden; father of Éomer and Éowyn. *Read LotRII 42' III 141-2, 175; UT 364, 367.*

Éönwë — One of the mightiest of the Maiar; called the Herald of Manwë; leader of the host of the Valar in the attack on Morgoth at the end of the First Age. *Read Sil 30, 249-254, 260, 285; UT 395.*

Éored — A body of the Riders of the Éothéod. *Read LotRII 45, 48; III 135; UT 290, 301, 315, 357, 362, 367-8.*

Eorl the Young — Lord of the Éothéod; rode from his land in the far North to the aid of Gondor against the invasion of the Balchoth; received Calenardhon in gift from Cirion Steward of Gondor; first King of Rohan. *Read LotRII 40; III 67; UT 260, 277-8, 288, 290, 297-9, 301-8, 310-11, 313-16, 319, 365, 367, 371.* Called Lord of the Éothéod, Lord of the Riders, Lord of the Rohirrim, King of Calenardhon, King of the Mark of the Riders, *read UT 297, 302-3, 305-7, 310.* Chronicle of Tale of Cirion and Eorl, *read UT 278, 288, 296.* Oath of Eorl, *read UT 278, 304, 310, 316, 365, 371;* words of the oath, *read UT 304-5.*

Éothéod — (R. "Horse-folk"). The descendants of the Northman refugees who migrated out of Rhovanion between T.A. 1856 and T.A. 1899. Heirs of the horse-loving Éothraim, they first settled in the western vales of the Anduin (near the Gladden Fields) after being forced out of their homeland by the Wainriders. In T.A. 1977, they migrated northward, this time to the upper vales of the Anduin. There, they became known as the Éothéod. Later, in T.A. 2510, they moved south to Calenardhon in Gondor, where they founded the Kingdom of Rohan and became known as the Rohirrim. *Read UT 288-9, 294-8, 303-7, 311-13, 315, 318.* For Riders/Horsemen of the North, *read UT 299-302, 310.*

Éothraim — (Rh. app. "Glorious Horsemen"). The six tribes of Northman horsemen who occupy the southern Rhovanion plains until T.A. 1856-99. Actually called the Gimúteothraim, or "Gathering of the Glorious Horses", they are the ancestral culture of the Éothéod and the Rohirrim.

Éowyn — Sister of Éomer, wife of Faramir; slayer of the Lord of the Nazgûl in the Battle of the Pelennor Fields. *Read LotRII 152, 159-65; III 58, 65-9, 82-4, 90-1, 141-8, 164-5, 168-9, 174-7, 179, 184, 291-300, 306, 315-6; UT 364.*

Epressë — An aftername received by one of the Eldar in addition to the given names (essi). *Read UT 266.*

Ephel Brandir — (S. "Encircling Fence of Brandir"). Dwellings of the Men of Brethil upon Amon Obel; also called the Ephel. *Read Sil 216, 219-21; UT 110-11, 122-3, 126-8, 131-2, 136, 141.*

Ephel Dúath — (S. "Fence of Shadow"). The mountain range between Gondor and Mordor; also called the Mountains of Shadow. *Read LotRI 321; LotRII 309; LotRIII 88, 197; Sil 291-2, 297; UT 293-4, 312.*

Erebor — ("The Lonely Mountain"). An isolated peak, Erebor is located in north central Rhovanion. It is just east of Mirkwood and due north of the Long Lake. The River Running (S. "Celduin") begins beneath the mountain, spilling out onto the plains of northern Wilderland by way of a waterfall issuing out of Erebor's southern flank. The kingdom of the Dwarves under the Mountain and the lair of Smaug were located beneath the peak at different times. *Read LotRI 32; III 193; UT 289, 321, 323-4, 326-8, 334.* As the Lonely Mountain, *read LotRI 110, 302; II 161; III 189, 193; UT 258, 321, 328.*

Erech — (Du. "Frightful Place"). High vale in the upper Morthond valley in Lamedon, just south of the Paths of the Dead. It is named for the grassy, barren hill upon which lies the half-submerged, spherical Stone of Erech, brought from Númenor by Isildur. The town of Sarn Erech dominates this strategic locale, and lies due west of the pass called Tarlang's Neck. *Read LotRIII 64-5, 73, 184; Sil 291.*

Ered Gorgoroth — (S. "The Mountains of Terror"). Located northward of Nan Dungortheb; also called the Gorgoroth. *Read LotRI 260; LotRII 422; Sil 81, 95, 121, 132, 146, 164, 176, 201; UT 41.*

Ered Harmal — (S. "Mountains of the Golden South"). Mountain chain in south-central Endor.

Ered Lithui — (S. "Ash Mountains"). The peaks forming the northern border of Mordor. *Read LotRII 308; III 206, 251; UT 292, 312.*

Ered Lómin — (S. "The Echoing Mountains"). The Ered Lómin formed the west-fence of Hithlum. *Read Sil 106, 118-19; UT 20, 52.* As the Echoing Mountains of Lammoth, *read UT 23.*

Ered Luin — (S. "The Blue Mountains"). Also called the Ered Lindon (S. "The Mountains of Lindon"). After the destruction at the end of the First Age Ered Luin formed the north-western coastal range of Middle-earth. *Read LotRI 22; LotRII 90; Sil 54, 91, 94, 112-15, 123, 133, 140, 145, 195, 232-5, 285-6, 289-90; UT 213, 228, 252, 321, 232, 234-5, 379, 383.* Translated the Blue Mountains, (*read UT 114, 214, 247, 252, 322, 329, 332*), called also the Western Mountains, (*read UT 213*); for other references, *read UT 61-2, 174, 228, 233, 328, 332.*

Ered Mithrin — (S. "Grey Mountains"). The craggy mountains extending from east to west north of Mirkwood. *Read UT 295.*

Eredrim — (S. "Mountain-host"). Dunlending-related peoples of the highlands of Dor-en-Ennil. The Eredrim are descendants of the Daen Coentis.

Ered Tarthonion — (S. "Mountains of Lofty Pines"). The highlands of Dor-en-Ennil, their highest peaks rise in central Belfalas. They are actually a great transverse section of the White Mountain range. Eredrim occupy many of the highland valleys in the Ered Tarthonion.

Ered Wethrin — (S. "The Mountains of Shadow", "The Shadowy Mountains"). The great curving range bordering Dor-nu-Faughlith (Ard-galen) on the west and forming the barrier between Hithlum and West Beleriand. *Read Sil 106-7, 109, 113, 116, 118-20, 126, 143, 151-2, 160, 170, 175, 190, 192, 194, 203, 207, 209, 212, 216, 227-8, 239; UT 26, 33, 68, 110, 121, 127, 160.* Translated as Mountains of Shadow (*read UT 87, 90, 104*) and Shadowy Mountains (*read UT 73, 78*), for other references, *read UT 36, 38, 70.*

Eregion — (S. "Land of Holly"; W. "Hollin"). The highland region of Eriador between the rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountain's edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since T.A. 1697 and is now known for its numerous holly trees. It also contains the West Gate of Moria, which faces the river Sirannon, the chief tributary of Glanduin. More specifically, the Noldorin realm founded in the Second Age by Galadriel and Celeborn (in close association with Khazad-dûm) at the western feet of the Misty Mountains; where the Elven Rings were made. Destroyed by Sauron. *Read LotRI 76; Sil 286-8; UT 206, 228, 234-9, 243-4, 250-2, 254-5, 257, 264.* As Hollin, *read LotRI 369; Sil 286; UT 235.*

Erelas — Fourth of the beacons of Gondor in Ered Nimrais. (Possibly a pre-Númenórean name; although the name is Sindarin in style, its suitable meaning in that language is somewhat oblique. "It was a green hill without trees", so that er- "single" and las(s) "leaf" yielding "Lonely Leaf" might refer to its relatively leafless condition when compared to a forested hill.) *Read UT 314.*

Erellont — One of the three mariners who accompanied Eärendil on his voyages. *Read Sil 248.*

Erendis — Wife of Tar-Aldarion ("the Mariner's Wife"), between whom there was great love that turned to hatred; mother of Tar-Ancalimë. Valandil Lord of Andúnië gave her the name Uinéniel ("daughter of Uinen"); her name in Quenya is Tar-Elestimë ("Lady of the Star-brow"). *Read UT 177-98, 201-9, 212-16, 219, 224-5, 227, 284, 386.* Called the Lady of the Westlands (*read UT 180*) and the White Lady of Emerië (*read UT 194*).

Eriador — All of the territory north of the river Isen and between the Blue Mountains (S. "Ered Luin") and the Misty Mountains (S. "Hithaeglir"), in which lay the Kingdom of Arnor (and also the Shire of the Hobbits). Its northern boundary follows the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the 'Empty Lands' and includes the regions of Minhiriath, Eregion, Cardolan, Rhodaur, Arthedain, and, by most, Dunland, and Enedhwaith. *Read LotRI 21-2, 236; Sil 54, 91, 94, 145, 267, 290, 295-6, 298, 303; UT 175, 200, 209, 213-14, 233-9, 242, 244, 247, 256, 261-3, 265, 271, 326, 328, 342, 347, 373, 398.*

Erkenbrand — Rider of Rohan, Master of Westfold and the Hornburg; under King Éomer Marshal of the West-mark. *Read LotRII 168, 170, 172, 186, 188, 191, 199; UT 359-62, 364-6, 368-9.*

Eru — ("The One", "He that is Alone"; Q. "Ilúvatar"). The creator of Eä and all things within and without. Ilúvatar is translated as 'Father of All'. *Read Sil 15-21, 25-9, 31, 39-50, 56, 65-6, 68, 74-5, 78, 83, 85, 88, 90, 98, 104, 187, 253, 261-2, 264-6, 269, 271-2, 278-80; UT 166, 184, 200-1, 214-15, 305, 317, 389, 393.* For the Hallows of Eru on the Meneltarma, *read UT 223.* See Children of Ilúvatar.

Eruhantalë — ("Thanksgiving to Eru"). The autumn feast in Númenor. *Read UT 166, 175, 214.*

Erukyermë — ("Prayer to Eru"). The spring feast in Númenor. *Read UT 166, 183, 204, 215.*

Erulaitalë — ("Praise of Eru"). The midsummer feast in Númenor. *Read UT 166.*

Eryn Vorn — (S. "Dark Wood"). The great cape on the coast of Minhiriath south of the mouth of the Baranduin. *Read UT 262.*

Esgalduin — (S. "River under Veil") The river of Doríath, dividing the forests of Neldoreth and Region, and flowing into Sirion. *Read LotRI 120; Sil 93, 121, 132, 165, 184-5, 218, 234; UT 74, 82, 120.*

Esgaroth — (S. "Veiled Foam"?). Lake-town. A great commercial town and freshwater port, Esgaroth is located in the midst of the Long Lake. It is the chief center of trade for goods passing between the Wood-elves of Mirkwood and the Northmen of Wilderland. *Read Hob 175-6, 193-200, 245-54, 291; LotRI 55.*

Estë — ("Rest"). One of the Valier, the spouse of Irmo (Lórien). *Read Sil 25, 28, 30, 63, 99-100.*

Estelmo — Elendur's esquire, who survived the disaster of the Gladden Fields. *Read UT 276, 282.*

Estolad — ("The Encampment"). The land south of Nan Elmoth where the Men of the followings of Bëor and Marach dwelt after they crossed the Blue Mountains into Beleriand. *Read Sil 142-6; UT 77.*

Ethir Anduin — (S. "Outflow of Anduin"). The delta of the Great River in the Bay of Belfalas. *Read UT 240, 242, 402.*

Evil Breath — A wind out of Angband that brought sickness to Dorlómin, from which Túrin's sister Urwen (Lalaith) died. *Read UT 58-9, 61.*

Exiles, The — The rebellious Noldor who returned to Middle-earth from Aman. *Read UT 20, 55, 229, 259.*

Ezelohar — The Green Mound of the Two Trees of Valinor; called Corollairë in Quenya. *Read Sil 38, 46, 76, 78-9.*

F

Faithful, The — Those Númenóreans who were not estranged from the Eldar and continued to revere the Valar in the days of Tar-Ancalimon and later kings. See also Elendili. *Read Sil 266-9, 271-3, 275-6, 291-2; UT 222-3, 265, 316-17.* Also 'The Faithful' of the Fourth Age, those who remained uncorrupted by Sauron. *Read UT 395.*

Falas — The western coasts of Beleriand, south of Nevrast. *Read Sil 58, 93, 96-7, 107, 120, 160, 190, 196, 211; UT 33-4, 51.* For Havens of the Falas, *read UT 247.*

Falathar — One of the three mariners who accompanied Eärendil on his voyages. *Read Sil 248.*

Falathrim — The Telerin Elves of the Falas, whose lord was Círdan. *Read Sil 58; UT 33.*

Fallohides — One of the three peoples into which the Hobbits were divided, described in the prologue to *The Lord of the Rings*. *Read LotRI 22; UT 287.*

Fangorn — The oldest of the Ents and the guardian of Fangorn Forest, *read LotRII 84; III 318-20 UT 261.* Translated Treebeard, *read LotRII 83-114, 121, 130-2, 206, 216-29, 243-6; III 32, 317-21, 325; UT 253, 366.*

Fangorn Forest — (S. "Beard of the Tree"). The huge woodland that stretches from about one hundred and twenty-five miles along the southern flank of the Misty Mountains, widening to almost one hundred miles at one point. The upper waters of the rivers Entwash and Limlight pass through Fangorn. One of the oldest forests in Middle-earth, it is the home and protectorate of the Ents. *Read LotRI 484; II 27, 80; III 61; UT 241, 261, 305, 312, 318, 343, 371-2.* Called Entwood in Rohan, *read LotRII 48, 146; III 320; UT 318, 371.*

Fanuidhol — (S. "Cloudyhead"; Kh. "Bundushathûr"). Easternmost and greyest of the three spires above Moria. Its heights are most often shrouded in mist. *Read LotRI 370, 432; III 325.*

Faramir [1] — Younger son of Ondoher King of Gondor; slain in battle with the Wainriders. *Read UT 291, 294-5.*

Faramir [2] — Younger son of Denethor II, Steward of Gondor; Captain of the Rangers of Ithilien; after the War of the Ring Prince of Ithilien and Steward of Gondor. *Read LotRII 336-86, 401; III 29, 98-123, 152-79, 198, 292-306, 315-6; UT 344, 397, 399, 408, 413.*

Far Harad — (W./S. "Far South"). The southern reaches of the vast, arid area known as Harad. Far Harad encompasses all the lands north of the foothills of the Yellow Mountains and south of the line between An Aras on the Belegaer and Clyan along the flank of the Ered Harmal. The highlands called Raj form the cultural center and richest region of Far Harad.

Fëanor — (Q.) Eldest son of Finwë (the only child of Finwë and Míriel), half-brother of Fingolfin and Finarfin; greatest of the Noldor, and leader in their rebellion; deviser of the Fëanorian script; maker of the Silmarils and the palantíri; slain in Mithrim in the Dagor-nuin-Giliath. His name was Curufinwë (Q. *curu* = 'skill'), and he gave this name to his fifth son, Curufin; but he was himself known always by his mother's name for him, Fëanáro 'Spirit of Fire', which was given the Sindarin form Fëanor. *Read Sil Chapters V-IX and XIII passim; see esp. 60, 63-4, 66, 98; LotRI 397; II 259-60; UT 23, 76, 229-33, 235-6, 248.* Elsewhere his name occurs chiefly in 'the sons of Fëanor', *read Sil passim; UT 146.* Fëanorians, *read UT 251.* Fëanorian lamps, *read UT 22, 51, 154.*

Fëanturi — (Q. "Masters of Spirits"). The Valar Námo (Mandos) and Irmo (Lórien). *Read Sil 28; UT 397.*

Felagund — The name by which King Finrod was known after the establishment of Nargothrond; it was Dwarvish in origin (felak-gundu = 'cave-hewer', but translated in the text as 'Lord of Caves', *read Sil 61*). For references see Finrod. For the Doors of Felagund, *read UT 116-17, 119.*

Felaróf — The horse of Eorl the Young. *Read LotRII 143; UT 299, 314.*

Fell Winter — The winter of the year 495 in the First Age from the rising of the Moon, after the fall of Nargothrond. *Read UT 25, 28, 36, 38, 42, 52, 112.*

Fenmarch — A region of Rohan west of the Mering Stream. *Read LotRII 93; UT 314.*

Ferny — A family of Men in Bree. For Bill Ferny, *read LotRI 212, 224, 244; III 332, 343, 350; UT 354.*

Field of Celebrant — Partial translation of Parth Celebrant (S. "Field", "Grassland of Celebrant"). The grasslands between the rivers Silverlode (Celebrant) and Limlight; in restricted sense of Gondor, the land between the lower Limlight and Anduin. Field of Celebrant is often used of the Battle of the Field of Celebrant, the victory of Cirion and Eorl over the Balchoth in T.A. 2510, references to which are included here. Also called the Northern Fields. *Read LotRII 148, 363; III 314; UT 260, 288, 290, 296, 299-300, 307 (Celebrant), 313, 339, 371.*

Fili — (Kh.) Dwarf of the House of Durin; nephew and companion of Thorin Oakenshield; slain in the Battle of Five Armies. *Read Hob passim; UT 335.*

Finarfin — (Q.) The third son of Finwë, the younger of Fëanor's half-brothers; remained in Aman after the Exile of the Noldor and ruled the remnant of his people in Tirion. Alone among the Noldorin princes, he and his descendants had golden hair, derived from his mother Indis, who was a Vanyarin Elf (see Vanyar). Father of Finrod, Orodreth, Angrod, Aegnor, and Galadriel. *Read Sil* 60, 65, 69-70, 83-5, 88, 102, 167, 176, 251; *UT* 229-30. Many other occurrences of the name of Finarfin relate to his sons or his people. *Read Sil* *passim*; *UT* 21, 52, 157, 159, 229, 231, 234, 250, 255.

Finduilas [1] — Daughter of Orodreth; loved by Gwindor, who gave her the name Faelivrin; captured in the sack of Nargothrond, and killed by the Orcs at the Crossings of Teiglin. Buried in the Haudh-en-Elleth. *Read Sil* 209-11, 213-16, 225; *UT* 37, 54, 108-9, 111-12, 122, 130, 143, 150, 157-9.

Finduilas [2] — Daughter of Adrahil, Prince of Dol Amroth; wife of Denethor II, Steward of Gondor, mother of Boromir and Faramir. *Read LotRIII* 296 *UT* 407, 413.

Fingolfin — (Q.) The second son of Finwë, the elder of Fëanor's half-brothers; High King of the Noldor in Beleriand, dwelling in Hithlum; slain by Morgoth in single combat. Father of Fingon, Turgon, and Aredhel. *Read Sil* 60, 65, 69-71, 75, 83-4, 89-90, 100, 106, 108-9, 111, 113, 115-16, 119, 121, 129, 143, 147, 150, 152-5, 196; *UT* 43, 55-60, 215. Many other occurrences of the name of Fingolfin relate to his sons or his people. For House of/People of Fingolfin, *read also* *UT* 45, 68, 157; for son of Fingolfin (Turgon), *read* *UT* 18, 45.

Fingon — (Q.) The eldest son of Fingolfin, called the Valiant; rescued Maedhros from Thangorodrim; High King of the Noldor after the death of his father; slain by Gothmog in the Nirnaeth Arnoediad. Father of Gil-galad. *Read Sil* 60, 84-5, 87, 89-90, 109-11, 116, 119, 121, 131, 138, 152, 154, 160, 164, 189-96, 244, 286; *UT* 18, 59-60, 63, 65-6, 75, 146, 400. For son of Fingon (Gil-galad), *read* *UT* 199.

Finrod — (Q.) The eldest son of Finarfin, called "the Faithful" and 'the Friend of Men'. Founder and King of Nargothrond, whence his name Felagund (cave-hewer); encountered in Ossiriand the first Men to cross the Blue Mountains; rescued by Barahir in the Dagor Bragollach; redeemed his oath to Barahir by accompanying Beren on his quest; slain in defense of Beren in the dungeons of Tol-in-Gaurhoth. The following references include those to Felagund used alone: *read LotRI* 118; *Sil* 61, 83, 85, 90, 109, 111, 113-14, 120-2, 124, 126, 128-30, 140-4, 147, 149, 152, 160, 164, 167-76, 184, 204, 211, 213, 215, 217-18, 230-1, 233; *UT* 38, 54, 87, 112, 116-17, 229-30, 234, 250, 255, 284 (Finrod as the rejected name of Finarfin, *read* *UT* 255; Inglor as the rejected name of Finrod, *read* *UT* 255).

Finwë — (Q.) Leader of the Noldor on the westward journey from Cuiviënen; King of the Noldor in Aman; father of Fëanor, Fingolfin, and Finarfin; slain by Morgoth at Formenos. *Read Sil* 52-5, 57-66, 69-72, 75, 79, 82, 127 (other references are to his sons or his house); *UT* 230.

Firien-dale — Cleft in which Mering Stream rose. *Read* *UT* 300, 314.

Firien Wood — In full Halifirien Wood; in Ered Nimrais along the Mering Stream and on the slopes of the Halifirien. *Read* *UT* 300-1, 314, 318. Also called Firienholt (*read* *UT* 306, 318); the Whispering Wood (*read* *UT* 301-2); and the Wood of Anwar (*read* *UT* 306).

First Age — The first recorded Age of Middle-earth. Its beginnings date back to a period soon after the dawn of time as we know it, and its ending point was marked by the overthrow of Morgoth (the Black Enemy), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*.

Firstborn, The — The Elder Children of Ilúvatar, the Elves. *Read LotRI* 294, 320; *II* 55; *Sil* 18, 20, 22, 39, 41, 44, 46, 48, 249, 254, 261, 263-4, 286-7, 298, 304.

Flet — (S. "Talan"; pl. "Telain"). Platforms built of white wood, which are the homes of the Galadhrim (S. "Tree People") of Lórien. These are almost never more than unvalled platforms, having no roof or even a railing. Only the mallorn leaves and movable, plaited screen windbreaks provide shelter. Flets are reached by lightweight roop ladders. *Read LotRI* 444 *UT* 245-6.

Folcwine — Fourteenth King of Rohan, great-grandfather of Théoden; reconquered the west-march of Rohan between Adorn and Isen. *Read* *UT* 315, 364.

Folde — A region of Rohan about Edoras, part of the King's Lands. *Read LotRIII* 92-3; *UT* 367.

Ford of Carrock — Ford over Anduin between the Carrock and the east bank of the river. Term may also refer to the Old Ford, where the Old Forest Road crossed Anduin, south of the Ford of Carrock. *Read LotRI* 301; *UT* 278.

Fords of Isen — Crossing of the Isen by the great Númenórean road linking Gondor and Arnor; called in Sindarin Athrad Angren and Ethraid Engrin. *Read LotRII* 168; *LotRIII* 54; *UT* 264, 271, 306, 314, 316, 318, 346, 354, 356-66, 368-73, 411.

Fords of the Poros — Crossing of the river Poros on the Harad Road. *Read* *UT* 291.

Forest River — River flowing from Ered Mithrin through northern Mirkwood and into the Long Lake. *Read* *UT* 295.

Formenos — (S. "Northern Fortress"). The stronghold of Fëanor and his sons in the north of Valinor, built after the banishment of Fëanor from Tirion. *Read Sil* 71-2, 75, 79-80, 127.

Fornost Erain — (S. "Northern Fortress of the Kings"). The Númenórean city on the North Downs in Eriador. Also called the 'Norbury of the Kings,' Fornost originally served as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 850, the court gradually shifted from the royal capital at Annúminas to Fornost. This fortified city became the capital when Arnor was split in T.A. 861. *Read LotRI* 23, 320; *III* 63, 337; *Sil* 291; *UT* 271, 278, 314, 369, 413.

Forodwaith — (S. "Folk of the Northern Lands"). This term applies to the peoples of the Forochel (S. "Icy North") region of northwesternmost Middle-earth. It is sometimes loosely interpreted as meaning the 'Lands of the Northern Folk,' which has led many men to use the label to describe the territory north of Eriador traditionally dubbed the 'Northern Waste.' The Lossoth are the chief group of Forodwaith. *Read* *UT* 14, 242.

Forostar — The northern promontory of Númenor. *Read* *UT* 165, 167, 169, 173. Translated the Northlands, (*read* *UT* 165, 169) and the north country, (*read* *UT* 174).

Fóρθwini — Son of Marhwini; leader of the Éothéod in the time of King Ondoher of Gondor. *Read* *UT* 291.

Forweg — Man of Dor-lómin, captain of the outlaw-band (Gaurwaith) that Túrin joined; slain by Túrin. *Read* *UT* 85-9, 147-8.

Fourth Age — The fourth recorded Age of Middle-earth, the "Age of Men." It began with passing of the Three Rings over the sea. During the Fourth Age, most of the Elves departed Middle-earth for the Undying Lands; other non-mannish races such as Dwarves and Hobbits sought solitude, for their ways were no longer understood by the overlords of the continent — Men.

Framsberg — Situated atop a hill on a spur jutting eastward from the northern Misty Mountains, Framsburg is a formidably positioned, walled town that overlooks the river Langwell. It is the principal center of Éothéod commerce, and indeed all trade in the upper Anduin valley. Framsburg was abandoned around T.A. 2510, when the Éothéod migrate south to Rohan.

Fréaláf — Tenth King of Rohan, nephew of King Helm Hammerhand. *Read LotRIII* 315 *UT* 373.

Freca — A vassal of King Helm Hammerhand, slain by him. *Read* *UT* 364-5.

Free Peoples — The "good" races of Middle-earth: Elves, Dwarves, Hobbits, and Men (especially the Dúnedain); specifically those races which are in opposition to Sauron. *Read LotRI* 361.

Frodo — Frodo Baggins, Hobbit of the Shire; the Ringbearer in the War of the Ring. *Read LotR* *passim*; *Sil* 303; *UT* 148, 216, 228-9, 231, 246, 257, 261, 287, 310, 321, 326-30, 336, 347, 354.

Frumgar — Leader of the northward migration of the Éothéod out of the Vales of Anduin. *Read* *UT* 313.

Fuinar — (Q. "Shadow-elves"; sing. "Fuina"). The Fuinar are a secretive Silvan or Avar people who reside in and around the great forest of Valagalen in Drel.

Fuinur — A renegade Númenórean who became mighty among the Haradrim at the end of the Second Age. *Read* *Sil* 293.

G

Galadhon — Father of Celeborn. *Read UT 233, 266.*

Galadhrim — (S.) The Elves of Lórien. *Read UT 245-6, 260-1, 267.*

Galador — First Lord of Dol Amroth, son of Imrazôr the Númenórean and the Elf Mithellias. *Read UT 248, 316.*

Galadriel — (Q.) Daughter of Finarfin and sister of Finrod Felagund; one of the leaders of the Noldorin rebellion against the Valar (*read UT 232*); wedded Celeborn of Doriath and with him remained in Middle-earth after the end of the First Age; keeper of Nenya, the Ring of Water, in Lothlórien. *Read LotRI 457-77, 482-88, 502-3; II 35, 51; III 57, 309-26 passim, 374, 380-4; Sil 61, 83-4, 90, 114-15, 126-8, 130, 144, 169, 234, 254, 298-300; UT 168, 206, 228-38, 240, 243-5, 249-56, 258, 266-7, 281, 286, 339, 388, 395, 405.* Al(a)táriel ("Maiden Crowned with Radiant Garland") is the Quenya and Telerin forms of her name (*read UT 266*); Artanis is the name given to her by her father (*read UT 231, 266*); Nerwen is the name given to her by her mother (*read UT 229, 231, 266*). Called also Lady of the Noldor, (*read UT 249*), Lady of the Golden Wood, (*read UT 299*), and the White Lady, (*read UT 307, 319*).

Galathil — Brother of Celeborn and father of Nimloth the mother of Elwing. *Read UT 233, 266.*

Galathilion — (Q.) The White Tree of Tirion, the image of Telperion made by Yavanna for the Vanyar and the Noldor. *Read LotRIII 308; Sil 59, 263, 291.*

Galdor — Called the Tall; son of Hador Lórinđol and lord of Dor-lómin after him; father of Húrin and Huor; slain at Eithel Sirion. *Read Sil 148, 152, 155, 158-60, 198, 209, 230, 251; UT 21, 57, 60, 66, 75, 79, 105.*

Galvorn — (S.) The metal devised by Eöl, *read Sil 133.*

Gamgee — A family of Hobbits in the Shire. See Elanor, Hamfast, Samwise.

Gamil Zirak — (Kh.) Called the Old; Dwarf smith, master of Telchar of Nogrod. *Read UT 76.*

Gandalf — ("Elf of the Wand"). One of the Istari (Wizards); member of the Fellowship of the Ring. *Read LotR passim.* Gandalf was his name among Northern Men (*read UT 391, 399*). *Read Sil 300; UT 54-5, 235, 283-4, 312, 314, Part 3 III and IV passim, 356, 360, 363-6, 368, Part 4 II and III passim.* Called Olórin in the Undying Lands (*read Sil 30-1; UT 249-50, 330, 393, 395-7, 400-2*), Mithrandir among the Elves (translated the Grey Pilgrim, the Grey Wanderer, and the Grey Messenger, *read LotRI 353, 465; II 125, 353; III 20, 42, 86; Sil 300-4; UT 242, 340, 346, 351, 389-90, 392-399*), Incánus in the south (*read LotRIII 353*), Tharkûn (Kh. "Staff-man") among the Dwarves, Greyhame ("Greymantle") in Rohan, and once Láthspell ("Ill-news") by Wormtongue (*read LotRIII 149*).

Gap of Rohan, the Gap — The opening, some 20 miles wide, between the last end of the Misty Mountains and the north-thrust spur of the White Mountains, through which flowed the river Isen. *Read UT 340, 356-7, 364, 370, 412.* For Gap of Calenardhon, *read UT 370.*

Gates of Summer — A great festival of Gondolin, on the eve of which the city was assaulted by the forces of Morgoth. *Read Sil 242.*

Gaurwaith — The outlaw-band on the western borders of Doriath that Túrin joined, and of which he became the captain. *Read UT 85, 87, 90.* Translated Wolf-men, *read UT 85, 90.*

Gelion — The great river of East Beleriand, rising in Himring and Mount Rerir and fed by the rivers of Ossiriand flowing down from the Blue Mountains. *Read Sil 54-5, 91-2, 96, 112, 121-4, 140, 142, 146, 153, 188, 232-5.*

Gelmir [1] — (S.) Elf of Nargothrond, brother of Gwindor, captured in the Dagor Bragollach and afterwards put to death in front of Eithel Sirion, as a provocation to its defenders, before the Nirnaeth Arnoediad. *Read Sil 188, 191.*

Gelmir [2] — (S.) Noldorin Elf of the people of Angrod, who with Arminas came upon Tuor at Annon-in-Gelydh and afterwards went to Nargothrond to warn Orodreth of its peril. *Read Sil 212; UT 21-2, 51-2, 159-62.*

Gethron — Man of Húrin's household who with Grithnir accompanied Túrin to Doriath and afterwards returned to Dor-lómin. *Read UT 71, 73-4.*

Ghân-buri-Ghân — Chieftain of the Drúedain or 'Wild Men' of Drúadan Forest. *Read LotRIII 130-3, 313; UT 382-5.* As Ghan, *read UT 385.*

Gildor — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Gil-galad — (S. "Star of Radiance"). The name by which Ereinion ("Scion of Kings") son of Fingon was afterwards known. After the death of Turgon he became the last High King of the Noldor in Middle-earth, and remained in Lindon after the end of the First Age; leader with Elendil of the Last Alliance of Men and Elves and slain with him in combat with Sauron. *Read LotRI 83, 250, 257, 319-20, 332; Sil 154, 196, 244, 247, 254, 267-8, 286-7, 289-90, 292-4, 297-8; UT 148, 168, 174-5, 185, 199, 203, 206, 212-13, 217, 219-20, 236-9, 243-4, 247, 254, 258, 262, 266, 280, 282, 305, 395.* Called King of the Elves, *read UT 199.* For the Land of Gil-galad (Lindon), *read UT 185.* See also Ereinion.

Gilmith — Sister of Galador, first Lord of Dol Amroth. *Read UT 248.*

Gilrain — River of Lebennin in Gondor flowing into the Bay of Belfalas west of Ethir Anduin. *Read LotRIII 184; UT 242-3, 316.*

Gimilkhâd — (Ad.) Younger son of Ar-Gimilzôr and Inzilbêth and father of Ar-Pharazôn, the last King of Númenor. *Read Sil 269; UT 242-3, 316.*

Gimilzagar — Second son of Tar-Calmacil. *Read UT 227.*

Gimli — (Kh.) Dwarf of the House of Durin, son of Glóin; one of the Fellowship of the Ring. *Read LotR passim; UT 235, 277-8, 321, 328-9, 336, 365, 402.*

Ginglith — River in West Beleriand flowing into the Narog above Nargothrond. *Read Sil 169, 212.*

Gladden — River flowing down from the Misty Mountains and joining Anduin at the Gladden Fields; translation of Sindarin Sîr Ninglor. *Read LotRI 259; UT 280-1, 337, 339, 343, 353.*

Gladden Fields — Partial translation of Loeg Ningloron (S. "Pools of the Golden Water-flowers"); the great stretches of reeds and iris (gladden) in and about where the Gladden River joined Anduin, where Isildur was slain and the One Ring lost. *Read especially UT 280. Read LotRI 83; Sil 295-6, 301; UT 258, 272, 275-6, 280-3, 288, 297, 312-13.*

Glade — Generically referring to any open space in a forest, this word in Lórien also refers to the various craft and service guilds.

Glamdring — ("Foe-hammer"). Sword originally wielded by Turgon, King of Gondolin, but lost when the city fell to Morgoth. Gandalf recovered the blade in the Third Age and bore it through the War of the Rings. *Read LotRI 367; II 147; III 336; UT 54.*

Glanduin — (S. "Swanfleet", "Border-river"). A major river marking the southern border of Eregion. It flows westward from the Misty Mountains to join the Mitheithel at Tharbad, the two becoming the Gwathló. It is called 'Swanfleet' because of the many swans which frequent its lower reaches — especially Ost-in-Edhil. *Read UT 261-5.* See Nîn-in-Eilph.

Glaurung — The first of the Dragons of Morgoth, called the Father of Dragons; in the Dagor Bragollach, the Nirnaeth Arnoediad, and the Sack of Nargothrond; cast his spell upon Túrin and upon Nienor; slain by Túrin at Cabed-en-Aras. Called also the Great Worm (*read UT 127, 133, 143-4*), and the Worm of Morgoth (*read UT 135*). *Read Sil 116-17, 148, 151, 153, 192-3, 212-15, 217-18, 220-6, 229-30, 239, 242; UT 75, 107, 112, 117-20, 124-45, 149-50, 155, 159.* In many references called the Dragon, also called the Great Worm of Angband (*read UT 37*) and the Gold-worm of Angband (*read UT 75*).

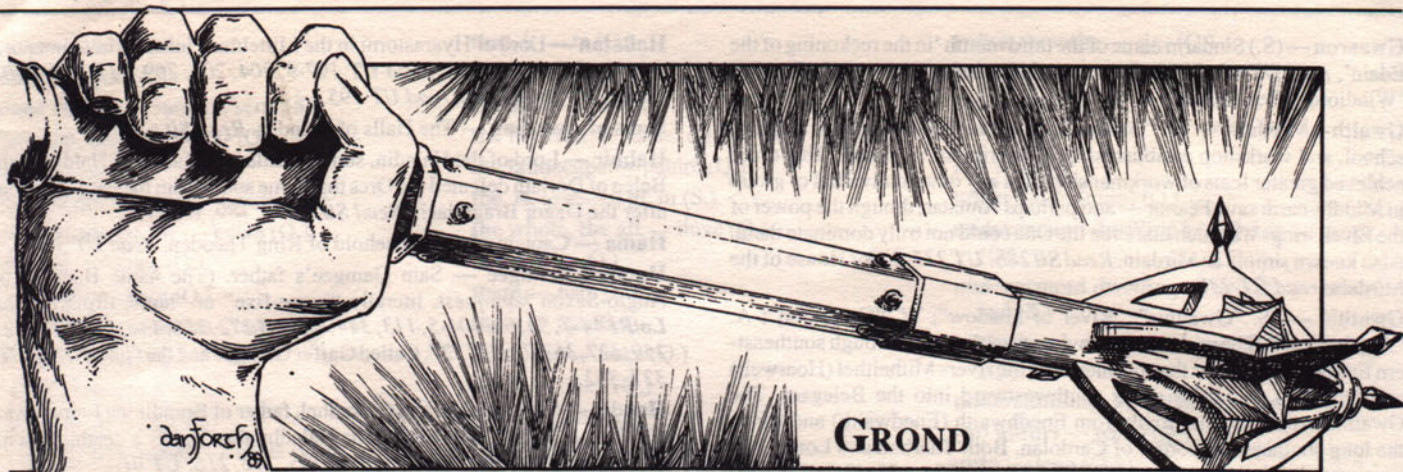
Glingal — ("Hanging Flame"). The image of Laurelin made by Turgon in Gondolin. *Read Sil 126.*

Glirhuin — A minister of Brethil. *Read Sil 230.*

Glithui — River flowing down from Ered Wethrin, a tributary of Teiglin. *Read UT 38, 54, 68.*

Glóin — (Kh.) Dwarf of the House of Durin, companion of Thorin Oakenshield; father of Gimli. *Read LotRI 300-3, 315-55, passim, 361; II 42; III 70; UT 327, 332-3.*

Glóredhel — (S.) Daughter of Hador Lórinđol of Dor-lómin and sister of Galdor; wedded Haldir of Brethil. *Read Sil 158; UT 57, 68.*



Glorfindel — (S.) Elf of Gondolin, who fell to his death in Cirith Thoronath in combat with a Balrog after the escape from the sack of the city. The name means 'Golden-haired'. *Read Sil 194, 243-4.* Also the name of an Elf of Rivendell. *Read LotRI 280-6, 293-9, passim, 315, 348-61, passim; III 309; UT 353.*

Gollum — A Stoor Hobbit, originally named Sméagol, who recovered the One Ring from the river-bed of the Anduin. *Read LotR passim; UT 148, 337-9, 342-5, 349, 353.*

Golodhrim — (S.) The Noldor. Golodh was the Sindarin form of Quenya *Noldo*, and *-rim* a collective plural ending; cf. Annon-in-Gelydh, the Gate of the Noldor. *Read Sil 134.*

Golug — (B.S.) Orc name for the Noldor. *Read UT 92.*

Gondolin — (S. "The Hidden Rock"). Secret city of King Turgon surrounded by the Encircling Mountains (Echoriath). Destroyed by Morgoth. The original Quenya name for Gondolin was Ondolindë ("Stone Song"). *Read LotRI 319; Sil 60, 107, 125-6, 131-2, 134-6, 138-9, 154, 158-60, 182, 189-90, 192, 194, 196-7, 205, 227-8, 239-44, 247, 249, 254, 261; UT 51-6, 63, 66, 146, 172, 189, 228, 235, 248-9, 251, 316-17.* Called Ondolindë, the Hidden City (*read UT 28, 56*), the Hidden Kingdom (*read UT 18, 39, 42-3, 46-7, 50, 56*) and the Hidden Realm (*read UT 161*).

Gondolindrim — (S.) The people of Gondolin. *Read Sil 138, 159, 192; UT 53.* Also called the Hidden People, *read UT 31-2, 42.*

Gondor — (S. "Stone-land") Also known as the South Kingdom, Gondor is the great Dúnanad realm that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anórien; Ithilien; Lossarnach; Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith). *Read LotRI 23, 29, 319; II 20; III 20; Sil 291-7, 302-4; UT 163-5, 173, 214, 224, 241-2, 244, 247, 255, 259-60, 262, 264, Part 3 I and II passim, 314, 326, 330, 338-9, 344, 354, 356, 364, 366, 369-73, 383-4, 386, 390, 398-400, 402-9, 411-13.* For City of Gondor (Minas Tirith), *read Sil 304.* As the Southern Realm/South Kingdom/Kingdom of the South, *read UT 241, 287, 295, 304, 306, 308, 310, 369.* For Gondorian(s), *read UT 306, 371-2* (cf. Great People of the West, *read UT 304*).

Gorgoroth — (S.) A plateau in Mordor, between the converging Mountains of Shadow and Mountains of Ash. *Read LotRI 321, 519; II 308; III 207; Sil 292, 294, 296.* Also refers to Ered Gorgoroth.

Gorlim — Called the Unhappy; one of the twelve companions of Barahir on Dorthonion, who was ensnared by a phantom of his wife Eilinel and revealed to Sauron the hiding-place of Barahir. *Read Sil 155, 162-3.*

Gothmog — Lord of Balrogs, high-captain of Angband, slayer of Fëanor, Fingon, and Ethelion. (The same name was borne in the Third Age by the Lieutenant of Minas Morgul; *LotRIII 148.*) *Read Sil 107, 193, 195, 242; UT 56.*

Gramuz — (Rh. "Plainsmen"). The sedentary Northman farmers and herders of the Rhovanion prairie.

Great Gates — East Gate of Khazad-dûm; also called the Dimrill Gate. It opens eastward onto Azanulbizar.

Greater Gelion — One of the two tributary branches of the river Gelion in the north, rising in Mount Rerir. *Read Sil 123.*

Great Journey — The westward march of the Eldar from Cuiviénen. *Read UT 228, 236, 241, 256.*

Great Plague — The plague that spread out of Rhovanion into Gondor and Eriador in T.A. 1636. *Read UT 262, 264, 288-9, 311, 354, 370.* As the Dark Plague, *read UT 404.*

Green-elves — Translation of Laiquendi; the Nandorin Elves of Ossiriand. For their origin, *read Sil 94*, and for the name, *read Sil 96.* *Read Sil 96, 113, 123-4, 140, 142, 153, 195, 235-6; UT 234, 256.*

Greenway — (S. "Men Galen"). The section of the Old North Road between Bree and Tharbad, the Greenway cuts across Cardolan. It is so named because of the grass that grows between its paving stones. *Read LotRI 29, 207; III 335; UT 348.* See Roads.

Greenwood the Great — Translation of the Sindarin name Eryn Galen, the great forest east of the Misty Mountains, afterwards named Mirkwood. *Read LotRI 21; Sil 290, 295, 299-300, 302; UT 249, 251-2, 258-9, 271-3, 279-83, 391.*

Greylin — Name given by the Éothéod to a river flowing from Ered Mithrin to join Anduin near its source. (The second element of the name must be Anglo-Saxon *hlynn* 'torrent', the literal meaning of which was probably "the noisy one".) *Read UT 295, 313.*

Grima — Counsellor of King Théoden and agent of Saruman. *Read LotRII 151-8, 227, 233; III 77, 174, 324, 369-70; UT 340, 345-7, 355, 359, 365, 367-8, 391.* Called (the) Wormtongue, (*read LotRII 144, 148-60, 226-9; UT 277, 340, 345-6, 367*).

Grimbold — Rider of Rohan, from Westfold; with Elfhelm leader of the Rohirrim at the Second Battle of the Fords of Isen; died on the Pelennor Fields. *Read LotRIII 135, 151-2; UT 356-66, 368-9.*

Grithmir — Man of Húrin's household who with Gethron accompanied Túrin to Doriath, where he died. *Read UT 71, 73-4.*

Grond — The great mace of Morgoth, with which he fought Fingolfin; called the Hammer of the Underworld. The battering-ram used against the Gate of Minas Tirith was named after it. *Read LotRIII 124; Sil 154.*

Guild of Weaponsmiths (in Númenor) — Members of this guild possessed great skill in the forging of swords, axe-blades, spears, and knives. Before the days of imperial conquest, these weapons were created to preserve the craft rather than to arm warriors on the field of battle. *Read UT 170.*

Guilin — Father of Gelmir and Gwindor, Elves of Nargothrond. *Read Sil 188, 191, 207, 209, 212.*

Gundor — Younger son of Hador Lórinol, lord of Dor-lómin; slain with his father at Eithel Sirion in the Dagor Bragollach. *Read Sil 148, 152, 251.*

Gurthang — (S. "Iron of Death"). Name of Beleg's sword Anglachel after it was reformed for Túrin in Nargothrond, and from which he was named Mormegil (Blacksword). *Read Sil 210, 213, 216, 222, 224-6; UT 110, 126, 128, 135, 137, 140-3, 145.* Called the Black Thorn of Brethil, *read UT 128.*

Gwaeron — (S.) Sindarin name of the third month 'in the reckoning of the Edain', read *UT* 62. (With Gwaeron cf. the name of the eagle Gwaihir 'Windlord'.) See *Súlimë*.

Gwaith-i-Mírdain — (S. "Brotherhood of the Jewelsmiths"). A guild, school, and workshop established by Celebriador in Hollin. This order achieved greater feats of workmanship than any other individual or group in Middle-earth save Fëanor — and perhaps Annatar, though the power of the Elven-rings was such that even the One could not truly dominate them. Also known simply as Mírdain. Read *Sil* 286; *UT* 237-8. For House of the Mírdain, read *UT* 238.

Gwathló — (S. "Gwaithir", "River of Shadow"; W. "Greyflood"; A. "Agathurush"). The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water southwestward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. Both Tharbad and Lond Daer are situated on its banks. Read *UT* 175, 200, 206, 214, 239-40, 261-5, 278, 314, 340, 344, 346, 370, 383. See Battle of the Gwathló.

Gwindor — Elf of Nargothrond, brother of Gelmír; enslaved in Angband, but escaped and aided Beleg in the rescue of Túrin; brought Túrin to Nargothrond; loved Finduilas Orodreth's daughter; slain in the Battle of Tumhalad. Read *Sil* 188, 190-2, 207-12; *UT* 37, 51, 54, 154-9.

H

Hador — Called Lórinol "Goldenhead", also Hador the Golden-haired; lord of Dor-lómin, vassal of Fingolfin; father of Galdor father of Húrin; slain at Eithel Sirion in the Dagor Bragollach. The House of Hador was called the Third House of the Edain. Read *Sil* 147-8, 152, 155, 158, 160; *UT* 57, 60, 68, 71, 73, 75, 79, 105. For House/People/Kindred of Hador, read *Sil* 148, 157-8, 160, 189, 194-5, 198-9, 206, 215, 227, 249; *UT* 17-18, 20-1, 28, 46, 62-5, 68-9, 72, 78, 85, 89-90, 112, 115, 124, 146-7, 161, 173, 214-15, 310, 386; *LotRI* 355; *LotRII* 364. For son of Hador (Galdor), read *UT* 21. For heir of (the House of) Hador, Túrin, read *UT* 62, 64-5, 71. For Helm of Hador, see Dragon-helm of Dor-lómin.

Haladin — The second people of Men to enter Beleriand; afterwards called the People of Haleth, dwelling in the Forest of Brethil, also called the Men of Brethil. Read *Sil* 142, 145-6, 155, 157-8, 160, 192, 195; *UT* 383-4.

Haldad — Leader of the Haladin in their defense against the attack on them by Orcs in Thargelion, and slain there; father of the Lady Haleth. Read *Sil* 145-7.

Haldan — Son of Haldar; leader of the Haladin after the death of the Lady Haleth. Read *Sil* 146.

Haldar — Son of Haldad of the Haladin, and brother of the Lady Haleth; slain with his father in the Orc-raid on Thargelion. Read *Sil* 146-7.

Haldir — Son of Halmir of Brethil; wedded Glóredhel, daughter of Hador of Dor-lómin; slain in the Nirnaeth Arnoediad. Read *Sil* 158, 189-90, 192, 195; *UT* 57, 68.

Haleth — Called the Lady Haleth; leader of the Haladin (who were named from her the people of Haleth) from Thargelion to the lands west of Sirion. Read *Sil* 146-7; *UT* 130, 377, 385. For House/People/Folk/Men of Haleth, read *Sil* 146-8, 157, 189, 216, 221-2; *UT* 63, 85, 87, 110-11, 129, 134, 377-80, 382-4, 386-7. As Halethrim (the People of Haleth), read *UT* 140. See also Brethil.

Half-elven — Translation of Sindarin Peredhel, plural Peredhil, applied to Elrond and Elros. Read *Sil* 246, 254, 261, 286, 288, and to Eärendil, read *Sil* 241.

Halifirien — (R. "Holy Mount"). Seventh beacon of Gondor in Ered Nimrais. Named Amon Anwar in Sindarin, translated 'Hill of Awe' and partially as 'Hill of Anwar'. Eilenach is its pre-Númenórean name (related to Eilenach). Read *UT* 300-2, 306, 308-10, 314, 316, 318-9; *LotRIII* 20, 94. For Halifirien Wood, see Firien Wood.

Hallacar — Son of Hallatan of Hyarastorni; wedded Tar-Ancalimë, first Ruling Queen of Númenor, with whom he was at strife. Hallacar gave himself the name Māmandil during his first encounters with Ancalimë. Read *UT* 209, 211-12, 220.

Hallas — Son of Cirion; Thirteenth Ruling Steward of Gondor; deviser of the names Rohan and Rohirrim. Read *UT* 297, 302, 307.

Hallatan — Lord of Hyarastorni in the Mittelmar (Inlands) of Númenor; cousin of Tar-Aldarion. Read *UT* 197-9, 204, 206, 209, 211, 217, 220. Called the Sheep-lord, read *UT* 195.

Halls of Awaiting — The Halls of Mandos. Read *Sil* 67.

Halmir — Lord of the Haladin, son of Haldan and father of Haldir; with Beleg of Doriath defeated the Orcs that came south from the Pass of Sirion after the Dagor Bragollach. Read *Sil* 157-8, 189; *UT* 57.

Háma — Captain of the household of King Théoden. Read *UT* 367.

Hamfast Gamgee — Sam Gamgee's father. (The name Hamfast is Anglo-Saxon *ham-faest*, literally "home-fixe" or "home-firm".) Read *LotRI* 44-7, 50, 65, 104-5, 113, 344; *LotRII* 272, 336, 430; *LotRIII* 212, 259, 327, 362-73; *UT* 327. Called Gaffer Gamgee and the Gaffer, read *UT* 327, 352.

Handir — Son of Haldir and Glóredhel, father of Brandir the Lame, read *UT* 110, 129, 138, 141; lord of the Haladin after Haldir's death; slain in Brethil in battle with Orcs. Read *Sil* 195, 212, 216; *UT* 91.

Harad — (S. "South"). The vast region located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad. Harad is also called Haradwaith, a label which more properly refers to the people of the region. Read *LotRI* 325, 519; *LotRII* 338; *LotRIII* 43; *UT* 181, 236, 295, 312, 398-9, 402. Near Harad, read *UT* 312, 398. Far Harad, read *UT* 398-9.

Haradaic — The dominant language family in northern (Near) Harad. Haradaic is associated with the Haradrim (Haradwaith). Southern Haradrim, however, generally speak various forms of (northern) Apysaic.

Haradrim — (S. "Southern People", "South-folk", "Southrons"). Also called the Haradwaith. The Haradrim comprise various confederations of Haradaic- and Apysaic-speaking peoples who reside in Harad. Read *LotRI* 322; *LotRII* 363; *LotRIII* 86; *Sil* 293; *UT* 383, 399.

Haragaer — (S. "South Sea"). The ocean south of Middle-earth. Part of the Ekkaia, or 'Encircling Sea,' the Haragaer separates Endor from the lands of the Utter South. Its waters meet those of the Belegaer to the west at Metharn (Hyarnúmente).

Hareth — Daughter of Halmir of Brethil; wedded Galdor of Dor-lómin; mother of Húrin and Huor. Read *Sil* 158, 160; *UT* 57, 63.

Harfoots — One of the three peoples into which the Hobbits were divided. The other two groups were Fallohides and Stoors. Read *LotRI* 22; *UT* 287.

Harlindon — Lindon south of the Gulf of Lhûn. Read *UT* 252.

Harlond — (S. "South Haven"). A port suburb of Minas Tirith, Harlond is situated southeast of the city. It lies on the northern bank of the Anduin, just outside the Rammas Echor, and serves as the capital's principal commercial entry point. Harlond's five anchorages are surrounded by a landward wall. Read *LotRIII* 23.

Harrowdale — (W. "Disturbing Valley"). Valley in the north-central White Mountains out of which flows the river Snowbourne. The northward facing mouth of Harrowdale opens into Rohan just below Edoras. The high meadow of Dunharrow sits above Harrowdale. Read *LotRIII* 66; *UT* 366-8.

Hathaldir — Called the Young; one of the twelve companions of Barahir on Dorthonion. Read *Sil* 155.

Hathol — Father of Hador Lórinol. Read *Sil* 147.

Hatholdir — Man of Númenor, friend of Tar-Meneldur; father of Orchador. Read *UT* 173.

Haudh-en-Arwen — (S. "The Ladybarrow"). The burial-mound of Haleth in the Forest of Brethil. Read *Sil* 147.

Haudh-en-Elleth — (S.) The mound in which Finduilas was buried, near the Crossings of Teiglin. (It is not clear what relation Elleth, rendered 'Elf-maid' and always so spelt, bears to Eledh 'Elda' seen in Morwen's name Eledhwen.) Read *Sil* 216-17, 219-20, 223, 225; *UT* 112, 122, 124, 130, 137-8, 143. Translated Mound of the Elf-maid, read *UT* 112.

Haudh-en-Ndengin — (S. "The Mound of Slain"). Located in the desert of Anfauglith, where were piled the bodies of the Elves and Men that died in the Nirnaeth Arnoediad. Also called Haudh-en-Nirnaeth (S. "Mound of Tears"). Read *Sil* 197-8; *UT* 17, 66, 68, 146. As the Great Mound, read *UT* 105-6.

Havens, The — Brithombar and Eglarest on the coast of Beleriand, *read Sil* 107, 113, 121, 154, 196; *UT* 32, 34, 247. The Havens of Sirion at the end of the First Age, *read Sil* 238, 246-7, 253; *UT* 18, 21, 146, 233, 249, 252. The Grey Havens (Mithlond) in the Gulf of Lhûn, *read Sil* 289, 298-9, 304. Alqualondë, the Haven of the Swans of Swanhaven, is also called simply The Haven, *read Sil* 87, 89.

Helcar — The Inland Sea in the northeast of Middle-earth, where once stood the mountain of the lamp of Illuin; the mere of Cuiviënen where the first Elves awoke is described as a bay in this sea. *Read Sil* 49, 53.

Helcaraxë — The strait between Araman and Middle-earth; also referred to as the Grinding Ice. *Read Sil* 51, 57, 80, 89-90, 108, 116, 129, 134; *UT* 33, 56.

Helevorn — (S. "Black Glass"). A lake in the north of Thargelion, below Mount Rerir, where Caranthir dwelt. *Read Sil* 112, 124, 153.

Helluin — The star Sirius. *Read Sil* 48, 64.

Helm's Deep — (S. "Ostiras"). Located near the center of Rohan's Westfold, Helm's Deep is the westernmost Rohirrim refuge. It consists of a fortress, the Hornburg, and wall complex (Deeping Wall) built across the mouth of a gorge, while the Glittering Caves (Aglarond) lie at its southern end. *Read LotRII* 168-71; *LotRIII* 63; *UT* 356, 358, 360, 362, 364-5, 367, 371, 411.

Henderch — Man from the Westlands of Númenor, a mariner of Tar-Aldarion. *Read UT* 196-7, 199.

Henneth Annûn — (S. "Window of the Sunset"). Name of a cave behind a waterfall in Ithilien. *Read LotRII* 358; *LotRIII* 102; *UT* 397.

Herumor — A renegade Númenórean who became mighty among the Haradrim at the end of the Second Age. *Read Sil* 293.

Hidden Kingdom — Name given both to Doriath (*read Sil* 115, 164, 166, 225) and to Gondolin (*read Sil* 131, 241). For Hidden King, see Turgon.

High Pass — The pass through the Misty Mountains east of Rivendell, *read LotRI* 301; *LotRII* 437; *UT* 278, 353. Also called Cirith Forn en Andrath (S. "The High-climbing Pass of the North"), *read UT* 271, 278, and the Pass of Imladris, *read UT* 281-2.

Hildifons Took — One of Bilbo Baggins' uncles. *Read UT* 332.

Hildorien — The land in the east of Middle-earth where the first Men (Hildor) awoke. *Read Sil* 103, 141.

Hildorien — (S. "Land of the Followers"). Birthplace of Men in the First Age. Hildorien lay south of Cuiviënen, along the northern flanks of the Mountains of the Wind in the Farthest East of Middle-earth.

Hillmen — A short, dark hardy folk who settled Rhudaur in the late First and early Second Ages. Distantly related to the Dunlendings, they lived peaceably as hunters and gathers until the coming of the Dúnedain and Dunlending tribes during the late Second Age. Over time, they all but disappeared as a distinct group.

Himlad — (S. "Cool Plain"). The region where Celegorm and Curufin dwelt south of the Pass of Aglon. *Read Sil* 124, 132, 135.

Himring — (S. "Ever-cold"). The great hill west of Maglor's Gap on which was the stronghold of Maedhros. *Read Sil* 112, 123-4, 132, 152-3, 176, 184, 189.

Hirilondë — ("Haven-finder"). The great ship built by Tar-Aldarion. *Read UT* 192, 195, 201-2, 205, 213. Called Turuphanto ("The Wooden Whale") during its construction, *read UT* 191.

Hirilorn — (S.) The great beech-tree in Doriath with three trunks, in which Lúthien was imprisoned. The name means 'Tree of the Lady'. *Read Sil* 172, 186; *UT* 78.

Hísilómë — (Q. "Land of Mist"). Quenya name of Hithlum. *Read Sil* 118.

Hísimë — (Q.) Quenya name of the eleventh month according to the Númenórean calendar, corresponding to November. Called Hithui in Sindarin. *Read UT* 37, 43, 279.

Hithlum — (S. "Land of Mist"). The region bounded on the east and south by Ered Wethrin and on the west by Ered Lómin. Called Hísilómë in Quenya. *Read Sil* 51, 81, 106, 108-9, 111, 116, 118-19, 121, 123, 131, 143, 151-7, 160, 182, 189-92, 194-6, 198-9, 207, 227, 238; *UT* 17-18, 25, 57, 59, 66-9, 74-5, 78-80.

Hobbiton — Village in the Westfarthing of the Shire, home of Bilbo Baggins. *Read UT* 323, 348, 352-3.

HUAN



Hobbits — (Kd. "Khuduk"). Also called Halflings, Periannath, or Shire-folk, the Hobbits are the shortest of the Free Peoples, averaging between 2 and 4 feet in height and tending to be fat. They have large, hairy feet and usually go barefoot. Lovers of good food and drink, Halflings spend much of their time dining at taverns and friends' houses. They can move very quietly in need, and possess a high level of manual dexterity. Hobbits have stout constitutions and resist even the most powerful magical and physical damage for extended periods.

They are a simple race of curious origin, divided into Stoor, Harfoot, and Fallohide subgroups. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and Men. The smaller, browner Harfoots are the most common and are closest to the Dwarves; both groups enjoy rugged highlands and hills. The Stoors fall inbetween in size and numbers. This tribe returned to the Wilderland during the 15th century of the Third Age and settled by the Gladden Fields on the Anduin's west bank. *Read LotRI* 19-20, 323; *LotRII* 16-7, 207; *LotRIII* 21, 46, 88, 143, 165, 244, 284; *Sil* 303; *UT* 253, 286-7, 323, 325, 329, 331-4, 337, 339, 342, 344, 347, 349-52, 354, 382, 385, 398, 399, 402, 405. Called the Little People, *read UT* 349-51.

Holman Greenhand — Hobbit of the Shire, Bilbo Baggins' gardener. *Read UT* 323, 327.

Hornburg — Fortress in Rohan at the entrance to Helm's Deep. Sûthburg is its former name. *Read LotRII* 169; *LotRIII* 56; *UT* 359-60, 363, 365, 370-1, 373. See Battle of the Hornburg; Aglarond.

Huan — ("Great Dog", "Hound"). The great wolfhound of Valinor that Oromë gave to Celegorm; friend and helper of Beren and Lúthien; slew and slain by Carcharoth. *Read Sil* 172-80, 182, 185-6.

Hunthor — A Man of the Haladin in Brethil who accompanied Túrin in his attack on Glaurung at Cabed-en-Aras and was killed there by a falling stone. *Read Sil* 221-2; *UT* 129, 132-4, 139. Wife of Hunthor, *read UT* 132.

Huor — Son of Galdor of Dor-lómin, husband of Rían and father of Tuor; went to Gondolin with Húrin his brother; slain in the Nirnaeth Arnoediad. *Read Sil* 126, 148, 158, 190, 194, 198, 238, 240-1, 243, 251; *UT* 17-18, 22, 29, 57-8, 65, 68, 146, 161. For 'Son of Huor' (Tuor), *read UT* 17-18, 21, 27-9, 32, 35, 46, 51, 161.

Huorns — The "trees" that came to the Battle of the Hornburg and entrapped the Orcs. The name is doubtless Sindarian, containing *orn* 'tree'. Cf. Meriadoc's words in *LotRII*: 'They still have voices, and can speak with the Ents — that is why they are called Huorns. Treebeard says.' *Read LotRII* 217; *LotRIII* 58; *UT* 364.

Húrin [1] — Called Thalion (read *UT* 62, 65, 156, 159), 'the Steadfast' (read *UT* 66, 74), 'the Strong'; son of Galdor of Dor-lómin, husband of Morwen and father of Túrin and Nienor; lord of Dor-lómin, vassal of Fingon. Went with Huor his brother to Gondolin; captured by Morgoth in the Nirnaeth Arnoediad but defied him; set upon Thangorodrim for many years; after his release slew Mîm in Nargothrond and brought the Nauglamír to King Thingol. Read *LotRI* 355; *Sil* 126, 148, 158-60, 190-201, 205-6, 208-11, 213-17, 220, 222-4, 226-33, 238, 241, 251; *UT* 17-18, 21, 32, 37, 46, *Part I* *passim* (in many cases naming Húrin only as father or kinsman), 386. For the Tale of the Children of Húrin, read *UT* 97, 146.

Húrin [2] — Húrin (the Tall) of Emyn Arnen, Steward of King Minardil, from whom derived the House of the Stewards of Gondor. Read *LotRIII* 148, 292, 301-2, 304; *UT* 309.

Hyarastorni — Lands of the lordship of Hallatan in the Mitteltmar (Inlands) of Númenor. Read *UT* 197-9, 204, 206, 209, 211, 217.

Hyarmendacil I — ("South-victor"). Fifteenth King of Gondor. Read *UT* 260.

Hyarmentir — The highest mountain in the regions south of Valinor. Read *Sil* 74.

Hyarnustar — ("Southwestlands"). The south-western promontory of Númenor. Read *UT* 165, 167-8.

Hyarrostar — ("Southeastlands"). The south-eastern promontory of Númenor. Read *UT* 165, 168.

Hythe — (W. "Harbor"). A small port or dock; specifically the small harbor in Lórien near the confluence of the Anduin and Celebrant.

I

Iant Iaur — (S. "The Old Bridge"). Built over the Esgalduin on the northern borders of Doriath; also called the Bridge of Esgalduin. Read *Sil* 121, 132.

Ibal — A boy of Emerië in Númenor, son of Ulbar, a mariner of Tar-Aldarion. Read *UT* 194, 198, 207.

Ibûn — One of the sons of Mîm the Petty-dwarf. Read *Sil* 203, 205-6; *UT* 101-2.

Idril — Called Celebrindal "Silverfoot"; the daughter (and only child) of Turgon and Elenwë; wife of Tuor, mother of Eärendil, with whom she escaped from Gondolin to the Mouths of Sirion; departed thence with Tuor into the West. Read *Sil* 126, 134, 136, 138-9, 240-3, 245-6, 249, 254, 261; *UT* 56, 249, 251.

Illuin — One of the Lamps of the Valar made by Aulë. Illuin stood in the northern part of Middle-earth, and after the overthrow of the mountain by Melkor the Inland Sea of Helcar was formed there. Read *Sil* 35-6, 49, 57.

Ilmarë — A Maia, the handmaid of Varda. Read *Sil* 30.

Ilmen — The region above the air where the stars are. Read *Sil* 99-101, 282.

Imlach — Father of Amlach. Read *Sil* 144.

Imladris — (S. "Rivendell", literally "Deep Dale of the Cleft"). Elrond's dwelling in a valley of the Misty Mountains. Read *Hob* 46-54, 295-8; *LotRI* 22, 100, 289, 323; *LotRII* 45, 53; *LotRIII* 56, 182, 326; *Sil* 288, 293, 295-8, 303; *UT* 165, 238-40, 243-4, 264, 271-2, 277-9, 283-5, 322, 327, 330, 347-8, 350, 353. For Pass of Imladris, see High Pass.

Imrahil — Lord of Dol Amroth at the time of the War of the Ring. Read *LotRIII* 23, 50, 147-8, 151, 154, 165-9, 189-207, 287, 301, 316; *UT* 246, 248, 286, 316.

Imrazôr — Called "the Númenórean"; took to wife the Elf Mithrellas; father of Galador first Lord of Dol Amroth. Read *UT* 248, 316.

Indis — (Q.) Vanyarin Elf, close kin of Ingwë; second wife of Finwë, mother of Fingolfin and Finarfin. Read *Sil* 60, 64-5, 69; *UT* 229-30.

Indor — Man of Dor-lómin, father of Aerin. Read *UT* 108.

Ingwë — (Q.) Leader of the Vanyar, the first of the three hosts of the Eldar on the westward journey from Cuiviénen. In Aman he dwelt upon Taniquetil, and was held High King of all the Elves. Read *Sil* 52-3, 57, 59, 62, 64, 102, 251.

Inzilbêth — (Ad.) Queen of Ar-Gimilzôr; of the house of the lords of Andúnië. Mother of Inziladûn (Tar-Palantir). Read *Sil* 268; *UT* 223, 227.

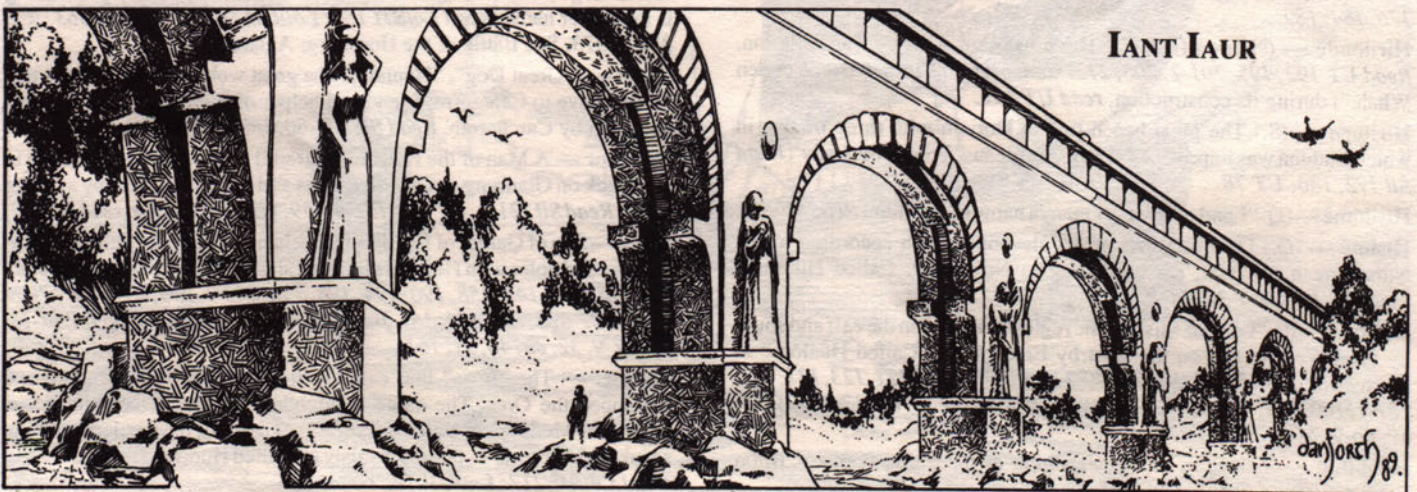
Irmo — The Vala usually named Lórien, the place of his dwelling. Irmo means 'master of visions and dreams', "Desirer", or 'Master of Desire'. Olofantur is the earlier 'true' name Irmo (Lórien). Read *Sil* 28, 30, 63; *UT* 253, 397. See also Fëanturi.

Iron Hills — Range east of the Lonely Mountain and north of the Sea of Rhûn. Read *UT* 332.

Iron Mountains — ("Ered Engrin", "Orongreni"). The mountain range in the farthest north of Middle-earth. Ever since the cataclysm at the end of the First Age, its westernmost portion lies mostly beneath the sea, while the rest of the range is sundered by the great Bay of Utûm. Read *Sil* 109, 115-6, 118, 151, 160.

Isen — River flowing from the Misty Mountains through Nan Curunír (the Wizard's Vale) and across the Gap of Rohan; translation (to represent the language of Rohan) of Sindarin (Sîr) Angren, q.v. read *LotRI* 386-7; *LotRII* 166; *LotRIII* 54; *UT* 175, 214, 262-4, 303, 305-6, 314, 318, 346, 356-7, 360-1, 363-6, 369-73, 383-4. See Fords of Isen.

Isengard — (S. "Angrenost"; W. "Iron Fortress"). Built by Gondor to guard the gap of Rohan, Isengard is an ancient citadel located in a valley called Nan Curunír, at the southernmost tip of the Misty Mountains. The fortress stands vigil over western Calenardhon (Rohan) and the upper Isen (Angren) valley. It consists of a four-spired black tower, Orthanc, hewn from a volcanic laen plug and surrounded by a natural, volcanic-stone wall enclosure. One of the seven Palantíri was located in Orthanc. In T.A. 2759, the citadel became the abode of Saruman. Read *LotRI* 338; *LotRII* 21, 207; *LotRIII* 22; *Sil* 291, 300-3; *UT* 305-6, 318, 338-41, 345-7, 354, 356-7, 359-61, 363-6, 370-3, 392, 404-5, 412. Ring of Isengard (read *UT* 371-3, 412), and Circle of Isengard (read *UT* 340) refer to the great circular wall surrounding the inner plain, in the center of which was Orthanc. For Isengarders, read *UT* 358-9.



IANT IAUR

Isengar Took — One of Bilbo Baggins uncles. *Read UT 332.*

Isil — (Q.) Quenya name of the Moon. *Read Sil 99-100.*

Isildur — Elder son of Elendil, who with his father and his brother Anárion escaped from the Drowning of Númenor and founded in Middle-earth the Númenórean realms in exile; lord of Minas Ithil; cut the Ruling Ring from Sauron's hand; slain by Orcs in the Anduin when the Ring slipped from his finger. *Read LotRI 83, 87, 92, 319-32 passim 361, 509; LotRII 43; LotRIII 62; Sil 272-3, 276, 279-80, 290-6, 301; UT 215, 271-83, 300, 304, 308-10, 370, 383.* For Heirs of Isildur, *read Sil 298, 301.* For Heir of Isildur (Aragorn), *read Sil 303-4; UT 280, 408, 414.* For Ring of Isildur, *read UT 406;* Scroll of Isildur, *read UT 283, 413;* 'Tradition of Isildur,' *read UT 309-10;* Isildur's wife, *read UT 271.*

Isilmë — Daughter of Tar-Elendil, sister of Silmariën. *Read UT 173.*

Isilmo — Son of Tar-Súríon; father of Tar-Minastir. *Read UT 220, 226.*

Istari — The Wizards, the Maiar who were sent from Aman in the Third Age to resist Sauron; Sindarin Ithryn (see Ithryn Luin). See Saruman, Gandalf, and Radagast. *Read Sil 299-300; UT 237, 254, 388, 390-5, 401.* Translated Wizards, *read LotRI 290; LotRII 240; UT 388, 391, 395.* For Heren Istarión ("Order of Wizards"), *read UT 388-9, 392, 400.*

Ithilbor — Nandorin Elf, father of Saeros. *Read UT 77, 81.*

Ithilien — (S. "Land of the Moon"; R. "Moonlending"). Although technically a province, Ithilien is essentially a royal fief in northern Gondor. Founded by Isildur, its capital is located at Minas Ithil (later called Minas Morgul). Ithilien encompasses all the lands north of the river Poros, south of the Wetwang Marshes (Nindalf), east of the Anduin, and west of Mordor. The river Ithilduin flows through the center of the province, dividing it into two parts: Forithilien (North Ithilien) and Harithilien (South Ithilien). *Read LotRI 322; LotRII 326; LotRIII 23; UT 148, 289, 292-5, 310, 312, 318, 383, 404.* North Ithilien, *read UT 319;* South Ithilien, *read UT 292, 295.*

Ithil-stone, Stone of Ithil — The palantír of Minas Ithil. *Read LotRII 259; UT 403-5, 407-10, 412, 414.*

Ithryn Luin — (S.) The two Istari, Alatar and Pallando, who went into the East of Middle-earth and never returned (singular ithron, *read UT 388*). *Read UT 389-90, 393-4, 401.* Translated Blue Wizards, *read UT 390, 392, 394.*

Ivrin — The lake and falls beneath Ered Wethrin where the river Narog rose. *Read Sil 119, 209; UT 37-8, 54, 104, 149.* For Pools of Ivrin, *read Sil 113, 210, 215, 239.* For Falls of Ivrin, *read Sil 120, 170.* For Eithel Ivrin (S. "Ivrin's Well"), the source of the Norog, *read Sil 209, 212.*

K

Kelvar — (Q. "Animals", "Things that Move"; sing. "Kelva"). Living things that move or, as noted by Yavanna, that 'can flee' (*Sil 45*). Kelvar are under the care of the Valie Yavanna. They do not include monsters or the Children of Ilúvatar (Eru): Elves, Men, Dwarves, etc. *Read Sil 45-6.*

Khamûl — (B.S.) Nazgûl, second to the Chief; dwelt in Dol Guldur after its occupation in T.A. 2951. *Read UT 338-9, 344, 348, 352.* Called the Shadow of the East (*read UT 338*), and the Black Easterling (*read UT 352*).

Khand — Land south-east of Mordor. *Read LotRIII 148; UT 291-2.*

Kheled-zâram — (Kh. "Glass-lake"; W. "Mirrormere"). Dark and smooth as glass, this small, but deep, lake is revered as a holy place by the Dwarves. At this place, Durin the Deathless (Durin I) saw a vision which confirmed him as King and led to the founding of Khazad-dûm (Moria). Legend says that during the First Age, Durin gazed into the waters and saw the reflection of seven stars. Even though it was daylight, they formed a crown above his head.

Today an obelisk marks where Durin stood, and the stars always shine in the water, regardless of the lighting; however, no one's face is ever reflected among the ripples of the Morrormere. The lake lies in the vale called Azanulbizar. Shaped like a spearhead whose point cuts northwestward into the mountains, Kheled-zâram is fed by a waterfall which is the lowest of a series of small cataracts born in the Cirith Caradhras. In turn, the lake gives birth to the river Celebrant.

Khim — Son of Mîm the Petty-dwarf, slain by Androg (one of Túrin's outlaw band). *Read Sil 203, UT 101, 103.*

Kingdoms of the Dúnedain — Arnor and Gondor, *read UT 263-4, 314, 405.* Also called the Two Kingdoms and the Realms in Exile.

King's Heir (of Númenor) — Title given by the Kings of Númenor to the individual that the sovereign wishes to rule the realm when he resigns the office. Frequently conferred when the Heir reaches the age of 100 years. *Read UT 170, 174, 177-9, 182-6, 188-90, 198-9, 202, 208-9, 212, 214, 217, 220, 223, 225.*

King's Lands — In Rohan, these included Edoras and the adjacent lands (among these, Harrowdale), Aldburg, and the Folde. *Read UT 367.* In Númenor, that part of Mittalmar called Arandor, in which were located the haven of Rómenna, the Meneltarma, and Armenelos, the City of Kings. *Read UT 165, 169.*

King's Men — Númenóreans hostile to the Eldar and the Elendili. *Read Sil 266-7, 269; UT 221.* For King's Party, *read UT 223.*

King under the Mountain — Ruler of the Dwarves of Erebor. *Read LotRI 21, 241; UT 327.* Kingdom, Kingship under the Mountain, *read UT 322, 326, 329; Mountain Kingdom, read UT 329.*

Kinslaying, The — The slaying of the Teleri by the Noldor at Alqualondë. *Read Sil 87, 89-90, 104, 111, 127, 129, 139, 141, 156.*

Kin-strife — The Gondorian civil war. The Kin-strife took place between T.A. 1432 and T.A. 1447 and pitted the forces of Castamir 'the Usurper' against King Eldacar.

Kirinki — Small scarlet-plumaged birds of Númenor. *Read UT 169.*

L

Ladros — The lands to the northeast of Dorthonion that were granted by the Noldorin Kings to the Men of the House of Bëor. *Read Sil 148; UT 70.*

Laen — An unbreakable rock with glass-like texture and the strength and cohesion of superb steel. Normally laen is found in unique volcanic plugs, pillars of stone which hardened within the shafts of dormant or extinct volcanos. These deposits correspond to the land formed during the struggles with Morgoth and the other Valar when Middle-earth was being shaped. The most famous site is at Isengard.

Black laen is the most common, although a number of clear or colored varieties also exist. The Dúnedain of Númenor were the only folk to work the substance on any scale. Elves and Dwarves, however, are acquainted with the material's value and nature, and the art of laen carving is still known in small circles. Its rarity and utility are legend, but few Men recognize or understand the substance.

Laer Cú Beleg — (S. "The Song of the Great Bow"). Composed by Túrin at Eithel Ivrin in memory of Beleg Cúthalion. *Read Sil 209.*

Lairelossë — ("Summer-snow-white"). A fragrant evergreen tree brought to Númenor by the Eldar of Eressëa. *Read UT 167.*

Lakemen — The Northmen of Lake-town (Esgaroth) and the settlements surrounding the Long Lake.

Lalaith — ("Laughter"). The name by which Urwen (Húrin and Morwen's daughter who died in childhood) was called, from the stream that flowed past Húrin's house. *Read Sil 198; UT 57-61, 147, 157.* See Nen Lalaith.

Lamedon — (S. "Land of the Tongue"). The region of Gondor between the rivers Ringló and Morthond, it lies northwest of the Land of the Prince, on the southern slopes of the White Mountains. Its chief town is Calembel (Upon the Hill), on the River Ciril. The town of Erech lies in northwestern Lamedon. *Read LotRIII 43; UT 318.*

Lammoth — (S. "The Great Echo"). The region north of the Firth of Drengist between Ered Lómin and the Sea, named from the echoes of Morgoth's cry in his struggle with Ungoliant. *Read Sil 80-1, 106; UT 23, 52.*

Langwell — ("Source of the Langflood"). The name given by the Éothéod to the river from the northern Misty Mountains which after its junction with Greylin they called Langflood (Anduin). *Read UT 295.*

Lanthir Lamath — (S. "Waterfall of Echoing Voices"). The cascade beside Dior's house in Ossiriand, and after which his daughter Elwing ("Star-spray") was named. *Read Sil 235.*

Lár — A league (very nearly three miles). *Read UT 279, 285.*

Larnach — One of the Woodmen in the lands south of Teiglin. *Read UT 88, 90. Daughters of Larnach, read UT 88-90.*

Last Alliance — The league made at the end of the Second Age between Elendil and Gil-galad to defeat Sauron; also the Alliance, the War of the (Last) Alliance. *Read LotRI 250; LotRIII 215; Sil 293; UT 237, 239, 243, 245, 258, 271, 278-82, 308, 395.*

Laurelin — (Q. "Song of Gold"). The younger of the Two Trees of Valinor. Called also the Tree of the Sun (*read UT 49*), the Golden Tree of Valinor (*read UT 168, 253*), Malinalda (Q. "Tree of Gold"), and Culúrien. *Read Sil 38-9, 61, 74, 99-101, 126; UT 49, 168, 230.*

Laurinquë — Yellow-flowered tree of the Hyarrostar in Númenor. *Read UT 168.*

Lay of Leithian — The long poem concerning the lives of Beren and Lúthien from which the prose account in The Silmarillion was derived. Leithian is translated 'Release from Bondage'. *Read Sil 162, 165, 168, 171-2, 186.*

Lebennin — (S. "Five Rivers" or "Place of Five Waters"). A well-settled region lying west of the Anduin and southeast of the White Mountains. It was one of the 'faithful fiefs' of Gondor. The five rivers referred to are the Erui, Sirith, Celos, Serni, and the Gilrain. The great port of Pelargir and part of the territory of the Lord of Linhir are in Lebennin. *Read LotRI 386; LotRIII 23; UT 242, 316.*

Lebinnevet — (S. "Lebennin's End"; also "Lebennevet"). The point of land protruding southwestward into the Bay of Belfalas, between the mouths of the rivers Gilrain and Anduin. Lebinnevet is also the name for the district that encompasses southern Lebennin.

Lefnui — River flowing to the sea from the western end of Ered Nimrais. (The name means "fifth", i.e. after Erui, Sirith, Serni, and Morthond, the rivers of Gondor that flowed into Anduin or the Bay of Belfalas.) *Read UT 263, 383-4.*

Legolas — Sindarin Elf of Northern Mirkwood, son of Thranduil; one of the Fellowship of the Ring. *Read LotR passim; UT 171, 246, 248, 256, 258, 315-16, 365-6, 395.*

Legolin — The third of the tributaries of Gelion in Ossiriand. *Read Sil 123.*

Lembas — (S.) Sindarin name of the waybread of the Eldar (from earlier *lennmbass* ("journey-bread"); in Quenya *coimas* ("life-bread")). *Read LotRI 478, 502; LotRII 35; LotRIII 233; Sil 202, 204, 207-8; UT 148, 152, 276. As Waybread (of the Elves), read UT 33, 38, 152.*

Lenwë — (Q.) The leader of the Elves from the host of the Teleri who refused to cross the Misty Mountains on the westward journey from Cuiviënen (the Nandor); father of Denethor. *Read Sil 54, 94.*

Léod — Lord of the Éothéod, father of Eorl the Young. *Read UT 297, 301, 303, 311, 313-14.*

Lhûn — River in Eriador flowing into the sea in the Gulf of Lhûn. *Read LotRIII 383; Sil 285-6, 290; UT 239. For Gulf of Lhûn, read LotRII 259; UT 213. Frequently in an adapted spelling Lune.*

Limlight — River flowing from Fangorn Forest to Anduin and forming the extreme north-bound of Rohan. (For the perplexed origin of the name and its other forms: Limlaith, Limlich, Limliht, Limlint, *read UT 318.*) *Read LotRI 493; UT 260, 281, 295, 299-300, 305, 313-14, 316, 318, 343, 345.*

Linaewen — ("Lake of birds"). The great mere in Nevrast. *Read Sil 119; UT 25, 401.*

Lindal — (S. "Mere's End"). The waterfalls at the southern end of the Long Lake. Lindal marks the exit of the lakewaters, as they spill over a eighty-foot cataract and resume their course as the River Running (S. "Celduin").

Lindon — (S. "Place of Music"; lit. "Lofty Song"). Lindon is a coastal realm which encompasses all the lands west of the Blue Mountains. It is all that remains of the ancient reaches of Beleriand. An Elven Kingdom, Lindon is divided by the Gulf of Lhûn into two parts: Forlindon and Harlindon. The Grey Havens, ruled by Círdan the Shipwright, lie on the gulf and serve as the customary center of the realm. *Read Sil 123, 285, 287, 289-90, 298; UT 56, 168, 175, 199, 212-13, 216, 219, 228, 233, 236-9, 243-4, 247, 252, 264-5, 390, 398, 414. As the green land of the Eldar, read UT 174; as the land of Gil-galad, read UT 185.*

Lindórië — Sister of Eärendur fifteenth Lord of Andúnië, Mother of Inzilbëth mother of Tar-Palantir. *Read Sil 268; UT 223.*

Lisgardh — Land of reeds at the Mouths of Sirion. *Read UT 34.*

Lissuin — A fragrant flower of Tol Eressëa. *Read UT 189.*

Little Gelion — One of the two tributary branches of the river Gelion in the north, rising in the Hill of Himring. *Read Sil 123.*

Loa — The Elvish solar year. *Read UT 327.*

Lómelindi — (Q.) Quenya word meaning "dusk-singers", i.e. nightingales. *Read Sil 55.*

Lond Daer — (S. "Great Haven"). Founded as Vinyalondë (Q. "New Haven") by Tar-Aldarion of Númenor in S.A. 777, Lond Daer was a great haven for the seafarers of Westernesse. *Read UT 176, 180-1, 188, 200, 206, 214, 239, 253, 261-3, 265. Its location, at the mouth of the Gwathló, between the ports of Lindon and the harbor at Edhellond (near Dol Amroth) gave birth to its other name: Lond Daer Enehdh (S. "Great Middle Haven"). Read UT 264-5.*

Londaroth — The ruined Northman town standing below the Long Lake by Lindal.

Long Lake — (S. "Annen"). A long, deep lake located on the River Running, the Long Lake is situated just to the east of Mirkwood and south of the Lonely Mountain. The Taurduin, or 'Forest River,' meets the River Running at the Long Lake. Lake-town rises out of the lakewaters near this confluence. *Read LotRI 55; UT 258.*

Long Marshes — (S. "Aelinann"). The wetlands surrounding the lower portion of the Forest River (S. "Taurduin"), east of Mirkwood and west of the Long Lake.

Long Winter — The winter of T.A. 2758-9. *Read UT 331, 373.*

Lórellin — The lake in Lórien in Valinor where the Vala Este sleeps by day. *Read Sil 28.*

Lorgan — Chief of the Easterling Men in Hithlum after the Nirnaeth Arnoediad, by whom Tuor was enslaved. *Read Sil 238; UT 19.*

Lórien [1] — (Q.) The name of the gardens and dwelling-place of the Vala Irmo, who was himself usually called Lórien. *Read Sil 25, 28, 30, 55, 63-4, 93, 99-100, 234; UT 253, 397. See Irmo.*

Lórien [2] — (Q.) The land ruled by Celeborn and Galadriel between the rivers Celebrant and Anduin. Probably the original name of this land was altered to the form of the Quenya name Lórien of the gardens of the Vala Irmo in Valinor. *Read LotRI 300, 438; LotRII 21; LotRIII 97; Sil 298; UT 228-9, 234, 240-1, 243-6, 248, 252-3, 256-60, 267, 272, 276, 280-2, 299, 316, 322, 330, 339, 343, 345, 353, 390. Also known at various times as Lothlórien (S. "Dreamflower" or 'Lórien of the Blossom'), read LotRI 434; LotRII 42; LotRIII 309; Sil 298; UT 56, 169, 171, 216, 231, 235, 240, 245, 252-3, 265, Laurenandë, Laureindorenan (S. "Land of the Valley of Singing Gold"), read LotRII 88, 348; LotRIII 318, Nandorin Lórinand (*read UT 236-8, 240, 252-3, 257*), Sindarin Glornan/Nan Laur, (*read UT 253*), derived from older Lindórinand (S. "Vale of the Land of the Singers"), the Golden Wood, (*read LotRI 439, LotRII 42; LotRIII 312, 327*), and Dwimordene (R. "Haunted Valley", "Phantom-vale"). The Golden Wood was formally established by Galadriel in T.A. 1375, although a number of Nandor Elves preceded her there.*

Losgar — The place of the burning of the ships of the Teleri by Fëanor, at the mouth of the Firth of Drengist. *Read Sil 90, 97, 106, 109, 119, 127, 129.*

Lossarnach — (S. "Flowery Arnach"). The region near the headwaters of the river Erui. Lossarnach is tucked between the Ered Nimrais (to the north) and the provinces of Anórien (to the north and east) and Lebennin (to the south). *Read LotRIII 22; UT 286.*



Lótesse — (Q.) Quenya name of the fifth month according to the Númenórean calendar, corresponding to May. Lothron is the Sindarin name. *Read UT 65, 302.*

Lothíriel — Daughter of Imrahil of Dol Amroth; wife of King Éomer of Rohan and mother of Elfwine the Fair. *Read UT 286.*

Lothlann — (“The wide and empty”). The great plain north of the March of Maedhros. *Read Sil 123, 153, 208.*

Luinil — Name of a star (one shining with a blue light). *Read Sil 48.*

Lumbar — Name of a star. *Read Sil 48.*

Lune — Alternate spelling of Lhûn. *Read LotRIII 383; UT 228, 233, 252, 398.*

Lúthien — The daughter of King Thingol and Melian the Maia, who after the fulfillment of the Quest of the Silmaril and the death of Beren chose to become mortal and share his fate. *Read LotRI 258-60; LotRII 422; LotRIII 186, 312; Sil 91, 95, 123, 148, 162, 165-8, 172-89, 198, 234-6, 246, 249, 254, 261; UT 57-8, 79, 84, 157.* Beren gave Lúthien the name Tinúviel (“Daughter of Twilight”), a poetic word for nightingale, *read UT 57.*

M

Mablád — A Dwarven tribe who settled in the Yellow Mountains of southern Endor. These Naugrim make their capital at Blackflame.

Mablung — (“of the Heavy Hand”). Elf of Doriath, chief captain of Thingol, friend of Túrin; slain in Menegroth by the Dwarves. *Read Sil 113, 184-6, 189, 200, 217-19, 225, 230, 234; UT 80-2, 84, 94, 114-21, 143-5, 149.* Also called the Hunter, *read UT 80.*

Maedhros — (Q.) The eldest son of Fëanor, called the Tall; rescued by Fingon from Thangorodrim; held the Hill of Himring and the lands about; formed the Union of Maedhros that ended in the Nirmaeth Arnoediad; bore one of the Silmarils with him to his death at the end of the First Age. *Read Sil 60, 83, 90, 108-13, 115-16, 119, 121-4, 133, 140, 145, 152-3, 157, 176, 188-93, 195, 237, 246-7, 250, 252-4; UT 58, 75, 147.*

Maeglin — (S. “Sharp Glance”). Son of Eöl and Aredhel Turgon’s sister, born in Nan Elmoth; became mighty in Gondolin, and betrayed it to Morgoth; slain in the sack of the city by Tuor. Lómion (Q. “Son of Twilight”) is Aredhel gave to Maeglin. *Read Sil 92, 133-9, 159, 194, 202, 240-2; UT 49, 54, 56.*

Maggot, Farmer — Hobbit of the Shire, farming in the Marish near the Bucklebury Ferry. *Read UT 352.*

Maglor — (Q.) The second son of Fëanor; a great singer and minstrel; held the lands called Maglor’s Gap; at the end of the First Age seized with Maedhros the two Silmarils that remained in Middle-earth, and cast the one that he took into the Sea. *Read Sil 60, 83, 87, 113, 115, 117, 124, 140, 153, 157, 183, 193, 247, 250, 252-4.*

Maglor’s Gap — The region between the northern arms of Gelion where there were no hills of defense against the North. *Read Sil 115, 124, 153.*

Magor — Son of Malach Aradan; leader of the Men of the following of Marach who entered West Beleriand. *Read Sil 143, 147.*

Máhanaxar — The Ring of Doom outside the gates of Valmar, in which were set the thrones of the Valar where they sat in council. *Read Sil 38, 50, 52, 70, 78-9, 82, 85, 98.*

Mahtan — A great smith of the Noldor, father of Nerdanel the wife of Fëanor. *Read Sil 64, 69.*

Maia — (Q. sing. “Maia”). The lesser Ainur who entered Eä as servants of the Valar. They are also known as the People of the Valar, the Servants of Valinor, and the Servants of the Guardians. The ignorant (notably among Men) call them ‘Lesser Gods.’ *Read Sil 21, 29-32, 36, 55, 58, 75, 82, 92, 95, 97, 99, 188, 234, 236, 261, 285; UT 214, 254, 393-4, 401.*

Maier — (Q. sing. “Maie”). The female Maia.

Malach — Son of Marach; given the Sindarin name Aradan. *Read Sil 143, 147.*

Malantur — Númenórean, descendant of Tar-Elendil. *Read UT 208.*

Malduin — (S. “Yellow River”) A tributary of the Teiglin. *Read Sil 205; UT 38, 54.*

Mallorn — (S.) Name of the great trees with golden flowers brought from Tol Eressëa to Eldalondë in Númenor, and afterwards grown in Lothlórien. *Read LotRI 443; LotRII 117; LotRIII 375; UT 56, 171, 253.* Quenya malinornë, plural malinorni, *read UT 167-8.*

Mallos — A golden flower of Lebennin. *Read UT 316.*

Mandos — (Q.) The place of the dwelling in Aman of the Vala properly called Námo, the Judge, though this name was seldom used, and he himself was usually referred to as Mandos. Named as Vala: *read Sil 25, 28-9, 48, 52, 65, 67, 70-2, 78-9, 87, 98, 102, 104, 111, 129, 186-7, 249, 255.* Named as the place of his dwelling (including Halls of Mandos; also Halls of Awaiting, Houses of the Dead): *read Sil 28, 42, 44, 52, 59, 64-5, 67, 88, 104, 107, 186-7, 234; UT 30, 82, 156, 393, 397.* With reference to the Doom of the Noldor (or the Doom of Mandos) and the Curse of Mandos: *read Sil 125-6, 129, 139, 141, 167, 170, 176, 240; UT 29-30, 230.* For Second Prophecy of Mandos, *read UT 402.* See Fëanturi, Námo.

Manwë — (Q.) The chief of the Valar, called also Súlimo (rendered in the Valaquenta as ‘Lord of the Breath of Arda’; literally ‘the Breather’), the Elder King, the Ruler of Arda. *Read Sil passim, read esp. 21, 26, 39-40, 65-6, 85, 110; UT 55, 67, 156, 169, 200, 222, 232, 393, 395-6.* Called the Elder King, *read UT 67, 396.* See Witnesses of Manwë.

Marach — Leader of the third host of Men to enter Beleriand, ancestor of Hador Lórinol. *Read Sil 142-4, 150.*

March of Maedhros — The open lands to the north of the headwaters of the river Gelion, held by Maedhros and his brothers against attack on East Beleriand; also called the eastern March. *Read Sil 112-13, 123.*

Mardil — Called the Faithful; the first ruling Steward of Gondor. *Read Sil 297; UT 309, 317, 319-20.* Called Voronwë ‘the Steadfast’, *(read UT 317),* and the Good Steward, *(read UT 320).*

Marhari — Leader of the Northmen in the Battle of the Plains, where he was slain; father of Marhwini. *Read UT 289, 311.*

Marhwini — (“Horse-friend”). Leader of the Northmen (Éothéod) who settled in the Vales of Anduin after the Battle of the Plains, and ally of Gondor against the Wainriders. *Read UT 289-91, 311.*

Mark, The — Name among Rohirrim for their own country. *Read UT 306, 311, 314-15, 364-5, 371.* Also called Riddermark, *(read LotRI 344, 493; LotRII 42, 141; LotRIII 77; UT 367, 371),* Mark of the Riders, *(read UT 306);* and for Marshals of the Mark, *read UT 364, 366-9.* See also East-mark, West-mark, and Rohan.

Mearas — The horses of Rohan. *Read UT 311, 314.*

Melian — A Maia, who left Valinor and came to Middle-earth; afterwards the Queen of King Thingol in Doriath, about which she set a girdle of enchantment, the Girdle of Melian; mother of Lúthien, and fore-mother of Elrond and Elros. *Read Sil 30-1, 55-6, 58, 91-3, 95, 97, 104, 111, 115, 121-2, 126-9, 132, 144, 146-7, 151, Ch. XIX passim, 188-9, Ch. XXI and XXII passim, 254, 261; UT 73-6, 78-9, 83, 85, 109, 113, 115, 121, 148, 152-3, 158, 234.* For Girdle of Melian, *read UT 41, 63, 78, 109, 113-14.*

Menegroth — (S. “The Thousand Caves”). The hidden halls of Thingol and Melian on the River Esgalduin in Doriath. *Read Sil 56, 93-4, 96-7, 108, 111, 114, 122, 129, 166, 168, 172, 179, 183-6, 188, 199-202, 205, 217, 219, 231-6; UT 74, 76-9, 81-5, 94, 144, 148, 231, 259.*

Menel — (“Heaven”). Literally the Region of the Stars, it includes all of the heavens and lies above Arda. *Read UT 67, 184.*

Meneldil — (S.) Son of Anárion, third King of Gondor. *Read LotRI 321, 331; Sil 295-6; UT 271, 279, 304, 308, 319.*

Menelmacar — (S. “Swordsman of the Sky”). The constellation Orion. *Read Sil 48.*

Meneltarma — (S. “Pillar of Heaven”). The mountain in the midst of Númenor, upon whose summit was the Hallow of Eru Ilúvatar. *Read Sil 261-2, 266, 269-70, 272, 277, 279, 281; UT 31* (unnamed, in Tuor’s dream), *165-6, 168-9, 175, 183-4, 188, 192, 215, 223.* Translated Pillar of the Heavens, *(read UT 166),* and the Pillar, *(read UT 188).* Called also the Holy Mountain, *(read UT 166),* and the Hallowed Mountain of the Númenóreans, *(read UT 183).*

Men-i-Naugrim — (S. “Way of the Dwarves”). A name of the Old Forest Road. *Read UT 280-1.* Translated Dwarf Road, *read UT 280-1.*



Mereth Aderthad — (S. “The Feast of Reuniting”). Held by Fingolfin near the Pools of Ivrin. *Read Sil 113.*

Meriadoc Brandybuck — Hobbit of the Shire, one of the Fellowship of the Ring. *Read LotR passim; UT 321, 336, 365, 368, 383, 386-7.*

Mering Stream — (“Boundary Stream”). It flows down from Ered Nimrais to join the Entwash, and forms the boundary between Rohan and Gondor; in Sindarin called Glanhîr. *Read UT 300-2, 305-6, 318.*

Methed-en-Glad — (S. “End of the Wood”). A stronghold in Dor Cúarthol at the edge of the forest south of Teiglin. *Read UT 153.*

Metraith — (S. “Streetsend”). Often considered the capital, Metraith is a strategically located town in central Cardolan. It stands at the crossroads of the Greenway and the Redway, by the royal hold at Thalion. Thus, Metraith is also known as Thalion.

Middle-earth — (“Endorë”; “Endor”; “the Middle Land”). One of the continental land masses found in the world. It was not the entirety of the world, although the action and events found in *The Hobbit* and *The Lord of the Rings* focus on the Third Age of Middle-earth and the very beginning of the Fourth Age (*read LotRI 21; LotRII 131; LotRIII 23*). Also called the Hither Lands (*read Sil 55, 57-8, 89, 239, 246, 251, 254, 262, 299*), the Outer Lands (*read Sil 39, 41, 47, 90, 100, 249*), the Dark Lands, (*read UT 178*), the Great Lands, (*read LotRII 362; Sil 263; UT 174*), and Endor.

Mîm — The Petty-dwarf, in whose house (Bar-en-Danwedh) on Amon Rûdh Túrin dwelt with the outlaw band, and by whom their lair was betrayed to the Orcs; slain by Húrin in Nargothrond. *Read Sil 202-6, 230; UT 96-104, 147-8, 151-2, 154.*

Minardil — Twenty-fifth King of Gondor. *Read UT 309.*

Minas Ithil — (S. “Tower of the Moon”). Afterwards called Minas Morgul; the city of Isildur, built on a shoulder of the Ephel Dúath. *Read LotRI 321; LotRII 259; LotRIII 196, 305; Sil 291-3, 296-7; UT 280, 310, 314, 403, 406, 412.* See also Ithil-stone.

Minas Morgul — (S. “Tower of Sorcery”). The name of Minas Ithil after its capture by the Ringwraiths. *Read LotRI 321; LotRII 259, 396; LotRIII 41; Sil 297, 303; UT 295, 319-20, 338, 352.* See also Witch-king.

Minas Tirith [1] — (S. “Tower of Watch”). Built by Finrod Felagund on Tol Sirion; see Tol-in-Gaurhoth. *Read Sil 120, 155-7, 205; UT 54.* For “Minas of King Finrod”, *read UT 38.*

Minas Tirith [2] — (S.) Later name of Minas Anor (S. “Tower of the Sun”), the city of Anárion, at the feet of Mount Mindolluin. *Read Sil 297.* Called the City of Gondor, *read Sil 304*, and the Guarded City, *read LotRIII 24. Read LotRI 321; LotRII 18; LotRIII 20; UT 255, 293-4, 296-7, 301-2, 314, 316, 319, 321, 327-9, 353, 364, 369-73, 382, 402-4, 406, 412-13.* For Minas Anor, *read Sil 291-2, 294-7, 304; UT 314, 415*, for the Hallows of Minas Tirith, *read UT 310, 313*; for the White Tower of Minas Tirith, *read UT 406*; Also called Mundburg (“Guardian Fortress”) in Rohan, *read LotRII 143; LotRIII 93; UT 297, 304.* See also Anor-stone.

Mindeb — A tributary of Sirion, between Dimbar and the Forest of Neldoreth. *Read Sil 121, 201.*

Mindolluin — (S. “Towering Blue-head”). The great mountain behind Minas Tirith. *Read LotRII 262, 371; LotRIII 24; Sil 291, 304.*

Mindon Eldaliéva — (Q. “Lofty Tower of the Eldalië”). The tower of Ingwë in the city of Tirion; also simply the Mindon. *Read Sil 59, 70, 82, 85, 88.*

Minhiriath — (S. “Between the Rivers”). The region of Eriador located between the rivers Gwathló and Baranduin, Minhiriath forms the southwestern half of Cardolan. *Read UT 261-2, 264-5, 341.*

Minohtar — Nephew of King Ondoher; slain in Ithilien in T.A. 1944 in battle with the Wainriders. *Read UT 292-4.*

Min-Rimmon — (“Peak of the Rimmon”). The Rimmon was a group of crags. Min-Rimmon was the fifth of the beacons of Gondor in Ered Nimrais. *Read LotRIII 20; UT 301, 314.*

Míriel [1] — (Q.) The first wife of Finwë, mother of Fëanor; died after Fëanor’s birth. Called Serindë (Q. “the Broideress”). *Read Sil 60, 63-4, 69.*

Míriel [2] — Daughter of Tar-Palantir, forced into marriage by Ar-Pharazôn, and as his queen named in Adûnaic Ar-Zimraphel; also called in Quenya Tar-Míriel. *Read Sil 269, 279; UT 190, 224, 227.*

Mirkwood — The great stretch of forest called by the Elves Taur-e-Ndaedlos (S. “Forest of Great Fear”). Like the ‘Old Forest’ and ‘Fangorn’, it is a remnant of the great forest which once covered most of northwestern Endor. Located east of the Misty Mountains, it was earlier called Greenwood the Great. After the War of the Ring, its name was changed to Eryn Lasgalen (S. “Wood of Greenleaves”). *Read LotRI 22, 72; LotRII 42; LotRIII 43; UT 243-4, 246, 256-7, 260, 281, 288-90, 295-8, 303, 307, 310-13, 337, 343.*

Miruvor — The cordial of the Eldar. *Read UT 276, 284.*

Misty Mountains — (S. “Hithaeglin”, “Line of Misty Peaks”, “Mountains of Mist”). Snow- and mist-capped mountains which run southward for 900 miles from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. “Nan Anduin”) and (according to some) Rhovanion. In many of the following references the mountains are not named. *Read Sil 54, 91, 94, 290, 293, 295; UT 200, 228, 235-6, 243-4, 256, 258, 261-2, 272-3, 280-2, 295, 299, 306-7, 313, 339, 342, 346, 353, 370.*

Mitheithel — (S. “Pale-grey Spring”, “Grey Spring”; W. “Hoarwell”). The relatively narrow, swift-moving stream that rises in the Misty Mountains near the junction between the Ettenmoors and the Coldfells of Eriador. Cutting through Rhudaur, the Mitheithel slows and widens after its confluence with the Bruinen (Loudwater). It joins the Glanduin in the marshes of Swanfleet, giving birth to the Gwathló, a wide, slow-moving river that cuts through southeastern Eriador. The Mitheithel forms part of the northeastern border of Cardolan. *Read LotRI 268, 280; UT 261, 263-4.* Translated Hoarwell, *read LotRI 22; UT 261*, called Greyflood, *read LotRI 268; LotRIII 337*

Mithlond — (S. “The Grey Havens”). The harbors of the Elves on the Gulf of Lhûn, ruled by Círdan; also referred to as the Havens. *Read LotRII 258; LotRIII 383; Sil 286, 289, 298-9, 304; UT 171, 174-5, 188, 199, 205, 232.* Translated ‘the Grey Havens’, *read LotRI 26, 79, 315; LotRIII 185; UT 239, 247, 252, 278, 389, 392, 400.*

Mithrellas — Elf of Lórien, companion to Nimrodë; taken to wife by Imrazôr the Númenórean; mother of Galador first Lord of Dol Amroth. *Read UT 248, 316.*

Mithril — The metal known as “Moria-silver” or “True-silver”, found also in Númenor. *Read UT 221, 227, 284.*

Mithrim — (S.) The name of the great lake in the east of Hithlum, and also of the region about it and of the mountains to the west, separating Mithrim from Dor-lómin. The name was originally that of the Sindarin Elves who dwelt there. *Read Sil 106-10, 112, 119, 198, 238; UT 17, 20-1, 25, 56, 68.*

Mittalmar — The central region of Númenor, translated Inlands. *Read UT 165-6, 168, 217.*

Morannon — (S.) The main (northern) entry to Mordor. *Read LotRII 309; LotRIII 198; UT 292-5, 312.* Translated the Black Gate, *read LotRI 332; LotRII 297, 309, 317; LotRIII 109, 112, 200; UT 369;* called also the Gates of Mordor, *read UT 280, 292.* For Watchtowers (Towers of the Teeth) of the Morannon, *read LotRII 308, 324; LotRIII 200; UT 293, 312.*

Mordor — (S. "Black-land", "Land of Shadow"). The high land east of the Anduin which is guarded on the north by the Ered Lithui (S. "Ash Mountains") and on the west and south by the Ephel Dúath (S. "Shadow Fence"). These two mountain ranges converge around the vale of Udûn. First settled by Sauron around S.A. 1000, Mordor has always been associated with the Dark Lord. Between S.A. 3441 and T.A. 1636, Gondor's armies guarded the land, but the watch was removed following the Great Plague. *Read LotR passim. Read Sil 267, 280, 288, 290-7, 302-3; UT 236, 239, 243-4, 255, 258-9, 280, 282-3, 291, 296, 322, 330, 337, 341-2, 346, 367, 383, 398, 406, 408.*

Mórenorë — (Q. "Dark Land"; aka "Móryarmenë", "Hyarmenore"). Mórenorë is the Quenya Elvish label for the small continent south of Middle-earth, the remote land separated from Endor by the Haragaer.

Morgai — ("Black Fence"). The inner ridge much lower than the Ephel Dúath and separated from it by a deep trough; the inner ring of the Fences of Mordor. *Read LotRIII 214; UT 282.*

Morgoth — (Q. "The Black Enemy"). The name of Melkor, first given to him by Fëanor after the rape of the Silmarils. The great rebellious Vala was the beginning of evil and, in his origin, the mightiest of the Ainur. The meaning of Melkor was 'He who arises in Might'; the Sindarin form was Belegûr, but it was never used, save in a deliberately altered form Belegurth 'Great Death'. *Read Sil 16, 18, 31-2, 50, 65-6, 79, 81-2, 101, 205, 260; UT 17-19, 26, 29, 34, 36-7, 40-1, 43, 52, 55, Part I II passim, 199, 201, 214, 228, 230, 232, 235-6, 247, 251, 253, 288, 378, 383, 385, 398.* Called the Black King, (*read UT 60*), the Dark Lord, (*read UT 79*), Bauglir, (*read UT 66*), the Enemy, (*read UT 28-9, 37-8, 41, 43, 54, 59, 63, 78, 95, 153, 160, 398*), and by the Drúedain 'the Great Dark One', (*read UT 383*).

Moria — (S. "The Black Chasm", "Hadhodrond"; W. "Dwarrowdelf", "Delving of the Dwarves"; Kh. "Khazad-dûm", "Dwarf-mansion"). In the Khuzdul Khazad-dûm, the suffix *dûm* is probably a plural or collective, meaning 'excavations, halls, mansions'. Moria stands as a citadel, mansion, and city-hold of Durin's Folk, the noblest of the Seven Tribes of the Dwarves. Founded in the early First Age in caves beneath the Misty Mountains, it overlooks and incorporates the holy vale called Azanulbizar. Khazad-dûm has since been expanded to include seven principle levels which stretch the width of the mountain range and extend under the three mountains Fanuidhol, Caradhras, and Celebdil. Early in the Second Age, the Dwarves discovered mithril here, and many from the Blue Mountains migrated to Durin's home. Khazad-dûm was abandoned in T.A. 1982, two years after the release of the Balrog. As a realm, it includes the Azanulbizar and all the passages and chambers within the mountains. *Read LotRI 316, 370, 386, 395, 411; LotRII 21, 46, 134, 194; LotRIII 34; Sil 44, 91, 286, 288, 294; UT 235-8, 240-1, 243-5, 248, 252, 254, 258, 261, 272, 276, 281, 284, 321, 324, 327, 343, 345, 353, 401.* East-gate of Moria, *read LotRI 387, 410; UT 321, 327;* West-gate, *read UT 235, 345, 353.*

Morthond — (S. "Black-root"). River in central Gondor which forms the border between the regions of Lamedon and Anfalas, and Anfalas and Dor-en-Enril. The Morthond rises in the White Mountains, by the Paths of the Dead, in a vale called Mornan; thus its name. Flowing south past Erech, it winds west of Tarlang and down to the Bay of Belfalas. Its mouth is just north of Dol Amroth. The Elf-havens and port of Edhellond lie in the Morthond delta. *Read LotRIII 49, 73; UT 247, 255.*

Morwen [1] — Daughter of Baragund (nephew of Barahir, the father of Beren); wife of Húrin and mother of Túrin and Nienor; called Eledhwen (translated in the text as 'Elfsheen') and the Lady of Dor-lómin. *Read Sil 148, 155, 160, 197-9, 210-11, 214-15, 217-19, 225, 227, 229, 231; UT 57, 59, 61-6, 68-71, 73-81, 104-9, 112-18, 121, 138, 144, 146-7, 155, 161, 189, 215-16.* For Eledhwen, *read UT 57, 62, 68, 161, 189.*

Morwen [2] — Of Lossarnach, a lady of Gondor, akin to Prince Imrahil; wife of King Thengel of Rohan. *Read UT 286.*

Mountains — of Aman or of Defense, see Pelori; of Dor-Lomin, see Dor-lómin; of the East, see Orocarni; of Iron, see Ered Engrin; of Mist, see Hithaeglir; of Mirkwood, *read UT 281*, Eryn-nu-Fuin; of Mithrim, see Mithrim; of Shadow, see Ered Wethrin and Ephel Dúath; of Terror, see Ered Gorgoroth; of Turgon, see Echoriath.

Mountains of the Wind — (S. "Ered Gwaen"; Q. "Orosúli"). Mountain range in southeastern Middle-earth. In the early days of Arda, before the changes, these peaks comprised the middle range of the three mountain chains in the East.

Mount Gundabad — The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued forth from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

N

Nahar — (Q.) The horse of the Vala Oromë, said by the Eldar to be so named on account of his voice. *Read Sil 29, 41, 49-50, 53, 76, 95.*

Naith of Lórien — (S. "Triangle"; W. "Gore" of Lórien). The central part of Lórien: the land between the angle of the Celebrant and the Anduin. *Read LotRI 450, 454, 482; UT 261, 282.*

Námo — (Q.) A Vala, one of the Aratar; usually named Mandos, the place of his dwelling. Namo means 'Ordainer, Judge'. Nurufantur is the earlier 'true' name of Námo (Mandos). *Read Sil 28.* See Fëanturi.



NAHAR

Nandor — Said to mean 'Those who turn back': the Nandor were those Elves from the host of the Teleri who refused to cross the Misty Mountains on the westward journey from Cuiviénen, but of whom a part, led by Denethor, came long afterwards over the Blue Mountains and dwelt in Ossiriand (the Green-elves); for those who remained east of the Misty Mountains, see Silvan Elves. *Read Sil 54, 94, 122, 199; UT 77, 175, 214, 256.* Adjective Nandorin, *read UT 228, 234, 236, 240, 252-3, 257.*

Nan Dungorthëb — (S. "Valley of Dreadful Death"). Also Dungorthëb. The valley between the precipices of Ered Gorgoroth and the Girdle of Melian. *Read Sil 81, 121, 132, 164, 176.*

Nan Elmoth — (S.) The forest east of the river Celon where Elwë (Thingol) was enchanted by Melian and lost; afterwards the dwelling-place of Eöl. *Read Sil 55, 58, 92, 132-6, 142, 202, 234.*

Nan-tathren — (S. "Willow-vale", "the Land of Willows"). The valley where the river Narog flowed into Sirion. In Treebeard's song (in *LotRII* 90), Quenya forms of the name are used: Tasarinan, Nan-tasaron. *Read Sil 120, 195, 243-4; UT 32, 34-5.*

Nardol — (S. "Fiery head"). The third of the beacons of Gondor in Ered Nimrais. *Read UT 314, 319.*

Nargothrond — 'The great underground fortress on the river Narog, founded by Finrod Felagund and destroyed by Glaurung; also the realm of Nargothrond extending east and west of the Narog. Called Nulukkidzîn by the Dwarves. *Read LotRI 412, 462; Sil 114-15, 120-2, 126, 130, 140, 142, 147, 151-2, 156-7, 160, 168-71, 173, 176, 184, 188, 190-2, 195, Ch. XXI passim, 230-1, 233, 238, 240, 286; UT 25, 34, 38, 40-2, 51-2, 54, 87, 92, 100, 108-9, 111-14, 116-17, 119-20, 124-9, 135, 144, 146, 148-50, 153-5, 158-62, 189, 228, 235, 255.* See Narog.

Nárië — Quenya name for the sixth month, according to the Númenórean calendar, corresponding to June. Nórui is the Sindarin name.

Narmacil I — Seventeenth King of Gondor. *Read UT 292.*

Narmacil II — Twenty-ninth King of Gondor, slain in the Battle of the Plains. *Read UT 289, 291, 311-12.*

Narn i Hîn Húrin — ("The Tale of the Children of Húrin"). The long lay from which the story of Túrin Turambar as told in *The Silmarillion* was derived; ascribed to the poet Dírhavel, a Man who lived at the Havens of Sirion in the days of Eärendil and perished in the attack of the sons of Fëanor. 'Narn' signifies a tale made in verse, but to be spoken and not sung. *Read Sil 198.*

Narog — The chief river of West Beleriand, rising at Ivrin under Ered Wethrin and flowing into Sirion in Nan-tathren. *Read Sil 96, 113-14, 120, 122, 168-70, 203, 209, 211-15, 217-18, 230; UT 35, 52-3, 116-20, 127, 149, 161.* For Sources of Narog, *read UT 37, 78;* for Vale of Narog, *read UT 99, 104, 148;* for People of Narog, *read UT 116;* for Lord of Narog, *read UT 153.*

Narquelië — (Q. "Sun-fading"). Quenya name of the tenth month according to the Númenórean calendar, corresponding to October. Narbeleth is the Sindarin name. *Read UT 37, 271, 279.*

Narrows of the Forest — The 'waist' of Mirkwood caused by the indentation of the East Bight. *Read UT 291, 312.*

Narsil — The sword of Elendil, made by Telchar of Nogrod, that was broken when Elendil died in combat with Sauron; from the shards it was reforged for Aragorn and named Anduril. *Read LotRI 319-20, LotRIII 150; Sil 294-5; UT 272, 275.* For Anduril *read LotRI 363; LotRII 43; LotRIII 194.*

Narsillion — The Song of the Sun and Moon. *Read Sil 99.*

Narvi — (Kh.) Dwarf of Khazad-dûm, maker of the West-gate, close friend of Celebimbór of Eregion. *Read UT 235.*

Narvinyë — Quenya name for the first month according to the Númenórean calendar, corresponding to January. Narwain is the Sindarin name.

Narya — One of the Three Rings of the Elves, the Ring of Fire or the Red Ring; borne by Círdan and afterwards by Mithrandir. *Read LotRIII 383; Sil 288, 298, 304; UT 237, 254, 389-90.* Called the Ring of Fire, (*read UT 237, 400*), the Red Ring Read, (*UT 237, 239, 254, 392*), and the Third Ring, (*read UT 389*).

Nauglamír — (S. "The Necklace of the Dwarves"). Made for Finrod Felagund by the Dwarves, brought by Húrin out of Nargothrond to Thingol, and the cause of his death. *Read Sil 114, 231-3, 235-6.*

Nazgûl — (B.S. "Ring Servants", "Ringwraiths"). Also called simply 'The Nine,' these were nine great lords of Men enslaved by Sauron in the Second Age. Each had apparently coveted great power and accepted one of the Nine Rings of Men wrought by Sauron. Since the rings were ruled by the One Ring and keyed to the Dark Lord, the Nazgûl became slaves. As time passed they became immortal in a sense, undead, and no longer possessed bodies associated with the living. Essentially, they became 'shadows' of great power, and acted as Sauron's most trusted lieutenants. The Witch-king of Angmar, also called the lord of Morgul, was their chief; he was the Lord of the Nazgûl and possessed the greatest power of independent action. The Nazgûl were afraid of water, some fires, and the name 'Elbereth.' They were virtually blind by usual standards, but possessed amazing senses of smell, etc. which helped offset this weakness and gave them tremendous advantages in darkness. Their power was lessened during the day, and Khamûl, the second to the Chief, had considerable fear of the light. Some of the others may have shared all or part of this flaw. Nonetheless, these wraiths generally overcame their weaknesses, and were rarely stayed for more than brief intervals. Also called 'Black Riders', and the Úlairi. *Read LotRI 328, 336; LotRII 61; LotRIII 43; UT 295, 310, 338-9, 341, 344-6, 352-3.* As Ringwraiths, *read LotRI 82; LotRII 129; 396; LotRIII 199, 275; UT 267, 283, 289, 296-7, 300, 302-3, 338-9, 342, 344, 347, 352;* as Black Riders, *read LotRI 112; LotRII 94; LotRIII 41; UT 340-2, 344-8, 352, 354;* as the Nine, *read UT 339, 346;* as Fell Riders, *read LotRIII 41, 43; read LotR passim.*

Neldoreth — (S.) The great beech-forest forming the northern part of Doriath; called Taur-na-Neldor in Treebeard's song in *LotRII*. *Read LotRI 260; LotRII 90; Sil 55, 91, 93, 95-6, 121, 165, 172, 198, 234.*

Nellas — Elf of Doriath, friend of Túrin in his boyhood; bore witness against Saeros in the trial of Túrin before Thingol. *Read UT 76, 83-4, 95-6.*

Nénar — (Q.) Name of a Star. *Read Sil 48.*

Nen Girith — (S. "Shuddering Water"). Name given to Dimrost (S. "the Rainy Stair"), the falls of Celebros in the Forest of Brethil. *Read Sil 220-2, 224; UT 123, 127, 129, 132, 135-6, 139, 141, 143, 145, 149.*

Nénimë — (Q.) Quenya name of the second month according to the Númenórean calendar, corresponding to February. Called Nínui in Sindarin. *Read UT 279.*

Nen Lalaith — (S.) Stream rising under Amon Dathir in Ered Wethrin and flowing past Húrin's house in Dor-lómin. *Read UT 58-9, 68.* See Lalaith.

Neining — River in West Beleriand, reaching the sea at the Haven of Eglarest. *Read Sil 120, 196, 211; UT 53.*

Nenuial — (S. "Lake of Twilight"). Located between the arms of the Hills of Evendim (Emyn Uial) north of the Shire, in Eriador, where the river Baranduin rose, and beside which the city of Annúminas was built. *Read Sil 291; UT 234-5.* Translated Evendim, *read LotRI 320; LotRIII 337; UT 214, 234.*

Nenya — One of the Three Rings of the Elves, the Ring of Water, borne by Galadriel; also called the White Ring, (*read UT 237, 339*) and the Ring of Adamant, (*read LotRI 472, 503; LotRIII 381; Sil 288, 298; UT 237, 251, 254*).

Nerdanel — (Q.) Called the Wise; daughter of Mahtan the smith, wife of Fëanor. *Read Sil 64, 66, 69.*

Nessa — (Q.) One of the Valier, the sister of Oromë and spouse of Tulkas. *Read Sil 25, 29, 36.*

Nessamelda — Fragrant evergreen tree with scarlet fruit brought to Númenor by the Eldar of Eressëa. The name perhaps means 'beloved of Nessa', one of the Valier; also called vardarianna and yavannamirë ("Jewel of Yavanna"). *Read UT 167.*

Nevrast — (S.) The region west of Dor-lómin, beyond Ered Lómin, where Turgon dwelt before his departure to Gondolin. The name, meaning 'Hither Shore', was originally that of all the northwestern coast of Middle-earth (the opposite being Haerast 'the Far Shore', the coast of Aman). *Read Sil 114-15, 119, 125-6, 131, 196, 238, 244; UT 24-5, 30, 32-4, 46, 48-9, 51-3, 69, 148, 401.*

Nienna — (Q.) One of the Valier, numbered among the Aratar; Lady of pity and mourning, the sister of Mandos and Lórien. *Read Sil 25, 28-9, 31, 38, 65, 79, 98; UT 393.*

Nienor — (“Mourning”). The daughter of Húrin and Morwen and sister of Túrin; spell-bound by Glaurung at Nargothrond and in ignorance of her past wedded Túrin in Brethil in her name Níniel; cast herself into the Teiglin. *Read Sil 199, 211, 214-15, 217-26; UT 73, 75, 77-8, 106-7, 109, 112-15, 117-27, 129, 131-2, 136-46, 149. Read UT 73, 115, 138.*

Nimbethil — (S.) Birch-woods in Arvernien in the south of Beleriand. Cf. Bilbo’s song at Rivendell: ‘He built a boat of timber felled in Nimbethil to journey in...’ (*LotRI 308*). *Read Sil 246.*

Nimloth [1] — (S.) The White Tree of Númenor, of which a fruit taken by Isildur before it was felled grew into the White Tree of Minas Ithil. Nimloth ‘White Blossom’ is the Sindarin form of Quenya Ninquelótë, one of the names of Telperion. *Read LotRIII 308; Sil 38, 59, 263, 268-9, 272-3, 276, 291; UT 223, 266.*

Nimloth [2] — (S.) Elf of Doriath who wedded Dior Thingol’s Heir; mother of Elwing; slain in Menegroth in the attack by the sons of Fëanor. *Read Sil 234-6; UT 233, 266.*

Nimphelos — (S.) The great pearl given by Thingol to the lord of the Dwarves of Belegost. *Read Sil 92.*

Nimrodel — (“Lady of the White Grotto”). A beautiful Silvan Elf of Lórien, beloved of Amroth, who dwelt beside the falls of Nimrodel until she went south and was lost in Ered Nimrais. *Read UT 240-3, 246, 248, 255, 257, 261, 316.* Also a mountain stream falling into the Celebrant, named after Nimrodel the Elf who dwelt beside it. *Read LotRI 439-42; LotRIII 119, 181; UT 241, 246, 343.*

Nindalf — (W. “Wetwang”). The great marsh south of the Eryn Muil and east of the Anduin. It is fed by local runoff and the flows from the river Onodló (W. “Entwash”). *Read LotRI 483.*

Nindamos — Chief settlement of the fishermen on the southern coast of Númenor, at the mouths of Siril. *Read UT 168.*

Nine Walkers — Pitted against the Nine Black Riders: the Fellowship of the Ring. *Read LotRI 359; LotRIII 355; UT 256, 345, 395.*

Nin-in-Eilph — (“Waterlands of the Swans”). The great fens of the lower reaches of the river called in its upper course Glanduin. *Read UT 265.* Translated Swanfleet *Read UT 262, 265.*

Niphredil — A white flower that bloomed in Doriath in starlight when Lúthien was born. It grew also on Cerin Amroth in Lothlórien. *Read LotRI 454-5; Sil 91.*

Nirnaeth Arnoediad — (S. “Tears Unnumbered”). The name given to the ruinous fifth battle in the wars of Beleriand. *Read Sil 138, 192, 195, 198, 207, 209, 238, 240-1; UT 17-18, 20-2, 49, 51, 53-4, 56, 58, 65-6, 85, 128, 145-7, 156, 160, 247.*

Nisimaldar — (“Fragrant Trees”). Land about the Haven of Eldalondë in western Númenor. *Read UT 167.*

Nisinen — Lake in the river Nunduinë in western Númenor. *Read UT 168.*

Nivrim — (S.) That part of Doriath that lay on the west bank of Sirion. *Read Sil 122.*

Nogrod — (S. “Hollow Dwelling”) One of the two cities of the Dwarves in the Blue Mountains; translation into Sindarin of Dwarvish Tumunzahar. Westron Translation: Hollowbold (Early English “bold”, noun related to the verb “to build”). *Read Sil 91-2, 94, 113, 133-4, 177, 189, 204, 231-3, 235; UT 75, 235, 252.*

Noirinan — Valley at the southern feet of the Meneltarma at the head of which were the tombs of the Kings and Queens of Númenor. *Read UT 166, 168.* Translated Valley of the Tombs, *read UT 166, 169.*

Noldolantë — (Q. “The Fall of the Noldor”). A lament made by Maglor son of Fëanor. *Read Sil 87.*

Noldor — (Q.) The Deep Elves, the second host of the Eldar on the westward journey from Cuiviénen, led by Finwë. The name (Quenya Noldo, Sindarin Golodh) meant “the Wise” (but wise in the sense of possessing knowledge, not in the sense of possessing sagacity, sound judgement). For the language of the Noldor, see Quenya. *Read esp. LotRIII 259; Sil 39, 53, 60, 62-3, 117, 287; read also UT 18, 21-2, 25-6, 28-9, 31-2, 33-5, 42-5, 47, 51-3, 55, 57-8, 92, 103, 156, 170, 190, 229-36, 243, 247-9, 254, 256-8, 266, 286.* Called the Loremasters, *read UT 254.* For High King of the Noldor, *read UT 18*; Gate of the Noldor, see Annon-in-Gelydh; High Speech of the Noldor, see Quenya; Lady of the Noldor, see Galadriel; Lamps of the Noldor, *read UT 22, 51*, and see Fëanor. Adjective Noldorin, *read UT 51, 235, 244, 257, 259.*

Nóm, Nómín — (“Wisdom” and “the Wise”). The names that the Men of Bëor’s following gave to Finrod and his people in their own tongue. *Read Sil 141.*

North Cape — The end of the Forostar, the northern promontory of Númenor. *Read UT 166.*

North Downs — Hills of Eriador north of the Shire, where was built the Númenórean city of Fornost. *Read LotRI 319; LotRIII 337; Sil 291; UT 214.*

Northmen — Also called the Northrons. A group of tall, strong, fair, and hairy mannish folk. They are the “Middle-men”, a group culturally and physically closer to the Elves than those labeled “common”, but nonetheless distinct from the “High Men” or Edain. Branches of the Northmen include: the Wood-men, the Plains-men or Gramuz, the Lake-men, the Éothed, the Beornings, the Nenedain, and the Estaravi in Angmar. *Read UT 288-90, 295-7, 310-13.* With reference to the Rohirrim, *read UT 372.* For Free Men of the North, *read UT 258.*

Núath, Woods of — Woods extending westwards from the upper waters of the river Narog. *Read UT 36, 53.*



Númendil — Seventeenth Lord of Andúnië. *Read UT 223.*

Númenor — (S. “West-land”, “Westernesse”; Q. “Númenóre”). The large, fertile island continent located in the middle of the Great Sea (S. “Belegaer”) from its creation at the beginning of the Second Age until its destruction in S.A. 3319. The westernmost home of mortal Men, Númenor was often called Andor (S. “Land of the Gift”), for it was a reward for the Edain’s aid in the struggle against Morgoth during the First Age. From S.A. 32 until its Downfall (A. “Akallabêth”), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúnedain race that later dominated western Endor. Called also Anadûnë and Yôzâyan in Adûnaic, Elenna (in Quenya “Starwards”, a name from the guidance of the Edain by Eärendil on their voyage to Númenor after its creation, *read Sil 261, 279, 281*; Elenna-nórë, in Quenya “The Land Named Starwards”, is a fuller form of Elenna), the Great Isle (*read UT 386*), Isle of Kings (*read UT 199*), Isle of Westernesse (*read UT 183*), the Land of the Star (*read Sil 274, 276*; as a translation of Elenna-nórë in the Oath of Cirion, *read UT 305*). After its downfall known as Akallabêth, Atalantë, and Mar-nu-Falmar. *Read LotRI 23, 29, 83; LotRII 20, 258; LotRIII 35; Sil 59, 148, 260-72, 276-81, 286, 289-93, 296, 302; UT 52, 56, Part 2 I-III passim, 236, 239, 247, 262-3, 265, 272, 276, 279-80, 284, 287-8, 316-17, 385-6, 398, 400, 403, 414.* References to the Downfall of Númenor are given in a separate entry.

Númenóreans — The Men of Númenor, called also Dúnedain (the following references include Númenórean used as an adjective). *Read LotRI 29, 83, 201, 320, 338, 518; LotRII 202, 338, 355, 362; LotRIII 215; Sil 30, 261-71, 273-4, 276-80, 286, 289-94, 296-8, 300, 303-4; UT Part 2 I-III passim (read especially 206-7, 224-5), 236, 239, 247-8, 253, 255, 258, 261-5, 273, 278-9, 283, 285-8, 314, 369, 383-4, 386, 398-9, 401, 404, 409.* For Kings of Men, *read LotRI 182; LotRII 258; LotRIII 101; UT 27, 200, 259, 303*; for Men of the Sea, *read LotRII 100, 113; UT 170, 263*; and see Dúnedain. For Númenórean Tongue/Speech, see Adûnaic.

Númerámar — (“West-wings”). The ship of Vëantur in which Aldarion made his first voyage to Middle-earth. *Read UT 175.*

Nunduinë — River in the west of Númenor, flowing into the sea at Eldalonde. *Read UT 168.*

Núneth — Mother of Erendis. *Read UT 183, 186, 190-1, 193, 198.*

Núrnen — (“Sad Water”). The inland sea in the south of Mordor. *Read LotRII 308; LotRIII 246, 305; UT 398.*

Nurtalë Valinóreva — (Q. “The Hiding of Valinor”). Witnessing Morgoth’s attack on Tilion, the Maia who guided the moon along its course, the Valar raised the Pelóri to fortify Valinor against assault and filled the seas with shadowy enchantments to prevent mariners from reaching the West. *Read Sil 102.*

O

Ohtar — (“Warrior”). The esquire of Isildur, who brought the shards of Elendil’s sword Narsil to Imladris. (On the name Ohter, read *UT* 282). Read *LotRI* 320; *Sil* 295; *UT* 272-5, 282.

Oiolairë — (“Ever-summer”). An evergreen tree brought to Númenor by the Eldar of Eressëa, from which was cut the Bough of Return set upon the Númenórean ships (Corollairë, the Green Mound of the Trees in Valinor, was also called Coron Oiolairë. Read *UT* 167, 179, 187-8, 192, 205, 215. For Bough of Return, read *UT* 179-80, 192.

Oiolossë — (Q. “Ever-snow-white”) The most common name among the Eldar for Taniquetil (the Mountain of Manwë in Aman), rendered into Sindarin as Amon Uilos; but according to the Valaquenta it was ‘the uttermost tower of Taniquetil’. Read *Sil* 26, 37; *UT* 55.

Oiomürë — (Q.) A region of mists near to the Helcaraxë. Read *Sil* 80.

Old Company — Name given to the original members of Túrin’s band in Dor-Cúarthol. Read *UT* 153.

Old Ford — Ford over Anduin on the Old Forest Road. Read *UT* 281. See Ford of Carrock.

Old Forest — (S. “Taur Iaur”). The Old Forest lies in the northwestern corner of Cardolan, between the Barrow-downs (S. “Tyrm Gorthad”) and the river Baranduin. The home of Tom Bombadil, it is a remnant of the ancient wood that once covered much of northwestern Endor. Read *LotRI* 45, 156; *LotRII* 89, 94; *LotRIII* #40, 342; *UT* 348.

Old Took — Gerontius Took, Hobbit of the Shire, grandfather of Bilbo Baggins and great-great-grandfather of Peregrin Took. Read *UT* 332.

Olvar — (Q. “Growing Things With Roots in the Earth”; sing. “Olva”). Living things that do not move or, as noted by Yavanna, that “cannot flee”. Oromë (Araw) is the Vala closest to the Olvar. Trees are the greatest of the Olvar. Read *Sil* 45-6.

Olwë — (Q.) Leader together with his brother Elwë (Thingol) of the hosts of the Teleri on the westward journey from Cuiviénen; lord of the Teleri of Alqualondë in Aman. Read *Sil* 53-5, 58, 60-2, 86-8, 94, 111, 127; *UT* 229, 232-4.

Ondoher — Thirty-first King of Gondor, slain in battle with the Wainriders in T.A. 1944. Read *UT* 291-5.

Ondosto — A place in the Forostar (Northlands) of Númenor, probably particularly associated with the stone-quarries of the region (Quenya *ondo* ‘stone’). Read *UT* 169.

Orchaldor — Númenórean, husband of Ailinel the sister of Tar-Aldarion; father of Soronto. Read *UT* 173.

Orcs — Originally bred by Morgoth in the First Age, these creatures quickly became servants of Darkness; it is likely that they were not inherently evil, but were culturally and mentally predisposed toward the ‘foul life.’ Legend has it that their ancestors were Elves who were twisted in mind and body by the Black Enemy.

Orcs are of two types: the lesser or common Orcs which average about four to five feet in height and sport grotesque, fanged faces; and the greater Orcs or Uruk-hai, who reach heights of six feet and have more ‘human’ features. All are heavy of build and have long, thin arms and thick hides.

Bred as laborers and warriors, Orcs respect little but brute force, and are most potent when serving under a ‘focused will.’ They are without exception cannibalistic, bloodthirsty, and cruel, and care little for social organization. Generally, smaller tribal/clan units are the norm, based on a strong leader; each employs its own dialect. Most are stellar smiths. Their ability to work with metal is hardly paralleled. Although the appearance of their items is often poor, the performance is excellent. They rarely make anything unassociated with fighting, however.

Lesser Orcs are born, live, fight, and die in darkness; they abhor light and are blinded by the unshielded sun. Greater Orcs are most carefully bred and can operate in the daylight. Their abilities to speak, organize, reason, and fight are higher than their brethren. Some claim the Uruk-hai are products of Saruman’s White Hand, and were first spawned from Orcs and Men. It appears, however, that they first arose in Mordor, and that their lineages have nothing to do with the Secondborn. While the lesser Orcs favor curved scimitars and wicked axes, the Uruks bear straight swords and a wider variety of superior arms. Read *LotRI* 26, 83, 505; *LotRII* 17, 33, 48, 59, 69; *LotRIII* 87, 115; *Sil* 50, 94; *UT* 357-8, 385.

Orfalch Echor — (S.) The great ravine through the Encircling Mountains by which Gondolin was approached; also simple the Orfalch. Read *Sil* 239; *UT* 46-9, 316.

Orleg — A man of Túrin’s outlaw-band, slain by Orcs on the road to Nargothrond. Read *UT* 91-2.

Ormal — (Q.) One of the lamps of the Valar made by Aulë. Ormal stood in the south of Middle-earth. Read *Sil* 35-6.

Orocarni — (Q. “Red Mountains”; S. “Ered Caran”). Mountain range in northeastern Endor. The Elven birthplace of Cuiviénen was set in the foothills of these peaks. In the early days of Arda, before the changes, these peaks comprised the northern range of the three mountain chains in the East. Read *Sil* 49.

Orodreth — (Q.) The second son of Finarfin; warden of the tower of Minas Tirith on Tol Sirion; King of Nargothrond after the death of Finrod his brother; father of Finduilas; slain in the Battle of Tumhalad. Read *Sil* 61, 83, 120, 155-6, 170, 173, 176, 188, 209-12, 216; *UT* 54, 110, 149, 153, 155, 157-60, 162, 255. As Lord of Narog, read *UT* 153.

Orodruin — (“Mountain of Blazing Fire”). The volcano in Mordor in which Sauron forged the Ruling Ring. It was given the name Amon Amarth (S. “Mount Doom”) when its fires awoke again after Sauron’s return from Númenor. Read *LotRI* 94-5, 318; *LotRII* 230, 319, 368; *LotRIII* 98, 214, 266; *Sil* 288, 292-5; *UT* 280, 283, 409. For Amon Amarth, read *LotRI* 322, 367; *LotRII* 292; *LotRIII* 214, 268; *Sil* 293, 304.

Oromë — (Q. “Horn-blowing”, “Sound of Horns”) A Vala, one of the Aratar; the great hunter, leader of the Elves from Cuiviénen, spouse of Vána. Called Araw, Aldaron (Q. “Lord of Trees”), and Tauron (S. “the Forester”, “Lord of Forests”). Read *LotRIII* 138; *Sil* 25, 29, 36, 41, 47, 49-50, 52-4, 57, 60, 62, 72-4, 76, 83, 93, 95, 99, 153, 172, 185; *UT* 183, 187, 393-4.

Oromet — A hill near the haven of Andúnië in the west of Númenor, on which was built the tower of Tar-Minastir. Read *Sil* 269; *UT* 220.

Oropher — King of the Silvan Elves in Greenwood the Great; slain in the War of the Last Alliance; father of Thranduil. Read *UT* 258-9, 280-1.

Orrostar — (“Eastlands”). The eastern promontory of Númenor. Read *UT* 165, 169.

Orthanc — (“Forked Height”). The Númenórean tower in the Circle of Isengard, afterwards the abode of Saruman. Read *LotRI* 337; *LotRII* 46, 204; *LotRIII* 116; *Sil* 291-2, 300; *UT* 276, 306, 314, 339, 346, 352, 354, 371-3, 400, 404, 406. For Orthanc-stone/Stone of Orthanc/the palantír of Orthanc, read *UT* 276, 403-5, 407-10, 413-14.

Osgiliath — (S. “Fortress [or “Citadel”] of the Stars”). Originally founded as the capital of Gondor, Osgiliath is situated on both sides of the Anduin, just north of the confluence of the Great River and the Ithilduin and a short distance northeast of Minas Tirith. Read *LotRI* 321; *LotRII* 22; *LotRIII* 23; *Sil* 291-3, 297; *UT* 271, 278-9, 285, 301, 338, 344, 353, 369, 401-2. For Stone of Osgiliath (the palantír), read *UT* 408-9, 411.

Ossë — (Q.) Maia of the Sea, vassal of Ulmo, with whom he entered the waters of Arda; lover and instructor of the Teleri. Read *Sil* 30, 40, 57-9, 61, 87, 119, 196, 260; *UT* 30, 32, 53, 156, 178-9, 181, 214.

Ossiriland — (S. “Land of Seven Rivers”). The land of the Green-elves. The seven rivers referred to in its name being Gelion and its tributaries flowing down from the Blue Mountains. Cf. Treebeard’s song in *LotRII* 90. “I wandered in Summer in the elm-woods of Ossiriland. Ah! the light and the music in the Summer by the Seven Rivers of Ossir!” See also *Lindon*. Read *Sil* 94, 96, 113, 121-4, 140, 142-3, 151, 153, 188, 195, 234-6, 285-6; *UT* 77, 234, 256, 383.

Ostelor — Located near Mirëdor, at the mouth of the Sir Celiant, it is the principal city in Drel. Ostelor’s two ports open onto the Bay of Drel.

Ost-in-Edhil — (S. “Fortress of the Eldar”). Capitol city and citadel of the Elves in Eregion. It was inhabited until S.A. 1697, when it was overrun and sacked by Sauron’s armies. Oropher and Thranduil briefly resided there during the Second Age. Read *Sil* 286-7; *UT* 236.

Ostohor — Seventh King of Gondor. Read *UT* 319.

P

Palantír — (Q. “Far Seer”; pl. “Palantíri”). Seven spheres of ‘seeing’ located in strategic sites in Arnor and Gondor, the two kingdoms of the Dúnedain, during the late Second Age. Originally made by the Noldo Fëanor in Aman and placed in Númenor, they were later brought to Middle-earth by Elendil and the ‘Faithful.’ The main palantír was placed in the Dome of the Stars in Gondor’s capital: Osgiliath. Among the others, at least one possessed ‘a greater power’ than the norm; it was located in Arnor within the great Tower of Amon Sûl (on Weathertop). This latter sphere, together with another from Annúminas (the old capital of Arnor), was lost in the shipwreck of Arvedui in the middle of the Third Age. The other ‘Northern Stone’ was located in the Tower Hills; the ‘Southern Stones’ were placed at Osgiliath, Orthanc, Minas Anor (renamed Minas Tirith), and Minas Ithil (renamed Minas Morgul). The spheres varied in size and coloration. Each enabled the user, to varying degrees, to view far away places and communicate with other willing users of the Stones. Also called ‘Stones’ or the ‘Seeing Stones’. *Read LotRII 254, 258-9, 383; LotRIII 189, 321; Sil 276, 291-2; UT 276, 301, 306, 354, 401, 403-15; in Part 4 III, frequently referred to as the Stone(s).*

Palarran — (“Far-Wanderer”). A great ship built by Tar-Aldarion. *Read UT 178-9, 187-8, 212, 401.*

Parth Galen — (S. “Green Sward”). A grassy place on the northern slopes of Amon Hen by the shore of Nen Hithoel. *Read LotRI 511, 524; LotRII 18; LotRIII 53, 288; UT 405.*

Paths of the Dead — The underground tunnel-road (and surrounding complex) running beneath the White Mountains and connecting Dunharrow (in Calenardhon/Rohan) to the upper Morthond valley in Lamedon. It is haunted by the Dead, warriors of a cursed army cast in the shadow-world after they broke their Oath to serve Gondor in the war against Sauron during the Second Age. *Read LotRIII 56.*

Pel — Reaches situated south of the Yellow Mountains and east of Drel, in southwestern Middle-earth. Like Drel, Pel is located near the cape called Metharn (Hyarnúmënte). A warm, humid land, it contains the forests of Tathom and Taur Galen. The region is named for the four Apyasan tribes that occupy the area.

Pelargir — (S. “Garth of Royal Ships”). Great port city on the Anduin. Founded by the Faithful of Númenor in S.A. 2350, it is the oldest city in Gondor. Pelargir is the capital of Lebennin and serves as the home for the Royal Fleet. It is also the center of the urban district that bears its name. *Read LotRIII 74; Sil 267; UT 264-5, 291, 402.*

Pelendur — Steward of Gondor. *Read UT 413.*

Pellenor (Fields) — (S. “Fenced Land”, “Enclosed Lands”). The ‘townlands’ of Minas Tirith, guarded by the wall of Rammas Echor, on which was fought the greatest battle of the War of the Ring. The 96,000 acre area was about fifteen miles in diameter. Pellenor consists mostly of rolling pastures and farmland. *Read LotRIII 22; UT 290, 326, 366, 369.*

Pelóri — (Q. “The fencing or defensive heights”). Called also the Mountains of Aman and the Mountains of Defense, raised by the Valar after the destruction of their dwelling on Almaren; ranging in a crescent from north to south, close to the eastern shores of Aman. *Read Sil 37, 39, 47, 57, 59, 73-4, 80, 100-2, 174; UT 36.*

Peregrin Took — Hobbit of the Shire, one of the Fellowship of the Ring. *Read LotR passim; UT 287, 310, 321, 329, 331, 368, 405-6, 410, 413.* Called Pippin, *read UT 287, 314.*

Petty-dwarves — (“Noegyth Nibin”). A lesser branch of the Khazād banished from the great Dwarven cities of the East in the Elder Days. Also called Nibin-noeg, pl. Nibin-nogrim. *Read Sil 204, 230; UT 100, 148, 150.* For Bar-en-Nibin-noeg, *read UT 100;* for Moors of the Nibin-noeg, *read UT 148.*

Poros — River flowing down from the Ephel Dúath to join Anduin above its delta. *Read UT 295.* See Fords of the Poros.

Prophecy of the North — The Doom of the Noldor, uttered by Mandos on the coast of Araman. *Read Sil 87.*

Púkel-men — Name in Rohan for the images on the road to Dunharrow, but also used as a general equivalent to Drúedain, *q.v. read LotRIII 80; UT 263, 383-5, 387.* See Drúwaith laur.

Q

Quendi — (Q. “Those that speak with voices”). Original Elvish name for Elves (of every kind, including the Avari). *Read Sil 41, 49-52, 55, 59, 68, 70, 99, 105, 141; UT 225.*

Quenta Silmarillion — (Q. “The History of the Silmarils”). The story of the creation of the Silmarils by Fëanor, the rebellion of the Noldo Elf and his people against the Valar, the Elves’ banishment from Valinor and their return to Middle-earth, and their struggle against the Great Enemy. *Read Sil 286.*

Quenya — (Q.) The ancient tongue, common to all Elves, in the form that it took in Valinor; brought to Middle-earth by the Noldorin exiles, but abandoned by them as a daily speech (save in Gondolin, *read UT 55*), especially after the edict of King Thingol against its use; *read esp. Sil 113, 129.* Not named as such in *The Silmarillion*, but referred to as Eldarin, *read Sil 28, 262, 281; High Eldarin, read Sil 261-2; High-elven, read Sil 217, 267; the tongue of Valinor, read Sil 113; the speech of the Elves of Valinor, read Sil 125; the tongue of the Noldor, read Sil 129, 133; the High Speech of the West/the Noldor, read Sil 129; UT 44, 55. Read UT 55, 216, 218, 221-2, 253, 255, 265-7, 282, 305, 317-18, 385, 388, 396, 399-401.* As High-elven, *read UT 112, 216, 218, 266, 396-7.*

R

Radagast — One of the Istari (Wizards). His Quenya name, Aiwendil, means “Lover of Birds”. *Read LotRI 336-8; Sil 300, 302; UT 352, 389-90, 392-4, 401.*

Radhruin — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Ragnir — A blind servant of Húrin’s house in Dor-lómin. *Read UT 71.*

Ragnor — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Raj — (Ap. “Paradise”). The fertile and relatively forgiving hill country surrounding the Rijesha river valley. Raj is the cultural and economic center of Far Harad.



Rammas Echor — (S. "Great Wall of the Outer Circle"). Originally called the Noeg Echor (S. "Encircling Dike"), the Rammas Echor is a massive wall system that surrounds the Pelennor Fields. It first consisted of a high earthen embankment encircled by a broad, deep ditch. Later, following T.A. 2951, a formidable wall surmounts the embankment. *Read LotRIII 23.*

Rána — ("The Wanderer"). A name of the Moon among the Noldor. *Read Sil 99; UT 242.*

Ranga — Númenórean measure, a full pace, slightly longer than a yard. *Read UT 285-6.*

Rangers — The Dúnedain of the North after the end of the North Kingdom, secret guardians of Eriador. *Read LotRI 205; LotRIII 59, 150; UT 341, 347, 398.* Also refers to the rangers of Ithilien, *read LotRIII 338.*

Rath Dinen — "The Silent Street" in Minas Tirith. *Read UT 255.*

Rauros — (S. "Roaring Spray"). The great falls in the river Anduin. *Read LotRI 476; LotRII 20; LotRIII 34; Sil 297.*

Red Arrow — The "war-arrow" sent from Gondor to Rohan as a token of the need of Minas Tirith. *Read UT 364, 411.*

Red Eye — The emblem of Sauron. *Read UT 282.*

Redway — (S. "Men Caran"). The Redway is named for the reddish paving stones that cover its surface. Beginning at the Sarn Ford on the Baranduin, it runs southeastward across western Cardolan and joins the Old North Road (Greenway) at Metraith (Thalion).

Region — The dense forest forming the southern part of Doriath. *Read Sil 55, 93, 96-7, 121, 132, 233-4; UT 114.*

Rerir — Mountain to the north of Lake Helevorn, where rose the greater of the two tributary branches of Gelion. *Read Sil 112, 123-4, 153.*

Rhosgobel — The dwelling of Radagast at the edge of Mirkwood near the Carrock. (The name is stated to mean 'russet 'town' (i.e. enclosure').) *Read LotRI 336, 354; UT 401.*



Rhovanion — (S. "Wilderland"; lit. "Wild Place"). Traditionally, a vast region encompassing all the land south of the Grey Mountains (S. "Ered Mithrin"), north of Mordor, east of the Misty Mountains, and west of the river Redwater (S. "Carnen"). This area includes Mirkwood and the northern Anduin river valley. Some scribes count the whole of the area between Mirkwood and the Sea of Rhûn, save Dorwinion, as part of Rhovanion. *Read Sil 291; UT 244, 288-92, 299, 311-12.* For King of Rhovanion, Vidugavia, *read UT 311.*

Rhudaur — (S. "East Wood"; D. "Place of Roaring Red-gold"). Easternmost of the three sections of Arnor, Rhudaur was the wildest, most rugged, and least populated region in the North Kingdom. The territory lay between the Misty Mountains, the Eettenmoors, and the Weather Hills. When Arnor was sundered in T.A. 861, Rhudaur became an independent realm. Its sparse Dúndan aristocracy lost control of the kingdom in T.A. 1349, and during the following year Rhudaur went to war with Cardolan and Arthedain. Although a distinct state until T.A. 1409, it was a subject-state of the Witch-king of Angmar for the last sixty years of its existence. *Read Sil 291; UT 354.*

Rhûn — ("East"). Used generally of the lands of the further East of Middle-earth, esp. the territories east of the Sea of Rhûn and the easternmost peak of the Ered Lithui. *Read LotRI 325; LotRIII 29, 280; UT 398.* For Sea of Rhûn, *read UT 272, 290, 292, 296.*

Rian — Daughter of Belegund (nephew of Barahir, the father of Beren); wife of Huor and mother of Tuor; after Huor's death died of grief on the Haudh-en-Ndengin. *Read Sil 148, 155, 161, 198, 238; UT 17, 57-8, 68, 215.*

Riders — See Éothéod. As Riders of Rohan, see Rohirrim. As Black Riders, see Nazgûl.

Rijesha — (Ap. "River"). Chief river in southwestern Harad. Most of the waters of the Raj drain into the Rijesha, which in turn spills into the great Bay of Tulwang (at Bozisha-Dar).

Ringarë — Quenya name for the twelfth month according to the Númenórean calendar, corresponding to December. Girthron is the Sindarin name.

Ringil — The sword of Fingolfin. *Read Sil 153-4.*

Ringló — River in Gondor, joining the Morthond north-east of Dol Amroth. (It is stated that the Ringló "drew its first waters from a high snowfield that fed an icy tarn in the mountains. If this at seasons of snow-melting spread into a shallow-lake it would account for the name, another of the many that refer to a river's source." (For the account of Gwathló, *read UT 263.*) *Read UT 247, 316.*

Rings of Power — The enchanted rings forged in the Second Age by the Noldo Elves of Ost-in-Edhil with Annatar's help. *See Sil 287-8, 300-2; UT 237, 349, 351-2, 354, 405, 413.* The One Ring, Great Ring, or Ruling Ring: *read Sil 267, 280, 287-9, 292, 294-5, 298-9, 301-4; UT 229, 231, 237, 251, 253-4, 273-7, 283, 329-30, 337-40, 342-8, 352-4, 387, 405-6, 413.* As Gollum's Ring, *read UT 349;* and as the Ring of Isildur, *read UT 406.* Three Rings of the Elves: *read Sil 288, 298-9, 304; UT 237-8, 251, 254, 274, 392* (see also Narya, the Ring of Fire, Nenya, the Ring of Adamant, and Vilya, the Ring of Sapphire). Seven Rings of the Dwarves: *read Sil 288-9, 299, 302; UT 238.* For the last of the Seven, *read UT 321, 324, 328, 336.* Nine Rings of Men: *read Sil 267, 288-9, 299, 302; UT 238, 338, 343.* Fellowship of the Ring: *read UT 246, 345, 405.* War of the Ring: *read UT 245, 248, 257, 260, 262, 276, 281, 283-4, 315-16, 329, 338, 354, 366, 371, 383, 400, 403, 405, 411-12.* The Ringbearer: *read UT 329-30.*

Ringwil — The stream that flowed into the river Narog at Nargothrond. *Read Sil 122.*

Rivil — Stream falling northwards from Dorthonion and flowing into Sirion in the Fen of Serech. *Read Sil 191, 194; UT 66.* See also Rivil's Well, *read Sil 163.*

Roads — In Beleriand in the Elder Days: (i) The highway from Tol Sirion to Nargothrond by the Crossings of Teiglin, *read UT 38-9, 54, 91-2, 130, 149;* called the Old South Road, *read UT 96.* (ii) The East Road, from Mount Taras in the West, crossing Sirion at the Brithiach and Aros at the Arossiach, perhaps leading to Himring, *read UT 41, 54.* (iii) See Dwarf-road.

East of the Blue Mountains: (i) The great Númenórean road linking the Two Kingdoms, by Tharbad and the Fords of Isen; called the North-South Road, (read *UT* 264, 314), and (east of the Fords of Isen) the West Road, (read *UT* 300); also the Great Road (read *UT* 306), the Royal Road, (read *UT* 369-70), the horseroad (read *UT* 358), the Greenway (q.v. read *UT* 348); other references, read *UT* 271, 278, 300, 302, 314, 340, 363, 366. (ii) The branch road from the Great Road going to the Hornburg, read *UT* 358, 363 (see Deeping-road). (iii) The road from Isengard to the Fords of Isen, read *UT* 361, 365, 372. (iv) The Númenórean road from the Grey Havens of Rivendell, traversing the Shire; called the East-West Road, (read *UT* 252, 278), the East Road, (read *LotRI* 153; *LotRIII* 339; *UT* 341); other references, read *UT* 271, 332, 335. (v) The road descending from the Pass of Imladris, crossing Anduin at the Old Ford, and traversing Mirkwood; called the Old Forest Road, (read *UT* 281, 344, 401), the Forest Road, (read *UT* 281-2), and Men-i-Naugrim, the Dwarf-road. (vi) Númenórean roads east of Anduin including the road through Ithilien, read *UT* 294, 312; called the North Road, read *UT* 293-4; roads east and north from the Morannon, read *UT* 312.

Rochallor — The horse of Fingolfin. Read *Sil* 153.

Rochon Methestel — ("Rider of the Last Hope"). The name of a song made concerning Borondir Udalraph. Read *UT* 313.

Rohan — (S. "Horse-land", "Rochand"). Calenardhon before T.A. 2510. Called The Mark or Riddermark, it is a fertile, grassy region granted to the Rohirrim (a semi-nomadic Northman race) in return for their aid against the Balchoth and their oath of loyalty to the Kings and Stewards of Gondor. Rohan's chief town is Edoras. Read *LotRI* 323; *LotRII* 23, 30, 38, 141; *LotRIII* 20, 94; *Sil* 297, 303; *UT* 55, 237, 255, 260, 286, 288, 306, 311, 313-15, 318-19, 331, 339-41, 346-7, 355, 360, 362, 364, 368-9, 371-3, 384, 387, 400, 411-12. See also The Mark, Gap of Rohan, Rohirrim.

Rohirrim — ("The Horse-lords"). The semi-nomadic people inhabiting Rohan after T.A. 2510. Read *LotRI* 343, 493; *LotRII* 27, 35, 40, 141, 212; *LotRIII* 22; *Sil* 297; *UT* 55, 278, 286, 288, 290, 294, 301, 306-7, 309-11, 315-19, 355, 358-9, 362, 366, 369-73, 382, 384, 387, 400. For Riders of Rohan, read *LotRIII* 25, 60-173 *passim*; *UT* 314-15, 356-7, 359-64, 366-9, 371, 373, 411. Also called the Eorlings ("The people of Eorl"), read *UT* 358. See also Éothéod, Eorl.

Rómendacil I — Tarostar, eighth King of Gondor, who took the title of Rómendacil "East-victor" after his repulse of the first attacks on Gondor by Easterlings. Read *UT* 308, 319.

Rómendacil II — Minalcar, for many years Regent and afterwards nineteenth King of Gondor, who took the title of Rómendacil after his great defeat of the Easterlings in T.A. 1248. Read *UT* 311.

Romenëar — (Q. "East Sea"; S. "Rhúnugaer"). The ocean east of Middle-earth. Part of the Ekkaia, or 'Encircling Sea', the Romenëar once (before S.A. 3319) separated Endor from the Walls of Night in the Utter East.

Rómenna — ("Eastwards"). Great haven on the east coast of Númenor. Read *Sil* 268, 272-3, 275, 279; *UT* 165, 169, 174-5, 179-82, 186, 191-2, 195, 201, 212. For Firth of Rómenna, read *UT* 165, 174; for Bay of Rómenna, read *UT* 176.

Ro-molló — An island city located of the coast of northern Drel.

Rúmil — (Q.) A Noldorin sage of Tirion, the first deviser of written characters; to him is attributed the Ainulindalë. Read *Sil* 63-4.

S

Sackville-Baggins — Name of a family of Hobbits in the Shire. Read *UT* 347. Otho Sackville-Baggins, read *UT* 354; Lotho, read *UT* 354.

Sador — Serving-man of Húrin in Dor-lómin and friend of Túrin in his childhood, by whom he was called Labadal ("Hopafot"). Read *UT* 60-2, 64-5, 69, 71-3, 105-6, 108, 386; called Onefoot, read *UT* 105.

Saeros — Nandorin Elf, one of the chief counselors of Thingol in Doriath; insulted Túrin in Menegroth, and by him pursued to his death. Read *Sil* 199; *UT* 77, 79-84, 94, 147, 387.

Salmar — (Q.) A Maia who entered Arda with Ulmo; maker of Ulmo's great horns, the Ulumúri. Read *Sil* 40.

Sam(wise) Gamgee — Hobbit of the Shire, one of the Fellowship of the Ring, and companion of Frodo in Mordor. Read *LotR* *passim*; *UT* 148, 216, 284, 327. As Master Samwise, read *UT* 284-5.

Sarch nia Hîn Húrin — (S. "Grave of the Children of Húrin"). Brethil. Read *UT* 140.

Sarn Athrad — (S. "Ford of Stones"). Located where the Dwarf-road from Nogrod and Belegost crossed the river Gelion. Read *Sil* 92, 140, 232, 235; *UT* 235.

Sarn Ford — Partial translation of Sarn Athrad 'Ford of Stones', ford over the Baranduin at the extreme southern point of the Shire. Read *LotRI* 234; *LotRIII* 345, 356; *UT* 239, 241.

Sarn Gebir — (S. "Stone-spikes"). Name of rapids in Anduin above the Argonath, so called because of upright stake-like spikes of rock at their beginning. Read *UT* 292, 338, 343.

Saruman — ("Man of Skill"). One of the Istari (Wizards) and the head of their order. Also called Curunír (S. "The One of Cunning Devices"), Curumo in Quenya, Curunír 'Lân, Saruman the White, and the White Messenger. After T.A. 2758, dwelt in the tower Orthanc. Read *LotRI* 78, 336-44; *LotRII* 21-232 *passim*, 233-42, 297-300, 322-25, 340, 367; *Sil* 300-3; *UT* 276-7, 315, 321, 323, 337-42, 346-52, 354-7, 360-7, 373, 387, 389-94, 399-401, 404-8, 412-13; as Sharkey, read *LotRIII* 351-74 *passim*.



Sauron — ("The Abhorred"). The Dark Lord, the Shadow, the Enemy, the Lord of the Rings. A Maia of Aulë who served Morgoth in the First Age, Sauron survived and went south from the elder lands of darkness. During the Second Age, he convinced the Noldor of Eregion to create the rings for the Free Peoples; later, in secret, he forged the One Ring. This ring embodied much of his power and was capable of uniting and controlling the other Rings of Power — the Three Rings of the Elves, the Seven of the Dwarven lords, and the Nine Rings of mankind. Both the Dwarves and Elves resisted his trap; the former took off their rings, while the latter race entrusted theirs to three of the Wise. Men, however, were not so quick to realize the danger, and the Nine rings remained in the hands of nine proud lords who sought power and found undying darkness — they became the Nazgûl. Sauron removed himself to the fortress land of Mordor in the Second Age and there built Barad-dûr. Mount Doom (Orodruin) was already used as his personal forge, and within the new realm he began to cast a new Shadow upon the continent.

Sauron was overthrown twice in the Second Age, first by the Númenóreans under Ar-Pharazon, and later by the Last Alliance of Men and Elves. Each time, however, he returned to power. His "body", however, was destroyed in the Downfall of Númenor (from which he escaped), and he was never again able to assume fair form. The lidless eye (normally red upon black) was his symbol. He was responsible for creating two superior variants of creatures spawned by Morgoth — the Uruk-hai, or great Orcs, and the Olog-hai, or Black Trolls. Both were formidable fighting forces. Read *LotRI* 72, 291; *LotRII* 100; *LotRIII* 23, 117, 189; and *LotR* *passim*; *Sil* 32, 47, 51, 141, 155-6, 162-4, 170-2, 174-6, 178, 267, 270-5, 277, 279-81, 285-304; *UT* 166, 188, 199, 206, 219-20, 222, 226, Part 2 IV *passim*, 271-3, 280-4, 290-1, 312-13, 321-2, 326, 330, 337-40, 342-6, 348, 352, 354, 373, 383, 386-91, 393, 395-9, 401, 403-8, 412. Called the Dark Lord, (read *LotRI* 81; *LotRII* 43; *LotRIII* 31; *UT* 231), the Dark Power, (read *LotRI* 79; *LotRIII* 157; *UT* 336), the Black One, (read *LotRII* 318). Also see Annatar, Artano, Aulendil. For Sauron's Isle, see Tol-in-Gaurhoth.

Second Age — The Second recorded Age of Middle-earth. It began after the fall of Morgoth with the founding of the Grey Havens and Lindon. The Age ended in S.A. 3441, when Elendil and Gil-galad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and his Nazgûl passed into the shadows. Read *LotRI* 318.

Sederi — A Kiran people who reside in Mag. Tumag, Hyarn, Pel, and Mirëdor in southwestern Endor.

Serech — The great fen north of the Pass of Sirion, where the river Rivil flowed in from Dorthonion. Read *Sil* 107, 152, 163, 191, 193-4, 228; *UT* 69, 148.

Seregon — (S. "Blood of Stone"). A plant with deep red flowers that grew on Amon Rûdh. *Read Sil* 203, 206; *UT* 99, 148.

Serni — One of the rivers of Lebennin in Gondor. (The name is a derivative of Sindarin *sern* 'small stone, pebble', equivalent of Quenya *sarnië* 'shingle, pebble-bank'. 'Though Serni was the shorter river its name was continued to the sea after its confluence with Gilrain. Its mouth was blocked with shingles, and at any rate in later times ships approaching Anduin and making for Pelargir went by the eastern side of Tol Falas and took the sea-way passage made by the Númenóreans in the midst of the Delta of Anduin.') *Read UT* 243.

Shadowfax — The great horse of Rohan ridden by Gandalf in the War of the Ring. *Read LotRI* 344, 346; *LotRII* 46; *LotRIII* 20; *UT* 314, 341, 364, 405.

Shelflands — The coastal lands between the Mountains of the Wind and the Encircling Sea in southeastern Middle-earth. Includes Lochas Drus, Ka'ish, Arg-Sírmorig, and Ruurik.

Shire — (H. "Sûza"). Located in southeastern Arthedain, along the old border with Cardolan, the Shire was a fertile, county-sized area covering over 18,000 square miles. In T.A. 1601, King Aregeleb II granted the region to the Hobbits (H. "Kuduk") led by the brothers Blanco and Marcho of the Fallohide tribe. Within the next thirty years, the majority of all the three tribes of the Hobbits migrated into the Shire, where they set up their own semi-autonomous society. The Shire survived the downfall of Arthedain in T.A. 1974. Note that the adjacent Hobbit settlement of 'Buckland' was actually in northwestern Cardolan and was not officially integrated into the Shire until early in the Fourth Age. *Read LotRI* 20, 43; *LotRII* 94; *LotRIII* 20, 342; *UT* 234, 252, 287, 322-5, 327-9, 331-5, 339-42, 344-50, 352, 354. For Shire Calendar/Reckoning, *read UT* 279, 284. For Shire-folk, *read UT* 323, 331, 333.

Silmarien — Daughter of Tar-Elendil, the fourth King of Númenor; mother of the first lord of Andúnië (Vandalil) and ancestress of Elendil and his sons Isildur and Anárion. *Read Sil* 268; *UT* 171, 173, 208, 215, 219, 225, 277, 284.

Silmarils — (Q.) The three jewels made by Fëanor before the destruction of the Two Trees of Valinor, and filled with their light; *read esp. Sil* 67. *Read LotRI* 260, 309-10; *LotRII* 408, 418; *Sil* 39, 67-9, 71-2, 75, 78-83, 101, 104-5, 108, 111, 116, 127, 167-9, 173, 181-2, 184-6, 189, 199, 232-7, 244, 246-8, 250, 252-4; *UT* 52, 230, 233, 252. See War of the Jewels.

Silvan Elves — Also called Woodland Elves. They appear to have been in origin those Nandorin Elves who never passed west of the Misty Mountains, but remained in the vale of Anduin and in Greenwood the Great; see Nandor. Also called Tawarwaith ("The Forest People"); and Avári (Q. "Refusers"), for the Silvan Elves include all of the Quendi who are not Eldar. *Read Sil* 286, 298; *UT* 214, 240-1, 243, 245, 247-8, 256-60, 267, 272, 280. For Silvan Elvish/Silvan Tongue, *read UT* 241, 257, 259-60. See also .

Sindar — (S. "Grey Elves"; alt. "Elves of Twilight"). The name was applied to all the Elves of Telerin origin whom the returning Noldor found in Beleriand, save for the Green-elves of Ossiriand. The Noldor may have devised this name because the first Elves of this origin whom they met with were in the north, under the grey skies and mists about Lake Mithrim (see Mithrim); or perhaps because the Grey-elves were not of the Light (of Valinor) nor yet of the Dark (Avári), but were Elves of the Twilight, *read Sil* 56. But it was held to refer to Elwë's name Thingol (Quenya Sindacollo, Singollo, "Grey-cloak"), since he was acknowledged high king of all the land and its peoples. The Sindar called themselves Edhil, plural Edhel. *Read Sil* 29, 37, 56, 91, 94-5, 104, 108, 113, 117-20, 124, 126, 128-9, 137, 143, 151, 156-7, 198, 204-5, 225, 234, 236, 238, 285; *UT* 48, 228, 236, 247, 252, 256-9. As 'Grey-elves', *read UT* 17-19, 21, 34, 68, 93, 100, 103, 234, 248.

Sindarin — The Elvish tongue of Beleriand, derived from the common Elvish speech but greatly changed through long ages from Quenya of Valinor; acquired by the Noldorin exiles in Beleriand (see *Sil* 113, 129). Called also the Grey-elven tongue, the tongue of the Elves of Beleriand, etc. *Read Sil* 40, 59-60, 113, 118-19, 125, 129, 147, 155, 165, 204, 259, 261; *UT* 54-5, 76, 148, 215-16, 231, 243, 247, 253, 255, 257, 261, 263, 265-7, 279, 281-2, 287, 301, 306, 313, 317-19, 377, 385, 388, 392, 399-400. In the sense 'of the Sindar', *read UT* 233, 240, 243-4, 252, 256, 258-60. As Tongue of Beleriand, *read UT* 44, 215; as Grey-elven tongue, *read UT* 146.

Sirannon — (S. "Gatestream"). Stream running west out of the Misty Mountains just above Moria's West-gate. It joins the River Glanduin near the ancient Elven site of Ost-in-Edhil. A pool in the Sirannon guards the entry to Khazad-dûm, for it lies close to the door and is inhabited by the evil freshwater Kraken called the "Watcher in the Water". It has been said that the Watcher dammed the river. *Read LotRI* 293, 392-3.

Siril — The chief river of Númenor, flowing southwards from the Meneltarma. *Read UT* 168.

Sirion — The great river flowing from north to south and dividing West from East Beleriand. *Read Sil* *Passim*; *read esp. Sil* 51, 120, 122; *UT* 34-5, 38, 40-2, 54, 56, 78, 109, 114,

116, 120, 147. Falls of Sirion, *read Sil* 168, 231. Fens of Sirion, *read Sil* 168; *UT* 147. Gates of Sirion, *read Sil* 122. Havens of Sirion, *read Sil* 238, 246-7, 253; see also Havens. Mouths of Sirion, *read Sil* 57, 120, 157, 159, 196, 237, 244, 246; *UT* 20, 34, 51, 53, 121, 159-60, 378. Pass(es) of Sirion, *read Sil* 115, 120, 152, 160, 178, 192, 194, 212, 216; *UT* 18, 110, 160. Springs of Sirion, *read UT* 160. Vale (Valley) of Sirion, *read Sil* 545, 106, 115, 119, 125, 202, 215, 243; *UT* 28, 39, 43, 73, 96, 99, 109, 147-8.

Smaug — The great Dragon of Erebor. In many references called the Dragon. *Read Hob* 23-4, 212-31, 245-9; *LotRI* 303; *LotRIII* 327; *UT* 258, 321-4, 326, 328-30, 332-4.

Snowbourne — River rising under the Starkhorn and flowing out down Harrowdale and past Edoras. *Read LotRIII* 76; *UT* 367.

Sons of Fëanor — See Maedhros, Maglor, Celegorm, Caranthir, Curufin, Amrod, Amras. Often referred to as a group, especially after the death of their father. *Read Sil* 64, 69, 71, 83, 108-9, 112-13, 121, 123-4, 127-9, 131, 133-5, 150, 152-3, 169, 176, 184, 189-90, 192-3, 195, 236-7, 244, 247, 253.

SEREGON



Sorontil — (“Eagle-horn”). A great height on the coast of the northern promontory of Númenor. *Read UT 167.*

Soronto — Númenórean, son of Tar-Aldarion’s sister Ailinel and cousin of Tar-Ancalimë. *Read UT 173, 208-9, 211, 213, 220, 225-6.*

Soronúmë — (Q.) Name of a constellation. *Read Sil 48.*

South Downs — Hills in Eriador south of Bree. *Read UT 348.*

Southfarthing — One of the divisions of the Shire. *Read LotRI 28, 65; LotRII 208, 229; LotRIII 324; UT 341, 354.*

Southrons — Term used in Gondor, especially Lebennin, for Men from Harad or Umbar. *Read LotRII 338; LotRIII 113.*

Stewards of Gondor — The chief counsellors to the royal Line of Anárion in Gondor. Mardil was the first of the Ruling Stewards, since he held office when King Eärnur rode away to war and never returned. Arandur, meaning ‘King’s Servant’, ‘Minister’, is the Quenya term for the Stewards. *Read LotRIII 25; UT 297, 302-6, 308-9, 315, 317, 319, 371-2, 403-4, 406-9, 413.* For Book of the Stewards, *read UT 310.*

Stock — A village in the Shire, at the north end of the Marish. *Read UT 352.*

Stone of the Hapless — Memorial stone of Túrin and Nienor by Cabed Naeramath in the river Teiglin. *Read Sil 230.*

Stonewain Valley — Valley in the Drúadan Forset at the eastern end of Ered Nimrais. (The name is a translation of Imrath Gondriach; imrath means “a long narrow valley with a road or watercourse running through it lengthwise”.) *Read UT 319, 382.*

Stoors — One of the three peoples into which the Hobbits were divided; the other two were Harfoots and Fallohides. *Read LotRI 22; UT 287, 339, 345, 348, 353.*

Straight Road, Straight Way — The path over the Sea into the Ancient or True West, on which the ships of the Elves might still sail after the Downfall of Númenor and the Changing of the World. *Read Sil 281-2.*

Strawheads — Contemptuous name among the Easterlings in Hithlum for the People of Hador. *Read LotRII 180; UT 69.*

Sudúri — (S. “Lond Gwathló”; Q. “Mistalondë”). Port town on the lower Gwathló, upstream from the ruins of Lond Daer. After the fall of Cardolan, Sudúri becomes the principal town in the Kingdom of (the) Saralainn.

Súlimë — (Q.) Quenya name of the third month according to the Númenórean calendar, corresponding to March. Called Gwaeron in Sindarin. *Read UT 21, 297.*

T

Talath Dirnen — (S. “The Guarded Plain”). Located north of Nargothrond. *Read Sil 147, 168, 172, 205, 210, 212; UT 92.*

Taniquelassë — (Q.) Fragrant evergreen tree brought to Númenor by the Eldar of Eressëa. *Read UT 167.*

Taniquetil — (Q. “High White Peak”). The highest of the mountains of the Pelóri and the highest mountain of Arda, upon whose summit are Ilmarin, the mansions of Manwë and Varda; also called Elerrina (“Crowned with Stars”), the White Mountain, the Holy Mountain, and the Mountain of Manwë, Oiolossë. *Read Sil 26, 37, 40, 48, 50, 61-2, 74-6, 79, 83, 85, 110, 248, 278, 281; UT 30, 395.*

Tar-Alcarin — (Q.) Seventeenth Ruler of Númenor. *Read UT 222.*

Tar-Aldarion — (Q.) Sixth Ruler of Númenor, the Mariner King; by the Guild of Venturers called the (Great) Captain. *Read UT 168, 171, 173-206, 208-9, 212-17, 219-20, 224-5, 227, 236, 239, 253, 262-5, 284, 386, 401.* See Anardil.

Tar-Amandil — (Q.) Third Ruler of Númenor, grandson of Elros Tar-Minyatur. *Read UT 217, 219, 225.*

Tar-Anárion — (Q.) Eighth Ruler of Númenor, son of Tar-Ancalimë and Hallacar of Hyarastorni. *Read UT 211-12, 217, 220.* For Daughters of Tar-Anárion, *read UT 212, 220.*

Tar-Ancalimë — (Q.) Seventh Ruler of Númenor and the first Ruling Queen, daughter of Tar-Aldarion and Erendis. In her youth she was called Emerwen Aranel (“Princess Shepherdess”). *Read UT 190-5, 197-8, 202-4, 206-9, 211-12, 217, 219-20, 225.* See Emerwen.

Tar-Ancalimon — (Q.) Fourteenth King of Númenor, in whose time the Númenóreans became divided into opposing parties. *Read Sil 266; UT 169, 221, 224, 226.*

Tar-Anducal — (Q.) Name taken as Ruler of by Herucalmo, who usurped the throne on the death of Tar-Vanimeldë, his wife and third Ruling Queen of Númenor. *Read UT 222.*

Tarannon — Twelfth King of Gondor. Also called Falastur (“Lord of the Coasts”). *Read UT 401-2.*

Taras — Mountain on a promontory of Nevrast; beneath it was Vinyamar, the dwelling of Turgon before he went to Gondolin. *Read Sil 119, 238; UT 26-7, 33, 36, 41, 54.*

Taras-ness — The headland from which Mount Taras rose. *Read UT 28.*

Tar-Atanamir — (Q.) Thirteenth King of Númenor, called ‘the Great’ and ‘the Unwilling’, to whom the Messengers of the Valar came. *Read Sil 265-6; UT 169, 216, 218, 221, 226-7.*

Tar-Ciryatan — (Q.) Twelfth King of Númenor, ‘the Shipbuilder’. *Read Sil 265; UT 221.*

Tar-Elendil — (Q.) Fourth King of Númenor, father of Silmarien (from whom Elendil was descended) and Meneldur. Also called Parmaitë (“Book-handed”). *Read Sil 268; UT 171-3, 175, 208, 214-15, 219, 225, 317.*

Tarlang’s Neck — A wide, low pass through the long mountain ridge called Tarlang. This rugged ridge is a southern spur of the White Mountains and cuts through central Lamedon. The road through Tarlang’s Neck connects Erech with Calembel. *Read LotRIII 75.*

Tarmasundar — (“Roots of the Pillar”). The five ridges extending from the base of the Meneltarma. *Read UT 166.*

Tar-Meneldur — (Q.) Fifth Ruler of Númenor, astronomer, father of Tar-Aldarion. Tar-Meneldur’s given name is Írimon; he is also called Elentirno (“Star-watcher”). *Read UT 167, 171, 173-81, 183-4, 186-8, 192-3, 195-206, 208, 212-15, 219, 225, 236, 386.* See Elentirno, Írimon.

Tar-Minastir — (Q.) Eleventh King of Númenor, who sent a fleet to aid Gil-galad against Sauron. *Read Sil 267, 269; UT 206, 220, 223, 226, 239, 265.*

Tarn Aeluin — (S.) The lake on Dorthonion where Barahir and his companions made their lair, and where they were slain. *Read Sil 162-3.*

Tar-Palantir — (Q. “He Who Looks Afar”) Twenty-third King of Númenor, who repented of the ways of the Kings, and took his name in Quenya. Also called Inziladûn or Ar-Inziladûn. *Read Sil 269, 272; UT 223-4, 227.*

Tar-Súrion — (Q.) Ninth Ruler of Númenor. *Read UT 212, 220, 226.*

Tar-Telemaitë — (Q. “Silver-handed”) Fifteenth Ruler of Númenor, so named for his love of silver. *Read UT 221, 284.*

Tar-Telperien — (Q.) Tenth Ruler of Númenor and the second Ruling Queen. *Read UT 220, 226.*

Tar-Vanimeldë — (Q.) Sixteenth Ruler of Númenor and the third Ruling Queen. *Read UT 222.*

Taur-en-Faroth — (S.) The wooded highlands to the west of the river Narog above Nargothrond; also called Faroth or the High Faroth. *Read Sil 114, 122, 168; UT 116, 119, 149.*

Taur-im-Duinath — (S. “The Forest between Rivers”). name of the wild country south of the Andram between Sirion and Gelion. *Read Sil 123, 153.*

Teiglin — A tributary of Sirion, rising in Ered Wethrin and bounding the Forest of Brethil on the south; see also Crossings of Teiglin. *Read Sil 120, 122, 147, 157, 200, 205, 212, 215-16, 220-1, 224, 226, 230; UT 38, 52, 54, 78, 85, 87, 96, 110-11, 120-1, 123, 126-7, 130-1, 133, 136-40, 142, 146-7, 149, 152.*

Telchar — (S.) The most renowned of the smiths of Nogrod, the maker of Angrist and (according to Aragorn in *LotRII 147*) of Narsil. *Read Sil 94, 177; UT 75-6.*

Telemnar — (S.) Twenty-sixth King of Gondor. *Read Sil 296.*

Teleri — The third and greatest of the three hosts of the Eldar on the westward journey from Cuiviénen, led by Elwë (Thingol), and Olwë; of whom were the Elves of Alqualondë in Aman. Their own name for themselves was Lindar, the Singers; the name Teleri, the Last-comers, the Hindmost, was given to them by those before them on the march. Many of the Teleri did not leave Middle-earth; the Sindar and the Nandor were Telerin Elves in origin. *Read Sil 40, 53-5, 57-61, 66, 72-3, 75, 86-7, 90, 94, 97, 102, 133-4, 137, 248-9, 251, 254, 286; UT 24, 35, 228-32, 253, 256, 266, 286; as the Third Clan, read UT 256.* Lindar ("The Singers") is the name of the Teleri for themselves, *read UT 253, 286; Falmari (or Seaelves) is the name of the Teleri who departed from Middle-earth and went into the West, read Sil 53.*

Telerin — Of the Teleri, *read UT 229, 232-4, 256.* Of the tongue of the Teleri, *read UT 265-6.*

Telperion — (Q.) The elder of the Two Trees of Valinor. *Read LotRIII 308; Sil 38-9, 48, 59, 74, 99-100, 202, 263, 291; UT 49, 230, 266.* Also called the White Tree, *read Sil 59,* and Silpion, *read Sil 38.* In Telerin Tyelperion *read UT 266.*

Telumehtar — Twenty-eighth King of Gondor; called Umbardacil 'Conqueror of Umbar' after his victory over the Corsairs in T.A. 1810. *Read UT 291, 312.*

Telumendil — (Q.) Name of a constellation. *Read Sil 48.*

Thain's Book — A copy of the Red Book of Westmarch made at the request of King Elessar and brought to him by the Thain Peregrin Took when he retired to Gondor; much annotated afterwards in Minas Tirith. *Read UT 399.*

Thalos — The second of the tributaries of Gelion in Ossiriand. *Read Sil 123, 140.*

Thangail — ("Shield-fence"). A battle-formation of the Dúnedain. *Read UT 272, 281.*

Thangorodrim — (S. "Mountains of Tyranny"). Reared by Morgoth above Angband; broken down in the Great Battle at the end of the First Age. *Read LotRI 319; LotRII 408; Sil 81, 96, 107-110, 116, 118-19, 150-2, 178, 182, 190, 192, 197, 207, 252, 259, 285, 293; UT 18, 43, 55, 67, 247, 252.*

Tharbad — (S. "Crossing-way"). The fortified river-port that straddles the river Gwathló at the point where the Old North Road meets the Old South Road. Founded by the Númenóreans in the Second Age, it was the principal city in Cardolan, but ruined and deserted at the time of the War of the Ring. *Read LotRI 22, 359, 484; UT 206, 239, 261-5, 278, 314, 340-1, 346-8, 354, 370.* For Bridge of Tharbad, *read UT 264, 344, 370.*

Thargelion — ("The Land beyond Gelion"). Located between Mount Rerir and the river Ascar, where Caranthir dwelt; called also Dor Caranthir (S. "Land of Caranthir") and by an early name Talath Rhúnen (S. "The East Vale"). *Read Sil 124, 132, 142, 153.*

Thengel — Sixteenth King of Rohan, father of Théoden. *Read LotRII 43; LotRIII 92; UT 286.*

Théoden — Seventeenth King of Rohan, slain in the Battle of the Pelennor Fields. *Read LotRII 43-50 passim, 128-46 passim, 147-72, 179-209, 229-38; LotRIII 26, 29, 55, 59-61, 65, 76-94, 109, 127-45; UT 277, 290, 315, 340, 346-7, 355, 359-60, 363-9.* As Lord of the Mark, *read LotRII 43; LotRIII 176.*

Théodred — Son of Théoden King of Rohan; slain in the First Battle of the Fords of Isen. *Read UT 355-61, 364-5, 367-9.*

Théodwyn — Daughter of Thengel King of Rohan, mother of Éomer and Éowyn. *Read UT 364.*

Thingol — (S. "Grey-cloak", "Grey-mantle"; Q. "Sindacollo", "Singollo"). The name by which Elwë (Sindarin Elu), leader with his brother Olwë of the host of the Teleri from Cuiviénen and afterwards King of Doriath, was known in Beleriand; also called the Hidden King. See Elwë. *Read LotRI 260; Sil 56, 91-7, 108, 111-12, 114-15, 121-2, 126-9, 131-2, 143, 147-8, 151, 157, 165-9, 172-3, 179, 183-6, 188-9, 198-202, 211, 217, 219, 227, 231-6, 240, 254; UT 55-7, 63, 70-2, 74-85, 90, 93-5, 112-14, 119-21, 143, 147-9, 153, 171, 228-9, 231-4, 259.*



danforth 89.

THORONDOR

Third Age — The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea from the Grey Havens. *Read LotRI 21; LotRIII 304.*

Thorin Oakenshield — (Kh.) Dwarf of the House of Durin, King in exile, leader of the expedition to Erebor; slain in the Battle of Five Armies. *Read Hob passim; LotRI 32, 300; UT 278, 321-6.*

Thorondor — ("King of Eagles"). Lord of the Eagles of the Crissaegrim. Cf. *LotRIII 287*, 'Old Thorondor, who built his eyries in the inaccessible peaks of the Encircling Mountains when Middle-earth was young'. See Crissaegrim. *Read LotRIII 278; Sil 110, 125, 154, 158-9, 182, 228, 240, 243, 251; UT 43, 48, 55.*

Thráin I — (Kh.) Dwarf of the House of Durin, first King under the Mountain. *Read UT 327.*

Thráin II — (Kh.) Dwarf of the House of Durin, King in exile, father of Thorin Oakenshield; died in the dungeons of Dol Guldur. *Read LotRI 351, 387; UT 321, 324, 327-8, 336.*

Thranduil — (S.) Sindarin Elf, King of the Silvan Elves in the north of Greenwood the Great (Mirkwood); father of Legolas, who was of the Fellowship of the Ring. *Read LotRI 315; Sil 299; UT 243-4, 252, 256-60, 272, 276, 279-83, 338, 342-4, 353.*

Thrór — (Kh.) Dwarf of the House of Durin, King under the Mountain at the coming of Smaug, father of Thráin II; killed in Moria by the Orc Azog. *Read LotRI 316; UT 321, 324, 327-8.*

Thuringwethil — (S. "Woman of Secret Shadow"). The messenger of Sauron from Tol-in-Gaurhoth who took the form of a great bat, and in whose shape Lúthien entered Angband. *Read Sil 178-9.*

Tilion — A Maia, steersman of the Moon. *Read Sil 99-102.*

Tirion — ("Great Watch-tower"). The city of the Elves on the hill of Túna in Aman. *Read LotRI 309, 482; LotRII 260; Sil 59, 61-3, 69, 71, 75, 82, 84-6, 102, 114-15, 125-7, 169, 240, 248, 291.*

Tol Eressëa — (S. "The Lonely Isle"). The isle on which the Vanyar and the Noldor and afterwards the Teleri were drawn across the ocean by Ulmo, and which was at last rooted in the Bay of Eldamar near to the coasts of Aman. On Eressëa the Teleri long remained before they went to Alqualondë; and there dwelt many of the Noldor and the Sindar after the ending of the First Age. *Read LotRI 321; LotRIII 289; Sil 50, 57-9, 61, 102, 248, 250, 254, 260, 262-3, 268, 278-9, 282, 286-7, 292; UT 167, 170, 215-6, 222-3, 229, 242, 250, 414.*

Tol Falas — (S.) Island in the Bay of Belfalas close to Ethir Anduin. *Read UT 316.*

Tol Galen — (S. "The Green Isle"). Located in the river Adurant in Ossiriand, where Beren and Lúthien dwelt after their return. *Read Sil 123, 188, 234-5.*

Tol Morwen — (S.) Island in the sea after the drowning of Beleriand on which stood the memorial stone of Túrin, Nienor, and Morwen. *Read Sil 230.*

Tol Sirion — (S.) Island in the river in the Pass of Sirion on which Finrod built the tower of Minas Tirith; after its capture by Sauron named Tol-in-Gaurhoth (S. "Isle of Werewolves"). *Read Sil 114, 120, 156, 172, 174; UT 54. As Sauron's Isle, read UT 160.*

Tol Uinen — (S.) Island in the Bay of Rómenna on the east coast of Númenor. *Read UT 176, 182.*

Took — Name of a family of Hobbits in the Westfarthing of the Shire. *Read LotRI 22, 30; LotRII 80, 252; LotRIII 357, 363; UT 331.*

Trolls — (S. "Tereg"; sing. "Torog"). Morgoth bred the first Trolls during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone Trolls have over the ages diversified into several other species, including Hill, Cave, and Snow Trolls. Stone Trolls are still the most numerous sort, ranging throughout the broken lands of Rhudaur. Hill Trolls stalk the lower slopes of the Misty Mountains, while Snow Trolls lurk amidst the upper peaks and glaciers. Cave Trolls haunt the caverns beneath the mountains, never venturing onto the surface of the world.

Trolls are a colossal race, 9-11 feet high, with thick bodies and limbs, and tough hides of overlapping scales. Most are greenish or grey, but the rare Snow Trolls are white. Troll blood is black and steaming.

Immensely strong, their ferocity is terrifying, and in battle Trolls are utterly fearless, attacking with crude battering weapons or naked claws and fangs until victorious or slain. Like common Orcs, Trolls can see at night as though it were brightest day, and possess limited vision even in absolute subterranean darkness, Cave Trolls being the most perceptive. Principal Trollish handicaps are direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity. *Read LotRI 72; LotRII 83; LotRIII 123, 207.*

Trollshaws — (S. "Pinnath Tereg"). The hilly region of Rhudaur that lies south of the rugged Coldfells, east of the river Hoarwell, west of the river Loudwater, and north of the gentle fells of the Angle.

Tullë — The first season ("spring") in the loa. *Read UT 327.*

Tulkas — A Vala, the 'greatest in strength and deeds of prowess', who came last to Arda; also called Astaldo ("The Valiant"). *Read Sil 25, 28-9, 35-7, 48, 51, 66, 70-3, 77-8, 83.*

Tûl Póac — Major trade city located in southern Far Harad. A well-fortified hill settlement, Tûl Póac is on the highway called the Camel Road, midway between Raj and Kirmlesra.

Tumhalad — (S.) Valley in the land between the rivers Ginglith and Narog, where the host of Nargothrond was defeated. *Read Sil 212-13; UT 155, 159.*

Tumladen — (S. "The Wide Valley"). The hidden vale in the Encircling Mountains in the midst of which stood the City of Gondolin. (Tumladen was afterwards the name of a valley in Gondor: *LotRIII 41*). *Read Sil 115, 125, 134, 158, 182, 239-40, 243.*

Túna — The green hill in the Calacirya on which Tirion, the city of the Elves, was built. *Read Sil 59, 61-3, 69, 72, 82, 85, 88, 102, 115, 125, 248, 263, 278.*

Tuor — Son of Huor and Rían, fostered by the Grey-elves of Mithrim; with Voronwë entered Gondolin bearing the message of Ulmo; wedded Idril Turgon's daughter, and with her and their son Eärendil escaped from the destruction of the city; in his ship Eärrámë set sail into the West. *Read Sil 148, 198, 238-46, 249; UT 17-57, 68, 159, 161-2, 192, 215, 316-17.* For the Axe of Tuor, see Dramborleg.

Turgon — Called the Wise; the second son of Fingolfin; dwelt at Vinyamar in Nevrastr before he departed in secret to Gondolin, which he ruled until his death in the sack of the city; father of Idril the mother of Eärendil. *Read Sil 60, 83, 89-90, 113, 115, 119, 125-6, 130-2, 134, 136-8, 154, 158-60, 182, 189-90, 192-4, 196, 201, 227-8, 238-42, 244, 249, 254; UT 18, 22, 24, 26-30, 32, 33-40, 42-3, 45, 47, 49-56, 63, 66, 146, 160-1, 235, 249, 400.* Called the Hidden King, *read UT 32.*

Túrin — Son of Húrin and Morwen; chief subject of the lay named Narn i Hîn Húrin from which a portion of *Quenta Silmarillion* was derived. He was named many things by many people, including himself. The Elves in Nargothrond called him Adanedhel 'Elf-Man', Finduilas named him Thurin "the Secret", ballads created Dagnir Glaurunga "Glaurung's Bane", and the Men in Brethil called him Mormegil "Black Sword" on account of his weapon when he led the host of Nargothrond, and then Turambar "Master of Doom" or "Master of Dark Shadow". Turin named himself Agarwaen "Blood-stained" when he came to Nargothrond, Gorthol "Dread Helm" as one of the two captains in Dor-Cúarthol, Neithan "the Wronged" or "One Who is Deprived" among the outlaws, and "Wildman of the Woods" when he first came among the Men of Brethil. *Read LotRI 355; LotRII 428; Sil 148, 170, 198-227, 230, 239; UT 37-8, 51-2, 54, Part I II passim, 57-9, 86, 88-90, 92-4, 110-12, 124, 131, 134, 138; 140, 147, 155, 157, 161, 215, 387.*

Two Trees of Valinor — Created by Yavanna's song of power, into which she put all her reverence for the things with roots in the earth. Telperion, the Elder, shed silver light from his blossoms. Laurelin, the Younger, spilled golden rays from her flowers. *Read Sil 38, 46-7, 52-3, 56, 58-9, 61, 66-7, 71-2, 75-6, 78, 95, 97-101, 103, 126, 233, 240, 244, 272; UT 230, 232.*



U

Uinen — A Maia, the Lady of the Seas, spouse of Ossë. *Read Sil 30, 40, 58, 87; UT 176, 178-9, 182-3, 214.*

Uinendili — (“Lovers of Uinen”). Name given to the Númenórean Guild of Venturers. *Read UT 176.*

Ulbar — Númenórean, a shepherd in the service of Hallatan of Hyarastorni who became a mariner of Tar-Aldarion. *Read UT 195-8.* For Ulbar’s wife, *read UT 198.*

Uldor — Called the Accursed; son of Ulfang the Black; slain by Maglor in the Nirnaeth Arnoediad. *Read Sil 157, 190, 193-4, 251; UT 89-90.*

Ulfang — Called the Black; a chieftain of the Easterlings, who with his three sons followed Caranthir, and proved faithless in the Nirnaeth Arnoediad. *Read Sil 157, 189, 193.*

ULFANG



Ulfast — Son of Ulfang the Black, slain by the sons of Bór in the Nirnaeth Arnoediad. *Read Sil 157, 189, 193.*

Ulmo — A Vala, one of the Aratar, called Lord of Waters and King of the Sea. The name was interpreted by the Eldar to mean ‘The Pourer’ or the ‘The Rainer’. *Read esp. Sil 26-7, 40. Read Sil 19-20, 25-30, 40, 45, 50-52, 57-9, 61, 66, 86, 101, 103, 114-15, 119, 122-3, 125-7, 155, 158, 196, 209, 212, 238-41, 243-4, 347, 249; UT 20, 23, 28-34, 36-7, 39, 41, 43, 45, 51-4, 56, 160-2.* Called Dweller in (of) the Deep, (*read UT 22, 28*) and Lord of the Waters, *read UT 22, 28, 30, 32, 35, 39, 43, 45, 50, 160.*

Ulrath — A member of the outlaw-band (Gaurwaith) that Túrin joined. *Read UT 86-7, 89, 92-3, 97, 103.*

Ulmúri — The great horns of Ulmo made by the Maia Salmar. *Read Sil 27, 40, 57.*

Ulwarth — Son of Ulfang the Black, slain by the sons of Bór in the Nirnaeth Arnoediad. *Read Sil 157, 193.*

Úmanyar — (Q.) Name given to those Elves who went on the westward journey from Cuiviénen but did not reach Aman: ‘Those not of Aman’, beside Amanyar ‘Those of Aman’. *Read Sil 53, 56.*

Úmarth — (“Ill-fate”). A fictitious name for his father given out by Túrin in Nargothrond. *Read Sil 210.*

Umbar — (S. “Hollow Dwelling”). Port city and surrounding coastal region located in Near Harad, across the Bay of Belfalas from Gondor. Umbar’s great firth and numerous smaller bays provided havens for the Corsairs that raided Gondor’s southern flank. Founded in the Second Age by the Men of Númenor, Umbar was been held by various groups at odds with the South Kingdom: Black Númenóreans, Corsairs, and Haradrim. *Read LotRII 338; LotRIII 42, 149; Sil 270; UT 242, 296, 312, 398, 402.*

Undead — Beings whose bodies have died but whose spirits have not yet departed from Arda, or creatures of Shadows who remain tied to the mortal world as a result of some heinous enchantment.

Undeeps — The two great westward bends of Anduin, called the North and South Undeeps, between the Brown Lands and the Wold of Rohan. *Read UT 260, 289-90, 292, 296-7, 299-300, 314.*

Underking (in Rohan) — *Read UT 369.*

Úner — (“Noman”). Term used by Ancalimë when she first refused to marry Hallacar son of Hallatan of Hyarastorni. *Read UT 211.*

Ungoliant — The great spider, destroyer with Melkor of the Trees of Valinor. Shelob in *The Lord of the Rings* was ‘the last child of Ungoliant to trouble the unhappy world’. *Read LotRII 423; Sil 73-4, 76, 79-81, 89, 95, 101, 121, 132, 164, 248; UT 52, 232.*

Union of Maedhros — The league formed by Maedhros to defeat Morgoth that ended in the Nirnaeth Arnoediad. *Read Sil 188-9.*

Úrimë — (Q.) Quenya name of the eighth month according to the Númenórean calendar, corresponding to August. Úrui is the Sindarin Name. *Read UT 302.*

Urthel — One of the twelve companions of Barahir on Dorthonion. *Read Sil 155.*

Uruks — Anglicized form of Uruk-hai of the Black Speech, a race of Orcs of great size and strength. *Read LotRI 421; LotRII 61, 441; LotRIII 118, 256; UT 357-9, 361.*

Utumno — The first great stronghold of Melkor, in the north of Middle-earth, destroyed by the Valar. *Read Sil 36-7, 41, 47, 50-1, 73, 81, 99, 118.*

V

Vairë — (“The Weaver”). One of the Valier, the spouse of Námo Mandos. *Read Sil 25, 28.*

Valacar — Twentieth King of Gondor, whose marriage to Vidumavi of the Northmen led to the civil war of the Kin-strife. *Read UT 311.*

Valacirca — (Q. “The Sickle of the Valar”). Name of the constellation of the Great Bear. *Read Sil 48, 174.*

Valandil [1] — Son of Silmariën; first Lord of Andúnië. *Read UT 173, 182, 189, 208, 215, 217, 219.* For the wife of Valandil, *read UT 182.*

Valandil [2] — Youngest son of Isildur; third King of Arnor. *Read LotRI 320; LotRII 310; Sil 295-6; UT 271, 277-8, 284-5.*

Valaquenta — (Q. “Account of the Valar”). A short work treated as a separate entity from *Quenta Silmarillion*.

Valar — (Q. “Those with Power”, “The Powers”; sing. “Vala”; S. “Belain”, sing. “Balan”). The greater of the Ainur who entered Eä as guardians and executors of Eru’s vision. There were originally fifteen Valar; however Melkor (Morgoth) fell from grace, leaving seven male and seven female Valar. The eight called the Aratar are the mightiest. Morgoth’s name was never again spoken by the Exalted, and he was counted as the greatest of the Great Enemies. The Valar are also known as the Mighty, the Exalted, the Great Ones, the Lords of Arda, the Guardians, the Lords of Valinor, the Lords of the West, and (by the ignorant) the Gods. *Read LotRII 340; LotRIII 137; UT 29, 34, 62, 156, 161, 178, 195, 221-3, 389, 396; the Lords of Valinor, (read Silpassim); read esp. 20-1, 41, 74; UT 30, 35, 38, 45-6, 53, 67, 155-6, 169, 174, 180-1, 184, 187-8, 193, 195, 199, 201, 205, 214, 221-2, 229-32, 236, 241, 249-51, 253-4, 259, 304, 308-9, 389, 391-6.* See also Ainur, Aratar. As the Powers, *read UT 62.*

Valaróma — (Q.) The horns of the Vala Oromë. *Read Sil 29, 41, 77, 95.*

Valdicli — The seven oligarchs who dominate the Dominions or Seven Lands. Their union is called the Council of Seven. Among other sites, the Valdacli employ the exalted circle at Cor Minyadhras as their meeting place.

Valier — (Q. "The Queens of the Valar"; sing. "Valië"). The seven female Valar, a term used only in the *Valaquenta*. *Read Sil 25, 27, 29.*

Valinor — (Q. "Land of the Valar"). The land in eastern Aman beyond the mountains of the Pelóri which is the home of the Valar, most of the Maiar, and the Vanyar Elves. Also called the Guarded Realm, it lies west of Eldamar and its capital is Valimar. *Read LotRI 309; LotRIII 311; Sil passim; read esp. 37-8, 102; UT 22, 29, 53, 76, 156, 168, 215, 230-3, 235, 253-4, 256, 266, 286, 395-7.* For 'Valinórean,' *read LotRIII 172; UT 394.* For the Darkening of Valinor, *read UT 29, 232.*

Valmar — (Q.) The city of the Valar in Valinor; the name also occurs in the form Valimar. In Galadriel's lament in Lórien (*LotRII 489*) Valimar is made equivalent to Valinor. *Read Sil 28-9, 38, 50, 55, 61, 65, 70-2, 74-6, 84, 102, 187, 148-9; UT 232.*

Vána — (Q.) One of the Valier, the sister of Yavanna and spouse of Oromë; called the Ever-young. *Read Sil 25, 29-30, 99.*

Vanyar — (Q. "Fair Elves"). The first host of the Eldar on the westward journey from Cuiviénen, led by Ingwë. All of them left Middle-earth and remained in Aman. The name (sing. Vanya) means "the Fair", referring to the golden hair of the Vanyar; see Finarfin. *Read Sil 40, 53-4, 57, 59-61, 64, 66, 75-6, 82, 98-9, 102, 130, 136, 251, 254; UT 229-30.*

Vardamir — Called Nólimon for his love of ancient learning; son of Elros Tar-Minyatur; accounted the Second Ruler of Númenor although he did not ascend the throne. *Read UT 217-20, 224-5.*

Vása — (Q. "The Consumer"). A name for the Sun among the Noldor. *Read Sil 99.*

Vēantur — Captain of the King's Ships under Tar-Elendil; grandfather of Tar-Aldarion; commander of the first Númenórean ship to return to Middle-earth. *Read UT 171, 173-5, 213, 219.*

Venturers, Guild of — The brotherhood of mariners formed by Tar-Aldarion. *Read UT 171, 176-8, 180, 182, 185-8, 190, 195, 206, 212, 214.*

Vidugavia — ("Wood-dweller"). Northman, called King of Rhovanion. *Read UT 311.*

Vidumavi — ("Wood-maiden"). Daughter of Vidugavia; wedded Valacar King of Gondor. *Read UT 311.*

Vilya — One of the Three Rings of the Elves, the Ring of Air, (*read UT 237*), borne by Gil-galad and afterwards by Elrond; also called the Ring of Sapphire and the Blue Ring, *read UT 239, 256. Read LotRIII 381; Sil 288, 298; UT 239, 256.*

Vingilot — (Q. "Vingilótë", "Foam-flower"). The name of Eärendil's ship; called Rothinzil in Adûnaic. *Read Sil 246-7, 250, 252, 259-60.*

Vinyamar — The house of Turgon in Nevraeth under Mount Taras. The meaning is probably 'New Dwelling'. *Read Sil 115, 119, 125, 130, 238-40; UT 26-8, 31, 46, 51-2, 54, 317.*

Víressë — (Q.) Quenya name of the fourth month according to the Númenórean calendar, corresponding to April. *Read UT 187, 298-9.*

Void — That which is outside Existence (Eä).

Voronwë — ("The Steadfast"). Elf of Gondolin, the only mariner to survive from the seven ships sent into the West after the Nirnaeth Arnoediad; met with Tuor at Vinyamar and guided him to Gondolin. *Read Sil 196, 239; UT 30-50, 553-5, 317.* Also the name of Mardil Steward of Gondor. *Read UT 317.*

W

Wainriders — An Easterling people who invaded Gondor in the nineteenth and twentieth centuries of the Third Age. *Read UT 289-96, 311-13, 316.*

Walls of Night — The utterly black mountain bounds which encircled Arda prior to its reformation in Second Age 3319. These walls marked the edge of the world, and the only exit was the Doors of Night in the farthest West. The Gates of Morning in the farthest east served as the only entrance.

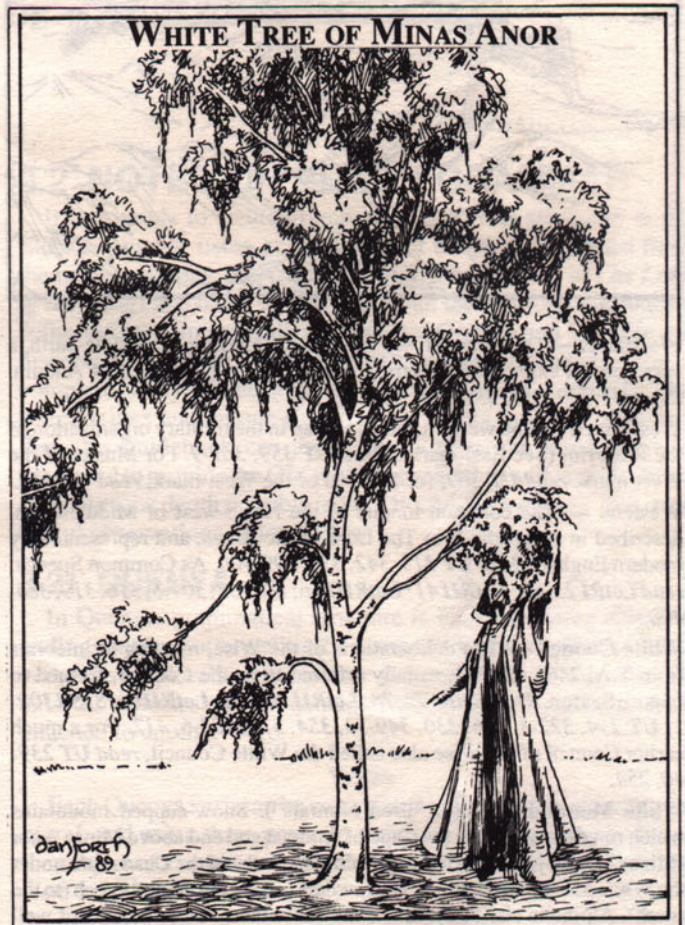
Warg — Huge, enchanted Wolves first spawned by Morgoth. An evil race, they are unnaturally powerful but cursed. Their bodies disappear soon after they are slain and their spirits pass into the Void. *Read LotRI 388, 390.*

War of the Jewels — The wars of Beleriand fought by the Noldor for the recovery of the Silmarils. *Read UT 386.*

Watchful Peace — The period lasting from T.A. 2063, when Sauron left Dol Guldur, until 2460, when he returned. *Read UT 296, 313, 370, 406.*

Weather Hills — Hills in Eriador, of which Amon Sûl (Weathertop) was the southernmost. *Read UT 214.*

West, The — Northwestern Middle-earth, specifically the area within which the events of *The Hobbit* and *The Lord of the Rings* took place. Loosely, the area from Umbar northward and west of the eastern shores of the Sea of Rhûn.



Westfold — Region of Rohan, the slopes and fields between Thrihyrne (the peaks above the Hornburg) and Edoras. *Read UT 356, 359-60, 362, 366, 368, 371-3.* For Muster of Westfold, *read LotRII 168; LotRIII 59, 199; UT 367.*

West-gate — The western entry into Khazad-dûm; also called Durin's Gate, the Doors of Durin, the West Door, and the Elven-Door. Composed of the mithril-based Ithildin (S. "Moon-star"), it is only visible in starlight or moonlight and, even then, must be touched by one who utters the proper phrase. In order to gain passage, the Opening-word *mellon* (S. "Friend") must be spoken. The West-gate looks out upon a small pool in the River Sirannon and faces Eregion.

Although built by the Dwarf Narvi, the Elf-smith Celebrimbor, King of Eregion, drew the words of its Gate-inscription. They read: *Ennyn Durin Aran Moria: pedo mellon a minno.* Below there is the faint message: *Im Narvi hain echant: Celebrimbor Eregion Teithant i thiw hin.*

The Sindarin translates as: *The Doors of Durin, Lord of Moria. (Say) Speak, friend, and enter; and: I, Narvi, made them. Celebrimbor of Hollin drew these signs.*



Westlands — Of Númenor, see Andustar. Referring to Middle-earth, a very general expression, referring broadly to the lands west of Anduin. Read *UT* 200, 239, 331, 390, 392.

West-mark — The western half of Rohan in the military organization of the Rohirrim (See East-mark). Read *UT* 359, 367-9. For Muster of the West-mark, read *UT* 369; for Marshal of the West-mark, read *UT* 369.

Westron — The common tongue of the North-west of Middle-earth, described in Appendix F to *The Lord of the Rings*, and represented by modern English. Read *UT* 313, 342, 370, 399-400. As Common Speech, read *LotRI* 23, 80; *LotRII* 41; *LotRIII* 46; *UT* 301, 304-5, 316, 319, 384, 400.

White Council — The deliberations of the Wise, meeting at intervals from T.A. 2463 to 2953; usually referred to as the Council, formed to oppose Sauron. Read *LotRI* 72, 78; *LotRII* 96, 241; *LotRIII* 328; *Sil* 300-2; *UT* 254, 322-3, 326, 330, 349-52, 354, 373, 404-6, 412. For a much earlier Council of the Wise also called the White Council, read *UT* 239-40, 254.

White Mountains — (S. "Ered Nimrais"). Snow-capped mountains which run eastward from the Cape of Andrast and end above Minas Anor (Minas Tirith), just west of the Anduin. The Paths of the Dead cross under the White Mountains between Harrowdale (on the north) and Erech (to the south). Alpine in character, the White Mountains rise to heights of well over 11,000 feet. Read *LotRI* 338; *LotRII* 363, 371; *LotRIII* 24; *Sil* 94; *UT* 243, 300, 306. Translated as White Mountains, read *LotRI* 321; *LotRII* 29; *LotRIII* 24, 78-9; *UT* 242-3, 260, 309, 370-1, 383-4.

White Tree — See Telperion (White Tree of Valinor), Galathilion (White Tree of Tirion), Nimloth [1] (White Tree of Númenor). The White Trees of Minas Ithil and Minas Anor. Read *Sil* 273, 276, 291, 293-7, 304. For the White Tree of Tol Eressëa, see Celeborn [1].

Wight — An undead spirit that inhabits and animates the fallen bodies of others, taking their prey's form and using their victim's physical power (while retaining their own magical attributes).

Wild Elves — Mîm's term for Dark Elves (Avari). Read *UT* 103.

Wild Lands — Term used in Rohan for the lands west of the Gap. Read *UT* 370.

Wild Men — The Drúedain. Or a general term for Easterling Men from beyond Anduin, read *LotRII* 364; *LotRIII* 128-33; *UT* 259.

Wilwarin — (Q.) Name of a constellation. The word meant "butterfly" in Quenya, and the constellation was perhaps Cassiopeia. Read *Sil* 48.

Wise, The — The Istari and the greatest Eldar of Middle-earth. Read *LotRI* 20, 78; *LotRIII* 112, 380; *UT* 338-9, 344, 349. See White Council.

Witch-king — The Númenórean Prince who was the first among Men to accept a Ring of Power from Sauron. Of all nine Ringwraiths, he possessed the greatest power of independent action. Read *LotRI* 25; *LotRIII* 112; *UT* 313, 343-4, 346, 348, 353-4. Called also Chieftain of the Ringwraiths (read *UT* 338), the (Black) Captain (read *LotRI* 346; *LotRIII* 110; *UT* 341, 348, 352, 354), Lord of Morgul (read *LotRI* 291; *LotRII* 401; *UT* 338-41, 353), and the Lord of the Nazgûl (read *UT* 295, 340).

Wold — A region of Rohan, the northern part of the East emnet (Anglo-Saxon emnet 'plain'). Read *LotRII* 38, 94; *UT* 299-301, 338-9, 368.

Wolf-folk — Name given to the Easterlings of Dor-lómin. Read *UT* 109.

Wolfriders — Orcs or Orc-like beings mounted on wolves. Read *UT* 357-8, 363, 365.

Woodhall — A village in the Shire, at the foot of the Woody End slopes. Read *LotRI* 107; *UT* 352.

Woodland Realm — The Elven kingdom in Greenwood the Great. Founded by King Oropher, the father of Thranduil, it is ruled by Sinda Lords who left Eregion or Lórien and settled amongst the Silvan (Avar) Elves in the forest east of the Anduin. The majority of the realm's people, however, are Avari or Silvan Elves, and it is their culture that predominates.

The Forest-folk of the Woodland Realm retreated northward soon after the founding of their domain. Even though Sauron was overthrown at the end of the Second Age and they enjoyed over a millenium of peace, the Wood-elves failed to reclaim the southern part of the forest. After T.A. 1050 and the arrival of the Necromancer in Dol Guldur, their realm shrank further. By T.A. 2900, the Woodland Realm was confined to northwestern Mirkwood. Read *LotRII* 42.

Woodmen — A distinct group of Northman clans who reside in the depths of Mirkwood. They are a loose tribe of hunter/gatherers who live in or below the trees as extended families. Their chief settlement is at Woodmen-town in southwestern Mirkwood. Read *UT* 276. Also Dwellers in the woods south of Teiglin, harried by the Gaurwaith. Read *UT* 87, 90-1, 147; or the Men of Brethil, read *LotRI* 91; *UT* 110-12, 122-6, 128.

Worm — A term roughly corresponding to Drake or Dragon, but often used more generally to describe any powerful, serpentine creature.

Y

Yavanna — (Q. "Giver of Fruits"). One of the Valier, numbered among the Aratar; the spouse of Aulë; called also Kementári. Read *esp. Sil* 27-8. Read *Sil* 25, 27-9, 35, 38-40, 45-7, 55, 59, 74, 78-9, 81, 91, 98-100, 104, 260, 263, 291; *UT* 34, 187, 235, 250, 393.

Yavannië — (Q.) Quenya name of the ninth month according to the Númenórean calendar, corresponding to September. Ivanneth is the sindarin name. Read *UT* 271-2, 279.

Year of Lamentation — The year of the Nirnaeth Arnoediad. Read *Sil* 126, 198; *UT* 17, 70, 75.

Yellow Mountains — (Q. "Orolanari"; S. "Ered Laranor"; K. "Mablâd"; DR. "Manjano Malimavi") Also called the Mountains of the South, these peaks extend across the southern part of Middle-earth. In the early days of Arda, before the changes, these peaks comprised the southern range of the three mountain chains in the East.

Known for their yellowish, loam-producing rock and their myriad ecosystems, the Orolanari run eastward from the cape of Sare and bend across south-central and southwestern Middle-earth. Minyadhras, the westernmost and southernmost peak in the range, rises near the cape called Metham (S. "South's End"; Q. "Hyarnúmente", "Mentelanari") at the southwestern tip of the middle continent.

The Yellow Mountains separate the hilly, humid realms along Endor's southern coasts from the drier reaches of Far Harad and the neighboring lands of Isra, Chennacatt, Ciryatandor, Hyarn, Elorna, Mirëdor, and Drel. Alpine in character, they rise to heights well over 10,000 feet. Their higher peaks are snow-capped year round.

Yestarë — The first day of the Elvish solar year (loa). Read *UT* 327.

Z

Zamîn — Old woman in the service of Erendis.

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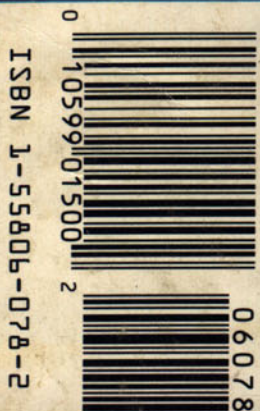
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