

Unfinished Tales: The Lost Lore of Middle-earth Study Guide

Unfinished Tales: The Lost Lore of Middle-earth by J. R. R. Tolkien

(c)2015 BookRags, Inc. All rights reserved.



Contents

Unfinished Tales: The Lost Lore of Middle-earth Study Guide.....	1
Contents.....	2
Plot Summary.....	3
Chapter 1, Of Tuor and His Coming to Gondolin.....	5
Chapter 2, Narn I Hin Hurin.....	7
Chapter 3, A Description of the Island of Numenor.....	12
Chapter 4, Aldarion and Erendis.....	13
Chapter 5, The Line of Elros: Kings of Numenor.....	16
Chapter 6, The History of Galadriel and Celeborn and of Amroth King of Lorien.....	18
Chapter 7, The Disaster of the Gladden Fields.....	20
Chapter 8, Cirion and Eorl and the Friendship of Gondor and Rohan.....	21
Chapter 9, The Quest of Erebor.....	23
Chapter 10, The Hunt for the Ring.....	24
Chapter 11, The Battles of the Fords of Isen.....	26
Chapter 12, The Druedain.....	27
Chapter 13, The Istari.....	28
Chapter 14, The Palantiri.....	29
Characters.....	30
Objects/Places.....	52
Themes.....	55
Style.....	57
Quotes.....	59
Topics for Discussion.....	60



Plot Summary

The author's finished and published novels have been wildly popular. His death saddened and disappointed his fans. Their demand for more of his work, particularly more tales about Middle-earth (the setting for *Lord of the Rings* and *The Hobbit*), led his son, Christopher Tolkien, to look through his father's unpublished writings to see if he could discover more about what the author had intended to write on the subject. Fortunately, the author had a habit of keeping his unpublished writings.

The result of Christopher Tolkien's investigation was many scraps of stories and nearly completed tales that used Middle-earth as the setting. Many of these tales feature characters that Tolkien's fans are already familiar with from *Lord of the Rings* and *The Hobbit*. Although the stories are unfinished, imperfect, and in many places conflicting, they still give fans a lot of extra information about the characters and places in and around Middle-earth. For this reason, Christopher Tolkien decided to clean them up as well as he could, assemble them, and have them published as a collection of unfinished short stories.

The stories are unfinished and, at times, conflicting, so they need a lot of explanation. Christopher Tolkien, acting as the editor, attempts to explain and resolve the conflicts. In addition, he offers ideas to fill in the unfinished parts of the stories. He always backs these ideas with an explanation of where he drew the ideas from, such as connections from the author's other writings or notes that the author scribbled on scraps of paper.

The stories were never intended by the author to be published as a collection, but were rather pushed together by the editor (his son). For this reason, they lack an overall cohesiveness. Nevertheless, the editor manages to give them some unity by putting them more or less in chronological order. In this way, the tales fall into the three ages of Middle-earth.

In the first age, the reader meets in two separate tales Tuor, Turin, and their kin. The first story is about the life of Tuor, who is destined to be a great leader living in a beautiful elven city. Turin's tale, however, is much more tragic. His family is cursed by Morgoth, who eventually subjects them to a fate worse than death.

The tales from the second age tell about the island and people of Numenor (which is near Middle-earth) and, to a lesser extent, about Galadriel, the powerful and wise elf (familiar from *Lord of the Rings*), her husband Celeborn, and Amroth (King of Lorien, who has been described in one place as being the child of Galadriel and Celeborn). One chapter goes into detail telling the story of Aldarion and Erendis, one-time King and Queen of Numenor, and how they fall in love but are destined to be unhappy together because he loves the sea and goes away for many years at a time, while she doesn't like to travel at sea.

The last portion of the book is dedicated to the third age. In this section, the reader learns more about many of the characters who only had "bit parts" in *Lord of the Rings*.



This section gives details about several battles against the forces of Sauron (a major antagonist in this section of the book). The reader learns quite a bit about the rings from *Lord of the Rings* and *The Hobbit*. One chapter reveals details about who Gandalf and Sauron from *Lord of the Rings* and *The Hobbit* really are and what they are doing in Middle-earth.



Chapter 1, Of Tuor and His Coming to Gondolin

Chapter 1, Of Tuor and His Coming to Gondolin Summary

Rian, of the House of Hador, is pregnant and is waiting for news about what has happened to her husband, Huor. When she doesn't hear any news, she gets upset and runs out into the woods, presumably to look for him. She runs into the Grey-elves, who take care of her. She gives birth to a son and names him Tuor. She leaves him in the care of the elves, and she dies. The elves raise Tuor.

The evil leader Morgoth leads his followers to oppress the elves and humans. Morgoth's empire spreads. The Grey-elves, led by Annael, secretly flee their home area and travel south. During an attack from Morgoth's forces, Tuor gets separated from the elves and is taken captive. He becomes a slave, but after three years, he escapes to hide out in the caves of Androth. He lives there alone for four years. He wants to find the Gate of the Noldor, where Turgon, one of Morgoth's greatest foes, lives, in order to join him and avenge the deaths of his people. He decides to leave. He takes up his harp and begins to play, and the Lord of the Waters (Ulmo) then causes the water in the well at his feet to overflow. Tuor takes this as a sign and follows this stream of water.

The stream leads him through an arch into darkness. He follows the water through the darkness and through a ravine. He sees sea gulls and, taking them as a good sign, follows them up the sides of the ravine, thus escaping a wild flood. He ends up at the Great Sea in Nevrast. He stays in Nevrast through spring and summer. Then he sees seven white swans and he follows them for over a week to Vinyamar, which was once inhabited by Turgon. In Vinyamar, he finds and puts on a hauberk, a helm, and a sword. The swans leave, as they've done their job and have led him where he was supposed to go.

While standing on the shore, Tuor sees a great wave come in and break, leaving behind it the physical form of Ulmo, Lord of the Waters. Ulmo tells Tuor that he needs to go find Turgon. Ulmo says that he will send a guide to help Tuor find Turgon. He gives Tuor a grey shadow cloak to help him escape detection as he goes. Soon after, Tuor meets Voronwe, an elf, who knows the way to the Gate of the Hidden City.

Tuor and Voronwe leave Nevrast. Winter comes. They have to hide during their journey in order to escape detection by the Orcs and other servants of Morgoth. They find little food and fear that if they aren't captured by the Orcs, they will still either starve to death or freeze to death. They sleep little. They're both tired and very hungry when they finally get to the Gate. At the Gate, guards challenge them. Tuor and Voronwe tell their purpose, and they're led past seven gates before they finally get to Turgon.



Chapter 1, Of Tuor and His Coming to Gondolin Analysis

This story, like the rest of the stories in the book, is unfinished. This makes the ending abrupt and leaves one wondering what happens next. However, the editor found scribbled notes that give the reader a clue to how the story ends. From the author's notes comes a slightly more satisfying ending: Tuor rides into Gondolin and meets Turgon and his daughter.

Since the story is unfinished, it is unpolished, as the author hadn't intended it to be published in this form. Even in this rough form, the author still includes the advanced element of symbolism. It is significant that almost the only animals referred to in this story of a journey through the wild are birds. The white birds in the story (sea gulls and swans) guide Tuor and symbolize both guidance and Turgon's people, as illustrated by the story mentioning several times that the birds are carved into items at Nevrast and Gondolin. The story is told primarily from the third person point of view, with one notable exception. There is a long quote as Voronwe tells his story; and the story (in the quote) is in the first person point of view.



Chapter 2, Narn I Hin Hurin

Chapter 2, Narn I Hin Hurin Summary

Hador Goldenhead is the leader of the Edain (a group of humans) and is a friend of the Eldar elves. His children are Gloredhel and Galdor. Galdor marries Hareth and has two children, Huor and Hurin. Huor, who marries Rian, has a son named Tuor, whose tale was told in Chapter 1. Hurin marries Morwen, and they have three children: Urwen, Turin, and Nienor. Chapter 2 is about Hurin, Morwen, and their children; but primarily focuses on Turin.

When Turin is just five years old, Morgoth sends an "ill wind" called the Evil Breath from the North, and the wind kills many people, especially young children. The wind makes both Turin and his younger sister Urwen (also called "Lalaith," which means "Laughter") sick. Turin eventually gets well, but Urwen doesn't survive. Turin and his parents mourn, and Turin then turns to his friend, Sador, who is lame in one leg and is one of Hurin's housemen, for comfort.

Hurin sees the need to go to fight Morgoth's forces. He decides to leave and discusses with Morwen what she should do if things don't go well while he is gone. She decides she may have to take the children to Doriath where the elves were. Hurin would rather they go elsewhere, but leaves the decision up to Morwen. He remains optimistic, however, that things will go well and that Morwen won't have to leave. For Turin's birthday, Hurin gives him a special knife that has been made by elves. Turin gives the knife to Sador out of friendship and pity, since Sador can use the knife in his work for carving wood. This gift is a mark of the strength of the bond between Turin and Sador.

When the day comes for Hurin to leave, Morwen is pregnant. As the men leave, they raise their swords in salute to Turin, the heir of the House of Hador. Hurin leaves with his men to go fight. Morgoth later takes him alive. Morgoth promises to let him choose between leaving and becoming a high-ranking captain in his army if Hurin will just reveal where Turgon was. Hurin won't tell him, saying that he'd be a fool to take the deal because he knows that Morgoth would just kill him once he found out the information he had been waiting for. In retaliation, Morgoth vows to hunt down all of Hurin's family and bring doom to them. He then takes Hurin to Angband and puts him in a stone chair, binding him there with his power so that he can never move or die. Morgoth gives Hurin the ability to see and hear everything that Morgoth could see and hear, so that Hurin will have to see all of the death and destruction Morgoth brings to his land and his family.

The Easterlings (servants of Morgoth) come to where the people of Hador live, and they are cruel with them. One particular Easterling named Brodda takes the homes, land, and servants of Hurin's people and forces them to be "thralls" (slaves). He forces Turin's aunt, named "Aerin", to be his wife. He leaves Morwen alone, however, because he knows she has dealt with elves, and he is afraid of elves. Aerin secretly sends help to Morwen and her family so they won't starve.



Things are so difficult, however, that Morwen knows that the time has come for her to take Turin away from there. She realizes that she and Turin would have to leave secretly; and because she is pregnant and is not far from delivering her baby, the trip would be too difficult for her. She therefore decides to send Turin to Doriath without her. She sends Gethron and Grithnir with him to guide him to Doriath, where he will be a guest of the elven king. Turin leaves for Doriath without her. Shortly after, she gives birth to a baby girl, and calls her Nienor.

The trip is difficult for Turin and his guardians, and they are near starving. Fortunately, however, Beleg the Strongbow is hunting nearby. He finds them and gives them food. He sends a messenger to Menegroth to the elf-king Thingol and the elf-queen Melian to see if they would receive Turin and his guardians. Thingol and Melian agree to receive them, so Beleg leads the three newcomers to the Hidden Kingdom (the elf city). Once there, Thingol sets Turin upon his knee as a sign that he is taking him as his own foster-child. Over time, Grithnir eventually dies from age and sickness, and Gethron goes back to Morwen with an escort. Thingol sends a message to Morwen asking her to come to Doriath, but she is too proud to be a burden to him. Instead, she sends back a gift, the Helm of Hador. Thingol then gives the Helm to Turin.

While Turin is growing up, Melian asks an elf-woman from the woods to watch over him. Her name is "Nellas". Nellas secretly looks after Turin for many years. She also teaches him many things, including the Sindarin tongue, one of the elf languages. She won't go into Menegroth, however, because she is afraid to walk under stone roofs. As Turin grows, he hears word from Morwen (via the king's messengers) about how she is doing, and that Nienor is growing up to be quite beautiful. He learns woodcraft, archery, and swordsmanship from Beleg. He has honor as the king's foster-child, but he isn't happy, so he has few friends. He encounters some difficulty with Saeros, one of the king's counsellors, who does not like him because he is human. Saeros makes derisive remarks in front of him. Turin remains silent, afraid to insult a counsellor of the king.

One day, soon after Turin has grown to maturity, the messengers that Thingol has sent to Morwen do not return. Thingol will not send any more messengers out, for fear they will be hurt, so Turin isn't sure whether his mother and sister are well. Turin asks Thingol for armor, a sword, and the Helm of Hador. He intends to go for an assault on the enemy. Turin goes to the north-marches and proves himself in battle against the Orcs.

Three years later, he goes back to Menegroth for some repairs, and sits down at a table in the dining hall. He doesn't know it, but he has accidentally sat in the chair where Saeros normally sits. Saeros sees him there and takes it as a personal affront, insulting Turin and the women of Hithlum. Turin draws his sword to strike Saeros, but Mablung the Hunter holds him back. In the morning, Turin leaves to go back to the north-marches, but Saeros attacks him from behind. Turin overcomes him, and makes him strip, and then chases him for fun. Saeros is afraid, not knowing that Turin won't actually hurt him; and in a panic, he makes an impossible jump, falls onto a stone and dies.

Mablung advises Turin to go to the king and seek a pardon, but Turin is afraid, and decides to leave instead. When King Thingol finds out what happens, he is upset about



what Saeros did, but says that he cannot excuse that Turin did to him. He banishes him from the kingdom. Mablung brings a surprise witness, Nellas, to tell Thingol more of the story. Although Nellas is afraid to stand under stone roofs, she comes anyway in order to defend Turin. Nellas explains that Saeros attacked Turin unprovoked and from behind, and that Turin did not kill Saeros even when he could have, Thingol pardons Turin. He then sends Beleg to find Turin and bring him back to Menegroth.

Turin, meanwhile, meets up with a band of outlaws who intend to kill him; instead, he kills one of the members of the band and takes his place. He introduces himself to them as "Neithan". Neithan later ends up killing their leader and taking his place as the leader of the outlaws. Beleg finally catches up with them, but Turin is not there, and the outlaws begin to torture him as an intruder. When Turin comes back, he sets Beleg free. Beleg gives him the message that he has been pardoned, but Turin is not ready to go back to Menegroth.

Beleg leaves, and things begin to go badly for the outlaws. They have little food to eat, and are not welcomed by villagers. Searching for better conditions for the men, Turin leads them further away from inhabited areas. They come upon some dwarves one night. Seeing that the dwarves are in the outlaws' territory and that the dwarves are acting suspiciously, they shoot arrows at them, hitting one and capturing another. In exchange for his life, the dwarf agrees to share his home with them. They keep the dwarf overnight and follow him to his home in the morning. The home is well hidden, and he has food to offer them. They have kept him from getting home soon, so he is not able to be there to tend to his son (whom one of the outlaws shot with an arrow), and his son dies. Turin feels responsible for this and vows that if ever he comes into a great sum of money, he will share it with the dwarf.

Many years later, Turin returns to Dor-lomin, where he used to live with his mother. Morwen no longer lives in the house. Turin finds a local man and asks him about Morwen. The man turns out to be Turin's old friend, Sador. Sador can't tell him much except that Morwen left long ago, and that Aerin might know more. Turin goes to Aerin and reveals who he is, and asks what has become of his mother and sister. Aerin tells him that they went long ago to live in Doriath. Turin kills Brodda and several of the other Easterlings, and then flees as more are coming. Many of the local people follow him. While in the woods, he comes upon some men being attacked by Orcs, so he makes noise like several people and calls out like he is calling to several people. The Orcs think they are outnumbered and are scared away. The men invite him to live with them in Brethil. He does, and takes on the new name "Turambar".

Morwen is still in Doriath and worries about what happened to Turin. She decides to go find him, or at least find out what has happened to him. The king begs her to stay, but she won't, so he sends Mablung and a group of elves after her to protect her. Nienor secretly follows. When Morwen finds out, she orders Nienor to go back, but Nienor refuses. They come across the dragon Glaurung, who attacks them. They scatter, and Morwen runs off, never to be seen again. The dragon wipes Nienor's memory so that she can't even remember who she is or how to speak. Mablung begins to lead her home, but she no longer speaks or understands his words, and she won't move of her



own volition. Mablung and Nienor are joined by three more that were in their party, and they continue homeward. They are attacked by Orc-hunters, and when they run, Nienor runs faster than any of them, and she escapes. They hunt for her, but can't find her, so they return to Doriath without her.

Nienor continues to run and she tears off all of her clothes, until she is completely exhausted and collapses, naked, and sleeps. She awakes having no memory of who she is or what has happened to her, and doesn't even understand how to get food. She begins to grow hungry and when a storm comes, she cowers. Turambar (Turin) and his men happen to find her like that, and they bring her back to Brethil. She can't speak or tell him her name, so Turambar names her "Niniel", which means "Maid of Tears." She slowly gets well, and the women teach her to talk, but she still has no memory of who she is. She and Turambar fall in love. He asks her to marry him. His friend, Brandir, advises Niniel to wait, sensing that something is wrong, and desiring her for himself. After waiting for a while, Turambar and Niniel get married, and Niniel becomes pregnant.

Glaurung the dragon becomes more powerful and becomes a threat to Brethil, and starts heading in that direction. Eventually, Turambar feels he has no choice but to battle Glaurung. He comes up with a plan to attack the dragon's underbelly. He takes two men, Dorlas and Hunthor, with him. They plan to go to a crevice and wait inside for Glaurung to cross, and then attack him from below. Dorlas becomes afraid at the last part of the journey and decides not to follow them. Turambar and Hunthor continue alone. They get in position, but as the dragon begins to move across, he dislodges a stone that falls on Hunthor head, making him fall and killing him. Turambar drives his sword into Glaurung's belly as planned, and the dragon writhes for a while before becoming still. The sword is still in his belly and as Turambar removes it, venom-filled blood squirts out and lands on his hand, burning him. He faints.

Niniel (Nienor) decides to look for Turambar (Turin). As Brandir is in love with her, he follows. When she gets to the dragon, she sees Turambar lying there, and she thinks he is dead. The dragon is still alive, and when he sees her, he reveals who she really is, and who Turambar really is, and that they are brother and sister. Nienor is distraught and jumps off the cliff into the stream below, killing herself.

Brandir comes across Dorlas, and Dorlas reveals that he deserted Turambar and Hunthor. Brandir is angry with Dorlas and they argue. Dorlas tries to punch him, but Brandir draws his sword and kills Dorlas. Brandir leaves and tells the people what happened, and that Turambar is dead. Turambar awakes, and when he finds Brandir, he wants to know where Niniel is. Turambar at first won't believe that she is dead, but Brandir also tells him that the dragon said that Niniel was really Nienor, his sister. Turin calls this a lie and kills Brandir. He cries in the woods, and then meets twelve elves. He asks for news of Morwen and Nienor. They tell him that Morwen ran off and that Nienor was bewitched by the dragon and ran off into the woods. Finally accepting the truth, Turin kills himself upon his own sword.



Chapter 2, Narn I Hin Hurin Analysis

When Morgoth promises Hurin that he will do awful things to Hurin's family, he succeeds. He has already killed Lalaith with his wind from the north. Now he begins to separate Hurin's family by sending Easterlings to the House of Hador. Turin is separated from his mother. Nienor grows up with only her mother, never having seen her sister (who is dead), her father (who is imprisoned by Morgoth), or her brother (who lives with the elves). Then, when Morwen and Nienor finally go to live with the elves and there seems that there might be a chance that they'll see Turin if he ever returns, Morgoth's servant, the dragon Glaurung, separates Morwen from the elves so that Turin will never see her again. Worse than that, Glaurung removes Nienor's memory so that she doesn't know who she is, and since Turin has never seen her before, he doesn't realize she's his sister. This sets the stage for them to get married. Morgoth deals the last blow by sending Glaurung to Turin, where he can deliver the news that Niniel and Turin are actually sister and brother. The news drives them both to commit suicide, and Morgoth's destruction of the family is complete. All the while, presumably, Hurin has had to watch everything that has happened, still imprisoned in his chair of stone and unable to escape or even kill himself.

As with other stories in the book, this one is unfinished; but the middle of the story is missing, rather than the end. The narrative stops after Turin and the outlaws begin to live in the dwarf's house, and it picks up again when he is on his way back to Dor-lomin to find out what has happened to his sister and his mother. The story of the several years from Turin's life that are missing can be found in another of the author's books, *The Simillaron*.



Chapter 3, A Description of the Island of Numenor

Chapter 3, A Description of the Island of Numenor Summary

The Edain come to Numenor on a ship captained by Eldar elves. While on the island, they populate it mostly on the coastlines and in the center part of the island in the city of Arandor. Although the people at first won't venture far from the island, eventually Veantur, Captain of King's Ships under Tar-Elendil, sails his ship into Mithlond in Middle-earth.

The people of Numenor have a great love for horses and they go nearly everywhere on horseback, so there are few roads suitable for carriages. They have few metals, and they use the metals they do have to make only things like axes, not swords or other weapons of war. Although they have few weapons, they do have tools for hunting. Many of the people are fishermen or mariners. Fish is one of their most common foods. They also have abundant and beautiful plant life and certain birds that are described in detail in this chapter.

Chapter 3, A Description of the Island of Numenor Analysis

The chapter is short and has no plot. It is simply a description of Numenor. It describes the lay of the land, including the terrain of its five peninsulas, its central city of Arandor, and the central mountain Meneltarma, the Pillar of the Heavens, where no one except the King may speak. Chapter 3 is actually a prelude to the chapter that follows, because Chapter 3 takes place in Numenor.



Chapter 4, Aldarion and Erendis

Chapter 4, Aldarion and Erendis Summary

The fourth king of Numenor is Tar-Elendil. His son Meneldur becomes king. Meneldur's son is Anardil. Anardil loves the sea rather than the land, and spends as much time as possible in the shipyards. While he's growing up, he learns to row, to sail, and to captain a ship. When he turns twenty-five, his grandfather Veantur takes him on a journey across the Great Sea to Middle-earth. While he is there, he becomes friends with Cirdan and Gil-galad. He returns to Numenor two years later. When he returns, he wants nothing more than to go back out to the sea.

This bothers Meneldur, because he believes that a king should spend time getting to know his own land and his own people. Nevertheless, Veantur gives Anardil the ship Numerramar. A few years later, Aldarion sets sail again for three years, and when he returns he leaves again for another four years. When Anardil turns thirty-nine, he returns, bearing gifts from Gil-galad the Elf-king to his father, who is now the king of Numenor. Anardil sails back out twice more. During the time he is home, he forms the Guild of Venturers, a coalition of mariners in Numenor. He has a ship built to live upon when he is home so he won't have to live on land, and he calls the ship Eambar. His father starts to protest him being gone so much, and Anardil and the King become angry at one another. Meanwhile, the people of Numenor cut down many more trees to build bigger ships.

Meneldur commands his son to stay at home. They reconcile, and Meneldur declares Anardil his heir. During the celebratory feast, the Queen meets a beautiful woman, Erendis, and takes a liking to her. Erendis, in turn, sees Anardil, and falls in love with him, but Anardil doesn't notice her. At the Queen's invitation, Erendis begins to spend a lot of time with the King and Queen, but Anardil is still too busy in the shipyards and replanting trees to notice her. Several years pass, and he decides to sail for Middle-earth yet again. As he is leaving, however, he finally notices Erendis, and he thinks about her as he leaves.

In seven years, he returns, and his father is noticeably frustrated with him. He urges Anardil to find a wife, but Anardil rebels. The next time he decides to leave, Meneldur gets angry, and he won't give Anardil's trip his blessing, so he forbids his wife to set the customary evergreen bough on the departing ship. The Queen sends Erendis to do this in her place. Once again, Anardil notices Erendis as he leaves; and this time, he falls in love with her. When he returns, he brings Erendis a huge diamond. His father is now quite angry with him, and orders him to stay on Numenor, so Anardil leaves in defiance.

Five years later, Anardil returns, but his father has shut down the Guildhouse of the Venturers and has taken away Anardil's title as Lord of the Ships and Havens in Numenor. Anardil retaliates by leaving, and takes an extremely long trip out to sea (fourteen years). When he gets home, he spends his time helping to replant the trees,



as so many have been cut down to build ships. While he is in the woods, he sees Erendis, and notices that she is wearing the diamond he gave her. He proposes marriage to her. She is reluctant to accept, though, because she is afraid that he will just leave her again and go on another trip to sea.

Later, during a trip to the mountain Meneltarma, Anardil and Erendis talk again, and he convinces her to marry him. They announce their engagement. She says that the diamond he gave her is her betrothal gift, and she puts it in a silver fillet, and wears it on her forehead. Fifteen more years pass, and they still aren't married. Anardil wants to go on another voyage, and he wants to take Erendis with her. She would much rather stay at home, though, so she tells him to go without her, and he does. He is gone six years.

When he returns, they get married. The Eldar elves bring them a gift of white songbirds and a special white tree. Two years later, Erendis gets pregnant. She has a daughter and names her Ancalime. When Ancalime is four years old, Anardil leaves on another voyage. This angers Erendis. He promises to be gone only two years, but he is gone for five. When he gets back, Erendis is cold to him, and Ancalime doesn't recognize him. Erendis makes him sleep alone, and after that, she doesn't act like his wife.

The king, too, is furious. Anardil brings a letter to his father from King Gil-Galad. It explains why Anardil has been gone so long (Gil-galad has detained him). The letter requests Meneldur's help. The elves need help fighting the forces of Morgoth. After reading this, Meneldur forgives Anardil for his absence, and tells him that he will soon step down to make Anardil the King of Numenor. The King asks Erendis to bring Ancalime to Aremenelos (where the King and Queen dwell) until he passes the sceptre on to Anardil to make him the new king. Erendis sends Ancalime, but won't come, herself.

Erendis speaks little to Anardil and acts as if she is a widow for the rest of her life. Erendis brings up Ancalime to hate men. She grows up to be beautiful and headstrong. Her father changes the law so that she can rule as Queen. She is proclaimed the King's Heir at just nineteen years old. She marries a man named "Hallacar", but doesn't treat him well, and doesn't truly want their son, Anarion. She becomes the first Ruling Queen of Numenor, but neglects all of her father's policies, and will no longer help Gil-galad.

Chapter 4, Aldarion and Erendis Analysis

The main conflict in the story is that Anardil's love for the sea brings him into conflict with his family in Numenor. First, he struggles against his father, who thinks that a king needs to know the people and the land, not the sea and the people of the surrounding lands. This dispute is at least partially resolved when the king discovers that during his long times away from home Anardil has cultivated a strong friendship with King Gil-galad, the elf king.

Then there comes the conflict between Anardil and Erendis, who does not want to share him with the sea. She compares the sea to a second wife, and feels like it is not fair for



him to love them both. She wants all of his love, or none at all; but Anardil doesn't understand this. He says that as a mariner he should be free to go to sea to practice his trade, just like any other husband would be free to practice their trade without their wife's jealousy. His argument here is weak, however, in that most trades don't take husbands away from their wives for years at a time. Finally, the voyages take Anardil away from his daughter. Indeed, after five years away from her, he comes back and she asks him who he is. Although she comes to know him, they are never close, as her mother teaches her that men are bad. The great irony of the story is that Anardil's love for the sea ultimately makes him a great king. Not only does it help him build up the shipping trade (an important trade for an island like Numenor), but also it ultimately helps him become a diplomat by developing a close relationship with the King Gilgalad's elves in Middle-earth.

There are certain places in the story in which the author uses foreshadowing to hint about the tragic happenings that will come. For instance, the very first time that Anardil wants to go on a voyage, Meneldur feels a certain foreboding, as if this moment will greatly influence Anardil's life. Another foreshadowing occurs when the author tells the reader that Erendis will wear her diamond upon her forehead for many years, until sorrow befalls her.



Chapter 5, The Line of Elros: Kings of Numenor

Chapter 5, The Line of Elros: Kings of Numenor Summary

The chapter very briefly describes each of the rulers of Numenor in chronological order, including their lifespan, how long they reigned, and any especially strong pertinent personality traits.

The rulers of Numenor, in order, are: Elros Tar-Manyatur (who lives the longest and rules the longest); Vardamir Nolimon, who never actually ascends to the throne but gives the sceptre straight to his son when Elros dies; Tar-Amandil, Vardamir's son; Tar-Elendil, also called "Parmaite," who makes books and legends of lore; Tar-Meneldur, or "Irimon," who loves star-lore; Tar-Aldarion, or "Anardil," who loves the sea and whose story is told in the previous chapter; Tar-Ancalime, the first Ruling Queen of Numenor; Tar-Anarion, her son; Tar-Surion, who takes the sceptre after his older sisters won't; Tar-Telperien, the second Ruling Queen in Numenor, who won't wed and has no children; Tar-Minastir, her nephew, who sends a great fleet to help Gil-galad in the first war against Sauron; Tar-Ciryatan, who is greedy and oppresses the people of Middle-earth and who brings the Shadow upon the bliss of Numenor; Tar Atanamir the Great, also proud and greedy, and even crueller to the people on the coasts of Middle-earth; Tar-Ancalimon, who continues to tear apart the friendship that the people Numenor have kept for so long with the Eldar and the Valar; Tar-Telemmaite, who is especially greedy for silver; Tar-Vanimelde, the third Ruling Queen, who doesn't care to rule and gives her power to her husband, who rules unofficially after her death as Tar-Anducal; Tar-Alcarin; Tar-Calmacil or Ar-Belzagar, a captain who captures lands along the coasts of Middle-earth, earning him the hatred of Sauron; Tar-Ardamin or Ar-Abattarik; Ar-Adunakhor or Tar-Herunumen, the first ruler to take the sceptre using his Adunaic name rather than the Quenya (elven-language) name; Ar-Zimrathon (Tar-Hostamir); Ar-Sakalthor (Tar-Falassion); Ar-Gimilzor (Tar-Telemnar), a great opponent against any on Numenor who want to remain friends with the elves or speak their tongues; Tar-Palantir (Ar-Inziladun), who repents and wants to once again gain the friendship of the elves and who is a prophet; Ar-Pharazon (Tar-Calion), who dies in the Downfall; and Tar-Miriel, who also dies in the Downfall.

Chapter 5, The Line of Elros: Kings of Numenor Analysis

The chapter shows several trends. First is the increasing greed and cruelty of the rulers, generation by generation. Second is the trend away from the cherished traditions of using the elven-tongues and elven-names, although a few "Faithful" hang onto these

traditions. Another trend is toward the rejection of friendship with the elves. The lifespan of the rulers and the span of the time they rule also decrease steadily. Most significant is the growing rift between the rulers of Numenor and the Eldar and Valar, which (one might guess) eventually contributes to the Downfall.



Chapter 6, The History of Galadriel and Celeborn and of Amroth King of Lorien

Chapter 6, The History of Galadriel and Celeborn and of Amroth King of Lorien Summary

Galadriel, a strong, wise, and beautiful elf, is in Valinor, and she is opposed to Feanor, who is perhaps the strongest of the Noldor elves. She wants to leave Valinor to go into Middle-earth, so she goes for a while to Alqualonde to dwell with her mother's kin. While there, she meets Celeborn, a Telerin prince, and they plan to build a ship and sail it to Middle-earth. Feanor leads a revolt that follows the darkening of Alqualonde, and Galadriel and Celeborn oppose him by fighting in defense of Alqualonde against the offense of the Noldor. A ban has been set upon all departure, but Galadriel is horrified by Feanor's cruelty and defies the ban, setting sail for Middle-earth with Celeborn in the ship. When they reach Cirdan, they are welcomed as kin to Thingol. They don't bother to fight in the war against Morgoth, because they believe it is a lost cause. The Valar later give them permission to return to the West, but they reject the pardon, and remain in Middle-earth.

Amroth, the King of Lorien, falls in love with Nimrodel, a Silvan elf. When Orcs attack, she flees, and Amroth follows. She promises to marry him when he brings her to a land that is peaceful; but since no place on Middle-earth is peaceful, they decide to sail away to the West. To do so, they plan to go south and meet on the shore, where they will go on a ship across the Great Sea. On the way, they become separated. Amroth gets to Belfalas and waits for Nimrodel, but she doesn't show up. There are only a few elves there with a single ship, and they are willing to take Amroth with them, but he wants to wait for Nimrodel. They wait for her a little while, living on the ship; but a storm comes while they are sleeping, and the ship gets knocked out of port. Amroth awakes, and seeing that they're far from shore, he jumps in and swims back because he won't leave without Nimrodel. For her part, Nimrodel became lost in the White Mountains. She eventually gets to Belfalas, but she is too late. Amroth has already been blown out to sea, and has gotten lost trying to find his way back.

A jewel-smith named "Enerdhil" makes a green jewel that imprisons the sunlight. The jewel, called the "Elessar", has healing powers. He gives the jewel to Idril, the King's daughter, to wear. Before Idril sails from Middle-earth, she leaves the jewel with her son, Earendil, but instructs him not to give it to anyone. When Earendil leaves Middle-earth, he takes the Elessar with him. Later, Galadriel tells Orofin that she would like to have the Elessar to make Middle-earth more immortal. He happens to have the Elessar, and he gives it to her, but tells her that she will one day have to give it to someone else, and that the person she gives it to will be named "Elessar," just like the jewel.



Chapter 6, The History of Galadriel and Celeborn and of Amroth King of Lorien Analysis

The scraps of stories in this chapter are taken from various unpublished writings in various stages of completion that were written at various times in the author's life. The stories conflict with each other and with previous writings in certain details. The summary above is from the most definitive stories in the chapter. The story of Galadriel and Celeborn, above, is taken from the last writings of the author, and was written shortly before his death. The story of Amroth and Nimrodel was written earlier, but still late in the author's life. These stories were chosen because they were the latest written on the subjects by the author and thus the most likely to be close to the "true" story which he would have had published. The story of the Elessar is from a very rough, unpublished story and probably was written much earlier. It is at odds in details with much of what the author has written in other places concerning Galadriel, especially in his later writings. The story is important, however, because it shows the significance of the Elessar.

The stories of Galadriel and Celeborn are specifically at odds on several points with much of what the author has written in *The Simillarion*; and the editor of *Unfinished Tales* goes into painful detail making clear the inconsistencies between the two accounts, as well as other inconsistencies between several references that the author make to Galadriel and Celeborn in his unpublished notes and in *The Simillarion*, *The Lord of the Rings* and its appendices, and *The Road Goes Ever On*.

The inconsistencies are significant, and include such things as Galadriel's relationship with Feanor, when and how she departs from Aman, why she is given a pardon, where she meets Celeborn, how powerful she is, what her status is in Middle-earth, which elves she is related to, what group(s) she fights for, whether or not Amroth was the child of Galadriel and Celeborn, and whether or not the Elessar Galadriel receives is the same one given to Idril, or another, weaker Elessar.



Chapter 7, The Disaster of the Gladden Fields

Chapter 7, The Disaster of the Gladden Fields Summary

Isildur, the king of Arnor, puts things in order in Gondor and leaves with his three sons and a host of soldiers on what is to be a forty day trip on foot to Imladris, where his wife and youngest son are. He bears a special ring. Thirty days into the trip, he and his group of men are attacked by a group of Orcs. There are several times as many Orcs as men, so even though the men are large and well trained, the Orcs manage to kill almost all of the men by sacrificing most of their own lives. Isildur sends away his esquire, Ohtar, and Ohtar's companion, instructing them to get the remnants of a special sword to safety, lest it be captured. In the midst of the fighting, Isildur slips on the Ring and it makes him invisible except for a special jewel he wears on his head, the "Elendilmir". He puts up his hood to extinguish the light of the Elendilmir, and thus is entirely invisible, and is able to escape. As he flees, all of the men are killed, except for one — Estelmo, the esquire of Elendur, Isildur's son. Ohtar and his companion also make it to safety.

As Isildur flees, he finds it necessary to cross a strong river. To prepare for the swim, he removes all of his armor and most of his weapons. While swimming across the river, he loses the ring in the water. He is no longer invisible upon leaving the water and is shot and killed by arrows from Orcs. His body is never found and most likely fell back into the water, eventually coming to rest in a shallow place. Many years later, his Elendilmir and the golden case in which he kept the ring were found when King Elessar had his men search a tower. It is not known for sure who put them in the tower.

Chapter 7, The Disaster of the Gladden Fields Analysis

This story is not only about the death of Isildur and his many men, but also about sacred artifacts. The shards of Narsil (Elendil's sword) and the Elendilmir are considered to have great worth due to their historical significance, and the kings go to great lengths to retain and preserve them. In addition, the delivery of the ring to the Keepers is given importance enough to justify Isildur leaving his men rather than staying with them to fight.



Chapter 8, Cirion and Eorl and the Friendship of Gondor and Rohan

Chapter 8, Cirion and Eorl and the Friendship of Gondor and Rohan Summary

The Northmen are kin to the Dunedain or Numenoreans. They are driven out of their homes by the Wainriders, allies of Sauron. Some become the Wainriders' slaves, and others scatter through the nearby areas. Their descendants become the Eotheid. Later, King Calimehtar of Gondor attacks the Wainriders in retribution, killing at least a third of their men. At the same time, Marhwini helps the Northman slaves form a revolt; but the rebels are unarmed and aren't strong enough to overcome the families of the Wainrider warriors, and thus cannot take back their homes. They do, however, manage to burn many of them. This strategy reduces the strength (and thus the threat) of the Wainriders, who move away to other lands further off.

Over time, they spread out and multiply and ally themselves with the Khand of the south, and plan a renewed attack on Gondor. Forthwini, the son of Marhwini, warns King Ondoher of the impending attack. King Ondoher prepares for the attack by dividing his forces and sending them to the north and south to meet the attacks. Both fronts are eventually defeated, and the Wainriders pour into Ithilien. A remnant of the southern force follows the Wainriders into their camp and sets fire to it, driving the enemy away and finally taking a victory.

The king and both of his sons are killed in the battle, and Stewards rule Gondor afterward. Five hundred years later, Cirion is Steward of Gondor. As a wise steward, he keeps a close watch on the Wainriders using scouts and spies. He is thus aware that the Wainriders are planning another attack using great numbers of crudely-armed men. Cirion has only a small army, so he sends messengers to Eorl, the Lord of the Eotheid, for help. Although Eorl is a great distance away, as the Eotheid have since moved many hundreds of miles to the north he amasses an army of seven thousand men and marches them towards Gondor and drives off the enemy. As a reward for this generosity and bravery, Cirion gives the land of Calenardhon to the Eotheid, and Cirion and Eorl have a ceremony on the Hill of Awe, taking formal oaths of mutual friendship between their peoples.

Isildur places the tomb of Elendil on the Hill of Awe. The tomb is really just a memorial as it contains no body; but Isildur establishes a tradition that the King of Gondor shall occasionally visit the Hill and should bring his heir there to pass on the secrets of the realm. Nearly all of the Kings and Stewards of Gondor follow this tradition over the centuries, until the time that Cirion and Eorl take their mutual oaths there, at which time Cirion moves the tomb of Elendil to another location, voiding the Tradition of Isildur.



Chapter 8, Cirion and Eorl and the Friendship of Gondor and Rohan Analysis

The friendship between the Eotheod and the people of Gondor begins with their mutual origin and kinship. It strengthens through mutual adversity due to their proximal geographic locations. It continues despite the Eotheod to the north, far from the people of Gondor, and thus brings them through friendship back to living closer to Gondor. Thus, the peoples formalize their friendship, giving them both an advantage.



Chapter 9, The Quest of Erebor

Chapter 9, The Quest of Erebor Summary

Gandalf comes across Thrain who, in death, gives him a map and a key to get into the secret door of Erebor. Thrain gives Gandalf the map and key and tells him to give them to his son. Later, Gandalf runs into Thorin Oakenshield, Thrain's son, who wants to destroy the dragon Smaug. Gandalf convinces Thorin to take the hobbit Bilbo with him on a quest to use the map and the key to open the secret door and, Thorin hopes, to destroy Smaug. Thorin agrees, but only on the condition that Gandalf go with them in order to look after Bilbo.

Chapter 9, The Quest of Erebor Analysis

The beginning of the chapter starts with an outline of the happenings earlier recounted in an appendix of *Lord of the Rings*, in which the Dwarves escape from the Lonely Mountain. This background information is necessary in order for the main tale to make sense. The tale itself is told in the first person point of view by Frodo Baggins, the hobbit, and he simply tells the story as he heard it from Gandalf.



Chapter 10, The Hunt for the Ring

Chapter 10, The Hunt for the Ring Summary

Saruman and Gandalf are both on the White Council. Saruman is jealous of Gandalf's power, however, and is suspicious of everything Gandalf says. He also secretly wants the Ring, and isn't sure where to find it; but he thinks that Gandalf might know where it is. Since Gandalf talks so much about the "Little People" (the Halflings, or Hobbits), Saruman becomes interested in them, mistakenly thinking that they must be connected to the Ring somehow, otherwise someone as important as Gandalf wouldn't be interested in them. Saruman goes in disguise many times to the Shire where the Hobbits live, until he knows it very well. He also openly derides Gandalf for smoking the Halfling pipe-weed; but he tries smoking it himself, in secret, and discovers that he likes it a lot. Afterwards he sends people many times to get pipe-weed from the Shire.

Gollum is later captured in Mordor. After questioning him, Sauron releases him, intending to spy on him to find out where he goes. He hopes that Gollum will lead him to the Ring. Aragorn, the chief of Sauron's enemies, however, quickly captures Gollum. Sauron orders the Orcs to assail Thranduil to recapture Gollum. Sauron also sends forth the Ringwraiths, a group of evil creatures who send forth a terrifying aura, to attack Gondor. After the attack, Sauron has them secretly search for the Ring invisible and unmounted so that the Wise won't know what he is doing. They look for the Shire but have trouble finding it. They meet with other Ringwraiths, and find out that Gollum has escaped again and is on the run. They know that Gollum might be going to the Shire; but they aren't sure where the Shire is, so they decide to go northward, hoping to run into Gollum or accidentally stumble upon the Shire there.

After a while, the Ringwraiths haven't found Gollum, and Sauron deduces that Saruman might know where it is hidden. He then sends the Ringwraiths to Isengard. When the Ringwraiths get to Isengard, Saruman has set up the Circle of Isengard in defense. He sends his voice forward from the gate somehow, speaking to the "Lord of Morgul", who is the leader of the Ringwraiths. Isengard tells the Lord of Morgul that he doesn't have the Ring or know where it's at, but that Gandalf (Mithrandir) might know, and that he only left two days ago, so he shouldn't be too far away. Looking for Gandalf, the Ringwraiths find Grima Wormtongue, who tells them that Gandalf is heading for the Shire. He tells them the Shire isn't far away, and tells them where it is approximately located. On the road, they capture two servants of Saruman, one of whom has charts describing the Shire. They take the charts and send the servants away. When they get to the Shire, they find it only lightly guarded by the Dunedain, and they easily overcome them and pass into the Shire.



Chapter 10, The Hunt for the Ring Analysis

This chapter actually contains discussions of four different versions of the story of the hunt for the ring. The one given in paragraph two of the chapter summary (above) is the most complete version, however. The other versions are less complete and vary in certain details. Version "B", for instance, better explains where Gollum went and what happened to him during this search.

The later part of the chapter talks about Saruman and Gandalf, and their discussion during a meeting of the White Council. Gandalf, at the end of a discussion of the Halflings with Saruman, blows rings of smoke into the air and then grabs at them, whence they disappear. This is overt symbolism, meaning that Gandalf is letting Saruman know that he suspects Saruman is searching for the Rings, but that they will slip away from him.



Chapter 11, The Battles of the Fords of Isen

Chapter 11, The Battles of the Fords of Isen Summary

The king in Rohan is Theoden, and his two greatest supporters are his son (Theodred) and his nephew (Eomer). Unfortunately, Grima is Theoden's counselor, and tells Theoden lies in order to use him to bring him to mistrust Grima's enemies. In this way, Grima is able to get rid of much of the people who compete with him for Theoden's favor. Theoden is getting old and he is sick — possibly due to old age, but possibly due to Grima poisoning him.

Saruman orders an attack on Rohan. In the first battle, Saruman's forces are winning, and Theodred is killed. The combined courageous efforts of Grimbald, a leader in the battle, and Elfhelm, who charges in with his group at the last minute, manages to overcome Saruman's minions (despite being outnumbered) and they drive them away. Nevertheless, the Rohirrim experience heavy losses of both men and horses. During the second battle, however, the Rohirrim are outnumbered many more times, and Grimbald ends up ordering a retreat, managing to escape, allowing the majority of his men to survive.

Chapter 11, The Battles of the Fords of Isen Analysis

The chapter tells the story of Saruman's attack on Rohan. The great majority of the details surround the battle itself, including the strategy and tactics involved and the location and movement of the soldiers. It is important to note, however, that Saruman's forces so greatly outnumber those of the Rohirrim that they never would have had any chance of winning no matter what they had done. In the end, their defeat at that time was inevitable, and their retreat was the best course of action they could have taken.



Chapter 12, The Druedain

Chapter 12, The Druedain Summary

The Druedain live with the people of Haleth, who are an unusual subset of the Atani, who are associated with the Eldar. The Druedain are also called the "Drugs". They are quite short (about four feet tall), stocky, and they have dark eyes that glow red when they are angry. Both the men and the women of the Druedain are fierce warriors, and especially hate the Orcs. They fight chiefly to defend their own land, however, and are not concerned with outside affairs. They are especially gifted at making carvings, and they sometimes carve life-like depictions of fierce Druedain slaying Orcs. These carvings are displayed at strategic places, often scaring away their Orc enemies. They love the woods and are very familiar with the plants that grow there. They can stand still for days at a time and therefore make excellent guards. They have unusual magical abilities.

In one story about the Druedain, a Drug name Aghan helps guard the home and family of a man named Barach. He is called away to use his healing powers to heal his wounded brother. Before he leaves, he has a watch-stone of a Druedain placed outside Barach's home. He lays his hand on the watch-stone and tells Barach that he has transferred some of his powers to it. Two nights pass uneventfully, but on the third night, Orcs come, and attempt to set fire to the house. Barach sees a Druedain come and attack the Orcs, and stamp out the fire. Later, when Aghan returns, Barach tells him what happened. Aghan examines the watch-stone and sees that its legs looked burnt; indeed, one of the feet has even come off. He reveals his own blistered legs to Barach, and explains to him that when one transfers some of their magical power to an object, one must share in the hurt that the object receives.

Chapter 12, The Druedain Analysis

The chapter begins with a description of the Druedain, then tells the short tale summarized above. Unlike the elves, the men, and even the Valar, the Druedain are mentioned little in the other writings by the author. The Druedain people may be fierce, but they are small in number, and they fight so much with the Orcs that they become fewer and fewer, until eventually, there are only a couple of Druedain families left. For this reason, and because they are not geographically mobile, it is not surprising that, though they are a very remarkable people, they are mentioned little in the author's writings elsewhere.



Chapter 13, The Istari

Chapter 13, The Istari Summary

The Valar see the impending threat of Sauron and decide to send some representatives to Middle-earth to influence the Elves and Men to prepare to defend themselves against this threat. They choose a number of Maiar (angelic-order spirits) to go to Middle-earth and take physical forms, giving them not only the appearance of Men and Elves, but also their failings — including the need to breathe and eat, and the ability to fall to evil or be slain. The Valar instruct the Istari to overcome Sauron, but without using force. They tell them to take on physical bodies to look like Elves and Men so they can win their trust. The five chief Istari (Wizards) that they send are: Curunir, or Saruman, who is the leader and who wears white; Mithrandir, also called "Gandalf," who wears grey; two more who wear blue; and Radagast, who wears brown.

Gandalf becomes a wanderer, having no true home. The two who wear blue go east, and aren't heard of in Middle-earth again. Radagast becomes preoccupied with the beasts and goes to live in the wild, no longer faithful to his original mission, and Saruman becomes evil, and is jealous of Gandalf, obsessed with obtaining power and obsessed with thwarting Sauron at all costs. Sauron, himself, has been a Maiar in the past. In the end, Gandalf is his equal and defeats him, and Gandalf is the only one of the five to remain true to his mission.

Chapter 13, The Istari Analysis

This chapter reveals some important key details about the nature of Saruman, Sauron, and Gandalf that explain their power. The narrative also gives clues about the Valar, who are mentioned many times without detail in previous stories in the book. The explanations from the story, however, lead to many further questions, such as, "Who are the Valar, what is their nature, and why are they concerned with Middle-earth?"



Chapter 14, The Palantiri

Chapter 14, The Palantiri Summary

Elendil and his heirs are entitled to use the "Palantiri", seven Seeing Stones that allow them to see what is happening in separate places and to communicate across great distances with others who also have a stone. Two of the stones (Annuminas and Amon Sul) are lost in a shipwreck. A third, the Ithil-stone, is lost, and its whereabouts are supposedly unknown, but Sauron ends up having it. One of the stones, the Orthanc-stone, is kept in a tower. This comes under possession of Saruman. Sauron uses the Ithil-stone to overcome Saruman's resistance when Saruman uses the Orthanc-stone for seeing, thus winning a strong (if reluctant) ally. The Steward of Gondor, Denethor II, uses the stone available to him (the Anor-stone) for seeing; but he, too, has to overcome Sauron's power during its use, and this weakens him and makes him grim. Sauron eventually uses the stone to cause Denethor to believe that Sauron's victory is inevitable, and Denethor falls into despair.

Chapter 14, The Palantiri Analysis

The palantiri are little-known, yet they play a significant part in the history of Middle-earth, both as a help to the Kings and Stewards of Gondor who use them to discuss important things with each other and to spy on their enemies, and as a hindrance because they allow Sauron to overcome Saruman's resistance, thus temporarily converting a strong foe to a strong ally.



Characters

Tuor

Tuor is the main character from Chapter 1. Although he is human, he is brought up by elves. He learns the elves' ways, including their language, their customs, and their woodcraft, and he is just as comfortable around Elves as Men. He's described as "fair of face, and golden-haired". When separated from his elven foster-family, he spends three years as a slave of a chieftain of Morgoth. After his escape, he learns of his human people's deaths and destruction, and vows to avenge them. He therefore sets off on a journey to find the one person that he believes will help him most — Turgon, the leader of the elves of Gondolin. Ulmo, Lord of the Waters, chooses Tuor as his messenger. He goes on a long journey which leads him to the Great Sea and, eventually, to Gondolin. He is intelligent, brave, and has a keen sense of justice as well as a desire for revenge. He eventually becomes a great ruler.

Rian

From Chapter 1, she is the mother of Tuor, and she is distraught by her husband's death and dies, leaving Tuor in the care of elves.

Annael

From Chapter 1. The leader of the Grey-elves, he cares for Tuor and brings him up like a son. He leads his people to the south to escape from the army of Morgoth.

Turgon

From Chapter 1. A son of Fingolfin, Turgon rules Gondolin, the Hidden Kingdom. He is also called the High King of Nordor. He has fought against Morgoth alongside with Huor, Tuor's biological father.

Lorgan the Easterling

From Chapter 1. The chieftain of the Easterlings. He takes Tuor as his slave for three years before Tuor's escape.

Ulmo

From Chapter 1, Ulmo is also called "The Lord of the Waters". He is similar to a demi-god. He overflows the well that turns into a stream that eventually leads Tuor to the



Great Sea. At the Great Sea, Ulmo comes to Tuor and gives him a mission — that of finding Turgon. Later, Ulmo speaks through Tuor to let the people of Gondolin know that Ulmo sent him there.

Gelmir and Arminas

From Chapter 1. Gelmir and Arminas are two elves that show Tuor the way to continue to follow the stream through the darkness on his way to the Great Sea.

Voronwe

From Chapter 1. The elf, one of the high folk of Noldor that leads Tuor on his journey from the Great Sea to the Gate to the Hidden Kingdom. Voronwe is at sea and a storm hits, but a rogue wave sent by Ulmo sweeps him to the shore where he meets Tuor. He promises Tuor he will lead him to the Gate of the Hidden Kingdom, and he goes with him on a long journey to the east to get to the Gate. On the way, he tells Tuor his story, but he is secretive and reveals little about the actual location of the Hidden Kingdom. Voronwe is a dedicated guide and risks his life to lead Tuor through the forces of Morgoth, with little rest and little food, through over a month of walking through cold weather with no warmth to get to the Gate.

Elemmakil

From Chapter 1. The guard that finds Voronwe and Tuor at the Gate and brings them past six of the seven gates to deliver them to the Warden of the Great Gate.

Ecthelion

From Chapter 1. Warden of the Great Gate and Lord of the Fountains. Ecthelion opens the final gate to let Tuor and Voronwe into Gondolin.

Turin

Turin is the Son of Hurin, the Blacksword. Turin is Tuor's cousin, because his father Hurin is the brother of Huor (Tuor's father). He makes a brief appearance in Chapter 1, but Tuor only sees him calling for others in the woods, and doesn't know who he is, so Tuor doesn't talk to him.

Turin is also the main character in Chapter 2, which is an account of his life. Chapter 2 describes Turin as "not merry", stern, and fierce if wronged. He speaks little, and has few friends. Nevertheless, Turin is loyal to those who really are his friends. For instance, he shows his true friendship to Sador when he gives him a special, elven-made knife that his father gave him for his birthday. He also shows he is merciful when he spares



the life of Saeros, even after Saeros insults him incessantly and attacks him from behind. He demonstrates leadership ability when he takes command of the group of outlaws. He shows compassion and moral fiber when he asks the outlaws not to harm faultless people and when he vows to share any fortune he may come into with Mim, the dwarf, as an incomplete compensation for his part in the death of Mim's son.

Turin is doomed to sadness from the time that Morgoth vows to ruin the lives of all of Hurin's family members. Nevertheless, Turin contributes to his own sadness by his choice to leave the elven city rather than seek the king's pardon for his part in the accidental death of Saeros.

Turin has several identities. He goes by several names during his life, including "Neithan" when he is with the outlaws, "Turambar" (or "Master of Doom") when he's with the woodsmen in Brethil, and "Mormegil" during a period of his life that is not covered in this book. In addition, he is "the fosterling of King Thingol", and is known as "the heir of Hador," and "the Lord of Dor-lomin".

Hador Goldenhead

From Chapter 2. He is a lord of the Edain, a friend of the Eldar elves, and the great-grandfather of Turin and Tuor.

Gloredhel

From Chapter 2. The daughter of Hador Goldenhead. She grieves and dies when she hears of the death of her husband, Haldir.

Galdor

From Chapter 2. The son of Hador Goldenhead, and the grandfather of Turin and Tuor.

Huor

From Chapters 1 and 2. He is Tuor's father.

Hurin

From Chapter 2. He is Turin's father. He is lord of Dor-lomin before Turin, and he leads a group of men to go fight the forces of Morgoth. He is short, but fair-skinned and fair-haired, with great endurance and bravery. Morgoth eventually captures him, and tortures him and personally vows to specially seek out and destroy his entire family. Morgoth bewitches Hurin to sit in a stone chair, never dieing, but having the



supernatural ability to see everything that Morgoth sees and hears. Hurin thus has to watch as his family separates and suffers.

Morwen

From Chapter 2. She is Turin's mother, the lady of Dor-lomin. She is called "Eledhwen", or "the Eleven-fair", and she is beautiful but stern and moody. She makes the difficult decision to send Turin away to live with the elves. Her part in the story ends when Glaurung, the dragon, separates her from her group during an attack.

Nienor

From Chapter 2. She is Turin's sister. She is tall, fair, and beautiful. She is born after her sister dies and after her brother and her father leave; thus, she grows up never having seen them. Glaurung the dragon causes her to lose her memory and she doesn't know who she is. Not knowing her, Turin names her "Niniel", and she falls in love with him and marries him. She later discovers his identity, as well as her own, and commits suicide.

Urwen

From Chapter 2. She is also called "Lalaith", which means laughter. She is Turin's sister. She is described as being as fair as an elf-child, and of a merry disposition. She dies from an ill wind sent by Morgoth when she is only a few years old.

Sador

From Chapter 2. He is a servant of Hurin, and Turin's closest friend when he is a child. Turin's calls him "Labadal", which means "Hopafoot", because Sador has only foot. He accidentally cut the other one off with an axe. Sador makes things out of wood for Hurin and gives Turin wise advice.

Morgoth

Morgoth is the main protagonist in the first parts of the book. Morgoth is the evil character that sends his minions (often Orcs and Easterlings) to do his evil works and spread his empire. In Chapter 2, Morgoth makes a personal appearance, imprisoning and torturing Hurin.

Aerin

From Chapter 2. She is a kinswoman of Hurin. She is forcefully taken as a wife by Brodda, but secretly helps Morwen and Nienor to save them from starvation.



Brodda

From Chapter 2. He is the Easterling who steals Hurin's land, property, and servants. Turin later kills him.

Gethron and Grithnir

From Chapter 2. They are the men that Morwen sends with Turin to Doriath to be his guardians.

Beleg the Strongbow

From Chapter 2. Beleg is the elf who guides Turin and his guardians into Doriath. He becomes Turin's teacher as Turin grows up and teaches Turin archery, woodcraft, and swordsmanship. Later, when Turin is an adult, Beleg is the only one of Thingol's march-wardens that is better at fighting than Turin. When Thingol banishes Turin, Beleg brings a surprise witness (Nellas) to Thingol to change Thingol's mind and pardon Turin. After the pardon, Beleg searches for Turin in the wilderness to bring him tidings of the pardon.

King Thingol

From Chapter 2. He is an elf-king in Doriath and is Turin's foster-father.

Melian

From Chapter 2. She is King Thingol's wife and sends Nellas to watch over Turin as he grows up.

Nellas

From Chapter 2. She is an elf-maiden. She watches over Turin and teaches him. She serves as a witness on Turin's behalf to get Thingol to pardon Turin for his part in the death of Saeros.

Saeros

From Chapter 2. He is an elf, one of King Thingol's counsellors, and he hates all men, including Turin. He often insults Turin, and one day attacks Turin by surprise from behind. He dies fleeing from Turin.



Mablung the Hunter

From Chapter 2. He is an elf. He keeps Turin from killing Saeros during a tussle one evening in a dining hall. He also advises Turin to seek pardon from Thingol for the death of Saeros, but Turin doesn't heed his advice. He later follows Morwen into the wilderness on Thingol's orders in order to protect her as she travels. At the end of the chapter, he is the one who gives Turin tidings of his family, and tells him what has happened to Morwen and Nienor.

Androg

From Chapter 2. He is one of the men in Turin's outlaw band. He is wanted for murder, and he is suspicious and ruthless. He ties up and tortures Beleg, and shoots Mim's son with an arrow, killing him.

Algund

From Chapter 2. He is the oldest of the men in Turin's band of outlaws.

Forweg

From Chapter 2. He is the captain of the band of outlaws before Turin kills him and takes his place.

Ulrad

From Chapter 2. He is one of the members of Turin's band of outlaws.

Larnach's Daughter

From Chapter 2. She is the one Forweg is chasing when Turin kills him.

Orleg

From Chapter 2. He is a member of Turin's band of outlaws, and is the one who goes scouting with Turin while Beleg finally finds them.

Mim

From Chapter 2. He is the dwarf that Turin's men capture. He shares his home and food with Turin and his men, in exchange for his life.



Khim

From Chapter 2. He is Mim's son, and he dies from Androg's arrow.

Ibun

From Chapter 2. He is one of Mim's sons.

Asgon

From Chapter 2. Asgon is one of the rebels that left Dor-lomin with Turin.

Finduilas

From Chapter 2. She is the daughter of the Orodreth of Nargothrond. Turin looks for her when he gets near Bethril, but she is already dead.

Dorlas

From Chapter 2. He is the leader of the woodmen that Turin meets after he leaves Dor-lomin. He also asks Turin to battle the Orcs, and he goes with Turin to attack Glaurun, but later in the trip decides not to continue. Brandir kills him in a fight.

Ephil Brandir

From Chapter 2. A weak, lame man, he is the healer of Brethil. He falls in love with Niniel, and counsels her not marry Turambar. When she leaves to find Turambar, he follows her. When she commits suicide, he brings the tidings to the people. He explains the truth to Turambar, that Niniel is really Turambar's sister. Turambar, thinking that Brandir is lying to him, kills him.

Glaurung

From Chapter 2. One of Morgoth's servants, he is the dragon who wipes Nienor's memory so that she can't remember who she is. He later reveals her identity to her, so that she kills herself. Turin kills Glaurung by shoving a sword into his underbelly.

Hunthor

From Chapter 2. He is one of the two men who go with Turin to attack Glaurung.



Veantur

From Chapters 3 and 4. He is the first of the Edain in Numenor to achieve the voyage to Middle-earth.

Tar-Elendil

From Chapters 4 and 5, Tar-Elendil is the fourth king of Numenor, and Anardil's grandfather.

Veantur

From Chapter 4, Veantur is Anardil's grandfather (his mother's father), and Captain of the King's ships under Tar-Elendil.

Meneldur or "Tar-Meneldur"

From Chapter 4, the fifth king of Numenor, and Anardil's father is also called "Irimon". He loves to watch the skies at night and studies the stars. He is a wise and fair king, but he struggles with his son (Anardil) because he believes that Anardil should spend more time in his own homeland, Numenor, and less time away at sea.

Almarian

From Chapter 4. She is Meneldur's wife and Anardil's mother. She is very beautiful, and she plays a strong role in getting Erendis together with Anardil.

Anardil, or "Tar-Aldarion"

From Chapters 4 and 5. He is the hero of the story in Chapter 4, and is the sixth ruler of Numenor. He becomes the sixth king of Numenor. He loves the sea and spends many years on voyages. He forms the Guild of Venturers (an association of mariners), and he supports the building of ships in Numenor both by leading and captaining, and by encouraging the people to replant the trees that they fell for building ships. During his voyages, he becomes great friends with the elf-king Gil-galad, and he later lends him aid in fighting against the forces of Morgoth. He becomes a good king, but his love for the sea causes him trouble with his father and, to a lesser extent, with his mother. It even loses him the love of his wife, Erendis, which causes him problems in bringing up their daughter.



Gil-galad

From Chapter 4. He is the ruling king of the Eldar elves in Middle-earth at the time that Anardil visits there, and he asks the King of Numenor (Meneldur) for help in battling Morgoth.

Bereggar

From Chapter 4. He is the father of Erendis.

Erendis

From Chapter 4. The beautiful daughter of Beregar and Nuneth, she falls in love with Anardil. She woos him for many years, and then is engaged to him for many more years before she finally marries him and she becomes his Queen. She despises his voyages and is jealous of the time he spends at sea, and so learns to hate him, and then lives as if she has no husband, and ignores him. She teaches their daughter, Ancalime, to hate men. While she still loves him, she wears the big diamond he gave her upon her forehead, and for this people call her Tar-Elestirne, which means "The Lady of the Star-brow."

Nuneth

From Chapter 4. She is the mother of Erendis.

Ancalime or "Tar-Ancalime"

From Chapter 4. She is the daughter of Anardil and Erendis, and she becomes the first Ruling Queen of Numenor, the seventh ruler of Numenor. She dislikes all men, and becomes a temperamental, demanding wife and an unloving mother.

Ibal

From Chapter 4. He is the son of Ulbar, one of the men that go with Anardil on a voyage.

Zamin

From Chapter 4. She is the countrywoman who explains to Ancalime who Ibal is.



Ulbar

From Chapter 4. He is one of the men who go with Anardil on the voyage during which Ancalime grows up from ages four to nine.

Ulbar's Wife

From Chapter 4. Anardil gives away an elf-jewel to this woman, when he had probably intended to give it to his own wife, who greeted him poorly on his return from his voyage.

Henderch

From Chapter 4. One of the companions of Anardil who rides with him as he returns from a voyage to sea.

Hallatan

From Chapter 4. Anardil's cousin and a council-member.

Hallacar

From Chapter 4. The son of Hallatan and husband of Ancalime.

Elros Tar-Minyatur

From Chapter 4. The first ruler of Numenor.

Vardamir Nolimom

From Chapter 4. The second ruler of Numenor. He never actually reigns, as he gives the sceptre straight to his son.

Tar-Amandil

From Chapter 5. The third ruler of Numenor.

Tar-Anarion

From Chapters 4 and 5. The eighth ruler of Numenor.



Tar-Surion

From Chapter 5. The ninth ruler of Numenor.

Tar-Telperien

From Chapter 5. The tenth ruler and second Ruling Queen of Numenor.

Tar-Minastir

From Chapter 5. The eleventh ruler of Numenor, who sends a fleet to aid Gil-galad in the first war against Sauron.

Tar-Ciryatan

From Chapter 5. The twelfth ruler of Numenor, he is greedy and brings the Shadow upon Numenor.

Tar-Atanamir the Great

From Chapter 5. The greedy, cruel thirteenth ruler of Numenor.

Tar-Ancalimon

From Chapter 5. The fourteenth ruler of Numenor.

Tar-Telemmaite

From Chapter 5. The greedy, silver-loving fifteenth ruler of Numenor.

Tar-Vanimelde

From Chapter 5. The sixteenth ruler and third Ruling Queen of Numenor. She rules in name only, passing the real power to her husband, Herucalmo.

Herucalmo or "Tar-Anducal"

From Chapter 5. Tar-Vanimelde's husband, he rules unofficially after her death.



Tar-Alcarin

From Chapter 5. The seventeenth ruler of Numenor, and the son of Herucalmo and Tar-Vanimelde.

Tar-Calmacil

From Chapter 5. The eighteenth ruler of Numenor, and the captain who captures much of the coastline of Middle-earth. Also called "Ar-Belzagar".

Tar-Ardamin

From Chapter 5. The nineteenth ruler of Numenor, also called "Ar-Abattarik."

Ar-Adunakhor (Tar-Herunumen)

From Chapter 5. The twentieth ruler of Numenor. The first ruler of Numenor to take the sceptre using his Adunaic name, rather than his name in the High-elven tongue of Quenya.

Are-Zimrathon (Tar-Hostamir)

From Chapter 5. The twenty-first ruler of Numenor.

Ar-Sakalthor (Tar-Falassion)

From Chapter 5. The twenty-second ruler of Numenor.

Ar-Gimilzor (Tar-Telemnar)

From Chapter 5. The twenty-third ruler of Numenor, he is a great enemy to the Faithful, and bans the Eldar from entering Numenor.

Inzilbeth

From Chapter 5. The wife of Are-Gimilzor, who is secretly one of the Faithful.

Tar-Palantir (Ar-Inziladun)

From Chapter 5. The twenty-fourth ruler of Numenor. He wishes to regain the friendship of the Eldar.



Gimilkhad

From Chapter 5. The younger brother of Tar-Palantir, he rebels against him, preferring the policies of his father.

Ar-Pharazon (Tar-Calion)

From Chapter 5. The twenty-fifth ruler of Numenor.

Tar Miriel (Ar-Zimraphel)

From Chapter 5. The rightful ruler of Numenor rather than Ar-Pharazon.

Galadriel

From Chapter 6. A powerful Eldar elf, a foe of Feanor, and wife of Celeborn. Galadriel is described as being exceptionally beautiful and wise. Her role in the stories varies depending on which manuscript one reads.

Celeborn

From Chapter 6. The husband of Galadriel.

Feanor

From Chapter 6. A powerful Noldor elf who leads a revolt which Galadriel opposes.

Amroth

From Chapter 6. King of Lorien and husband of Nimrodel, described at times as being the son of Galadriel and Celeborn.

Nimrodel

From Chapter 6. The wife of Amroth.

Enerdhil

From Chapter 6. The jewel-smith who makes the Elessar.



Idril

From Chapter 6. The daughter of the king of Goldolin and the recipient of Enderhil's Elessar.

Earendil

From Chapter 6. The son of Idril, to whom she passes on the Elessar.

Orofin

From Chapter 6. He gives the Elessar to Galadriel.

Isildur

From Chapters 7 and 14. The king of Arnor and ruler of the Dunedain. He is described as being proud and vigorous. He attempts to bring the ring to the Keepers, but is killed. He values the remnants of Elendil's sword enough to pay special attention to getting it to safety during an Orc attack. In Chapter 14, he places the tomb of Elendil on the Hill of Awe and starts the tradition of Isildur.

Elendur

From Chapter 7. The son of Isildur who commands him to leave his men in order to try to get the ring to the Keepers.

Aratan

From Chapter 7. The son of Isildur, mortally wounded while trying to rescue his brother during an Orc attack.

Ciryon

From Chapter 7. The son of Isildur, slain during an Orc attack in Gladden Fields.

Ohtar

From Chapter 7. The esquire of Isildur, and one of the two men to bring the sword of Elendil to safety.



Ohtar's Companion

From Chapter 7. One of the two men to bring the sword of Elendil to safety.

Estelmo

From Chapter 7. The esquire of Elendur and one of only three men to survive the Orc attack.

Saruman

From Chapter 7. Possibly the person who found and burned the body of Isildur, placing his Elendilmir and the golden case he kept the ring in into the tower.

King Elessar

From Chapter 7. The later ruler of Gondor who has the tower searched wherein is discovered the original Elendilmir and the golden case in which Isildur kept the ring.

Gimli the Dwarf

From Chapter 7. Helps the searchers open the steel cabinet in the tower in which they found the Elendilmir.

Arwen

From Chapter 7. Bound the Elendilmir upon the brow of Elessar.

King Narmacil II

From Chapter 8. First king of Gondor to attack the Wainriders in defense of the Northmen.

King Calimehtar

From Chapter 8. The son of Narmacil II, attacks the Wainriders in retribution for them taking the homes of the Northmen.



Marhwini

From Chapter 8. Organizes and leads a revolt of the Northmen against the Wainriders who took their homes

Forthwini

From Chapter 8. The son of Marhwini, he warned King Ondoher of the impending attack by the Wainriders.

King Ondoher

From Chapter 8. The son of Calimehtar, he divides the forces of Gondor in two, makes himself the leader of the northern army, and sends a message requesting help to the Eotheod (the descendants of the Northmen).

Earnil

From Chapter 8. He leads the south army of Gondor in Pelagir, and later becomes King of Gondor.

Artamir

From Chapter 8. He is King Ondoher's son, and dies in battle.

Faramir

From Chapter 8. He is King Ondoher's younger son; he sneaks out to fight in the battle, and is killed.

Minohtar

From Chapter 8. He is Captain of the Right Wing of the northern force of the army headed by King Ondoher.

Adrahil of Dol Amroth

From Chapter 8. He is Captain of the Left Wing of the northern force of the army headed by King Ondoher.



The Leader of the Eotheod

From Chapter 8. Comes to the rescue of Faramir, but in vain.

Earnur

From Chapter 8. Son of Earnil and King of Gondor.

Cirion

From Chapter 8. He is Steward of Gondor. He gives Calenardhon to the Eotheod, and takes an oath with Eorl that the people of Gondor will always be friends with the Eotheod.

Eorl

From Chapter 8. Son of Leod, he is the leader of the Eotheod. Only twenty-five years old, he is still wise, and brings seven thousand of his men to the rescue of the people of Gondor, for which Cirion rewards him with the land of Calenardhon.

Hallas

From Chapter 8. He is the son of Cirion, and he stays behind to command his people when his father goes to defend Gondor.

Borondir

From Chapter 8. He is the messenger who gets through to the Eotheod to bring Cirion's message asking for help in battling the Wainriders and their allies.

Borondir's Companion

From Chapter 8. He is sent with Borondir to the Eotheod, but is slain along the way.

Felarof

From Chapter 8. He is Eorl's horse, which Eorl rides to battle the Wainriders for Gondor.



Eomund

From Chapter 8. He is chief captain of the host of the Eotheod. He is present during the drawing of the boundaries of the land that Cirion gives to the Eotheod.

Menildil

From Chapter 8. He is Isildur's nephew.

Thror the Dwarf

From Chapter 9. The father of Thrain, who gives him the Ring.

Thrain the Dwarf

From Chapter 9. The father of Thorin Oakenshield, he gives the map and the key to the secret door of Erebor to Gandalf, and asks him to give them to his son.

Thorin Oakenshield the Dwarf

From Chapter 9. Gandalf talks him into going on a mission to the secret door of Erebor, ostensibly to kill the dragon Smaug.

Gandalf

From Chapters 9, 10, and 12. Also called "Mithrandir", he is the wizard from Chapter 9 to whom Thrain gives the map and the key, and he goes on the Quest of Erebor with the dwarf Thrain and the hobbit Bilbo. In Chapter 10, Gandalf is opposed to Saruman, and suspects his treachery and desire for the ring; and is a friend of the Halflings, and in Chapter 12, Gandalf is revealed as more than a man. Not human, not elf, but a friend of the Elves, he is actually a wanderer sent by the Valar as part of a group of Istari, Maiar (angelic-spirits) that they sent to Middle-earth to dwell in physical bodies for the purpose of convincing Elves and Men to take action and defend Middle-Earth against Sauron.

Although not the leader of the Istari, Gandalf proves to be the wisest and the only one capable of staying true to his original mission. When he meets Cirdan, Cirdan is so impressed with him that he immediately puts in his possession the Third Ring of the Elves, Narya the Red. This is the beginning of Saruman's jealousy of Gandalf. Gandalf is known by many names, including "Mithrandir" by the elves; "Olorin" by the Valar; "Tharkun" by the Dwarves; "Gandalf" by the people of the North; and "Incanus" in the South.



Frodo

From Chapter 9. A hobbit, kin to Bilbo, and the narrator of the main portion of the story.

Smaug

From Chapter 9. The dragon from which Thrór, Thráin, and Thorin escape.

Sauron

From Chapters 10, 13, and 14. In Chapter 10, he is the evil leader who sends the Ringwraiths forth to search for the Ring and orders the Orcs to attack Gondor. In Chapter 13, he is the force against which the Valar send the Istari to Middle-earth. In Chapter 14, Sauron uses the Ithil-stone to overcome Saruman's resistance, making Saruman his temporary ally. Sauron is also mentioned in several other chapters, in which he plays no active part, but serves as the general evil force and antagonist.

Saruman or "Curunir"

From Chapters 10, 11, 13, and 14. In Chapter 10, he is on the White Council, but he is a traitor both to Sauron and to the White Council. He secretly longs for the ring, and is jealous of Gandalf. In Chapter 11, he orders the attacks on Rohan. Chapter 12 reveals Saruman to actually be the corporeal incarnation of Curumo, one of the Maiar (angelic-order spirits), and he is sent as the leader of the Istari (Wizards) by the Valar to defend Middle-earth against Sauron. The Valar instruct him to use no force against Sauron, nor to seek power; however, Saruman becomes proud, impatient, and power-hungry and uses any means necessary to defeat Sauron. He also becomes obsessed with (and thus controlled by) the Rings. Before Men and Elves name him, he is known as the "White Messenger". In Chapter 14, Saruman uses the Orthanc-stone and thus is overpowered by Sauron, who holds the Ithil-stone, and thereby temporarily loses his resistance to him.

Aragorn

From Chapter 10. The chief of the Dunedain.

The Black Riders

From Chapter 10. Also called the "Nazgul" and the "Ringwraiths", they are evil and exude an aura that brings terror to anyone that is near them. In this story, they search for Gollum and Gandalf, ultimately to try to find the Ring to bring it to Sauron.



Gollum

From Chapter 10. A hobbit or "Halfling", Sauron has him followed because he believes that he may help lead him to the Ring.

The Lord of Morgul

From Chapter 10. Captain of the Ringwraiths that Sauron sends to find the Ring.

Khamul the Shadow of the East

From Chapter 10. Second in command to the captain of the Ringwraiths.

Grima Wormtongue

From Chapters 10 and 11. In Chapter 10, he's an enemy of Saruman. He tells the Ringwraiths that Gandalf is headed for the Shire. In Chapter 11, he is King Theoden's counselor, and feeds the king false information in order to use him to get his own enemies out of the way.

Shadowfax

From Chapter 10. Gandalf's horse.

Two Servants of Saruman

From Chapter 10. The Ringwraiths capture these two and find charts of the Shire.

Theoden

From Chapter 11. The king in Rohan. He is good, but getting older and sick; and relies too much on the false counsels of Grima.

Theodred

From Chapter 11. The king's son, he fights in the first battle of the Fords of Isen and is killed by an Orc.

Eomer

From Chapter 11. The king's nephew and one of his two strongest supporters.



Grimbold

From Chapter 11. He kills the Orc that has mortally wounded the king's son Theodred. He also commands many of the forces of the Rohirrim in both of the battles of the Fords of Isen.

Elfhelm

From Chapter 11. He brings his forces in at the last minute during the first battle of the Fords of Isen and drives away the remaining enemies.

Aghan

From Chapter 12. He is one of the Druedain, and he often stands watch over Barach's family to guard them against the Orcs.

Barach

From Chapter 12. A forester of the Folk, he lives with his wife and children in a house in the woods. He is a friend of Aghan.

Cirdan

From Chapter 13. Guardian of the Third Ring, Master of the Grey Havens. He gives the Third Ring to Gandalf.

Ithryn Luin

From Chapter 13. The two blue-clad Istari who go with Saruman into the East and never return. Their Maiar names are "Alatar" and "Pallando".

Radagast

From Chapter 13. The fourth messenger sent by the Valar to be one of the Istari. He wears brown clothes and eventually forsakes his mission in order to be closer to the wild creatures. Known by the Valar as the "Aiwendil" of the Maiar.

Manwe, Aule, Orome, Vardu, and Yavanna

From Chapter 13. They are Valar on the council who choose and send forth the Maiar to Middle-earth to be Istari.

Denethor II

From Chapter 14. The Steward of Gondor, he uses the Orthanc-stone (as he may rightfully do) to assist in his decision-making, but its use weakens him and makes him grim. Sauron uses the Ithil-stone to convince him that Sauron's victory is inevitable, and he falls into despair.



Objects/Places

Nevrast

From Chapter 1. Nevrast is an abandoned elven city close to the shore of the Great Sea. Turgon and his people used to live here. It is bordered by mountains to the north and to the east. The climate is milder here than inland. Tuor finds it to be a pleasant place because of its climate and the plentiful food, so he spends several days here.

Gondolin

From Chapter 1. Gondolin is also called the Hidden City and the Hidden Kingdom. It is ruled by Turgon, a great foe of Morgoth. It is inhabited by the Noldor elves and guarded by seven groups of elves at seven unique gates, each gate made from a different material. They don't want the servants of Morgoth to know where they are, so the location of the city is a great secret that the Noldor generally don't reveal to any other elves or people. Voronwe, however, makes an exception for Tuor because Ulmo sends Tuor there as his messenger. Gondolin is possibly the last stronghold against the forces of Morgoth, and the only safe place remaining for Tuor to go.

Ulmo's Cloak

From Chapter 1. Ulmo gives Tuor his cloak, which is described as being grey, a cloak of shadows. Ulmo warns Tuor to wear the cloak and not take it off until he reaches Gondolin. The cloak doesn't seem to make Tuor and Voronwe disappear completely, but rather to heavily disguise them, especially in the dark, in order to help them escape detection by the Orcs and other servants of Morgoth.

Mim's Home

From Chapter 2. The home is in the hill called "Amon Rudh". Mim lives here with his two sons before Turin and his men come to stay. Mim has to give the home up as a ransom, both for his own life and (as it turns out) for the life of his son, Khim. Therefore, Turin renames the home "Bar-en-Dan wedh", which means "the House of Ransom".

Meneltarma

From Chapters 3 and 4. This is the mountain near the center of Numenor. Its name means "Pillar of the Heavens." The mountain is sacred and no one may talk there, save the King, who only speaks there three times a year in order to give a special prayer. It is after returning from one of these times of following the King on a trip up the mountain with Anardil that Erendis consents to marry him.



Numenor

From Chapters 3, 4, and 5, and mentioned in other chapters. Numenor is an island in the Great Sea, separate enough from Middle-earth to make the trip between the two long and inconvenient, yet close to Middle-earth in that it is settled by Men and Eldar from there, and there is a great friendship and alliance for many centuries between the Rulers of Numenor and Gil-galad on Middle-earth. Numenor is described as a "Land of Gift". As a separate area from Middle-earth, far away and with no nearby enemies, it seems impregnable. Eventually, however, it comes under the influence of a vague "Shadow", and it sinks into the sea. Much of its history is forgotten and its lore is lost, except what was written down and kept in Gondor.

Elessar

From Chapter 6. The jewel made by a jewel-smith named Enerdhil, it has magical healing properties, and is said to be filled with sunlight. Later, Galadriel is given the Elessar, although whether it is the original one made by Enerdhil or a second, weaker one is unclear.

The Rings

There are more than one Ring mentioned in the book, and they are said to give the holder great power. The one that Isildur (in Chapter 7) possesses seems to be the same one that Gollum (in Chapter 10) has for a time, and is the one that Sauron seeks. This Ring makes the wearer invisible, and holds a certain power over those who wear it, making them obsessed with keeping it.

The Hill of Awe

From Chapter 8. The Hill of Awe contains the tomb of Elendil, originally set there by Isildur, who starts the tradition of Kings Gondor going there for contemplation and privacy, when they need to, and when they pass the tradition down to their heirs.

Valar

The Valar aren't well explained in this book; but they seem to be very powerful, almost god-like. They seem to be immortal, more powerful than the Elves, and are perhaps their guardians or rulers. The Valar live in the Far West across the Great Sea, and that is where the Elves are said to have come from. It is a council of the Valar who send the Istari to Middle-earth.

The Palantiri

From Chapter 14. The Palantiri are seven special stones that the Heirs of Elendil use to see things far beyond their normal sight, and to speak with each other (through thought) across great distances. The Palantiri are large (a foot or more across), heavy, smooth stones that appear to be made of dark glass. The user of the stone can point it in any direction to get a view of what is going on in that direction, even at great distances away. In addition, two people using the stone far from each other can send their thoughts to each other through the stones (if both are willing), thus instantly communicating with each other across great distances. The user can use the stone to "zoom in" on scenes and items of interest. The stone cannot see into dark places, though, and can be foiled through the process of "shrouding".

Sauron comes into possession of one of the stones, however, and misuses it to influence Saruman (who has another of the stones) to stop resisting him. Through a similar technique, Sauron uses the stone to convince Denethor that Sauron's victory is inevitable, thus sending Denethor into despair.



Themes

Journeys and Travel

In the world occupied by Middle-earth, travel is difficult. There are few smooth roads. On Numenor, especially, the roads are little more than riding paths. People get places slowly on foot, on horseback, or in carriages. Therefore, getting to separate towns is a big deal, and people don't undertake these travels lightly. A trip requires a lot of time and effort, and the traveler is not usually protected from harsh weather. He or she must travel light, taking few belongings with him or her, especially when traveling on foot. On long trips, finding food might be a problem. In addition to all of these worries, the traveler has to worry about being attacked and/or captured by thieves or, more commonly, by the enemy.

For these reasons, it is surprising that the characters in these stories undertake so much travel. Yet, travel is a persistent theme in this book, and is made interesting by all of these potential hardships. The following chapters all feature travel as a main part of their plot: Chapters 1, 2, 4, 6, 7, 8, 9, 10, and 13. In Chapter 1, Tuor travels to Gondolin. In Chapter 2, Turin travels many places, eventually coming back to his childhood home in Dor-lomin for a visit before a stay in a separate town, where he finally settles down to live until his death. Chapter 4 focuses more on romance than on travel, but Anardil's travels cause the main conflict. Chapter 6 begins with the story of Galadriel's travels. In Chapter 7, the main conflict takes place in the middle of Isildur's journey. In Chapter 8, Eorl must make a very long journey in order to help Cirion. Chapter 9 doesn't tell of a journey so much as preparation for a great quest. In Chapter 10, both Gollum and the people hunting for him travel far. Chapter 13 is essentially a tale of the Valar sending Istari from the Far West to Middle-earth. Finally, the ultimate protagonist, Gandalf, is himself a traveler, to such an extreme that he has no home.

Tragic Love

Tragic love abounds in this book. Indeed, there are very few examples of happily married couples in this book. The best that can be said is that in the case of a few of the couples, the author makes no mention of whether they get along well or not, and gives no evidence of a premature end to their marriage. In many cases, however, couples in the stories are torn apart by tragic circumstances, often brought on by "necessary" actions due to troubled times and evil forces. Tragic love is featured in three main relationships in this book: the relationship between Turin and his sister, Nienor; the relationship between Anardil and his wife, Erendis; and, the relationship between Amroth and his love, Nimrodel.

In the first case, Turin ends up marrying Niniel. He has never seen her before (being sent away by his mother when he was small to be raised by elves), so he doesn't know that Niniel is his sister. She, in turn, has no way of knowing that he is her brother; after



all, her memory has been wiped clear by the dragon, and she can't even remember her own real name. Ironically, their marriage appears in the beginning to be quite happy, and they are quite in love. It is only after the would-be climax to the story during which Turin kills the dragon that they find out their true relationship. When each finds out, they both end up committing suicide.

In the second case, Anardil's marriage to Erendis is destined to be a failure from the beginning because he loves the sea more than he loves her, and would rather spend time at sea than with Erendis (and his daughter) when he has to choose. Erendis knows this from the beginning, and she tries to change him. He loves her, and promises to stay. However, after a while, he leaves for another sea trip and she gives up on him.

The third case of tragic love from the book is the story of Amroth and Nimrodel. Although theirs is a true love, and they plan to run away together and cross the sea, they somehow get separated in the woods and Nimrodel gets lost, and they probably never see each other again.

War

Sadly, the stories are not set in peaceful times. There is no happy ending. There is only war after war, and these wars are going on in the background of most of the stories and influence the actions of the main characters. Morgoth and his minions cause the first conflicts. Although the stories don't go into details about Morgoth, he is always there in the background, giving every story a gloomy feeling and a sense of urgency.

Sauron comes next. According to the chapter on the Istari, Sauron is not as powerful as Morgoth, and yet he is still a great threat, great enough for the Valar to become involved with by sending the Istari to Middle-earth.

Saruman is the third evil influence. He is, in turn, not as powerful as Sauron, yet still powerful enough to bring Isengard under his control and bring about the deaths of many Men. The great irony of this is that Saruman is originally one of the Istari that the Valar send to Middle-earth to keep Sauron in check.

Finally, it must be mentioned that there are many lesser antagonists in the stories, such as the Orcs, the Easterlings, and the Wainriders. These are usually described as being servants of one of the three greater antagonists (Morgoth, Saruman, and Sauron), though.

Style

Point of View

The point of view of these stories varies. Often the tales are told from the point of view of an omniscient third party who knows all of the happenings and the thoughts and feelings of all the characters. The narrator, in this case, is generally anonymous. At times, however, the narrator is not omniscient but knows only what is written in the histories of the people of Numenor and Middle-earth. In many of these cases, the narrator explicitly states that the stories come from best guesses based on the written lore and history. Occasionally, the story meanders into a long quote from one of the characters (as is the case when Voronwe explains how Ulmo brought him to Tuor), essentially telling the narrative as a flashback in the first person point of view. In a single case, the story is told from the point of view of Frodo, who relates a long story quoted by Gandalf, a story in which Frodo took no part.

Often the editor steps into the narrative during the stories at places where the stories are ambiguous or incomplete and makes clarifying comments. These comments are placed in the narrative rather than with the endnotes to the chapter because they come in places that the reader would have difficulty understand the flow of the story without them. Many of the editor's comments transition from one version of a story to the next. They also point out places where the stories conflict in their details. The editor, as the son of the author, is intimately interested in the author's work and digs through many seemingly minute details from many sources to reach conclusions as to the author's intentions for the nature of the characters and the plots.

Setting

The stories each take place in different settings, and there are multiple settings within each story. They all take place in and around Middle-earth, in a world invented by the author. The most important settings in the stories include the following: The Far West, Numenor, Gondor, Mordor, Belfalas, Isengard, Gondolin, The Hill of Awe, Nevrast, Doriath, Menegroth, Dor-lomin, Brethil, Gladden Fields, The Shire, and Rohan.

This other world contains three separate areas of interest, all which serve as settings for separate parts of the stories. The Far West is not well described in the narrative, but it seems to be where the Valar reside and where the Elves originally came from. Numenor is much closer to Middle-earth, but still apart, as it is an island. It is made up of a central part and five peninsulas that make it look a little like a star. Numenor is described as being a gift to the people who come there. The Men who go there are very long-lived, especially the royalty. The island later sinks into the sea. Middle-earth, itself, is the dwelling place of many types of people and creatures. In different places, there dwell Men, Elves, Dwarves, Orcs, and Hobbits, among others. Middle-earth is the rising place of two separate evils, Morgoth and Sauron.



Middle-earth and the world it is in are "low-tech". There is no electricity, there are no automobiles, and there are no modern-type businesses or advertisements. The weapons are primitive, too, as there are no guns. In many ways, this world seems much like Medieval Europe.

Language and Meaning

The stories were written in the mid-1900s (approximately 1950 to 1973). Thus, the author would have been able to use modern language in the narrative if he had so chosen. The stories, however, contain a great many terms that the author has made up as part of the various tongues of the people of his mythical land. He shows a great preoccupation with these words and languages, and even goes into the made-up etymology of these words in places, which is understandable as in real-life he is a professor of Anglo-Saxon at Oxford. He tells the story in a grand way, using unusual words and language forms. His characters often talk in the same manner, using out-of-the-ordinary sentence structures. The author probably does this as a way of making his made-up world seem more different from and more exciting than the "real" world.

The stories often refer to made-up historical persons, places, and events from this imaginary realm. They also often go into long, detailed descriptions of the places in and around Middle-earth, which is necessary since the characters often go on long journeys through multiple settings. They also go into detailed explanations of the customs of the different people who live there. The author has invented a different world completely unconnected to the readers "real" world. To keep up this illusion, he gives as many details of the world as possible to make the world seem more real.

Structure

The book is divided into four parts, which are named after four Ages in the history of Middle-earth. Each book is divided into more than one chapter. The First Age has two chapters; the Second Age has four chapters; the Third Age holds five chapters; and the Fourth Age contains three chapters. Each chapter is named after its main characters or main plot point. Though the four parts of the book organize the stories overall into a rough chronological order, some of the chapters (such as the ones describing Numenor, the Istari, and the Palantiri) are largely descriptive and are related to happenings over many hundreds or even thousands of years, while others (such as the first two chapters) describe events that were happening more or less simultaneously. Thus, the timelines of many of the stories overlap in many places and meander back and forth.



Quotes

"Give with a free hand, but give only your own." Chapter 2, p. 64

"Grief is a home to a hard mind." Chapter 2, p. 65

"But the up-coming is painful, and from high places it is easy to fall low." Chapter 2, p. 66

"Flame light! Flee night!" Chapter 2, p. 70

"False hopes are more dangerous than fears," said Sador, "and they will not keep us warm this winter." Chapter 2, p. 76

"Many a man of arms misreads patience and quiet." Chapter 2, p. 115

"But mariners are men of two minds, at war with themselves." Chapter 4, p. 186

"Let a King rule first his own house ere he correct others." Chapter 4, p. 205

"I am steel hard to break." Chapter 4, p. 207

"When either way may lead to evil, of what worth is choice?" Chapter 4, p. 210

"Do not think that I pursue your high place; for farther rather would I have it that you were Emerwen only." Chapter 4, p. 219

"I vow in my own name and on behalf of the Eotheid of the North that between us and the Great People of the West there shall be friendship for ever." Chapter 8, p. 218

"The oath shall stand in memory of the glory of the Land of the Star, and of the Faith of Elendil the Faithful, in the keeping of those who sit upon the thrones of the West and of the One who is above all thrones for ever." Chapter 8, p. 319

"But to me the days are too dark for wanderers' tales, and I have no time for the simples of peasants." Chapter 10, p. 367

"If some power passes from you to a thing that you have made, then you must take a share in its hurts." Chapter 12, p. 398

"Who would go? For they must be mighty, peers of Sauron, but must forgo might, and clothe themselves in flesh so as to treat on equality and win the trust of Elves and Men." Chapter 13, p. 410



Topics for Discussion

The editor is the author's son and has taken these stories from writings that the author did not intend to have published. Do you think it was right for him to do this?

Since the author didn't intend these stories to be published yet, what effect did that have on the stories?

Would these tales have been published if *Lord of the Rings* hadn't been popular? Why or why not?

If the Valar are so powerful, why do you think they don't just force Sauron to quit his evil doings?

Sauron and Morgoth are the two main antagonists in the book. In what ways are they different? Why do you think the author gives so little direct description of them?

Anardil struggles with choosing between his love of the sea and his love for Erendis. Both characters know about this issue, but they get married anyway. If you were in a similar situation, would you do anything differently than they did? Why or why not?

Anardil believes that Erendis' shorter lifespan is the reason for her disdain of him being so much at sea. Why does he think this?

What character flaws and moral shortcomings does Turin have that help lead to his troubled life?

The stories often conflict with each other in certain details. With the author dead, the readers can only guess what the final forms of the stories would have been. Is there any way that the author could have avoided these conflicts beforehand, or is writing such a complex series of stories necessarily a messy process, with initial conflicts adding to the richness of the final stories?