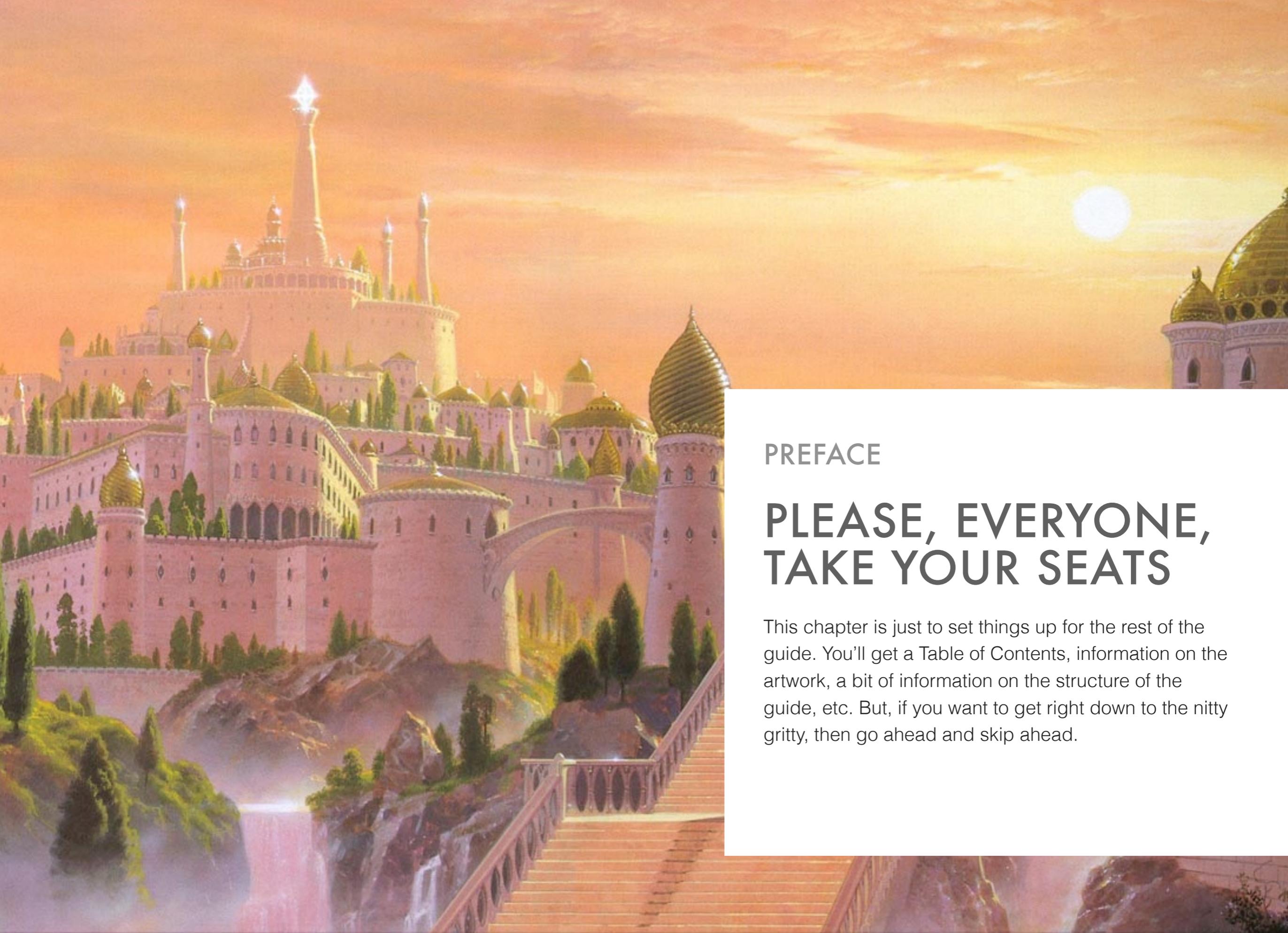




THE SILMARILLION READER'S GUIDE

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PREFACE

PLEASE, EVERYONE, TAKE YOUR SEATS

This chapter is just to set things up for the rest of the guide. You'll get a Table of Contents, information on the artwork, a bit of information on the structure of the guide, etc. But, if you want to get right down to the nitty gritty, then go ahead and skip ahead.

AN INTRODUCTION TO THIS GUIDE

Welcome to the Silmarillion Reader's Guide! I decided to make this guide because of the difficulties I faced in my own experiences with The Silmarillion. I tried reading it several times, only to give up pretty early on again and again. When I finally read it all the way through, it took me a full five months (mainly because I kept setting it aside for a few weeks before continuing.) But when I did finally "conquer" The Silmarillion, I *absolutely loved it*, and to this day consider it to be my favorite book of all time.

I know that so many Tolkien fans have had similar experiences to mine when it comes to this book. So I made this guide, in the hopes that it will help more readers make it through the book, so they can discover the same amazing stories that I did.

This guide is structured a little strangely. After this introductory section, there's a section dedicated to techniques and overall strategies that may help you in reading The Silmarillion. After that there are fifteen sections dedicated to the actual content of the book. Some sections are dedicated to individual chapters, others to sets of chapters that cover a similar chunk of plot. And, finally, there's a conclusion section, and then four appendices for you to use as references when sorting out characters, places, events, etc.

This guide is designed to help you, but I'm sure it's not perfect. If there's anything that you don't think the guide explained well, or if you finish the book and still have questions, or even if you're struggling and want a Silmarillion pep-talk, you can find me at askmiddleearth.tumblr.com, where I regularly answer all sorts of amazing Tolkien-related questions! Good luck!

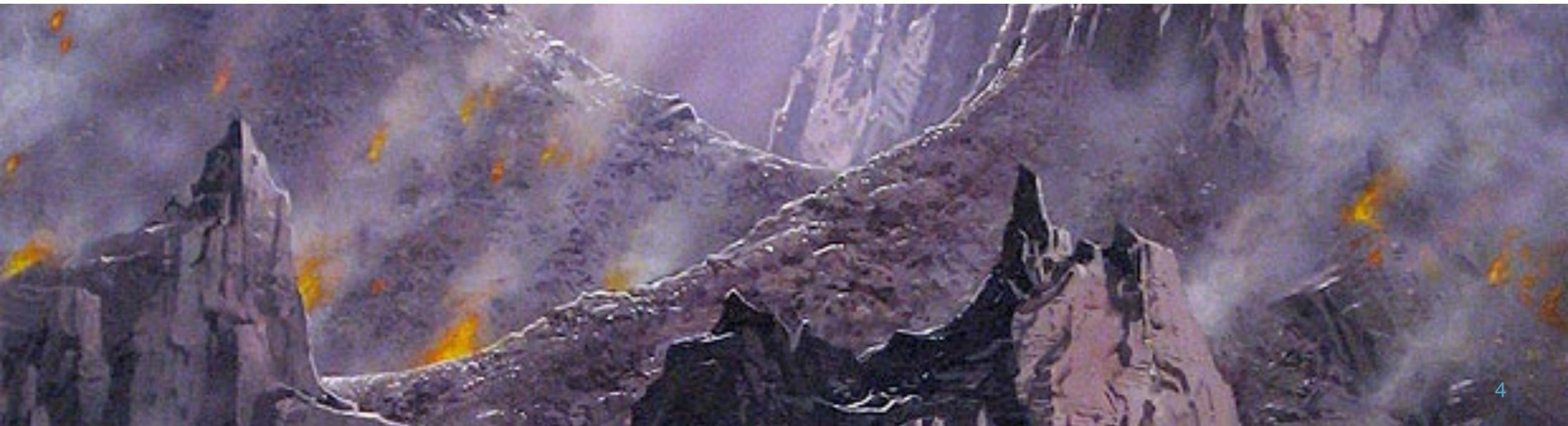




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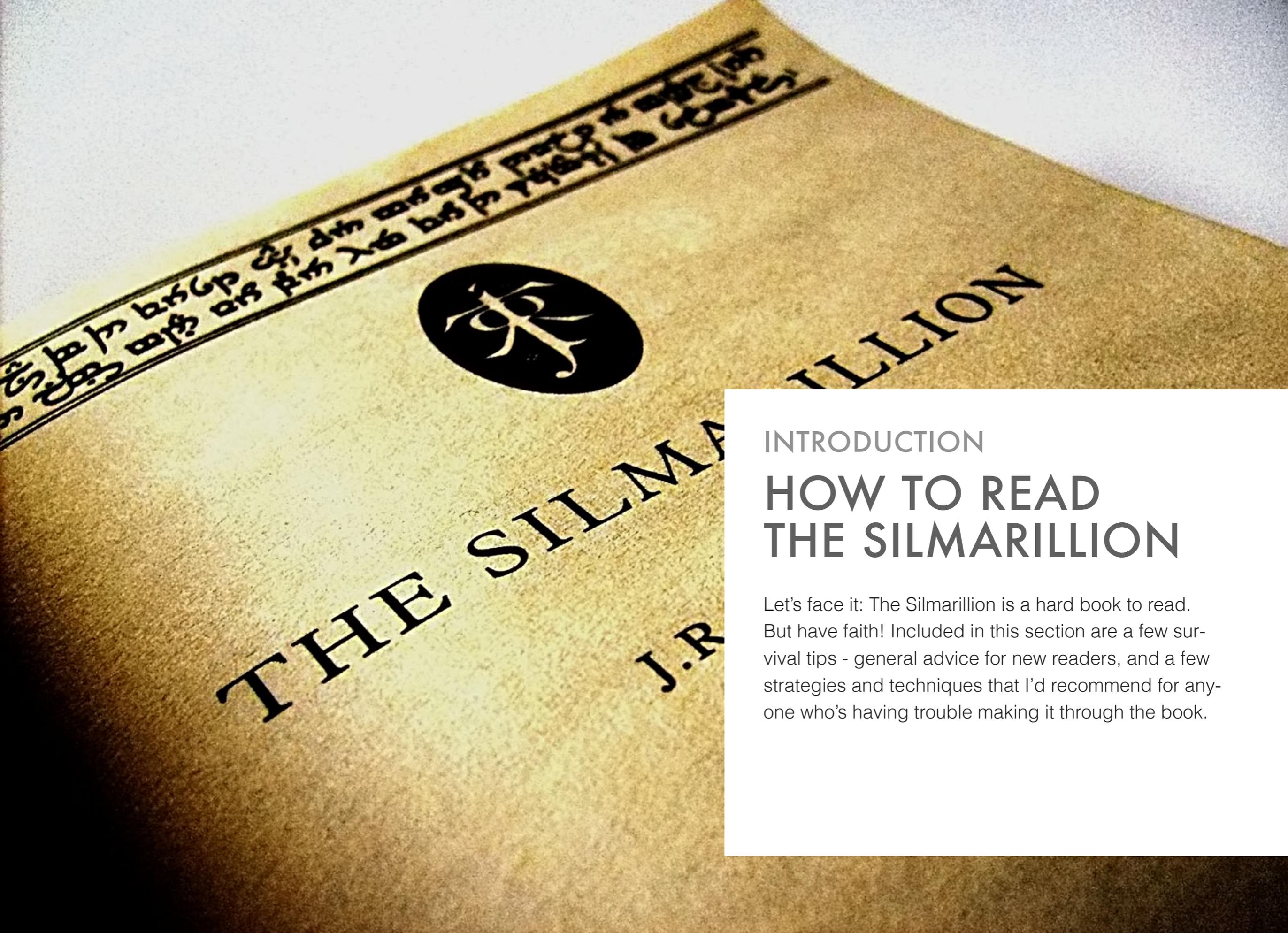


ART CREDITS

Almost none of the visual aids in this guide are my own - and certainly none of the artwork. Many of the timelines and family trees you'll find I put together on my own, but all of the paintings and drawings and maps were made by people far more talented than myself. I mention all these artists in the Conclusion, but to make sure their artwork gets the proper credit, here's a mini-guide of sorts. I've listed each artist, and then following their names are the numbers of each page their artwork is used on.

- **Alan Lee** (alan-lee.narod.ru/Lord.htm)
 - Pages: 76, 106
- **John Howe** (john-howe.com)
 - Pages: 2, 23, 50, 84, 86, 88, 109, 114, 124, 128, 130, 139, 140, 143, 144, 146, 147
- **Karen Wynn Fonstad** (The Atlas of Middle Earth)
 - Pages: 9, 18, 24, 26, 32, 34, 37, 41, 44, 45, 46, 47, 49, 52, 55, 61, 66, 68, 78, 82, 93, 97, 99, 100, 105, 107, 132, 134, 136, 138
- **Ted Nasmith** (tednasmith.mymiddleearth.com)
 - Pages: 1, 3, 5, 8, 11, 12, 13, 15, 16, 17, 20, 22, 25, 27, 28, 30, 31, 33, 36, 38, 39, 40, 43, 48, 51, 53, 54, 57, 58, 59, 60, 62, 63, 65, 67, 70, 71, 72, 73, 74, 75, 79, 80, 81, 85, 86, 87, 90, 91, 92, 94, 96, 98, 101, 102, 104, 108, 110, 112, 115, 118, 120, 122, 126

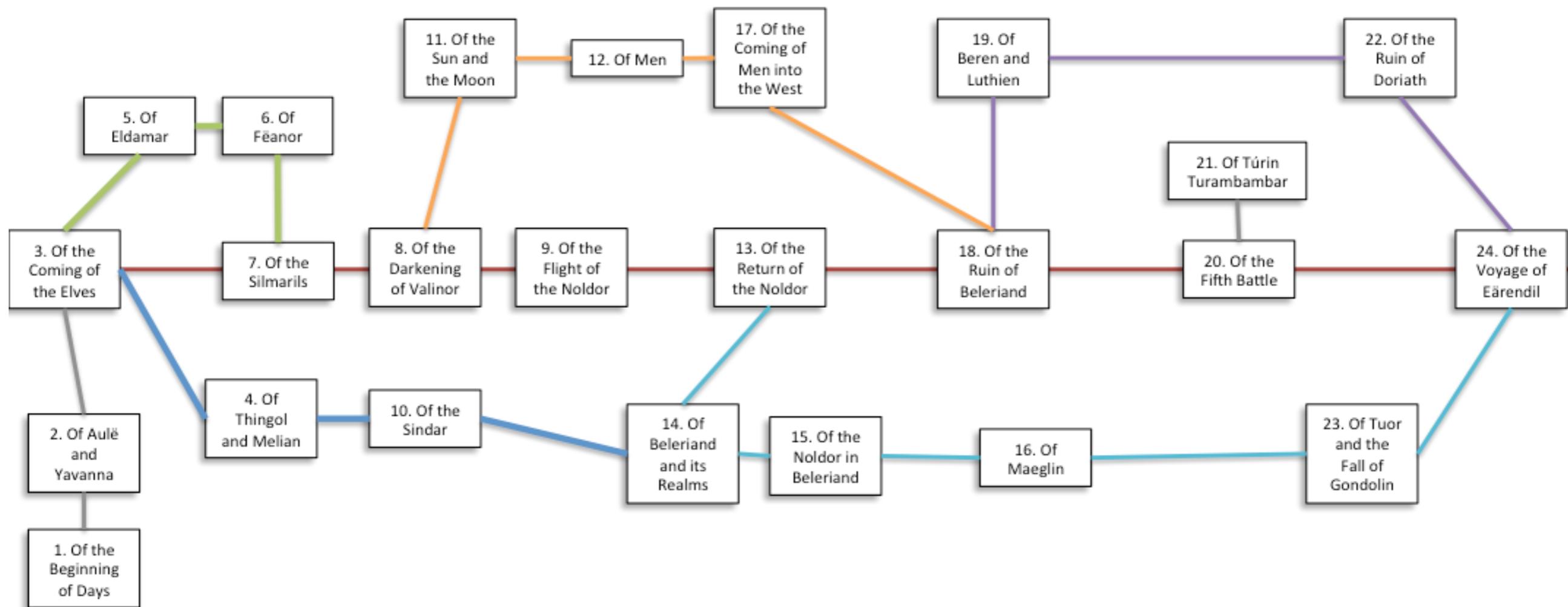




INTRODUCTION

HOW TO READ THE SILMARILLION

Let's face it: The Silmarillion is a hard book to read. But have faith! Included in this section are a few survival tips - general advice for new readers, and a few strategies and techniques that I'd recommend for anyone who's having trouble making it through the book.



NARRATIVE STRUCTURE

One of the struggling things about reading *The Silmarillion* is its narrative structure. There is a central plot, but it doesn't really pick up until chapter seven, and then it sort of meanders all over the place, without a central character to guide you, until finally wrapping up in chapter twenty-four. Reading every chapter in the order they're written will yield the most powerful emotional experience, it's true. But there are other options, and I think they're worth considering.

Skipping around - and even skipping chapters altogether - may mean you aren't really getting the full picture, but depending on your reading style, it may give you a better chance of making it to the end. Then, when you have a basic understanding of the main plot of the story, you can go back and read the book properly for the full ef-

fect (as well as tracking down subplots and details that you missed the first time through.)

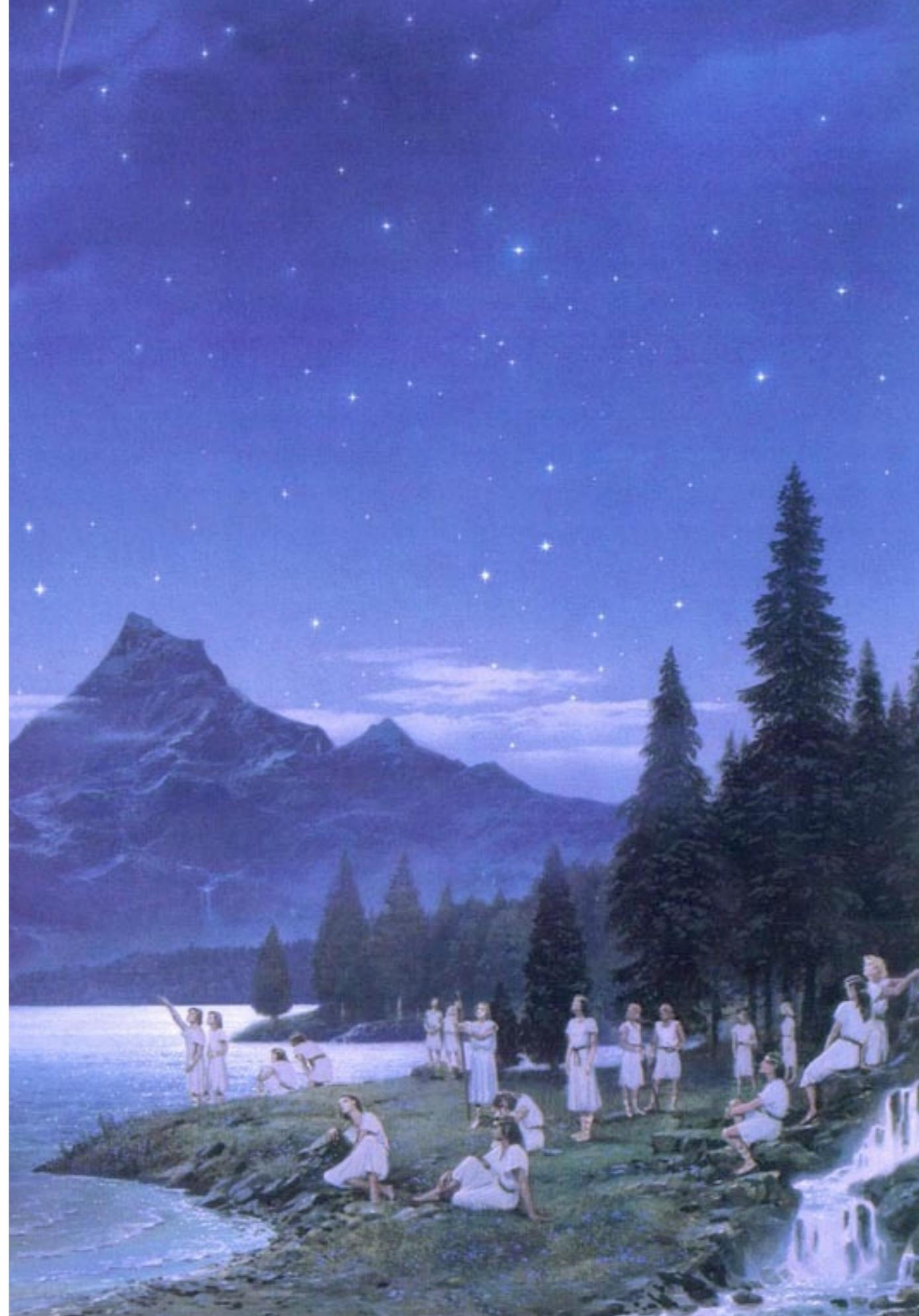
Above I've mapped out the basic narrative structure of the *Quenta Silmarillion* (the main portion of *The Silmarillion*), both to give you an idea of what I'm talking about, and maybe to give you an idea of the order you want to read the book in. Maybe you want to read the "main plot" chapters first (the red line), and then go back for subplots? Or maybe this will just be a guide to help you figure out which chapter to go back and read when suddenly that information you thought was completely useless in chapter 16 has become vitally important in chapter 23.

NAMES, NAMES, AND MORE NAMES

Tolkien loved his languages, and he proved it by giving everything - and everyone in *The Silmarillion*, like, six different names. For example, take Varda, who before she came to the world was called Tintallë, but after making the stars was called Elentári, but also sometimes Elbereth Gilthoniel, or other times Baradis, Fanuilos, or that one time somebody called her Gimilniñir. And these, Tolkien will tell you, were only her common names.

Now, before you give yourself a nervous breakdown trying to keep track of the eighteen names Tolkien gives to each of his six thousand characters, take a deep breath. In general, it's really only necessary that you remember the first name. If Tolkien refers to somebody by a less-common name, he usually does it with enough context that you can figure out who he's talking about anyway. If not, every copy of *The Silmarillion* I've ever seen comes with a very helpful Index in the back, which you could use to look up an unfamiliar name and trace it back to the name you know.

In the future I'd like to have a Reader's Guide for each chapter of *The Silmarillion*, complete with a list of the characters you need to know for each chapter. But, for now, just go with the flow. If you're really having a hard time, take a few notes as you're reading to help you keep track of who's who.





WHERE DID WE COME FROM? AND WHERE ARE WE GOING?

By now, you're probably pretty familiar with the map of Middle Earth. You can tell the Blue Mountains from the White Mountains, and you know that Gondor is south of Rohan. Congratulations! That will not help you with *The Silmarillion*. The major events of the First Age take place in Beleriand, an entire region west of what is now Middle Earth that - spoiler alert - won't survive the end of the tale.

All this new geography means that when Tolkien has characters traveling from point A to B to W in a paragraph, you're become more lost than Gandalf traveling through Moria.

Fortunately, Tolkien was about as fond of maps as he was of names. Most editions of the book will include two maps. One (either at the very front or the very back) will have a map of Beleriand. Another (probably hidden somewhere in chapter 14) will also show Beleriand, but specifically show you who lived where (very helpful when the "main cast" is made up of about 20 people.)

If you need the big picture, I've included a map of basically the entirety of Arda during the First Age. Don't worry about anything south of Middle Earth, that never comes up in the story. But now you can see the relation between Middle Earth, Beleriand, and Valinor.

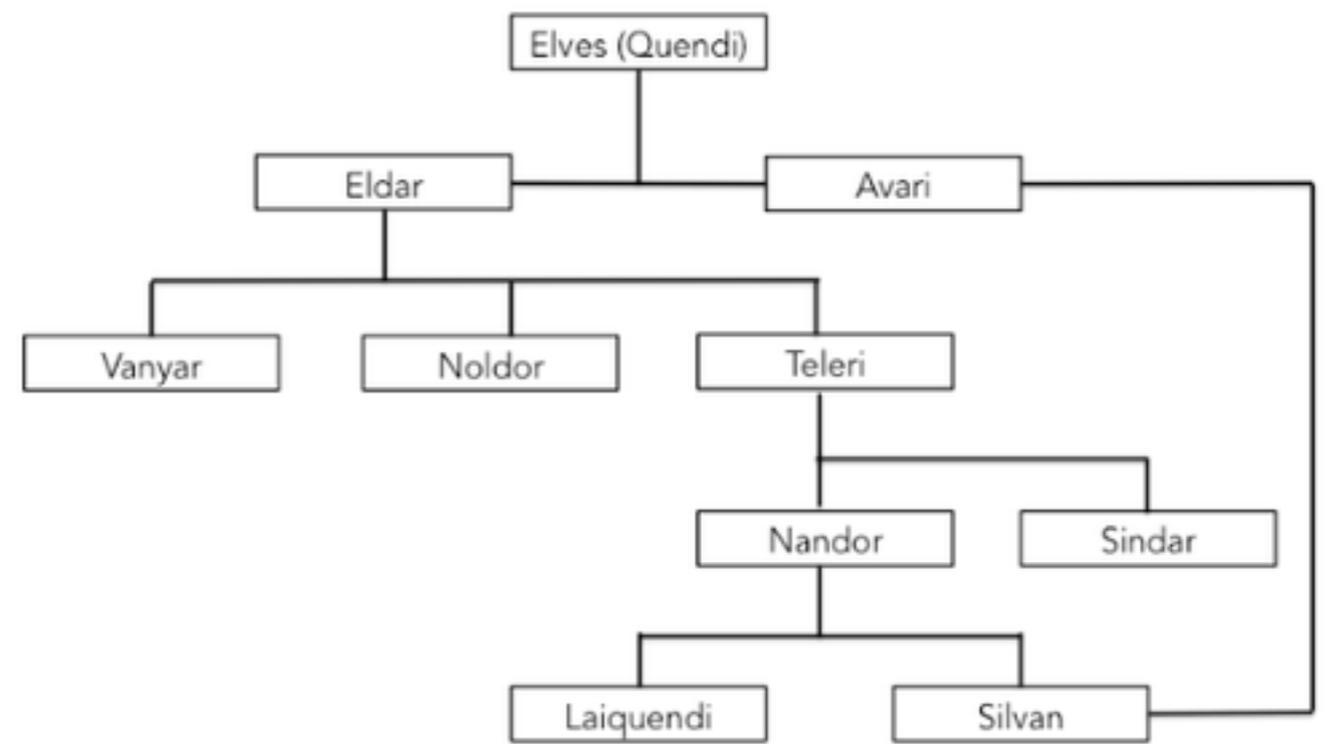
HE'S MY SECOND COUSIN (ONCE REMOVED ON HIS MOTHER'S SIDE)

Unlike *The Hobbit* or *Lord of the Rings*, in which the story lasts no more than a couple of years each, the events of *The Silmarillion* last an entire age. The main events on their own span about six hundred years. So it's no wonder that, in that time, our main characters go forth and multiply, if you know what I mean.

For us, dear reader, that means genealogies, pedigrees, and family trees. The elves are bad enough - what did Fëanor need with seven sons, anyway? - but they're cake compared to what happens when the men hit the scene. You turn the page and seven generations have passed, and Tolkien makes sure to tell you exactly how they're connected.

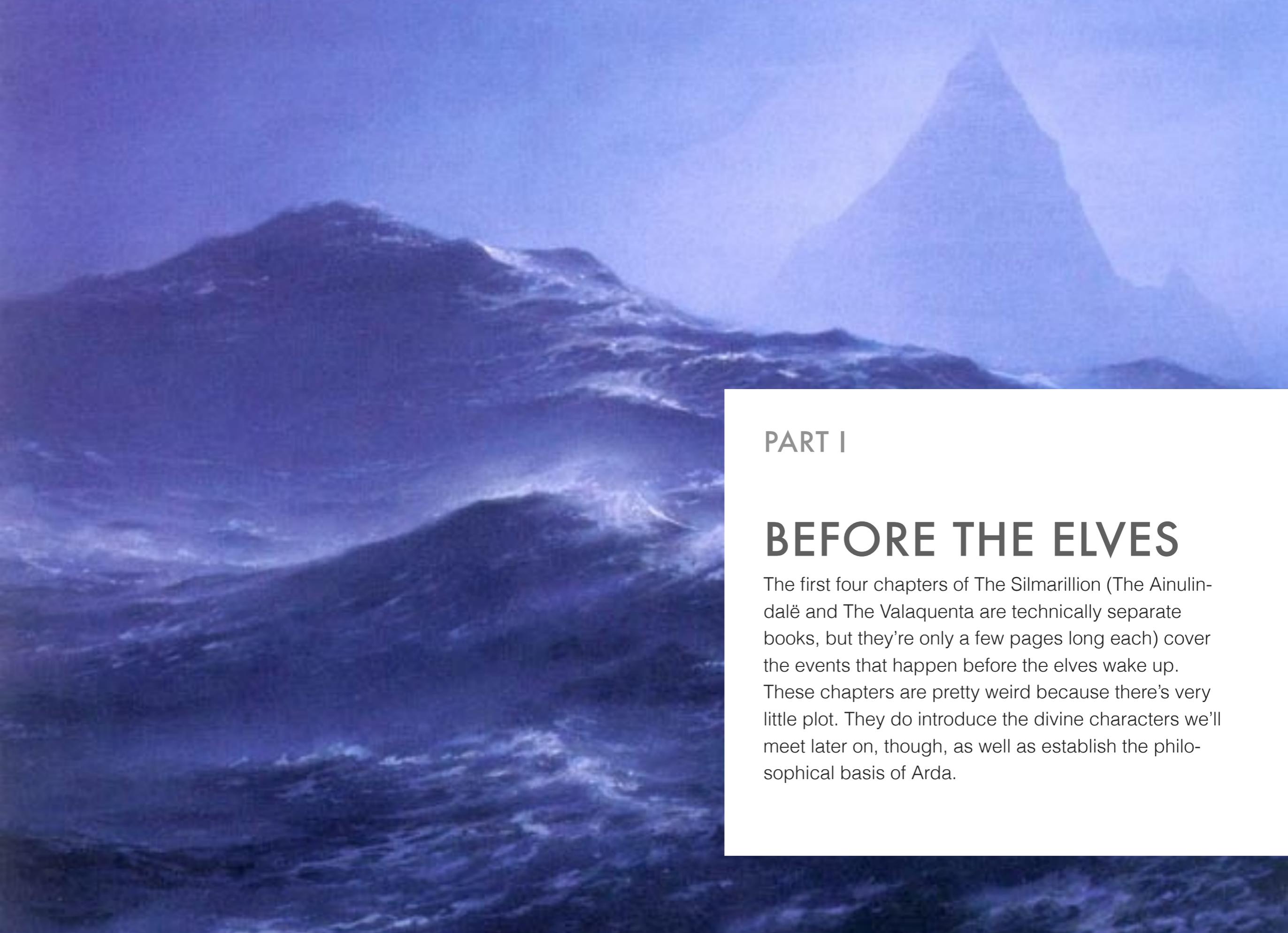
Like with the names, don't worry too much about this. If you don't see the character actually do something, then his name isn't really worth remembering. It's not really important that Húrin was the son of Baragund, the son of Bregolas, the son of Bregor, the son of Bëor. Just remember that he's of the House of Bëor and move on with the story.

If you're curious, or if you just really need to see that family tree laid out visually, flip to the back of your book - chances are, unless the editor of your particular edition hated people - there are a few key families mapped out for you just before the Index.



Now, if it's the "family tree" of the elves you're struggling with - the various different groups and subgroups of elves that Tolkien gives us - then I actually wouldn't recommend the tree at the back of the book. He kind of overcomplicates the situation by giving different names to different classifications of elves, on top of their group names, and it's just - it's too much, I think.

Instead try this simplified chart. Just remember that the Vanyar, Noldor, and Teleri were born different. The Avari are the ones who refused to follow the Valar. The Nandor stopped at the Misty Mountains - the ones that later come to Beleriand anyway are the Laiquendi. And the Sindar are the elves that made it to Beleriand, but stayed behind when Thingol went missing. Easy, right? (Okay, so it's still confusing as heck, but it gets better, I promise!)

A blue-tinted landscape featuring a range of mountains in the foreground and a large, prominent pyramid-shaped mountain in the background. The scene is atmospheric and monochromatic.

PART I

BEFORE THE ELVES

The first four chapters of *The Silmarillion* (*The Ainulindalë* and *The Valaquenta* are technically separate books, but they're only a few pages long each) cover the events that happen before the elves wake up. These chapters are pretty weird because there's very little plot. They do introduce the divine characters we'll meet later on, though, as well as establish the philosophical basis of Arda.

THE AINULINDALĒ

In The Ainulindalë, Tolkien gives tells us the creation myth of Arda. Honestly, you're best strategy is to keep that in mind - this is a creation myth. It's not really the opening act of the play, but rather the vague knowledge that, before the play began, somebody had to build the stage. So don't break your brain trying to figure out exactly what's going on. Just enjoy the philosophical babble, and make sure you understand these key points:

- Eru **Ilúvatar** is the Supreme Creator.
- Ilúvatar made the **Ainur**, powerful spirits, and taught them to sing.
- Together all the Ainur sang a song. But one of them, **Melkor**, wanted to sing his own melody, and not the one Ilúvatar taught him. His singing messed up the song.
- Ilúvatar tried again, but Melkor insisted on singing his own song.

- Ilúvatar sang a song all on his own, and it was amazing - it basically blew the Ainur's minds. He then showed the Ainur what their song represented, which was a series of visions showing the history of the world.
- The Ainur (except Melkor, who was sulking) were obsessed and asked Ilúvatar to make the visions real.
- Ilúvatar then created **Eä**, which is basically the universe. Many of the Ainur went down into our part of the universe, which is called **Arda**.
- The Ainur started trying to form Arda to match Ilúvatar's vision, but Melkor kept trying to mess them up. They battled, but slowly Arda began to take form, and the Ainur prepared for the arrival of the **Children of Ilúvatar** - the elves and the men.
- Ilúvatar stayed up in the empty space, watching over it all.





THE VALAQUENTA

The Valaquenta is basically the divine character list in preparation for the Quenta Silmarillion. There is absolutely no plot, just a description of the major Ainur that we meet later on in the “real” story. Here’s what - and who - you need to know:

The Valar: The eight most powerful of the Ainur, they are basically gods in Arda.

- Manwë: Lord of the Valar, he’s in charge of the air, the wind, and anything that flies. He’s married to Varda. Melkor is his brother.
- Varda: Queen of the Valar, she’s in charge of light and stars. She’s married to Manwë.
- Ulmo: Lord of Waters, he’s the man to see about the ocean, rivers, or anything wet.

- Aulë: The Great Smith, he loves the earth and everything that makes it up - rocks, metal, dirt, etc. He’s married to Yavanna.
- Yavanna: Queen of the Earth, she’s responsible for everything that grows. She’s married to Aulë, and her sister is Vána.
- Mandos: His real name is Námo, but everybody calls him Mandos because that’s where he lives. He’s in charge of the dead and can see the future. He’s brother to Lórien and Nienna, and married to Vairë.
- Lórien: His real name’s Irmo, but everybody calls him Lórien because that’s where he lives. He’s in charge of dreams. He’s brother to Mandos and Nienna, and he’s married to Estë.
- Nienna: She is a being of grief and mourning, she cries for all suffering. She is sister to Mandos and Lórien.

- Vairë: She weaves the history of Arda and remembers everything. She's married to Mandos.
- Estë: She is the healer and giver of rest. She's married to Lórien.
- Tulkas: He's all about strength and loves wrestling. He came down to Arda specifically to help the other Valar fight Melkor. He's married to Nessa.
- Nessa: She's the fastest of the Valar and loves deer. She's married to Tulkas.
- Oromë: The hunter of the Valar. Not as strong as Tulkas, but much fiercer in his anger. He travels Arda on his horse hunting evil things. He's married to Vána.
- Vána: The Ever-Young, she is most loved by flowers and song-birds. She's married to Oromë, and her sister is Yavanna.

The Maiar: The rest of the Ainur, basically. Not as powerful as the Valar. If the Valar are gods, then the Maiar are the angels. We don't know how many of them there are, but these are the ones Tolkien introduces in *The Valaquenta*:

- Eonwë: Manwë's herald, the mightiest warrior of the Maiar.
- Ilmarë: Varda's handmaid.
- Ossë: Serves Ulmo, he especially likes the coastal regions and causing horrible storms at sea. He was almost recruited by Morgoth, but his wife Uinen stopped him.

- Uinen: Serves Ulmo, she especially loves marine plants and animals, and protects sailors from Ossë's storms.
- Melian: Served both Estë and Vána, tending the gardens of Lórien. Nightingales really liked her.
- Olórin: Studied from both Lórien and Nienna. He is the wisest of the Maiar. We won't meet him in the *Quenta Silmarillion*, but Tolkien wants us to know him now because later on we'll meet him as Gandalf.

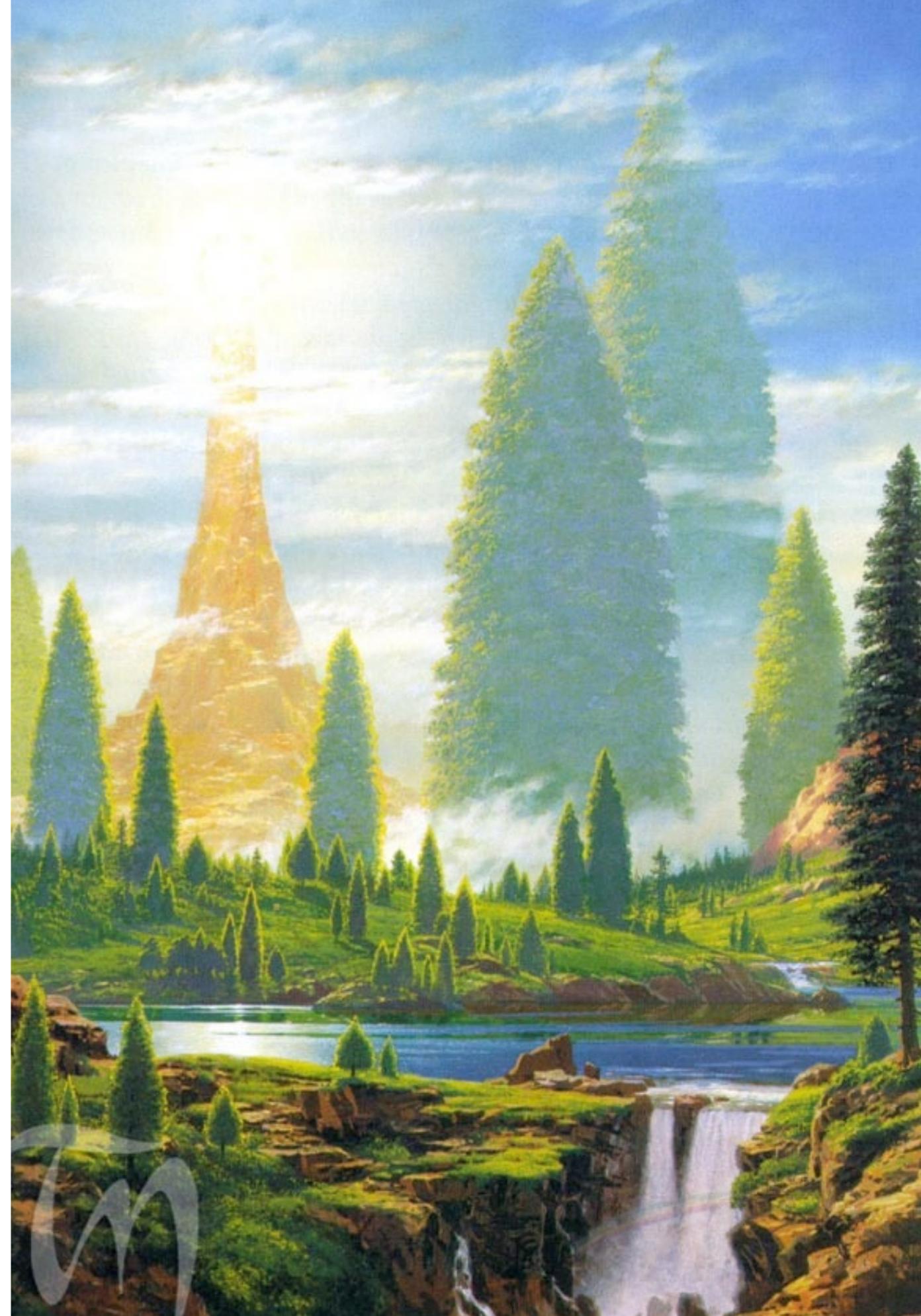
The Enemies: Melkor was the mightiest of the Ainur, but he turned to evil out of pride and a desire to dominate Arda. He managed to recruit a lot of Maiar to serve him as well. Many of these later became the balrogs.

Melkor's greatest servant is Sauron, a Maiar who once studied from Aulë.

OF THE BEGINNING OF DAYS

Okay, you've made it through the introductory books, now finally it's on to the real stuff - the Quenta Silmarillion. You're ready for some action and a real tangible narrative. But first, how about a couple introductory chapters? What's that? You thought you were done with setting the stage? Oh, reader, you're so funny. Okay, here's what you need to know:

- The Valar fight Melkor back for a time and make Arda beautiful and perfect and peaceful. For light, they build two gigantic pillars with lanterns on top. Everything is good. Then they have a party, and Tulkas falls asleep. Taking advantage of the main warrior being unconscious, Melkor attacks and knocks over the two lanterns.
- The Valar basically abandon Middle Earth and move west to their own continent called **Aman**, the central region of which is called **Valinor**. There they build their homes. To protect them from Melkor, they raise up a huge mountain chain along the coast called the **Pelóri**.
- Yavanna and Nienna work together and grow two trees - the **Two Trees of Valinor**. One shines with silver light (**Telperion**), and the other with golden light (**Laurelin**). The trees take turns shining, lighting up all of Aman.
- Tolkien inexplicably takes this opportunity to talk about the differences between elves and men. Basically: elves live forever, unless they don't. Men always die and go on to some greater fate unknown to all but Ilúvatar (this is called the **Gift of Men**.)





OF AULË AND YAVANNA

One last introductory story and we can finally meet the elves, I promise. This chapter is only two pages long, but it gives the brief origin stories of two of the races of Middle Earth: the dwarves and the ents. Here's what you need to know:

- Aulë, getting impatient waiting for the elves, really wanted to teach somebody something. So, he built himself some students. Ilúvatar found out what he did and got angry (the elves were supposed to be the First Born, he was very clear about that!) Upset, Aulë agreed to destroy the **dwarves**. But Ilúvatar stopped him. He compromised, agreeing to let the dwarves live, but they would have to remain sleeping until after the elves awoke. And that's it for the dwarves.
- Yavanna hears this whole story from her husband and gets upset - jealous, mostly. She's in charge of the plants and animals, and

she's becoming increasingly concerned that all of the elves, men, and dwarves will be able to do whatever they want with her creations. She goes to Manwë and makes her case for a plant protector, of sorts. After consulting with Ilúvatar, Manwë agrees to let Yavanna create the **ents**, who would serve as protectors and shepherds of the trees. And that's it for the ents.

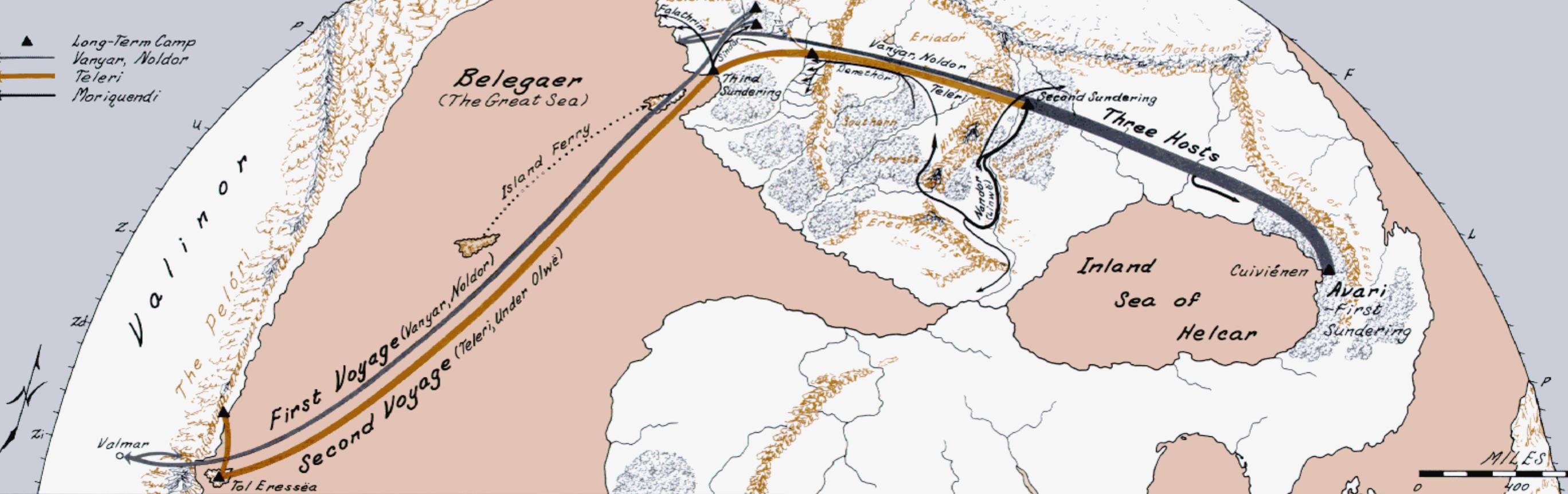
So now the stage has been set - several times - and you have the necessary geographical, demographical, and philosophical background necessary to fully appreciate the rest of the book. Hopefully this guide has helped to sort through some of the most abstract and confusing chapters in The Silmarillion.



PART II

MEETING THE ELVES

Finally, we get to meet the elves. And meet them you will. So many of them, in fact, that you may start to lose track of who's who. But don't be disheartened - these chapters are also the opening act of what is about to become a huge elvish soap opera. And Tolkien knows that the trick to quality drama is establishing complex characters with context. It's just that gaining that context can sometimes be a huge pain in the butt.



OF THE COMING OF THE ELVES AND THE CAPTIVITY OF MELKOR

This chapter is, arguably, the busiest and most confusing chapter of the whole book. So take your time and don't be afraid to reread it a few times until you feel you got it all down. I'll give a brief outline of the important events, and then I'll have a whole section breaking down the different elvish groups, so don't worry. And definitely use this map! (From The Atlas of Middle Earth.)

- The elves wake up in a place called **Cuiviénen**. Morgoth finds out about them first, and sends his servants to harass them every once in a while, capture elves (this is probably where **orcs** come from.)
- One of the Valar, Oromë, is riding through Middle Earth one day and happens to find the elves. He tells the rest of the Valar.

- Now that the elves are here, the Valar are completely over Morgoth and his whole "world domination" thing. So they attack his fortress in the north, destroying the whole thing, and capturing Morgoth. They lock him up in the Halls of Mandos.
- With that out of the way the Valar invite the elves to come live with them in Middle Earth. The elves are hesitant, so their three leaders (**Ingwë**, **Finwë**, and **Elwë**) travel to Valinor first as a test run. They see the Two Trees and basically fall in love, and tell all their people to come to Valinor too.

The rest of the chapter is all about the elves traveling west towards Valinor. The really important bit is sorting out the different groups of elves. I've laid it out for you on the next page.

OF THINGOL AND MELIAN

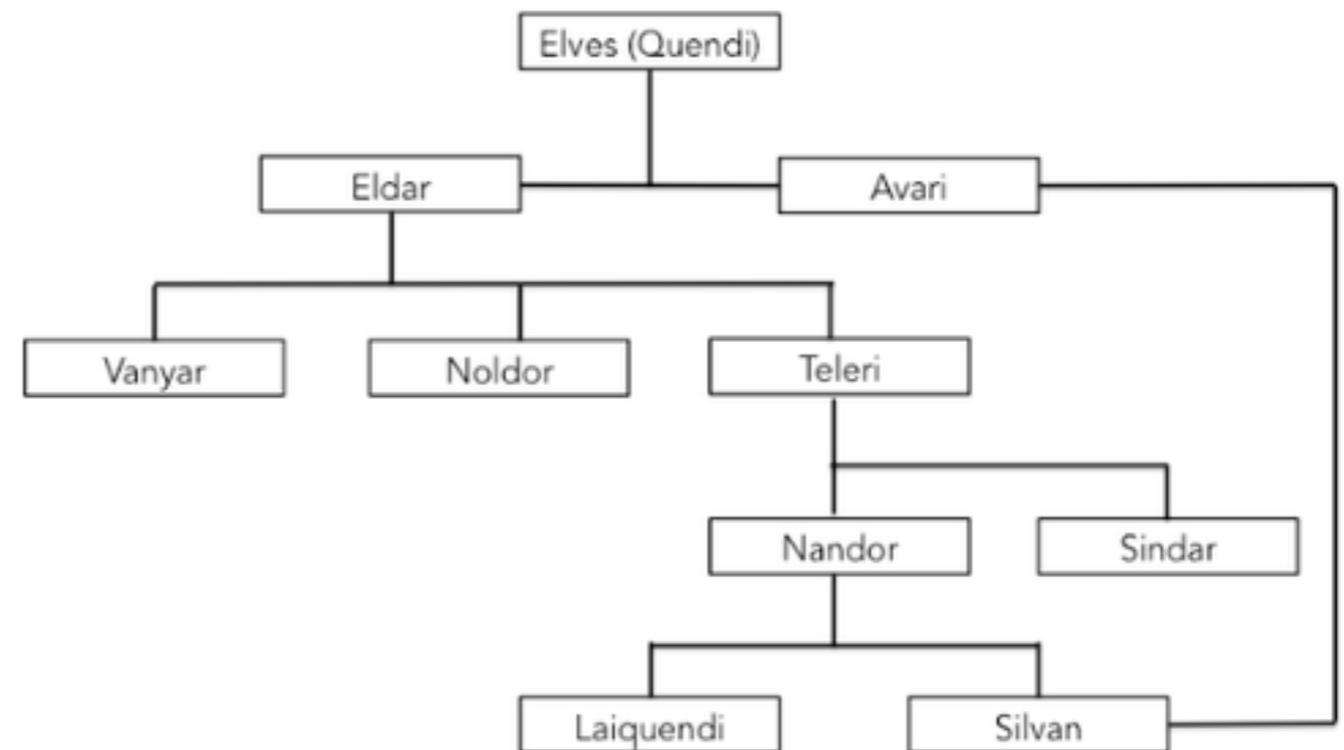
This chapter's about a page and a half long, and really not much happens. Basically Elwë, leader of the Teleri, was taking a walk one day when he ran into Melian, one of the Maiar. They did the whole love-at-first-sight thing where time freezes. Except time didn't freeze, they did. Basically they stood there, gazes locked, for years and years and years. Long enough for Elwë's brother **Olwë** to take leadership of the Teleri and take them west to Valinor. Elwë, when he finally woke up, changed his name to Thingol and became king of the Sindar (those of his people who had refused to leave without him.)

Melian and Thingol established their kingdom of Doriath and built a city called Menegroth in caves underneath the forest. We'll see them again later, but for now, let's learn some more about the Noldor...

Different Groups of Elves

- **Vanyar:** One of the three original cultural groups of the elves. They're blonde and very spiritual and led by Ingwë.
- **Noldor:** One of the three original cultural groups of the elves. They have dark hair (sometimes red) and like crafts and learning things. They're lead by Finwë.
- **Teleri:** One of the three original cultural groups of the elves. They have dark hair and are the most peaceful, "love the one you're with" group. They take the longest to travel through Middle Earth because they keep settling down everywhere. They're lead by Elwë.
- **Avari:** The elves (from any of the three original groups) that refused to follow the Valar.
- **Eldar:** The elves (of all three groups) that decided to follow the Valar.
- **Nandor:** The group of Teleri elves that decide to abandon the journey just east of the Misty Mountains. Most of them end up settling in Greenwood. Lead by Lenwë and his son Denethor.
- **Sindar:** The group of Teleri elves that decide to stay in Beleriand instead of traveling across the sea to Valinor.

See the chart for help. Don't worry about the Laiquendi or the Silvan elves, you don't meet them for a while.



OF ELDAMAR AND THE PRINCES OF THE ELDALIË

The beginning of this chapter is all about how they eventually got the Teleri (minus the Sindar) over to Valinor. But, actually, the next several chapters of the book are really just about the Noldor. This chapter, in particular, lays out what life was like for the elves in Valinor. Short version: basically perfect. The Vanyar stick close to the Valar, cause they're cool like that. The Noldor build an awesome city called **Tirion** (they spent their time making words and jewels), and the Teleri live on the coast in an also-awesome city called **Alqualondë** (they spent their time making ships.)

The rest of the chapter is pretty much devoted to introducing you to the important Noldorin characters. Which is, like, all of them. Now may be a good time to take some notes, but if you'd prefer, you can use my own:

- **Finwë:** High King of the Noldor. Had five kids, and two wives (thus setting the stage for the coming soap opera.)
- **Miriel:** First wife of Finwë. Gave birth to his son Fëanor, and then was so exhausted that she literally laid down and died.
- **Fëanor:** Finwë's oldest son. Considered the greatest of the Noldor, and probably of all the elves. It's said his spirit "burned as a flame."
- **Indis:** Technically of the Vanyar, but was Finwë's second wife and mother of the rest of his children.



- **Fingolfin**: Finwë's second son. He was strong and valiant.
- **Finarfin**: Finwë's third son. He was fair and wise, and married one of the Teleri.
- Finwë had a couple daughters, but they really aren't important, so don't worry about it.

Of course all of these people had children of their own. Fëanor married and had seven sons:

- **Maedhros**: the tall
- **Maglor**: the singer
- **Celegorm**: the fair
- **Caranthir**: the dark
- **Curufin**: the crafty
- **Amrod & Amras**: the twins

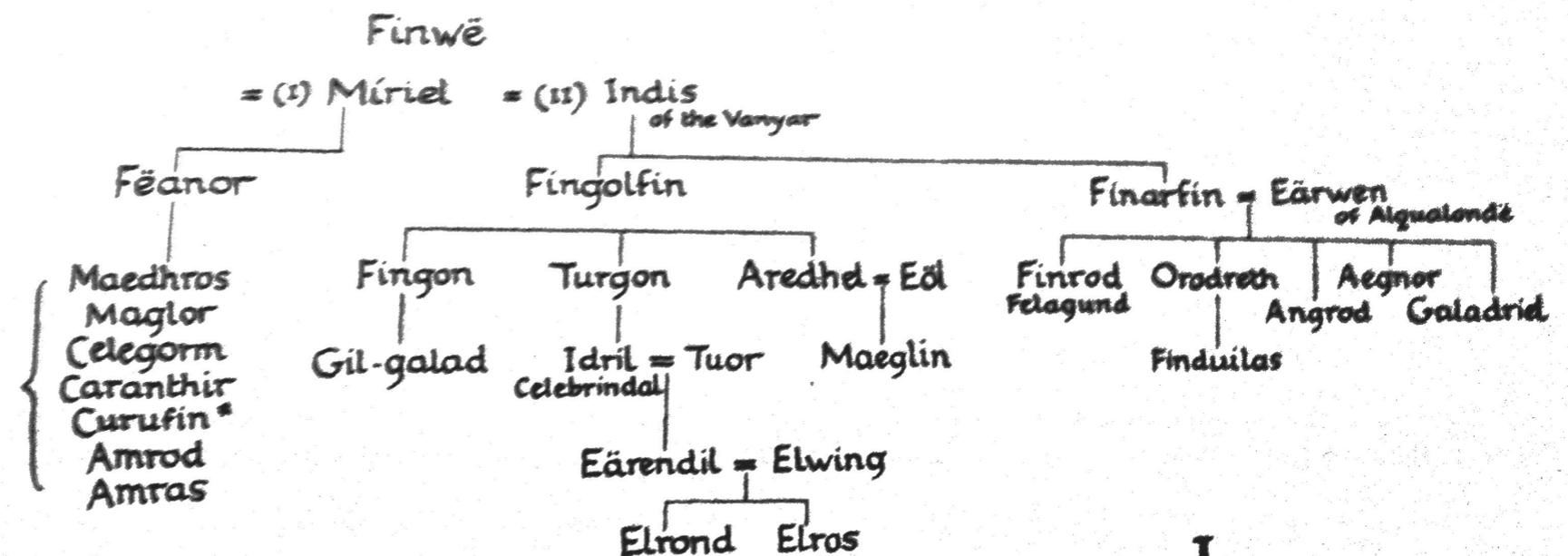
Fingolfin had a few kids of his own:

- **Fingon**: the valiant
- **Turgon**: the wise
- **Aredhel**: a girl, kind of a tom-boy

Finarfin also had kids (keep in mind they're half Teleri, this becomes important later):

- **Finrod**: the faithful
- **Orodreth**: basically defined by his relationship to Finrod
- **Aegnor & Angrod**: Finarfin's version of Amrod & Amras
- **Galadriel**: most beautiful of all the house of Finwë, she was considered to be very powerful and wise as well

Check out the family tree too, if that helps (also found in the back of your book.)



* father of Celebrimbor

I
The House of Finwë
and the Noldorin
descent of Elrond
and Elros



OF FĒANOR AND THE UNCHAINING OF MELKOR

Okay, just a few more things you need to know before the action can start happening, I promise.

- First of all, you some more information about Fëanor and his complicated family. As previously mentioned, his mother literally laid down and died she was so exhausted after giving birth to him. Very sad, but also not wanting to face eternity alone, Finwë married again. I'm sure they all smiled at the wedding, but Fëanor was not a happy camper. And though it was pretty clear that Finwë always loved Fëanor best, Fëanor always felt a certain jealousy and tension with his half-brothers Fingolfin and Finarfin.
- Fëanor grew up and married **Nerdanel**, whose father Mahtan (don't worry about remembering his name) was the greatest smith of the Noldor and very close to the Vala Aulë. From Mahtan Fëanor learned a lot, and ultimately became the greatest craftsman of the elves.
- Also during this time the Valar have a sort of parole hearing for Melkor. He convinces them that he's seen the error of his ways, and is good now. Manwë, being wise but pretty naive, believes him and lets him loose (though he stays in Valinor.)

- But Ulmo and Tulkas know better, and they keep an eye on Melkor. And rightly so, because Melkor saw how happy the elves were (who he blamed for his downfall, since the Valar only attacked him to protect the elves), and he saw the beautiful jewels and amazing cities that they'd built, and he was consumed with jealousy and hate.
- So Melkor decided to bide his time, and he worked especially hard to grow close to the elves (and especially the Noldor.) And he gave advice and taught many things to the Noldor, except for Fëanor, who was proud and independent, among other things, and refused Melkor's friendship.

Okay, so now you've had about as much introduction-ing as you can take, I'm sure. Good news: you're done! You've now gotten through the vast majority of the introductions in The Silmarillion (at least until the men show up, but *shhhh!*) So sit back, relax a bit, and maybe read over any notes you took. In the next section, you'll finally *finally* start to see some action. Better yet, the main conflict and plot of the story begin, and this book finally starts to pick up some momentum!



PART III

AND THEN IT ALL FALLS APART

In this section you learn about how Melkor ruined everything that ever was and he'll basically earn all your hatred, and you'll completely understand why they change his name to Morgoth, "Black Foe of the World."

Also, we'll see why the Noldor leave Valinor, and hear the prophecy that pretty much lays out the rest of the events of The Silmarillion.

OF THE SILMARILS AND THE UNREST OF THE NOLDOR

In this chapter we see Melkor planting his evil seeds all over Valinor. He hated the elves already, especially the Noldor, and especially Fëanor. But all his hatred sort of came to peak when Fëanor made the **silmarils**. The silmarils were three indescribably beautiful jewels that - most importantly - contained the light of the Two Trees. Everybody loved the silmarils, elves and Valar alike, and Melkor wanted them for himself. So he concentrated on breaking two very important relationships in Valinor:

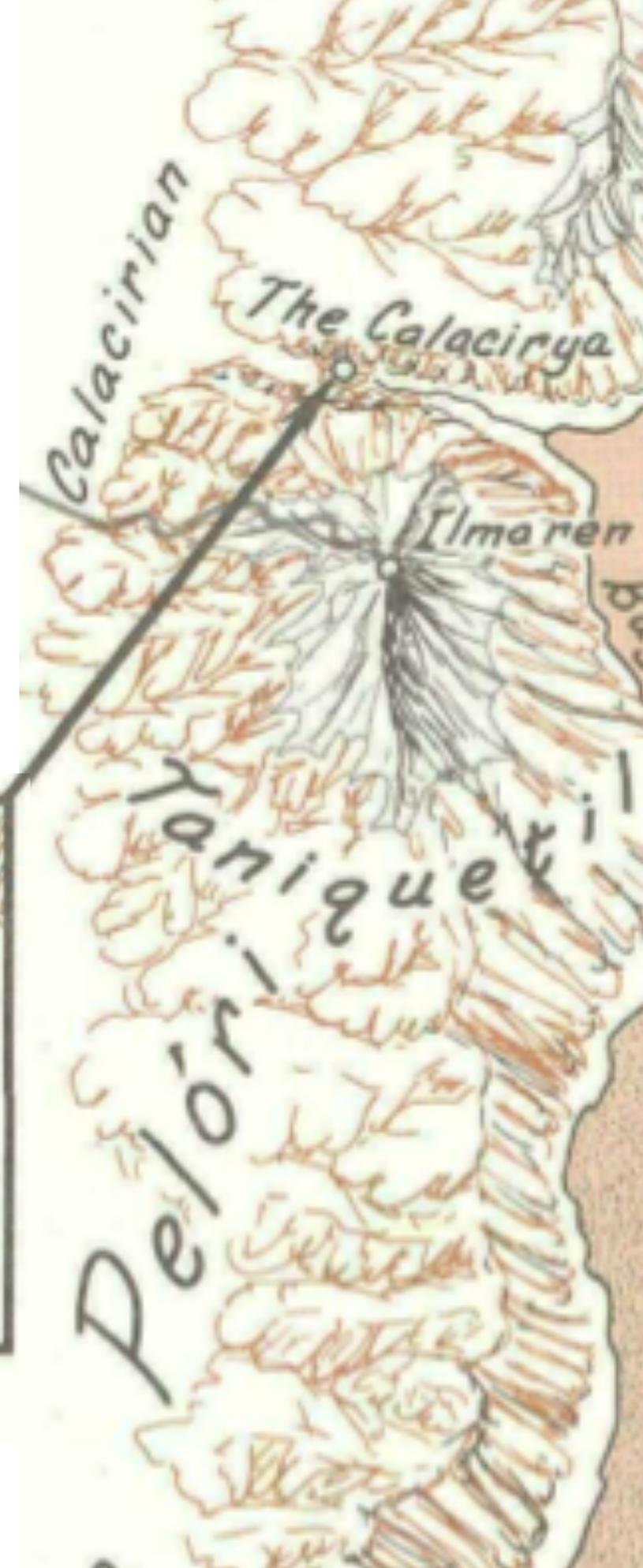
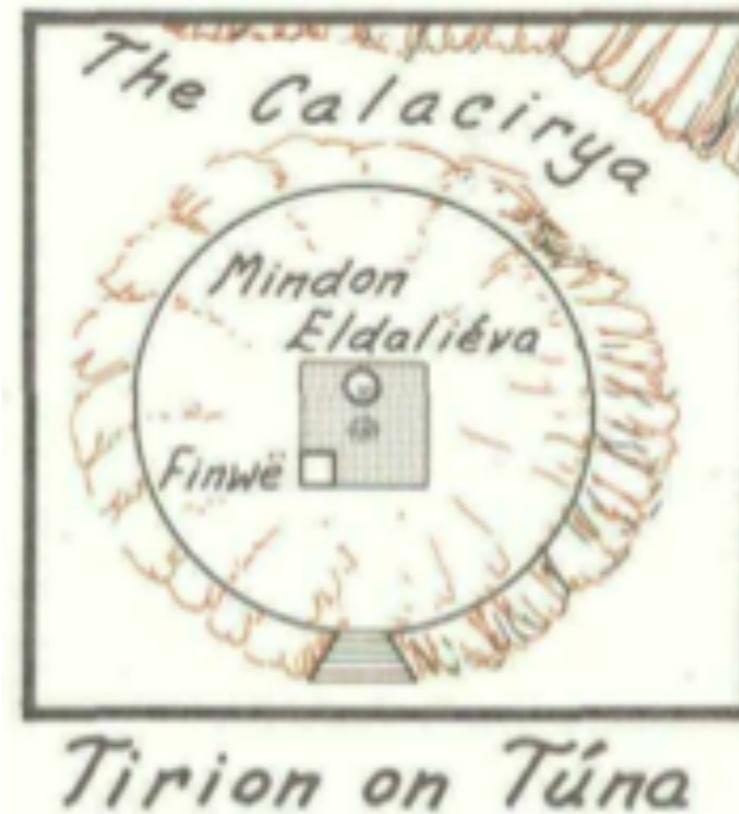
First, he started spreading rumors among the elves that the Valar had brought them all to Valinor so that when the men finally woke up they'd be able to take over Middle Earth more easily. Some of the elves started believing that they would have been better off in Middle Earth, and that the Valar were holding them back.

Second, Melkor started talking to the sons of Finwë. Rumors started floating about Tirion. Fëanor heard that Fingolfin and Finarfin were plotting to replace him as their father's heir. Meanwhile Fingolfin and Finarfin heard that Fëanor, having become great in his own right with the

creation of the silmarils, was going to drive them from Tirion.

It all came to a head one day when Finwë called all his sons to him to discuss the tension. Fëanor, in anger, drew his sword against Fingolfin. Though it didn't come to an actual fight, this was the first act of violence in Valinor, and Fëanor was punished by being banished from Tirion for twelve years. He, his sons, and Finwë moved instead to **Formenos**, their treasury in the north.

Melkor, having now been revealed as still pretty evil, fled Valinor before the Valar could find him.



OF THE DARKENING OF VALINOR

Tolkien give a lot of attention to Melkor's point of view in this chapter, which isn't really that important. Just know that he finds Ungoliant, who was once a Maiar, and offered her the equivalent of an all-you-can-eat buffet in return for helping him destroy the Two Trees. So the two sneak into Valinor and she literally sucks the life and light out of the trees. Then the two run, eventually escaping to Middle Earth.

OF THE FLIGHT OF THE NOLDOR

This is, arguably, the most important chapter in the whole book. Everything that the Noldor do (and have done to them) is because of the events that take place right here. So it's important to have a pretty good idea of what's going on, and who's doing what. First, a quick breakdown of the events:

- The Valar have a council. Yavanna says the trees can be saved if they crack open the silmarils and use the light inside to save them. Fëanor refuses, saying the silmarils are too precious.
- They then find out that Melkor had gone to Formenos, stolen the silmarils, and killed Finwë. From here on out he is referred to only as Morgoth.
- Fëanor goes to Tirion and gives a speech to the Noldor, filling them with hate for Morgoth and encouraging them to ignore the Valar. He and his sons then make an oath with Iúvatar as witness that they will not rest until they have the three silmarils again. There was

some debate, but in the end most of the Noldor decide to go with Fëanor to Middle Earth.

- Fëanor went to the Teleri and tried to persuade them to give him and the Noldor their ships in order to cross the sea. The Teleri refused. Furious, Fëanor and his people attacked the Teleri city of Alqualondë. They stole the ships, but it wasn't enough for all the Noldor.
- Mandos makes a prophecy, the Doom of the Noldor, which states that they are banned from Valinor, and that all the things they build in Middle Earth will fail. Finarfin and his people turn back and ask the Valar for forgiveness.
- Fëanor and his sons take the ships in the middle of the night, leaving Fingolfin's people stranded on the other side. When Fëanor arrives in Middle Earth, instead of sending the ships back for Fingolfin, he has them burned.



The House of Finwë

- Finwë: *Now dead.*
- Those who took the Oath of Fëanor: *Fëanor, obviously, and all seven of his sons.*
- Eager to follow Fëanor, but didn't take the oath: *Fingon, Angrod, Aegnor, and Galadriel.*
- Reluctantly followed Fëanor: *Fin-golfin, Turgon, and Finrod.*
- Reluctantly followed Fëanor, but turned back after the Doom of the Noldor: *Finarfin*
- Stayed in Valinor, never had any intention of following Fëanor: *Ner-danel, as well as Fingolfin's wife and Finrod's beloved/fiancé.*

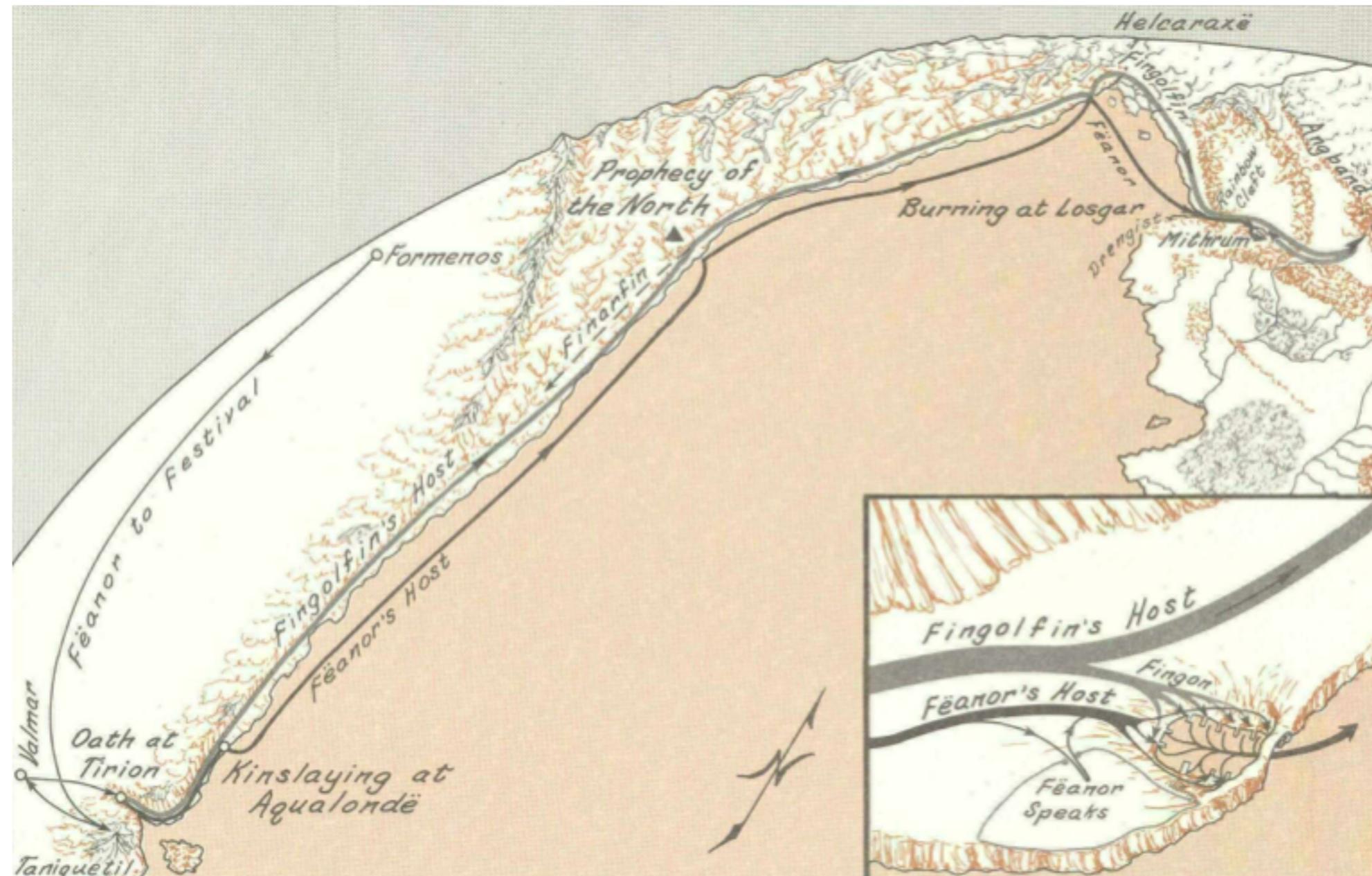
Keep in mind that there is now a feud between the Noldor and the Teleri because of the kinslaying, as well as some bad feelings between the house of Fëanor and the house of Fingolfin because Fëanor abandoned them and burned the ships.

The Doom of the Noldor

Mandos's prophecy concerning the Noldor basically tells us how the rest of the story is going to play out. The most important bits are:

- The Noldor cannot return to Valinor - they have been exiled.
- Fëanor and his sons will be driven by the oath, but in pursuing the silmarils they will lose everything that they treasure

- Everything that they build or grow will be destroyed.
- Treason - and actions motivated by a fear of treason - will bring much of this destruction on them.
- They will be dispossessed (their possessions and positions will be taken from them.)
- Those that do not die will grow tired of the world and will be full of regret.





THE OATH OF FĒANOR

Another really important speech/prophecy/thing is the Oath of Fëanor, which he and his seven sons all took. What they actually swore is important, but equally important is who they named as witness. First off, here's the oath in full:

*“Be he friend or foe, be he foul or clean
Brood of Morgoth or bright Vala,
Elda or Maia or Aftercomer,
Neither law, nor love, nor league of
swords,
Dread nor danger, not Doom itself
Shall defend him from Fëanáro, and
Fëanáro's kin,
Whoso hideth or hoardeth, or in hand
taketh,
Finding keepeth or afar casteth
A Silmaril. This swear we all...
Death we will deal him ere Day's ending,
Woe unto world's end! Our world hear
thou,
Eru Allfather! To the everlasting
Darkness doom us if our deed faileth...
On the holy mountain hear in witness
and our vow remember,
Manwë and Varda!”*

(By the way, the actual text of the oath isn't in The Silmarillion, but in other bits of Tolkien's writing. But given how important the Oath is to the story, I thought it was worth including.)

The most important parts of this oath, in terms of how it affects the story later on, are:

- Anybody, and they mean anybody, who has a silmaril and doesn't immediately give it to Fëanor or his sons, will be killed.
- They've made this oath to Eru Allfather, which is Ilúvatar. This is important because he is the all-powerful god of Tolkien's world. Unlike Manwë or Varda, who - though still very powerful - are capable of being convinced or changing their minds, Ilúvatar is removed enough from the world that he will not change his mind, and he cannot be escaped, fooled, or manipulated. Basically, this oath is unbreakable.

SO, TO WRAP THIS SECTION UP...

So a lot is going on, now. But here's the super cliff-notes version of what's happened so far:

- Most of the elves went to live in Valinor, with the Valar (who are basically gods.) The evil god, Melkor, is living among them on a sort of probation. He likes manipulating people and causing trouble.
- Fëanor, a great prince of the elves, makes three perfect jewels (the silmarils) that glow with the light of the Two Trees which provide light for all of Valinor.
- Melkor destroys the trees and steals the silmarils. Angry, Fëanor vows to get them back no matter what, and leads many of his people out of Valinor and to Middle Earth to get them back.
- The Valar curse the Noldor, saying that basically everything is going to turn out badly for them.
- The elves aren't one big happy family. Fëanor and his people attack the Teleri and steal their boats. Also, there is some resentment between Fëanor and his brother Fingolfin, which we see pretty clearly when Fëanor ditches him on the wrong side of the ocean.
- There are some elves already in Middle Earth, though, which we'll see in the next chapter...



OVERVIEW OF CHARACTERS

- **Aegnor:** Son of Finarfin. Was eager to join Fëanor and the Noldor in Middle Earth.
- **Angrod:** Son of Finarfin. Was eager to join Fëanor and the Noldor in Middle Earth.
- **Fëanor:** Son of Finwë. He created the silmarils, and was manipulated by Morgoth into becoming jealous of his brothers and the Valar. When the silmarils were stolen, Fëanor swore an oath to retrieve them, and leads his people to Middle Earth.
- **Finarfin:** Son of Finwë. He was reluctant to follow Fëanor to Middle Earth, and after Mandos announced the Doom of the Noldor, Finarfin led his people back to Valinor to seek forgiveness.
- **Fingolfin:** Son of Finwë. His argument with Fëanor is what led to Fëanor's exile from Tirion. He promises to obey his brother, and so (reluctantly) leads his people to Middle Earth.
- **Fingon:** Son of Fingolfin. He eagerly follows Fëanor and the Noldor to Middle Earth.
- **Finrod:** Son of Finarfin. He reluctantly follows Fëanor and the Noldor to Middle Earth.
- **Finwë:** High King of the Noldor, and father of Fëanor, Fingolfin, and Finarfin. He is killed by Morgoth when the silmarils are stolen.
- **Galadriel:** Daughter of Finarfin. She eagerly follows Fëanor and the Noldor to Middle Earth.
- **Ilúvatar:** Also called Eru. He is the supreme creator of the world.
- **Mandos:** One of the Valar. Mandos makes a prophecy that the Noldor will be doomed because they disobeyed the Valar in going to Middle Earth.
- **Melkor:** See *Morgoth*.
- **Morgoth:** He would have been one of the Valar, but turned to evil. Jealous of the Noldor and their strong relationship with the Valar, he manipulates Fëanor into creating conflict, and then steals the silmarils, while also killing the Two Trees of Valinor. He then flees to Middle Earth.
- **Nerdanel:** Fëanor's wife. She refuses to follow him to Middle Earth, and instead stays in Valinor.
- **Sons of Fëanor:** Seven in all, they each swear Fëanor's oath with him, pledging to retrieve the silmarils.
- **Ungoliant:** A dark spirit (possibly one of the Maiar) who is always hungry. She agrees to help Morgoth kill the Two Trees and steal the silmarils.
- **Turgon:** Son of Fingolfin. He reluctantly follows Fëanor and the Noldor to Middle Earth.
- **Yavanna:** One of the Valar. After the Two Trees are killed by Ungoliant, she says that she could revive them, but only if Fëanor were to give up the silmarils.



PART IV

MEANWHILE, BACK AT THE RANCH

Now that you've finally got some momentum going, Tolkien decides to take a break from the plot and give you three chapters that are almost completely unrelated to Fëanor and the Noldor. We'll see the Valar create the sun and the moon, find out what the Sindar have been up to this whole time, and see the introduction of men into the world (but not the story, not yet.)



OF THE SINDAR

This chapter is really just to catch you up on what's been happening in Middle Earth while the Noldor were in Valinor. It's mostly concerned with Thingol and his people (remember he's the leader of the Teleri that fell in love with Melian of the Maiar.) Here's the important bits:

- Thingol and Melian had a daughter, **Luthien**. Remember her, she'll be very important later.
- The dwarves (often called the Naugrim) come west into Beleriand. They have two cities in the Blue Mountains, **Nogrod** and **Belegost**. They get along okay with the Sindar.
- Melian foresees that the peace in Middle Earth will not last forever, so Thingol hires the dwarves to build him an underground city, called **Menegroth**. It's very beautiful, designed from Melian's memories of Valinor.
- The dwarves tell Thingol about orcs and wolves, which are started to appear in Beleriand. The dwarves teach Thingol's people to make weapons.
- Denethor, whose father Lenwë lead the Nandorin elves (see "Of the Coming of the Elves") lead his people into Beleriand to escape the orcs. They settle in **Ossiriand** and are known from here on out as the **Laiquendi**.
- Morgoth and Ungoliant arrive in Middle Earth. Ungoliant settles in the mountains in the north, called the Ered Gorgoroth. Morgoth moves to the fortress of **Angband**, north of Beleriand.

THE FIRST BATTLE OF BELERIAND

Soon after arriving in Middle Earth Morgoth gathered his orcs and sent them to attack the elves of Beleriand. The elves were unprepared and caught by surprise. Morgoth's army attacked Doriath from both sides and also sent forces to the coastal cities of Brithombar and Eglarest, cutting **Círdan** (a lord of the Sindar) off from Thingol.

Thingol called on Denethor and the Laiquendi to help him, and Denethor answered. Between the Sindarin elves, the Laiquendi, and the dwarves which cut off the orcs' retreat, barely any of Morgoth's army survived the battle.

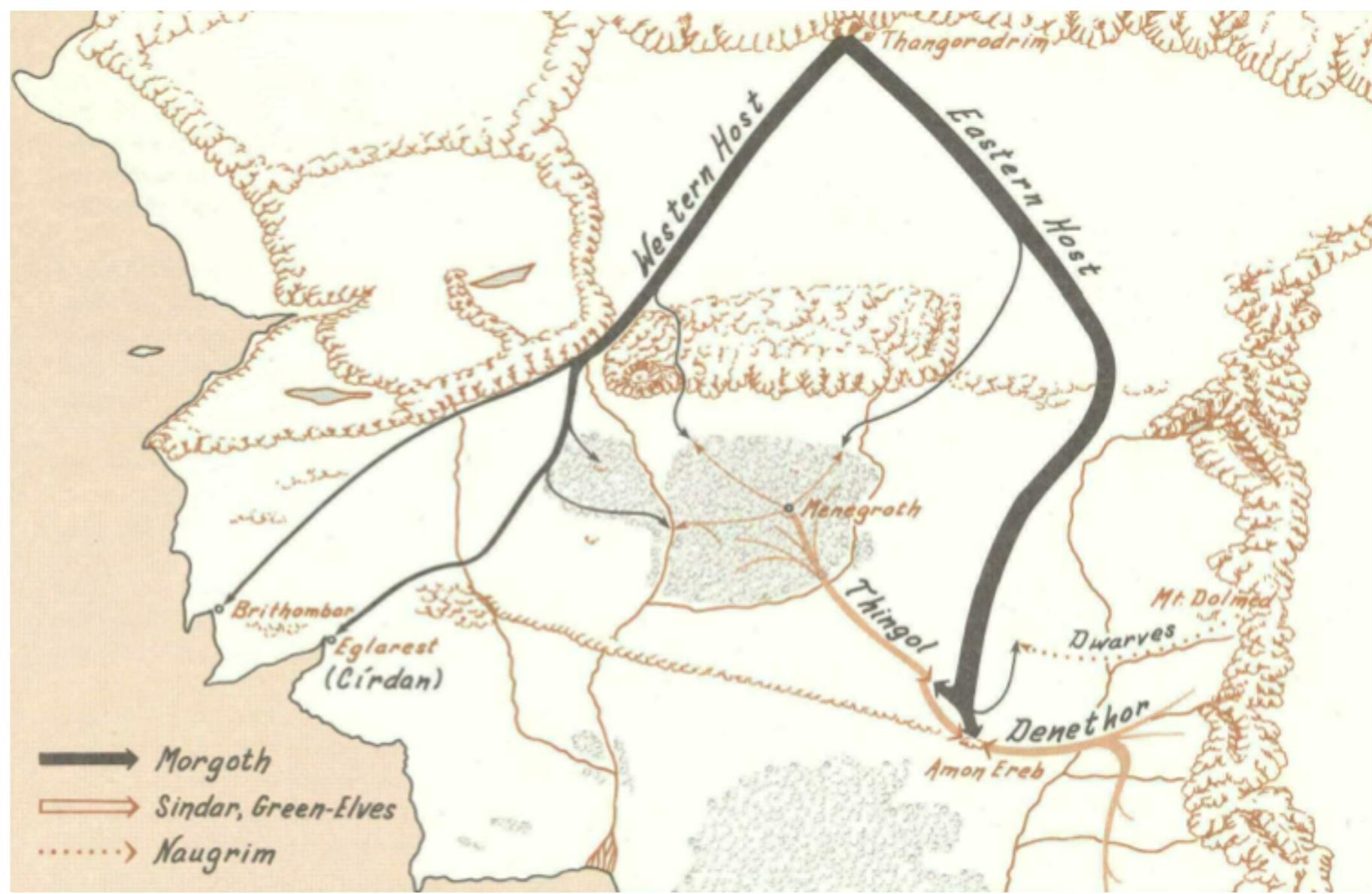
Denethor died in the battle, along with many of his people, because the Laiquendi weren't a warrior people, and didn't have strong weapons or skills. After this battle they very rarely participated in any battles.

Círdan's people were pushed to the shoreline and are trapped in their cities. Thingol called as many of the Sindar as he could inside the forest surrounding Menegroth. Then Melian used her power to create an

invisible fence of sorcery, that would basically make it impossible for anyone to enter their kingdom without permission. This was known as the Girdle of Melian. All the forest inside the girdle was called Doriath.

Aside from Doriath, Ossiriand, and the land that Círdan still held, Beleriand was now roamed by orcs and wolves.

It was at this moment that Fëanor and his people landed in Middle Earth and burned their ships.



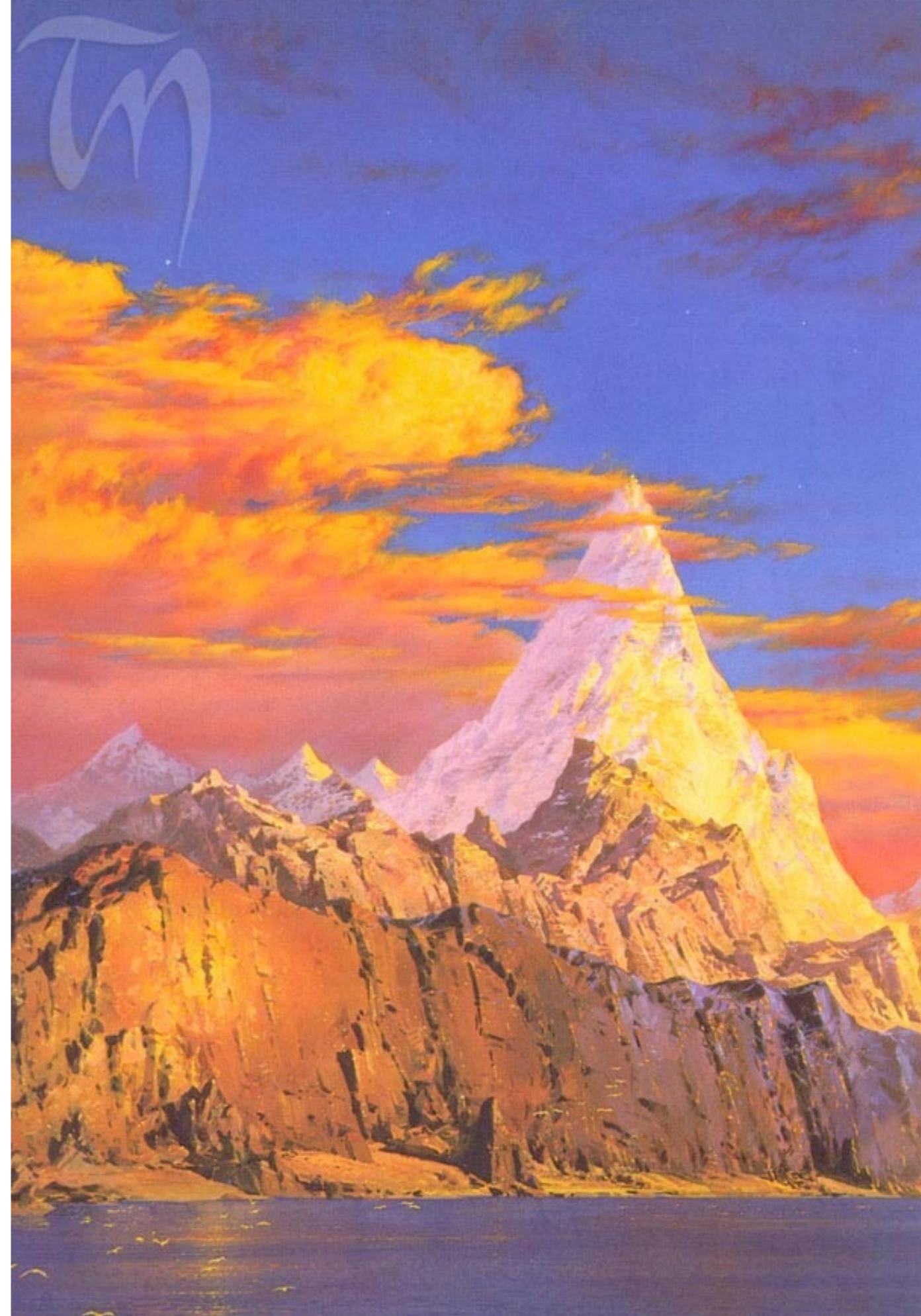
OF THE SUN AND THE MOON

Without the Two Trees for light the Valar decide to make the sun and the moon. The details of this process aren't necessary for understanding the rest of the story, so skip this chapter if you want. But it's an interesting bit of lore, if you do decide to read it. Either way, just remember these key facts:

- The Valar create the sun and the moon from the last flower and fruit of the Two Trees.
- The Valar, worried that Morgoth would attack them and wanting to avoid direct warfare, hid Valinor from Middle Earth, making it impossible for ships to reach their shores.

As for the Sun and the Moon: The last flower of Telperion was placed in a lantern and called Isil, the moon. It was carried across the sky by one of the Maiar, **Tilion**. He had once travelled with Oromë. The last fruit of Laurelin was placed in a lantern and called Anar, the sun. It was carried by **Arien**, one of the mightiest maidens of the Maiar.

The moon rose first, and angry Morgoth sent spirits to attack Tilion, but they were unsuccessful. Morgoth feared Arien, and so passed on the fear of sunlight to his servants. To this day they are weakened by daylight.





OF MEN

This chapter is only a few pages long. Basically the only really important information that we gain is that when the sun first rose, the men woke up in **Hildórien**, to the east, and started spreading west and south. If you want to skip the rest you'll be fine. But this chapter does include some interesting philosophical ideas and information about the relationship between elves and men. The basic differences between the two are:

- Elves are immortal, men are guaranteed to die.
- Elves cannot get sick and are difficult to kill. Men often die of disease or injury.
- Elves, when they die, go to the Halls of Mandos. What happens to men is a mystery. They go briefly to Mandos, but then go somewhere else that even the Valar don't know about.
- The elves are much wiser, more beautiful, and more skilled than men.

In future Ages men and elves will have less in common, and won't have much of a relationship. But in the beginning they saw each other as kin and the elves taught a lot to the men, and many men fought alongside the elves.

It's also important to understand that when the elves woke up they were almost immediately found and guided by the Valar. This didn't happen for the men, they were basically left on their own. So men have never had the same relationship or understanding of the Valar as the elves.

OVERVIEW OF CHARACTERS

- **Arien:** One of the Maiar. She was chosen to carry the sun across the sky each day.
- **Círdan:** A lord of the Sindarin elves. During the First Battle of Beleriand, he and his people were trapped inside their coastal cities of Brithombar and Eglarest.
- **Denethor:** Son of Lenwë, Denethor leads a group of Nandorin elves west into Beleriand. They fight alongside the Sindar in the First Battle of Beleriand, where Denethor dies.
- **Lenwë:** A lord of the Teleri elves who lead a faction of elves (called the Nandor) that settled east of the Misty Mountains.
- **Luthien:** Daughter of Thingol and Melian.
- **Melian:** One of the Maiar who met and fell in love with Thingol. They married, and had a daughter - Luthien. Melian is now Queen of the Sindar. She uses her powers to create a forcefield called the Girdle of Melian, that would protect the forest of Doriath from Morgoth's servants.
- **Morgoth:** An evil spirit, he arrived in Middle Earth after stealing the silmarils and killing the Two Trees. He settles in the fortress of Angband, north of Beleriand. He attacks the Sindarin elves in the First Battle of Beleriand, and has almost complete control of the region after the battle (with the exception of the coastal cities, Doriath, and Ossiriand.)
- **Thingol:** Once known as Elwë, he was the King of the Teleri. After falling in love with Melian, he built a kingdom in Beleriand instead, and became King of the Sindar. After the First Battle of Beleriand he calls his people to remain inside Doriath, his kingdom, where it is safe.
- **Tilion:** One of the Maiar. He was chosen to carry the moon across the sky each night.
- **Ungoliant:** A dark spirit that helped Morgoth kill the Two Trees and steal the silmarils. After fighting Morgoth for the silmarils, she hides in the mountains of Ered Gorgoroth.



PART V

OF THE RETURN OF THE NOLDOR

This section is dedicated just to chapter 13 “Of the Return of the Noldor”, because frankly a lot happens and you need to be paying attention. We’ll see the second and third battles of Beleriand, we’ll lose a few characters, and we’ll (obviously) find out what happens when the Noldor return to Beleriand. We’ll also start to see the creation of the kingdoms of the Noldor in Middle Earth.

DAGOR-NUIN-GILIATH: BATTLE-UNDER-STARS

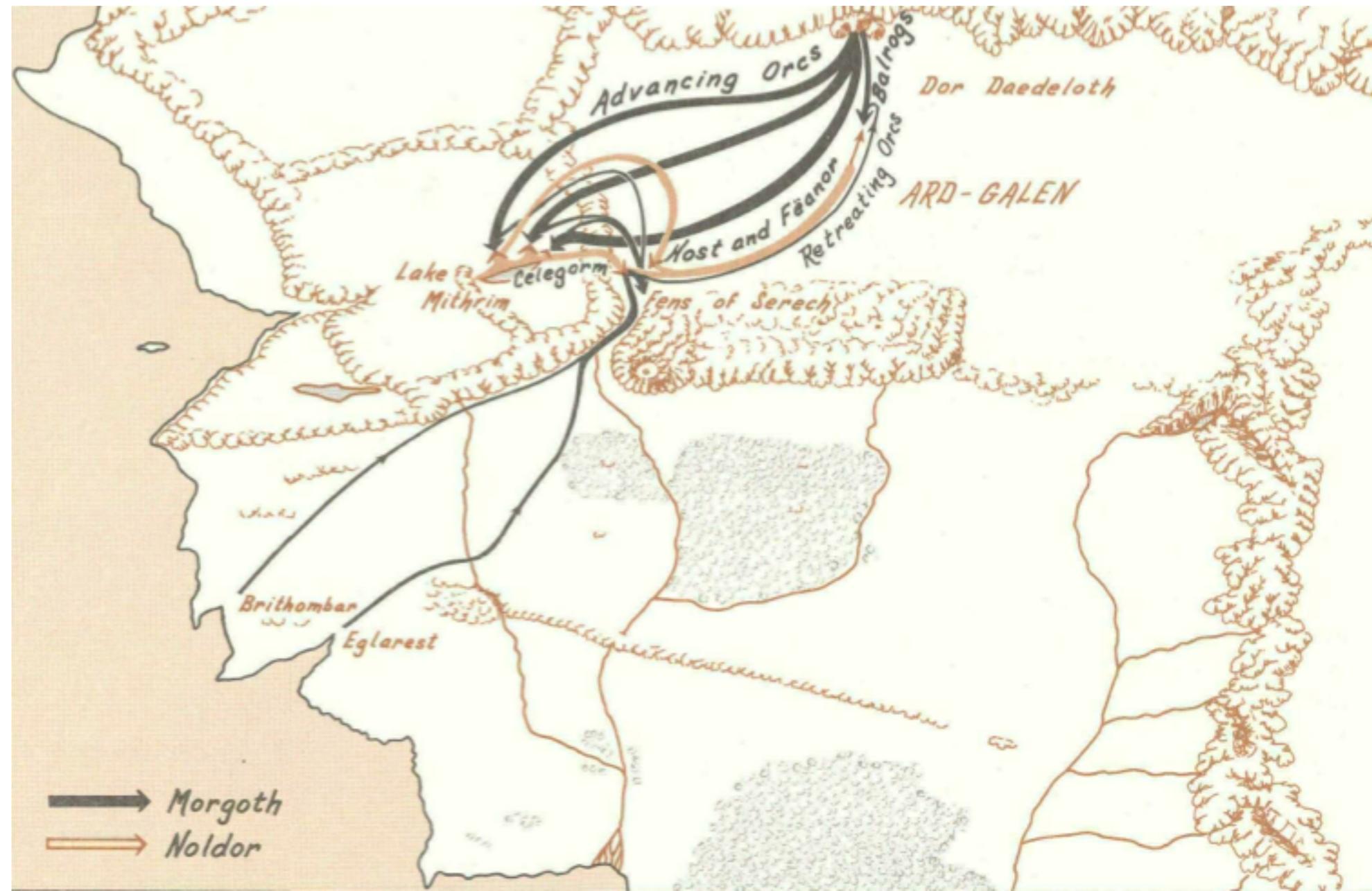
When Fëanor's people arrive in Middle Earth, they burned the ships they'd arrived in and camped along the shore of Lake Mithrim. The light of this great burning alerted Morgoth to their presence. Hoping to defeat the Noldor before they had a chance to settle, Morgoth sent his armies to attack them at once.

Though the Noldor were greatly outnumbered, they were strong with the memory of the light of the Two Trees, and all but a few orcs were killed after ten days of fighting. The armies that had been sieging Círdan's cities of Brithombar and Eglarest since the First Battle attacked the Noldor from the rear, but they were killed as well.

Fëanor wasn't willing to let any orcs escape, and high on his own victory he chased them alone as they retreated towards Angband. However, when he came within sight of the fortress, Morgoth released his balrogs, who immediately attacked Fëanor.

The king of the Noldor fought them as best he could, and lasted a while, but he received a fatal wound just as his sons arrived, and the balrogs retreated. As he died, Fëanor cursed Morgoth three times.

It was at this moment that the moon rose for the first time, and Fingolfin's people arrived in Beleriand after crossing the Helcaraxë. They find that Fëanor is dead, and that his oldest son Maedhros is to become High King of the Noldor.



FINGOLFIN'S PEOPLE ARRIVE

After being abandoned by Fëanor, Fingolfin leads his people across the Helcaraxë, a dangerous ice bridge that links Middle Earth to the land of Valinor far to the north. When they arrive they meet the Sindarin elves already in Beleriand (the Sindar tell the Noldor about Thingol, thinking that the Noldor have been sent by the Valar to save them from Morgoth. The Noldor decide not to correct them.) Fingolfin soon learns that Fëanor is dead, and that Maedhros has been captured by Morgoth (Morgoth offered to surrender, and Maedhros, feeling that it was a trap, agreed to go anyway.) Maedhros was hung by his right hand on the cliff above Thangorodrim (the mountains in which Morgoth's fortress of Angband is located.)

Fingolfin is camped on the other side of Lake Mithrim from the sons of Fëanor, since the two groups don't really get a long anymore. Morgoth had been severely weakened but the Noldor lost their chance to strike, having already been divided by fear of betrayal (just like the Doom of the Noldor predicted.)

Fingon, having been very close to his cousin Maedhros, snuck over to the camp of Fëanorians and asked where he could find his cousin. Maedhros's brothers told him that Maedhros was lost, captured by Morgoth. Fingon didn't give up, though, and travelled in secret to Thangorodrim and searched for Maedhros. Fingon found him, but Maedhros was so full of despair that he





begged Fingon to kill him, since he believed escape was impossible. Fingon agreed, but said a prayer to Manwë before firing his arrow, asking for pity. At that moment Thorondor king of the eagles (who served Manwë in Middle Earth) arrived and carried Fingon to Maedhros. Fingon rescued his cousin by cutting his hand off (to free him from the chain), and the two were carried back to Lake Mithrim.

When they arrived Maedhros was healed, and the relationship between Fingolfin's people and Fëanor's people was also healed (at least a bit.) Maedhros gave up his right as High King of the Noldor, passing it instead to Fingolfin (fulfilling another part of the Doom of the Noldor, where Fëanor's people will be "dispossessed" - literally they lose their possession of leadership.)

The next chunk of the chapter is basically talking about how the Noldor settle in Beleriand. But don't worry too much about that now - Tolkien goes into greater detail about their kingdoms in the next couple chapters. Just remember the highlights:

- Thingol wasn't thrilled to see so many Noldorin princes eager to set up kingdoms of their own in his region. He basically told them anything north of Doriath was fair game, but the south was his. Angrod, Finarfin's son, delivered this news to the rest of the Noldor. Caranthir, Fëanor's son, was angry about this and complained loudly. Maedhros calmed him down, but it was decided that it would be best if Fëanor's people moved to the east of Beleriand, and Fingolfin's people stayed in the west, to avoid future arguments.
- About fifty years later Finrod and Turgon basically go camping together. They fall asleep besides the Sirion, a river said to be



especially sacred to Ulmo. While sleeping they each have a dream where Ulmo tells them to prepare for hard times, and to build a safe, secret stronghold for their people. Finrod goes on to build Nargothrond, a kingdom built into caverns along the river Narog. Turgon eventually finds a hidden valley in the Encircling Mountains where he builds Gondolin in secret.

- The elves fight the Dagor Aglareb, the Glorious Battle (see it's own page.)
- One hundred years after the Dagor Aglareb, Morgoth sends a small army of orcs to attack Fingolfin. They were no match for the Noldor, and Fingon and his people defeated them.

- Another hundred years after that Glaurung, the first of the dragons, attacks the elves. He is still only half-grown, so when Fingon attacks him, Glaurung couldn't put up much of a fight. Fingon won, and was highly praised for defeating the dragon. But Glaurung escaped, and didn't leave Angband again until he was fully grown.

Again, don't focus too much right now on keeping track of who's where - Tolkien will get into it more next chapter. The focus of this chapter is the events: the Noldor have arrived in Middle Earth, they're already fighting Morgoth (who's sort of beat for now). Fingolfin and Fëanor's sons aren't enemies, but they aren't exactly best friends either. They're all starting to settle down, and Thingol's really wondering what's going on here.

DAGOR AGLAREB: THE GLORIOUS BATTLE

Morgoth's spies told him that the Noldorin princes were more concerned with establishing their own kingdoms than preparing for war, so he decided that now was his time to attack. His orcs poured south both in the west and the east.

But Fingolfin and Maedhros were already prepared. They attacked the armies from both sides and defeated the army, killing every orc. Thus it was called the Glorious Battle.

The princes took it as a warning, though, and afterwards were more watchful of the north, and started the Siege of Angband, which lasted four hundred years. Though they kept any of Morgoth's servants from leaving, the Noldor were unable to capture Angband completely, or get to Morgoth.

Morgoth spent this period working on new evils, and every once in a while he would test out new creatures or devices on the Noldor. And because the Noldor couldn't encircle Angband completely (the north was far too

cold and icy for them), Morgoth's spies continued to sneak out through the north and collect information on his enemies.

Morgoth also ordered his orcs to capture any elves that they could, and bring them back to Angband. This way Morgoth learned

most of what was happening among the elves, and also used the fear he created in these "thralls" to do things for him in Beleriand. Learning of how divided the Noldor were already, Morgoth was glad, since he always wanted to create fear and disunity.



OVERVIEW OF CHARACTERS

- **Fëanor:** Lead his people to Middle earth on the stolen Teleri ships, abandoning Fingolfin's people. He leads the Noldor in the Dagor-nuin-Giliath, but is then killed by balrogs. He's also the one who built the silmarils and basically started this whole thing in the first place. He and his seven sons have sworn to retrieve the silmaril no matter what.
- **Maedhros:** Fëanor's oldest son, is captured by Morgoth when he goes to negotiate Morgoth's surrender. Is later rescued by his cousin Fingon. He later concedes leadership of the Noldor to Fingolfin, and later helps win the Dagor Aglareb. It seems he's trying to repair the tense relationship between his people and Fingolfin's people, but his brothers don't always cooperate. They mostly live in the east part of Beleriand now.
- **Fingolfin:** Fëanor's brother, who lead his people across the Helcar-axë ice bridge to get to Middle Earth. He arrives after Fëanor is killed, and becomes High King of the Noldor, later leading his people to victory in the Dagor Aglareb. He and his people mostly live in the western part of Beleriand now.
- **Fingon:** Fingolfin's oldest son, who rescues Maedhros from Thangorodrim. He later leads his people against smaller attacks from Morgoth, and even defeats the young Glaurung, the dragon.
- **Turgon:** Fingolfin's younger son, he goes on a trip with his cousin Finrod and receives a message from Ulmo in a dream telling him to build a hidden kingdom and prepare for darker times ahead, which he does in Gondolin.
- **Finrod:** Finarfin's son, who goes on a trip with Turgon and receives a message from Ulmo telling him to build a hidden kingdom and prepare for darker times ahead, which he does in Nargothrond.
- **Thingol:** King of the Sindarin elves, rules from Doriath. Not thrilled about the arrival of so many Noldorin princes, but he's friendlier to Finarfin's children (since their mother was of the Teleri, his people.)
- **Galadriel:** Finarfin's daughter, now living in Doriath where she's fallen in love with Celeborn. She's not really important here, but people love her so I figured I'd point her out.
- **Caranthir:** Another of Fëanor's sons, who is especially outspoken about his lack of respect for Thingol. His reaction to Thingol's declaration that the Noldor should stay in the north of Beleriand pushes Maedhros to decide to move the Fëanorians to the eastern part of Beleriand.
- **Círdan:** One of the lords of the Sindar, who's cities are under siege from Morgoth until the Noldor arrive.
- **Thorondor:** King of the great eagles, who serve Manwë. He helps Fingon rescue Maedhros from Thangorodrim after Fingon prays to Manwë for pity. Thorondor will continue to help the elves randomly, apparently at the orders of Manwë, proving that the Valar haven't totally abandoned the Noldor.



PART VI

SETTLING IN

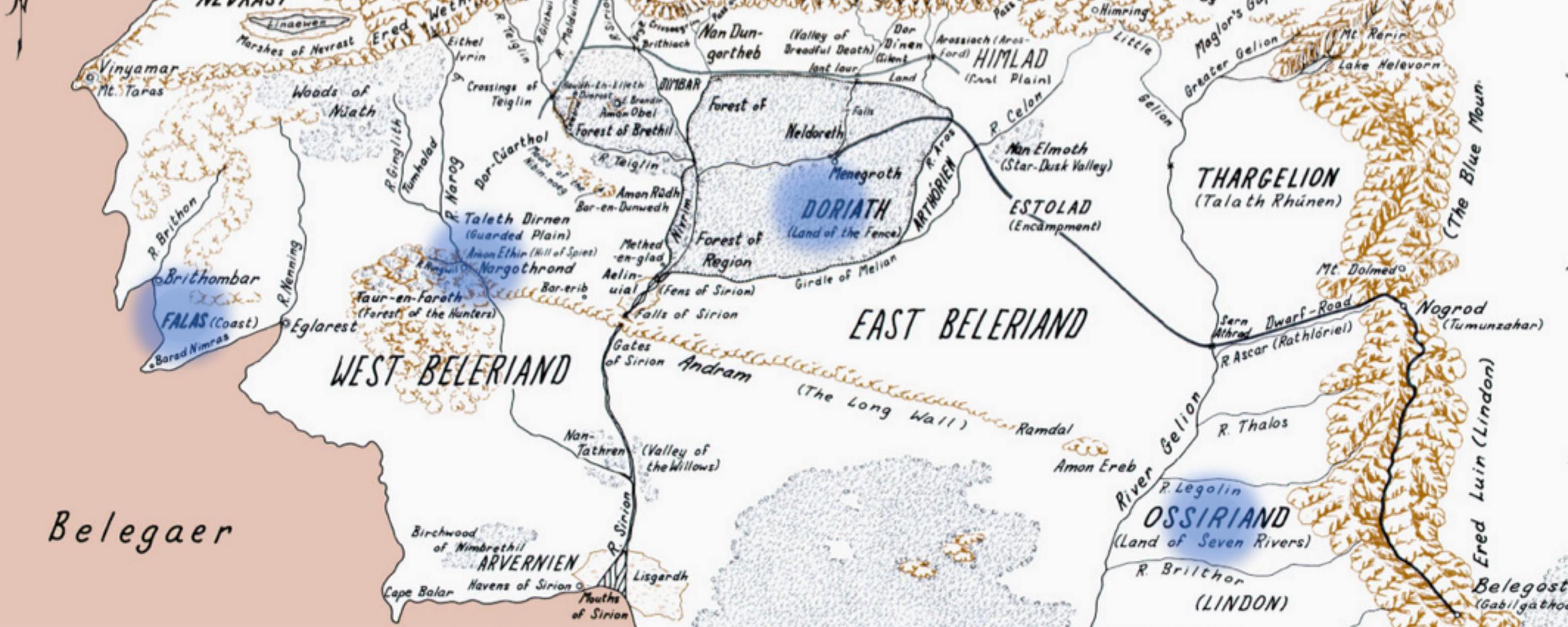
In these next few chapters, Tolkien's going to spend most of his time describing the realms that the Noldor built in Beleriand. Either you'll love it (it's kind of like going on a tour) or you'll hate it (because there isn't too much action.) But it's kind of important, since everything that we see created here is going to be destroyed in the later chapters. It's a lot of new information, so I'll try to break it down for you.



OF BELERIAND AND ITS REALMS

This chapter literally just goes through Beleriand region by region, telling us what it was like and who lived there. So, to make it easier:

- **Hithlum:** Ruled by Fingolfin and Fingon. Fingolfin settled along Lake Mithrim, while Fingon stayed in Dor-Lomin. Hithlum was a cold and misty land.
- **Nevrast:** Ruled at first by Turgon, the main city was Vinyamar. Nevrast was wet and milder than Hithlum, with many marshes.
- **Dorthonion:** Ruled by Angrod and Aegnor, Dorthonion was a high-land covered in pine forests. Few people lived here.
- **Gondolin:** Ruled by Turgon and inhabited by his people from Nevrast. (See more about Gondolin later on.)
- **Tol Sirion:** Built by Finrod, but ruled by Orodreth. There they built the watch-tower of Minas Tirith to guard the Pass of Sirion.
- **Nan Dungortheb:** A cursed land inhabited only by Ungoliant and her spawn.
- **The Marches of Beleriand:** Fëanor's sons lived here. The main settlement was Maedhros's Hill of Himring. The region was heavily fortified against attack from the north.



- **Doriath:** Ruled by Thingol and protected by the Girdle of Melian, a forcefield that hid the kingdom from enemies. Included the forests of Neldoreth, Region, and Nivrim. The main city was Menegroth, built into underground caves. All but a few inhabitants were Sindarin.
- **Nargothrond:** Ruled by Finrod, the country extended from the river Sirion west to the coast, but the city of Nargothrond itself was built in caverns along the river Narog.
- **The Falas:** The coastal region ruled by Círdan. The main cities were Brithombar and Eglarest, rebuilt by Finrod after Morgoth's attacks. Here Sindarin shipbuilders and sailors lived.
- **Ossiriand:** The Land of Seven Rivers, this region was inhabited by the Laiquendi Green Elves. Protected by the seven rivers that criss-crossed the land, the Laiquendi were secretive forest-dwellers.
- **Beleriand:** Though it's usually used to refer to the entire region, Beleriand technically refers to only the southern half (everything south of Dorthonion and Hithlum, really.)

OF THE NOLDOR IN BELERIAND

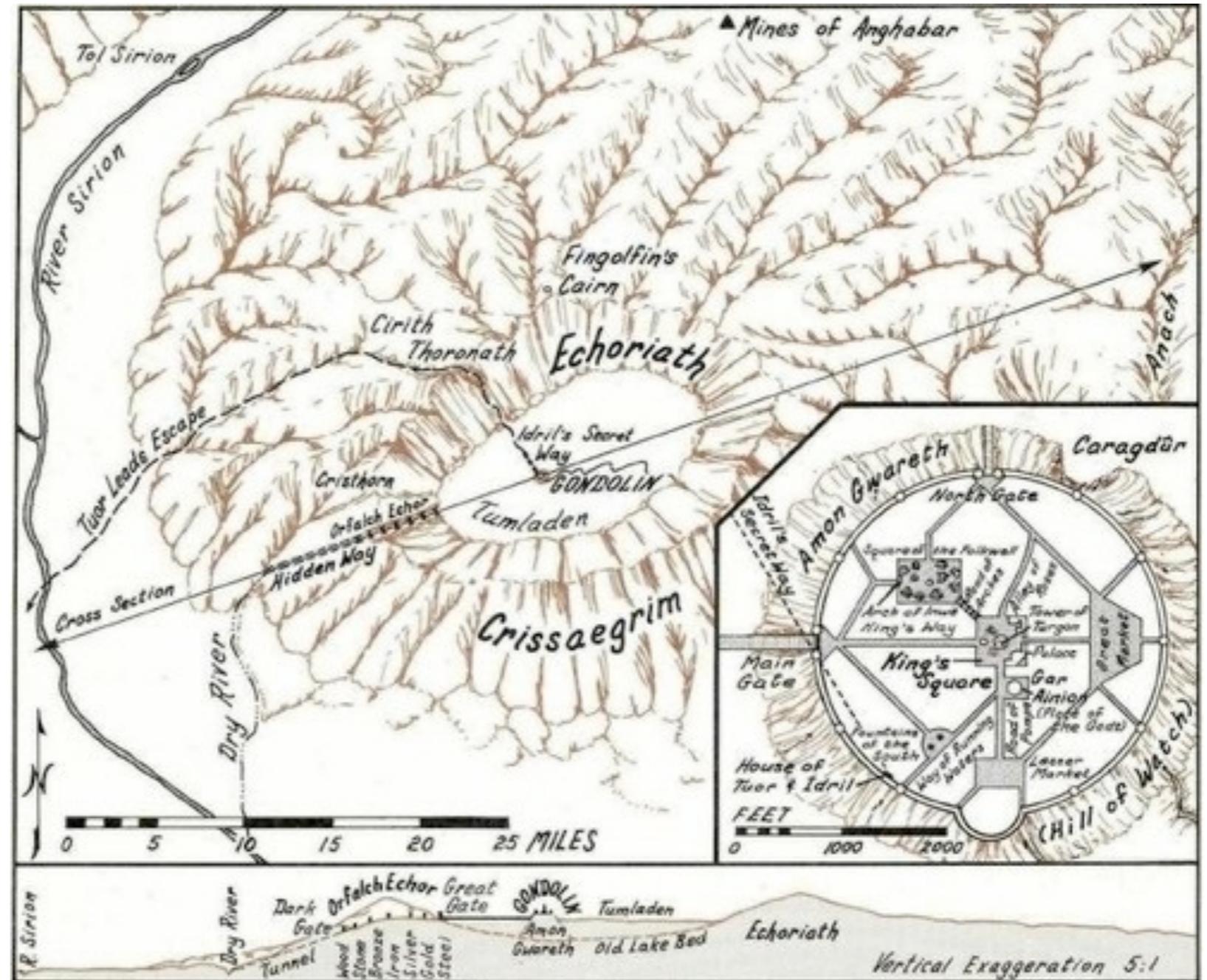
This chapter has more of a narrative, so I'll just outline what's going on.

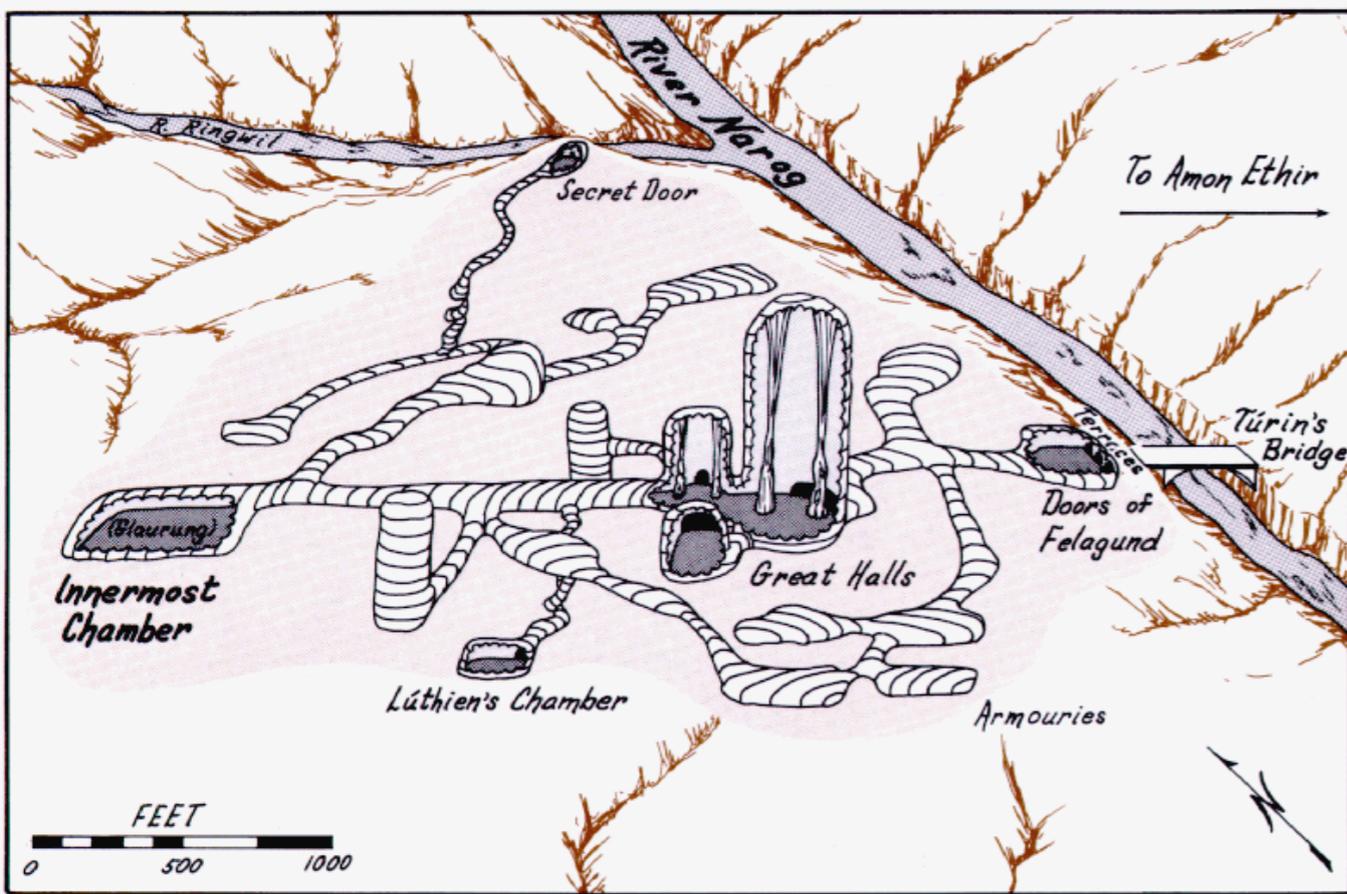
Turgon and Gondolin

- Though it's already told more briefly in "Of the Return of the Noldor", here Tolkien tells us the story of Turgon and Gondolin in more detail. Skip ahead if you're not interested.
- Ulmo comes to Turgon in a dream and tells him to build a hidden city. Ulmo later guides Turgon to find a hidden valley in the Encircling Mountains.
- Turgon leads some of his people there to build the city of Gondolin, while he stays in Nevrast. When the city is finished, he leads the rest of his people in secret to Gondolin, so that it seems to everyone else that they've just vanished.
- Ulmo speaks to Turgon again. He warns him that, though Gondolin will last longer than the other kingdoms, the Curse of the Noldor still applies. Turgon shouldn't get too attached, Gondolin will be betrayed and eventually fall, no matter what he does. Also, he tells him that someday

someone will come to warn him about his coming doom, wearing Turgon's own helmet and sword (which he left behind in Nevrast at Ulmo's request.)

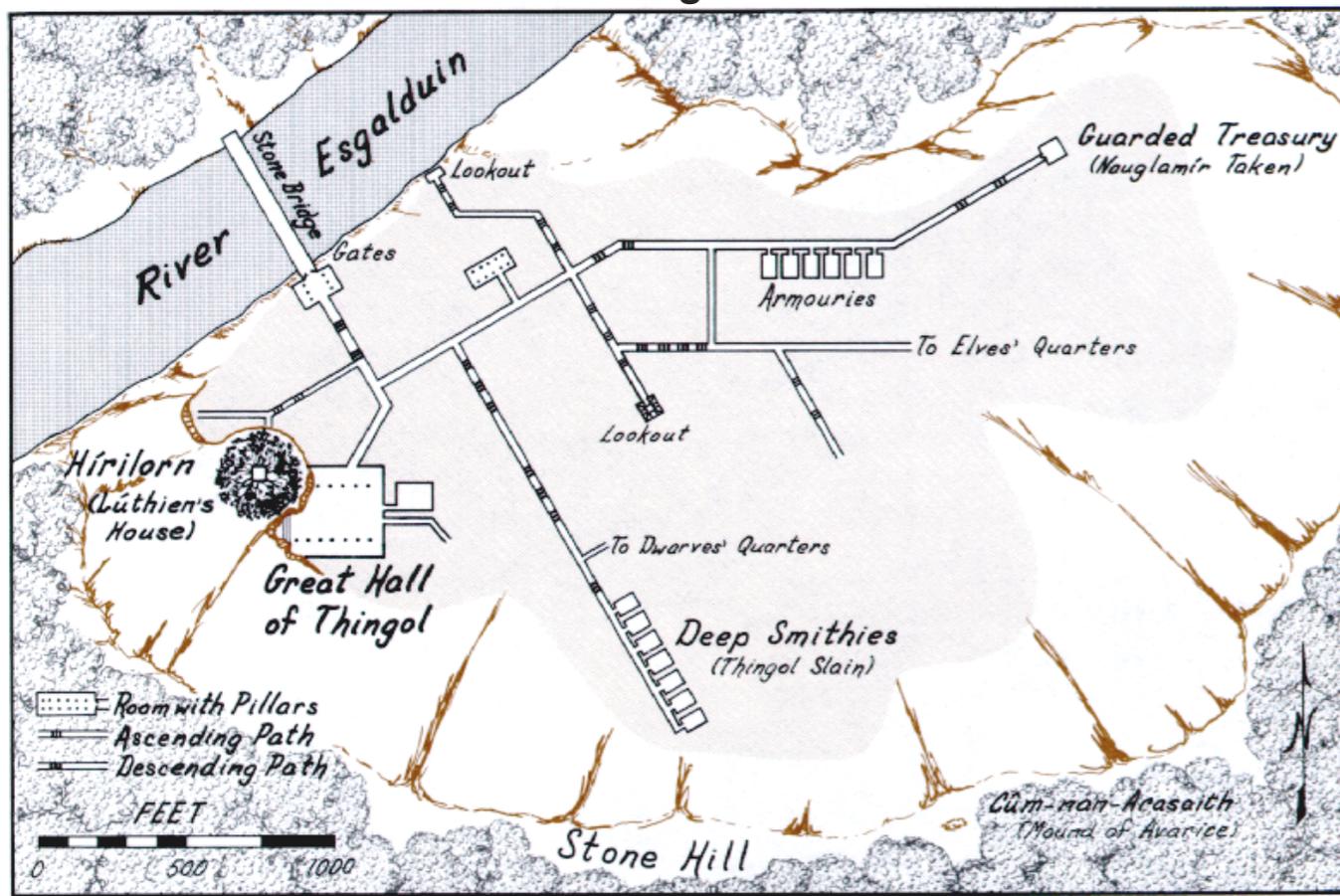
- Once Turgon arrived in Gondolin the way was shut and hidden, and for 350 years the city was isolated. In this time Gondolin prospered, and it became a beautiful city.





Nargothrond

Menegroth



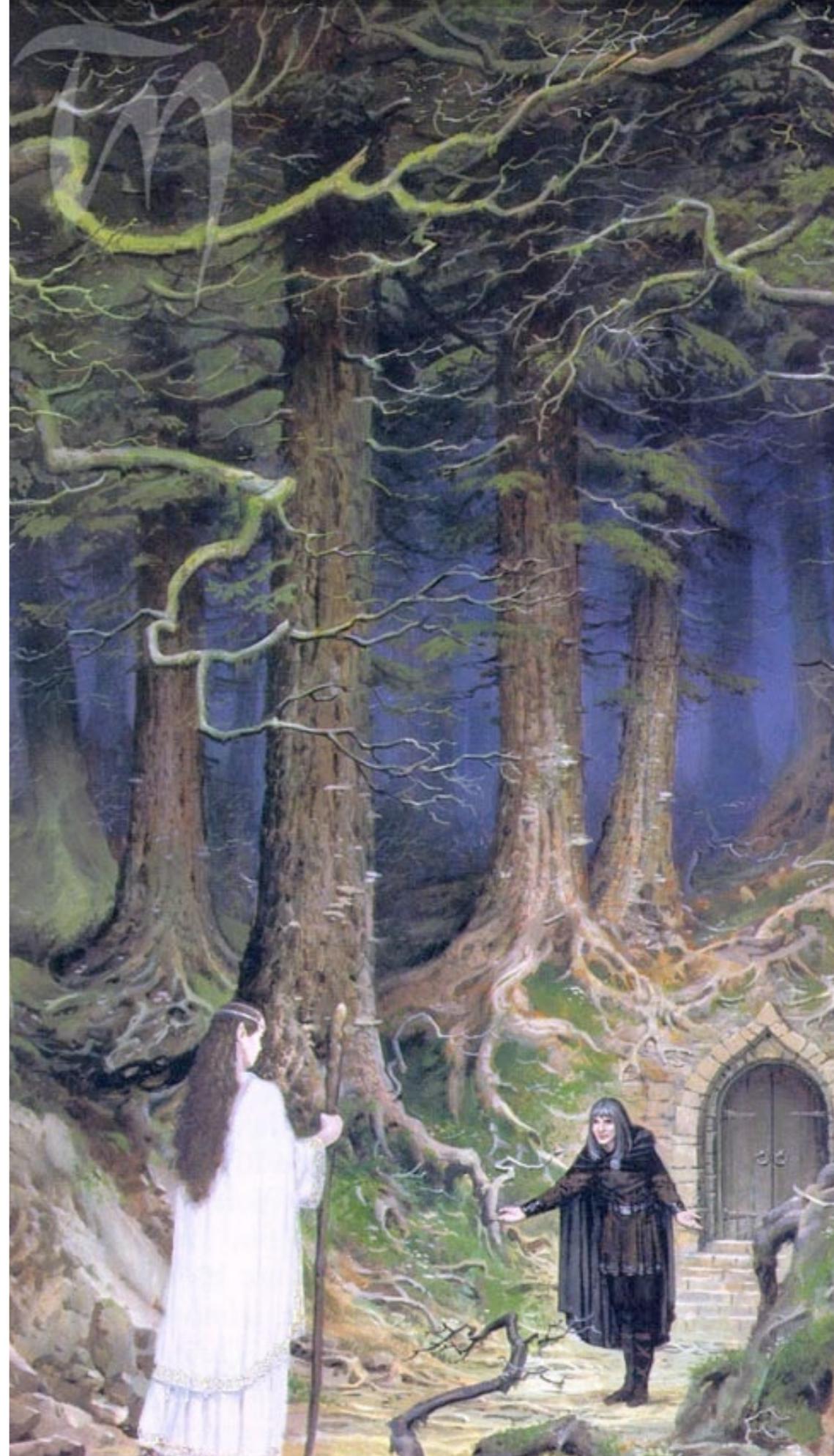
Thingol and the Noldor

- Also during this time, Galadriel is living in Menegroth with Thingol and his people. During all this time, the Noldor haven't told the Sindar what happened in Valinor, or why they returned to Middle Earth. Finally, Melian asks Galadriel what happened, and she tells her about the silmarils (though she leaves out the part about the Curse of the Noldor and the Kinslaying at Alqualondë, being too ashamed to talk about it.)
- Melian tells Thingol, who isn't overly concerned (seeing the Noldor's motivation gives him the whole "the enemy of my enemy is my friend" feeling.)
- Morgoth uses his spies to tell the Sindar what the Noldor did before leaving Valinor (most importantly, attacking the Teleri at Alqualondë, since the Sindar and the Teleri are kin.) Eventually the rumors reach Thingol, and now he's furious. He outlaws the use of the Quenya language.
- Finrod and Angrod explain to Thingol what happened (mainly that only Fëanor's people attacked Alqualondë.) Despite that, they begin to recognize that the Curse of the Noldor will affect them all the same, poisoning their relationship with the Sindar.
- We also get a little bit of foreshadowing for Finrod in this chapter. When he finishes building Nargothrond, Galadriel asked him why he hadn't married. Finrod says (though he didn't know it beforehand, so it's kind of a prophecy) that he will not have any children, or indeed have anything to leave them when he dies, and that another Oath will lead him to his doom.

OF MAEGLIN

This chapter talks about Aredhel, Fingolfin's daughter, and her marriage to Eöl, and their son Maeglin.

- **Aredhel** moved with Turgon to Gondolin, but she got restless being trapped in the city for 200 years. So she convinced Turgon to let her and a few guards travel outside the city.
- While traveling through Nan Dun-gortheb, Aredhel was separated from her escort. She eventually came to Nan Elmoth, just east of Doriath.
- Here she was found by **Eöl**, the "Dark Elf." He disliked the Noldor, and got along better with the dwarves. He was a great smith. He saw Aredhel and immediately desired her, so he used an enchantment to trap her in the forest. When they eventually met, Eöl married her.
- Aredhel gave birth to a son, **Maeglin**. But Eöl would not let her leave Nan Elmoth, and again she grew restless. And Maeglin, after hearing stories from his mother, wanted to see Gondolin and meet the Noldor.
- While Eöl was visiting the dwarves, Aredhel and Maeglin ran away to Gondolin, but were followed by Eöl, who also found the hidden entrance.
- Aredhel and Maeglin were welcomed by Turgon. And when Eöl also arrived, Turgon welcomed him as well. However, when Turgon tells Eöl that he and Maeglin can never leave the city now that they know where it is, Eöl becomes furious and claims that if Eöl cannot have his son, neither can the Noldor.
- Eöl throws a javelin at his son, but Aredhel steps in front of it. Eöl is arrested. That night Aredhel died - nobody had noticed that the javelin had been poisoned. With Aredhel died Turgon's mercy, and the next morning he had Eöl thrown off a cliff.
- Maeglin stayed in Gondolin and was loved by Turgon. He became a mighty prince and helped to build great weapons for the elves in the city. But he secretly fell in love with Idril, Turgon's daughter and Maeglin's cousin. This was forbidden among the elves, and Idril distrusted Maeglin.



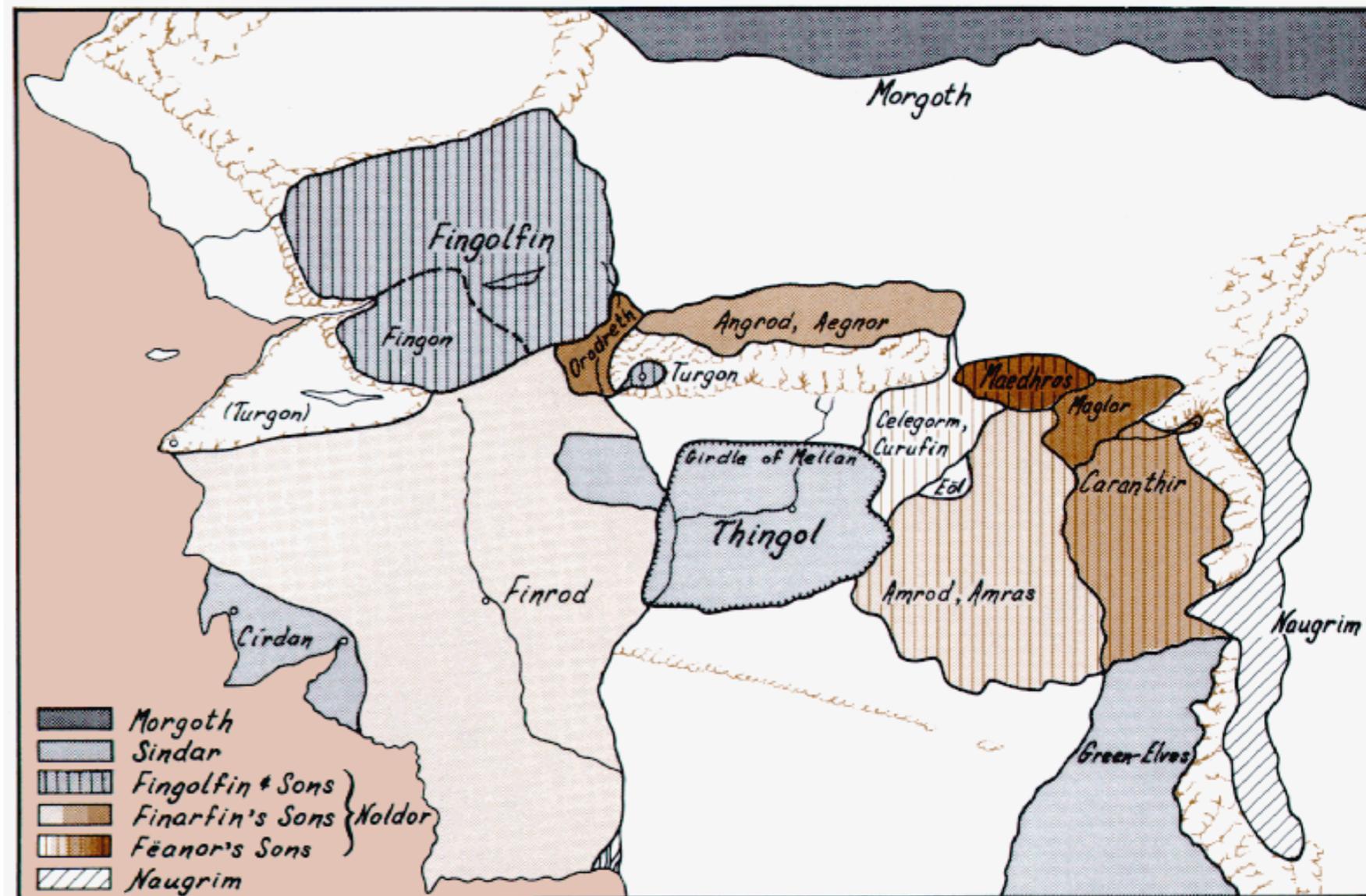
OVERVIEW OF CHARACTERS

- **Aredhel:** Fingolfin's daughter, lived in Gondolin, then ran away. Married Eöl and had a son, Maeglin. Died protecting Maeglin from Eöl's attack when they returned to Gondolin.
- **Eöl:** Hates the Noldor, likes dwarves, makes great weapons. Marries Aredhel and tries to kill his son Maeglin rather than let him live in Gondolin. Is thrown off a cliff.
- **Fëanor's sons:** Living in the marches of Beleriand, want to retrieve the silmarils.
- **Fingolfin:** High King of the Noldor, living in Hithlum.
- **Fingon:** Fingolfin's son, living in Hithlum.
- **Finrod:** Finarfin's son. Lived at first in Tol Sirion, then moved to Nargothrond. Foresees that he will not have children, and that an oath will lead to his doom.
- **Galadriel:** Finarfin's daughter, living in Doriath. Tells Melian about the silmarils.

- **Morgoth:** Stole the silmarils, lives in Angband to the north. Currently trapped there by the siege of the Noldor.
- **Thingol:** King of the Sindar, lives in Doriath. Hates the Noldor and forbids the use

of the Quenya language. Married to Melian.

- **Turgon:** Fingolfin's son, lived at first in Nevrast, then built Gondolin. Has a daughter Idril and a nephew Maeglin.





PART VII

AND THEN IT ALL FALLS APART (AGAIN)

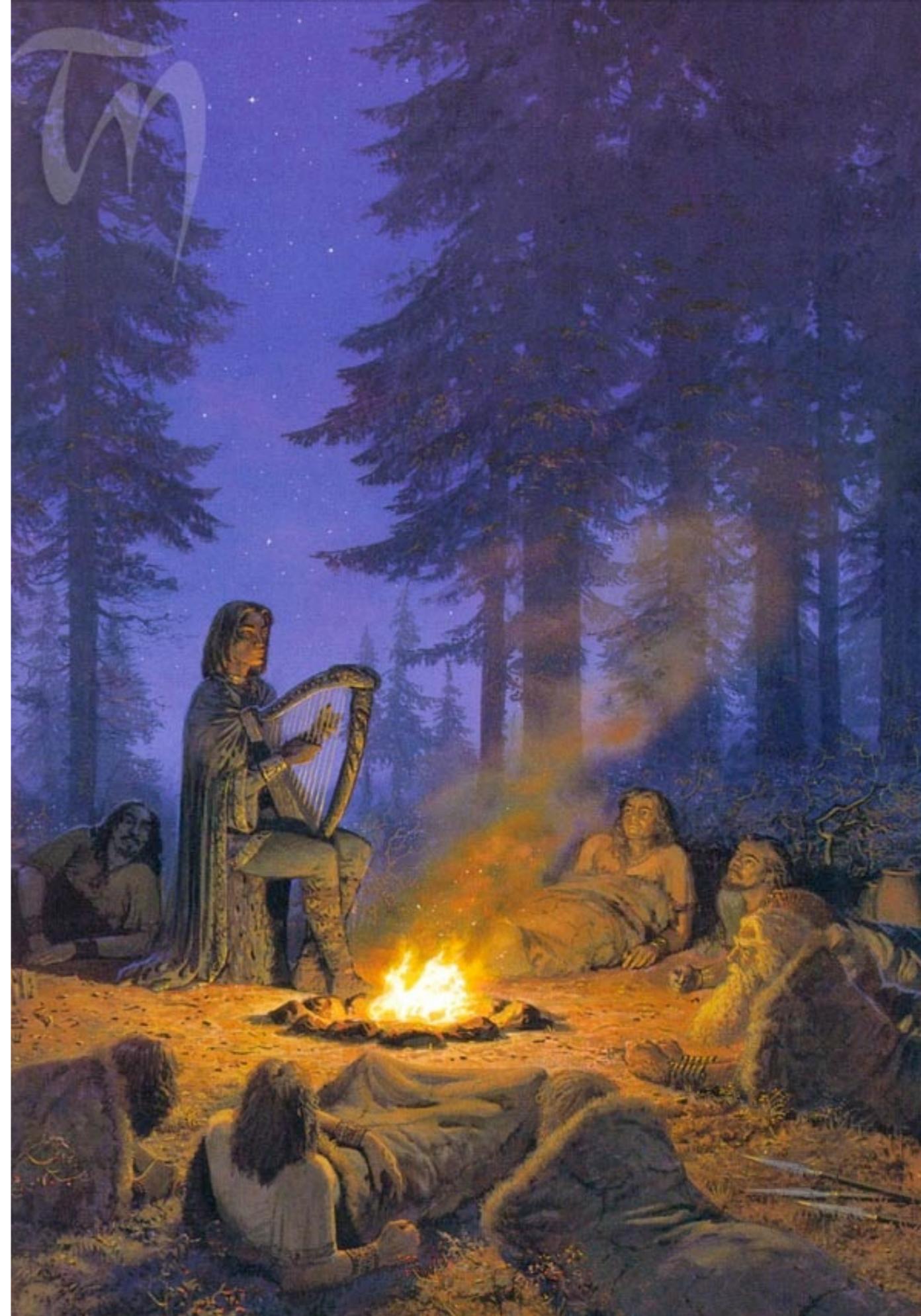
So, here we are again. The elves have their kingdoms in Beleriand, Morgoth is trapped inside Angband, things are going pretty well, generally speaking. But in this segment we'll see things take a turn for the worse in a big way for the elves. Also, mortal Men finally arrive in Beleriand! Which is a good thing, because they'll quickly become the elves' most powerful allies. And the elves really need some allies, here.

OF THE COMING OF MEN INTO THE WEST

About 300 years after the elves came to Beleriand, we finally see Men arrive in the region. Now, some of the information in this chapter is important, and some of it really isn't. So, I'll bullet-point the "important" bits, but don't feel like you really need to memorize it all now. If any of this information is important later on, Tolkien will remind you.

You Need to Know:

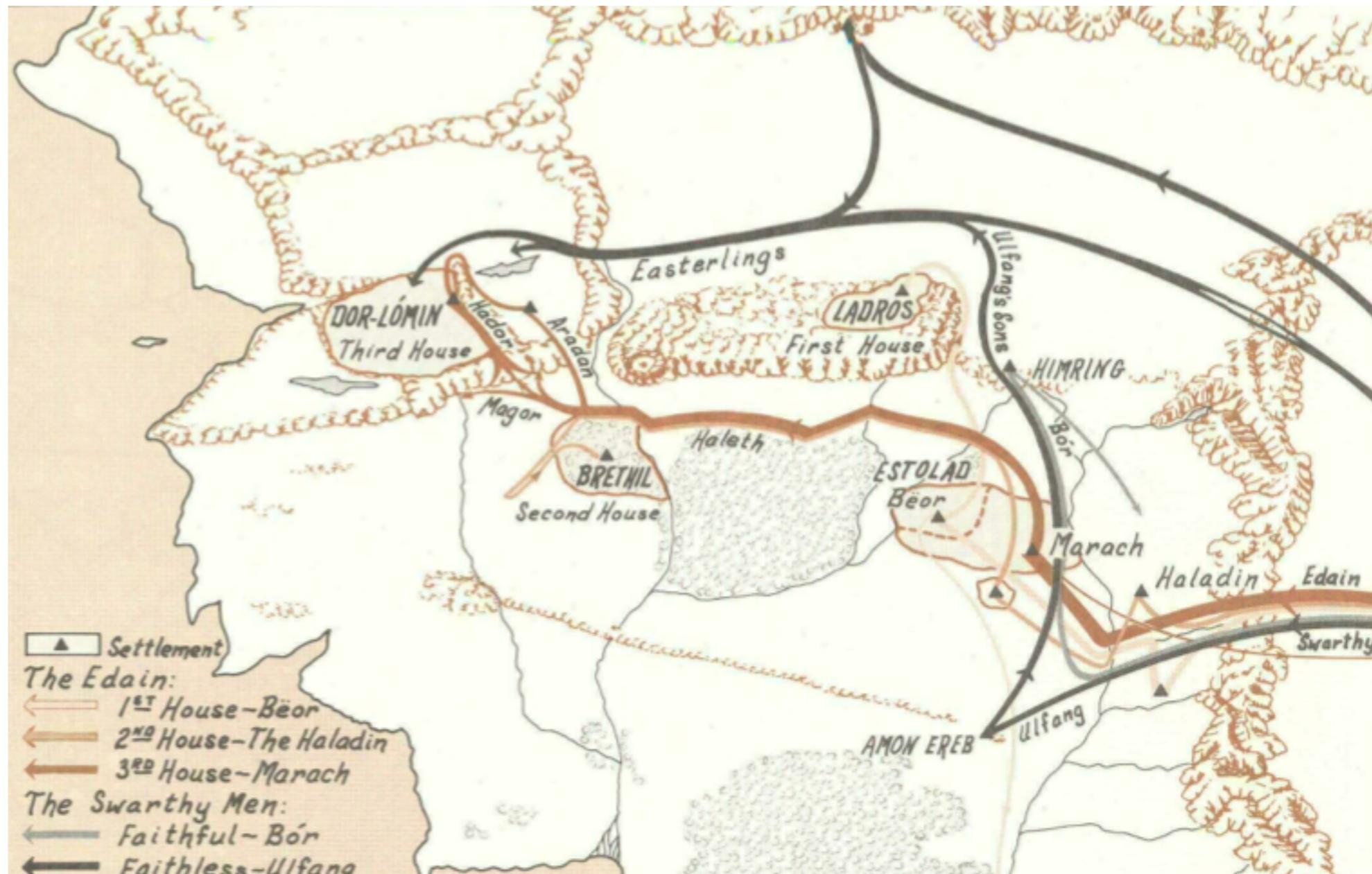
- Finrod finds a group of Men in Ossiriand, and he talked to them and taught them many things.
- **Bëor**, the leader of the group, told Finrod that there were two other groups of Men heading west as well.
- The Laiquendi of Ossiriand didn't like the Men, so Finrod advised Bëor to move his people to the land of Amrod and Amras, near Doriath. They settled there and called the land **Estolad**.
- The other two groups, the **Haladin** and the people of Marach, arrive. **Marach** and his people settled in Estolad, but the Haladin lived in Thargelion, the land of Caranthir.
- These three groups (called the **Edain**) were welcomed by the elves, and many men travelled to live with and learn from the elves. Except Thingol, who wanted nothing to do with them.



- Threatened by the Men, Morgoth sent orcs to attack the Haladin. When their leader was killed, his daughter **Haleth** defended her people for seven days until Caranthir's elves came to their aid. From then on the Haladin were called the **House of Haleth**, and they moved west to live in the forest of **Brethil**.
- Eventually Fingolfin gave the region of **Dor-Lómin** to the great-great grandson of Marach (whose name was Hador), and his people were afterwards called the **House of Hador**.
- Meanwhile **Dorthonion** was given to Boromir, the great-great grandson of Bëor (whose people were called the **House of Bëor**.)
- By allying themselves with the elves of Beleriand the three houses of the Edain became caught up in the Doom of the Noldor. Some decide to go back east to avoid Morgoth, but most decide to stay.

Tolkien then spends the rest of the chapter naming the next several generations of each house of the Edain, as well as describing the general characteristics of each house. It's interesting, but not necessary to know, so feel free to skip it if you aren't interested, or if all the names are starting to stress you out. If you do find this interesting, there are also several family trees included in the back of your book. Check them out if you want. There are also several family trees included in Appendix B of this guide.

The map below shows the movement of the groups of men within Beleriand. We haven't met the Swarthy Men yet, but you'll be introduced to them in the next chapter.



OF THE RUIN OF BELERIAND

Feeling confident after years of peace and the coming of the Men, Fingolfin wanted to take the opportunity to attack Morgoth. However, since things were going pretty well for the elves, he didn't get enough support to make an attack happen.

A few years later (it now being 450 years since the Noldor had arrived in Beleriand), Morgoth attacked the elves instead. Unprepared, the Dagor Bragollach ("Battle of Sudden Flame") was a disaster for the Noldor - see the next page for a more detailed summary of the battle itself.

After the battle was over, **Fingolfin** stormed Angband in rage and despair, demanding that Morgoth come fight him. And Morgoth came, and they fought. Fingolfin managed to cut Morgoth's foot off, but in the end he was defeated, and Morgoth killed him.

After the Dagor Bragollach:

- Morgoth now controls Tol Sirion (Orodreth retreats to Nargothrond), as well as the east marches (Fëanor's sons lost most of their land. Celegorm and Curufin retreat to Nargothrond, Amrod, Amras, and Caranthir retreat south, and Maedhros and Maglor hold Himring.) Morgoth also controls Dorthonion, though some Men of the house of Bëor, led by **Barahir**, remain as outlaws.





- **Sauron**, based in Tol Sirion (now called the Isle of Werewolves), concentrates on capturing elvish slaves and spreading rumors to create dissent among their communities.
- Seeing now the strength of the Edain, Morgoth sent messengers into the East. Soon after, the Swarthy Men began arriving in Beleriand, some of whom were already secretly servants of Morgoth. Despite clear differences between these men and the Edain, Maedhros knew the elves needed allies, and he befriended these new Men, especially two of their leaders, **Bór** and **Ulfang**.
- Two brothers of the House of Hador, **Húrin** and **Huor**, were living among the Haladin. They became separated from their companions and wandered near to Gondolin. There Thorondor, the eagle, saw them and carried them to Gondolin itself. Turgon welcomed them, and kept them there for about a year, before Thorondor returned them to Dor-lómin.
- After learning about the Dagor Bragollach, Turgon sent messengers to sail to Valinor and ask the Valar to help the Noldor, but none of the messengers reached Valinor.
- Seven years after the Dagor Bragollach, Morgoth sent an army to attack Fingon (now High King of the Noldor) in Hithlum. Fingon and Círdan were able to hold the army back, but Húrin and Huor's father was killed in the fight. Húrin then replaces him as leader of the House of Hador.

DAGOR BRAGOLLACH: BATTLE OF SUDDEN FLAME

Morgoth begins the battle by breaking the 400 year long Siege of Angband and setting out rivers of fire, which quickly consume Ard-galen, immediately killing most of the elves that lived there.

Morgoth's armies come next, made up of orcs, balrogs, and Glaurung the dragon. They take Dorthonion, killing **Angrod** and **Aegnor** in the process. They next take the Gap of Maglor, who retreats to Himling and Maedhros.

The lands of Celegorm, Curufin, and Caranthir are taken next. Celegorm and Curufin retreat to Nargothrond, while Caranthir retreats south with Amrod and Amras.

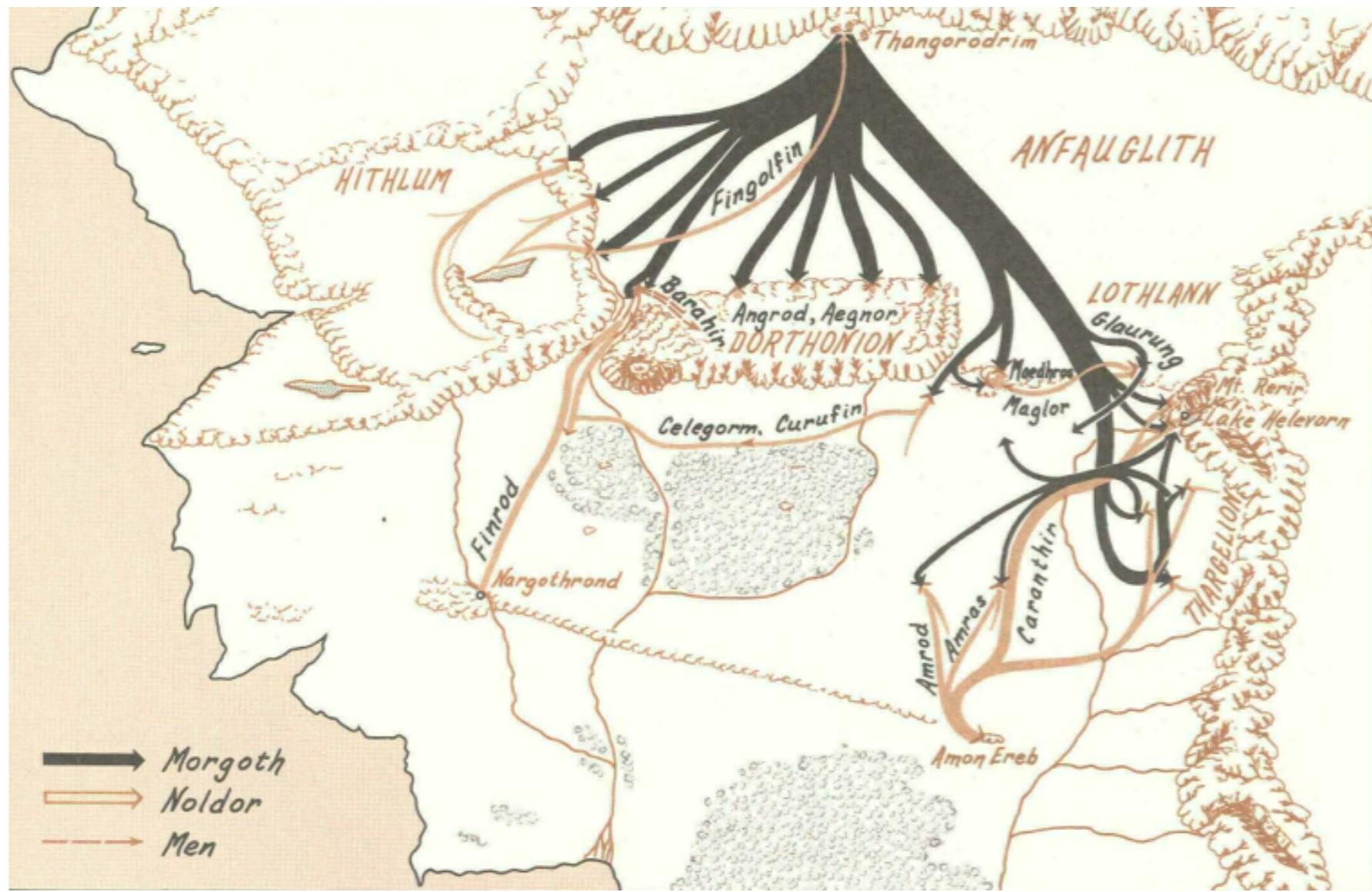
Further west, Orodreth was holding Minas Tirith (on Tol Sirion) from an army of orcs. Help arrived from Nargothrond, lead by his brother Finrod. When Finrod is ambushed, he is saved by Barahir, of the House of Bëor. In thanks, Finrod gives Barahir his ring, and swears to return the favor some day. Finrod returns to Nargothrond, and Barahir to Dorthonion.

Orodreth later has to abandon Tol Sirion, and retreats to Nargothrond, protected by Celegorm and Curufin.

Fingolfin and Fingon manage to defend Hithlum, but **Fingolfin** is so enraged by Morgoth's attack that he storms Angband, duels

Morgoth, and dies. Fingon replaces him as High King.

Morgoth's losses in the battle were also very great, so he was not able to attack again for some years.



OVERVIEW OF CHARACTERS

Elves:

- **Fingolfin:** High King of the Noldor, dies fighting Morgoth at the end of the Dagor Bragollach.
- **Fingon:** Fingolfin's son, becomes High King after his father's death, defends Hithlum from Morgoth's attacks.
- **Fëanor's sons:** Most retreat west or south after the Dagor Bragollach. Maglor and Maedhros stay in the north, where Maedhros befriends the Swarthy Men.
- **Turgon:** King of Gondolin, befriends Húrin and Huor, and sends messengers to ask the Valar for help.
- **Orodreth:** Holds Tol Sirion during the Dagor Bragollach, but must retreat afterwards.
- **Angrod and Aegnor:** Finarfin's sons, held Dorthonion, Were killed during the Dagor Bragollach.
- **Círdan:** Helped Fingon defend Hithlum from attack after the Dagor Bragollach.

House of Bëor:

- **Bëor:** First leader of the House of Bëor, befriended Finrod.
- **Boromir:** Leader of the House of Bëor, was given land in Dorthonion for his people to rule.

- **Barahir:** Leader of the House of Bëor. Saved Finrod's life and received his ring and an oath in return. Stayed in Dorthonion as an outlaw after the Dagor Bragollach.

House of Haleth:

- **Haladin:** Another name for the people of the House of Haleth.
- **Haleth:** Led the Haladin after her father's death and moved her people to the forest of Brethil.

House of Hador:

- **Marach:** The first leader of the House of Hador.
- **Hador:** Leader of the House of Hador, received Dor-lómin for his people to rule.
- **Húrin:** Leader of the House of Hador. Lived in Gondolin for a year when young.
- **Huor:** Húrin's brother, lived in Gondolin for a year when young.

Other Men:

- **Bór:** One of the leaders of the Swarthy Men befriended by Maedhros who remained faithful.
- **Ulfang:** One of the leaders of the Swarthy Men befriended by Maedhros who was faithless and secretly served Morgoth.



PART VIII

BEREN AND LUTHIEN

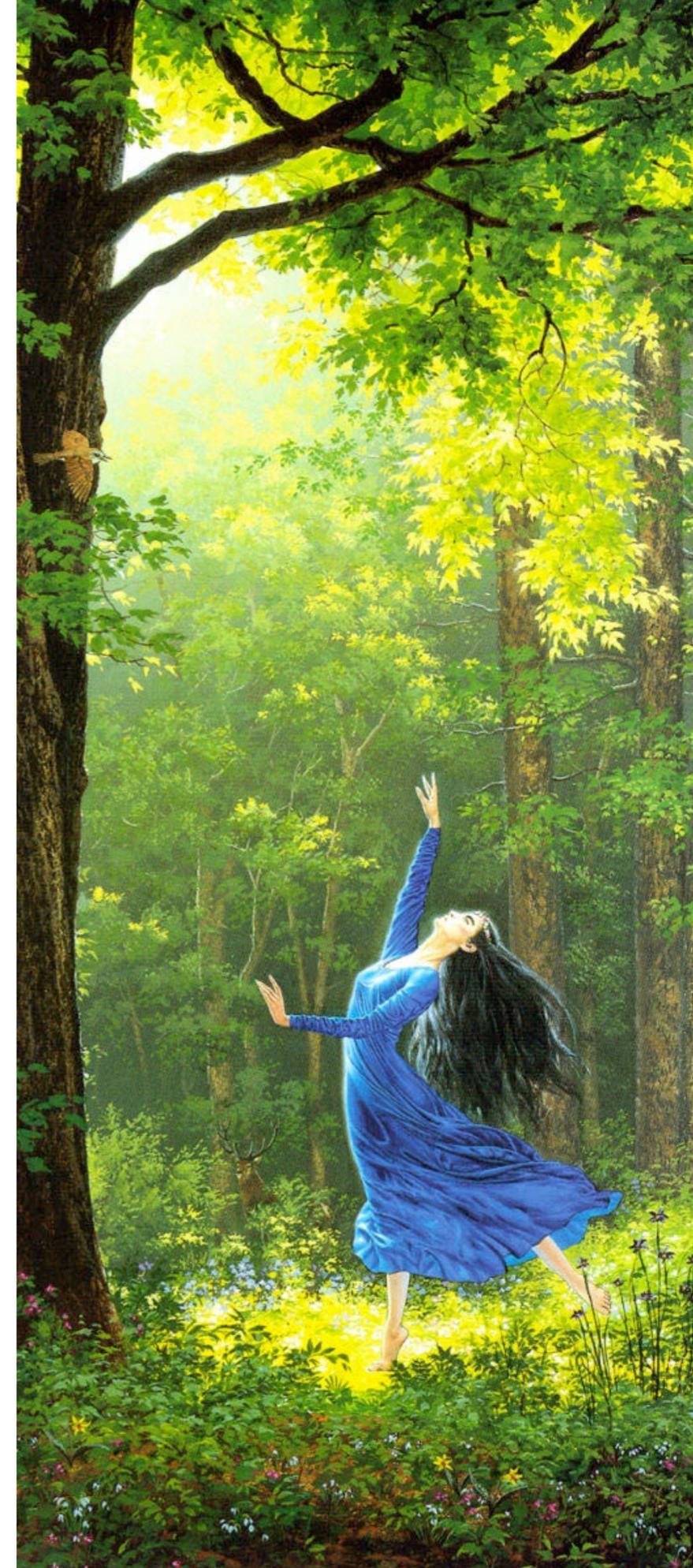
You've made it! After 18 chapters of build-up, you've finally reached the major stories of The Silmarillion. This chapter is generally considered to be the most famous story in The Silmarillion, or of the entire First Age. So, I've dedicated this entire segment to just the one chapter, so that you can be sure to enjoy it to its fullest. And even more good news - the next six chapters are basically the same - strong stories with lots of action.

PART I: BEREN AND LUTHIEN MEET

Remember Barahir and the few surviving men of the House of Bëor who stayed and lived as outlaws in Dorthonion after the Dagor Bragollach? If you don't, go back and re-read "And Then It All Falls Apart (Again)", because Barahir is Beren's father, and Beren is living with Barahir and his men when this story begins.

- Barahir and the outlaws become a nuisance for Morgoth and Sauron (his right-hand-man, so to speak.) Sauron tricks one of the men into revealing their hideout, and while **Beren** is out scouting the hideout is attacked, and Barahir and his men are killed. Beren manages to escape with Barahir's ring (given to him by Finrod.)
- Beren wandered Dorthonion for four years, earning Morgoth's hate, but Sauron sent so many orcs and werewolves and evil creatures to live there that Beren eventually moved south through Dungortheb and wandered his way through the magical fence of Melian and right into the forests of Doriath.

- Beren saw Luthien dancing in the woods, and they fell in love. They met each other in secret for months, until they were spotted one day by **Daeron**, a minstrel who also loved Luthien.
- Luthien takes Beren to Thingol, who would have killed Beren had he not sworn to do no harm to guests. Beren tells Thingol that he loves Luthien.
- Thingol says that he will let Beren marry Luthien if he brings him one of the silmarils from Morgoth's crown (thinking it impossible, he's basically sending Beren to his death.)
- Beren agrees and leaves at once.
- Melian warns Thingol that he's now brought Doriath into the fate of the Noldor, and that if Beren fails, Luthien is doomed (but if Beren succeeds, Thingol is doomed.)





PART II: THE QUEST OF BEREN AND LUTHIEN

Beren's quest takes him all over the place, and it happens in several stages. There's a map in a couple pages for reference, but it may help to look at the maps included in "Settling In" as well.

- Beren goes straight to Nargothrond after leaving Doriath. He is brought before Finrod, the king, and tells him of Luthien and Thingol's price. He then reminds Finrod of his oath to repay Barahir's actions during the Dagor Bragollach. And, though he knows that his doom is approaching, Finrod agrees to help Beren on his quest.
- Celegorm and Curufin had been living in Nargothrond since the Dagor Bragollach. They refuse to help Finrod, and secretly hope that Finrod will die during the quest so they can take control of his kingdom. But Finrod leaves his brother Orodreth in charge.
- Beren, Finrod, and 10 loyal elves travel north to the western pass (guarded by Sauron's Isle, what was once Tol Sirion.) There Finrod and Sauron dueled with songs of power, but Finrod finally tired and failed. Sauron had them all thrown in a pit until he could find out what their quest was.
- Meanwhile, Melian tells Luthien what's happened to Beren, so she tries to escape and help him. Daeron and Thingol try to stop her, but she ran out of Doriath. There she happened to meet Celegorm and Curufin, and Celegorm's hound **Huan** (who had been brought from Valinor, and was fated to fight the mightiest wolf that ever lived).
- Celegorm offered to help Luthien, but didn't tell her that he already knew what had happened to Beren. He led her back to Nargothrond where they imprisoned



her. Huan could understand all speech, but was himself only allowed to speak three times during his life. He used the **first** of these chances to tell Luthien his plan, and they escaped Nargothrond together.

- Back in Sauron's pits: Sauron sent a wolf into the pit each night to eat one of the 12 captives. He planned to leave Finrod for last, but when only Beren and Finrod were left Finrod attacked the wolf himself, and was killed protecting Beren.
- At this moment Luthien and Huan arrived. Luthien sang to Beren, and Sauron heard her. He sent many wolves, but Huan killed them all. He even defeated **Draugluin**, the sire of werewolves. Then Sauron came himself, but Huan defeated him too, only letting him escape when Sauron gave Luthien control of the island.

- Beren and Luthien bury Finrod, then spend some time living together in the forest while Huan returns to Celegorm.
- Elves that had been held prisoner by Sauron returned to Nargothrond and told Orodreth of what happened to Finrod, and that Luthien had dared to do what Celegorm and Curufin had refused. Orodreth banishes the brothers from his kingdom.
- On their way east to Himring where Maedhros was, Celegorm and Curufin (and Huan) happened to meet Beren and Luthien. Curufin grabbed Luthien from his horse, and Beren attacked him. Huan turned on Celegorm and protected Beren, and the two brothers rode off.
- Wanting to spare Luthien, Beren snuck away north to complete his quest alone. But Luthien knew what he'd done, and disguised in

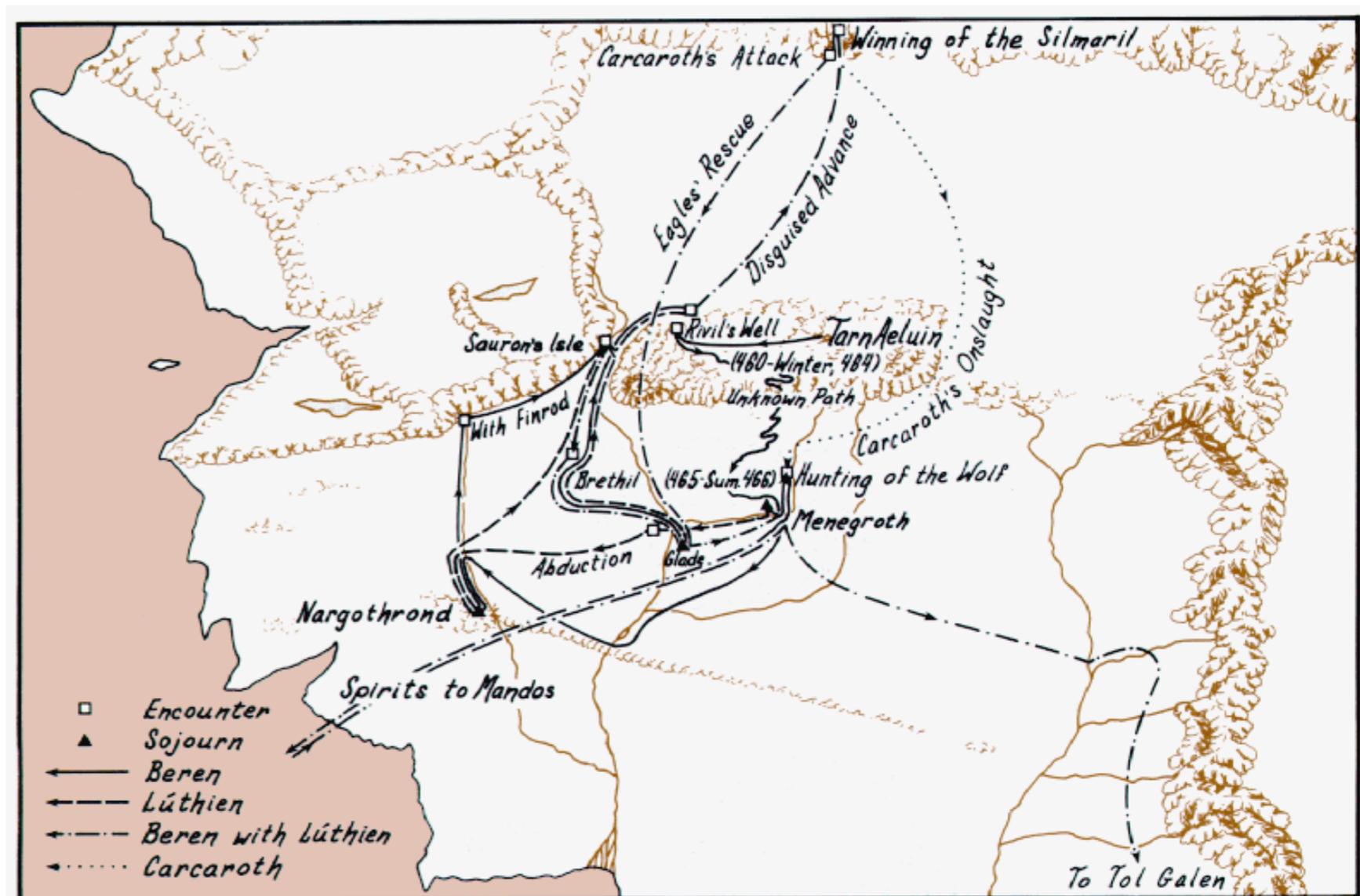
the skin of the dead Drauglin and one of Sauron's vampires, Huan and Luthien caught up with him.

- Huan spoke for the **second** time, telling Beren that Luthien's fate was tied to him, so they had to finish the quest together, and that they would have to do it without Huan. Then Beren and Luthien, again in their disguises, ran to the Gate of Angband.
- Morgoth had the gate guarded by **Carcharoth**, the greatest of the werewolves. He was suspicious of Beren and Luthien's disguises, so Luthien cast a spell to put him to sleep.
- They crept into Morgoth's throne room, where Luthien kept Morgoth distracted by singing and dancing for him while Beren snuck behind him. Then Luthien cast a sleep spell on Morgoth and Beren cut one of the silmarils loose.
- As they escaped Angband, Carcharoth (who had woken) stopped them. Luthien was exhausted, so Beren held up the silmaril in front of him and told Carcharoth to let them pass. Instead the wolf bit Beren's hand off, silmaril and all. The sil-

maril burned inside him, and Carcharoth ran off howling in pain.

- Beren passed out (Carcharoth's fangs were poisoned), and he and Luthien would have been caught, but at that moment Thorondor and his eagles arrived and carried Beren and Luthien away from Angband.

- Thorondor leave Beren and Luthien at the border of Doriath. Luthien, convinced that Beren is going to die, cries herself to sleep. She is found there by Huan, and together they heal Beren.



PART III: RETURN TO DORIATH

After some time spent healing, Beren, Luthien, and Huan return to Doriath. While they were gone, Daeron had left Doriath and wandered east, never to be seen again. And Melian refused to give Thingol advice, saying that he had to wait for the current doom to play out first.

- Carcharoth, still running wild trying to escape the pain of the swallowed silmaril, passed through the borders of Doriath. **Mablung**, Thingol's captain, warned him of the wolf.
- At this point Beren and Luthien returned, and Beren said that the silmaril was in his hand, as promised (in his hand inside Carcharoth, but details aren't important, right?)
- Thingol yielded, and Beren and Luthien were married.
- Thingol organized a hunt for Carcharoth, and was accompanied by Huan, Beren, Mablung, and **Beleg Strongbow**. While hunting, Carcharoth attacked Thingol, but Beren jumped in between them, saving Thingol. Huan then attacked Carcharoth, and eventually defeated him.
- Both Beren and Huan were fatally wounded. Huan spoke for the **third** time, saying goodbye to Beren. Mablung cut the silmaril from Carcharoth's body, and Beren handed it to Thingol, saying that his quest was finished.





PART IV: THE SECOND LIVES OF BEREN AND LUTHIEN

Thingol, Beleg, and Mablung carried Beren and Huan back to Luthien. She kissed Beren and told him to wait for her in the Halls of Mandos, and then he died.

- Soon after, Luthien died of heartbreak and grief, and she too came to the Halls of Mandos.
- Luthien sang before Mandos, and for the only time in history he was moved to pity. Beren had waited in the halls like Luthien had asked, but Mandos didn't have the power to give him life again.
- Manwë consulted with Ilúvatar, and Luthien was given two choices. Either she could be reembodied, and live forever in Valinor, forgetting her sadness. Or, she and Beren could be reembodied as mortals in Middle Earth with no guarantee of happiness before their true deaths. Luthien chose the second, and she and Beren were given new life.
- Beren and Luthien moved to Tol Galen, an island in the river Gelion in Ossiriand, where they lived out their mortal lives in relative peace. And Luthien was the only elf to truly die, and in their marriage the two races were brought together more tightly than ever before.

OVERVIEW OF CHARACTERS

- **Barahir:** Beren's father, lord of the House of Bëor. Rescued Finrod during the Dagor Bragollach and earned a favor from him.
- **Beleg Strongbow:** A warrior of Doriath who takes part in Thingol's hunt for Carcharoth.
- **Carcharoth:** The greatest of Morgoth's werewolves. He swallowed Beren's hand and the silmaril. He ran wild to escape the burning pain, and attacked Beren. Was finally killed by Huan.
- **Celegorm:** Son of Fëanor. Lived in Nargothrond for a while, and refuses to help Finrod and Beren. Captures Luthien, but is later banished. Was the master of Huan, until Huan left him to help Beren and Luthien.
- **Curufin:** Son of Fëanor. Lived in Nargothrond for a while, and refuses to help Finrod and Beren. Captures Luthien, but is later banished.
- **Daeron:** Minstrel in Doriath. Loved Luthien, and told Thingol of her relationship with Beren. Leaves Doriath in despair.
- **Drauglin:** Sire of werewolves, defeated by Huan. His skin is used by Beren as a disguise.
- **Beren:** Son of Barahir, who saved Finrod's life. Falls in love with Luthien and agrees to steal a silmaril from Morgoth's crown in exchange for Thingol's blessing. He succeeds, but dies soon after. He is given a new life with Luthien.
- **Finrod:** Son of Finarfin and king of Nargothrond. Owed a debt to Beren (because of his father, Barahir), and accompanied Beren on his quest. Was defeated by Sauron in a magical duel, and was killed by a wolf to save Beren.
- **Huan:** A hound from Valinor. Celegorm was his master before he left to help Beren and Luthien. Was fated to fight the greatest wolf who ever lived, and speak three times before his death. He died after defeating Carcharoth.
- **Luthien:** Thingol and Melian's daughter. Falls in love with Beren and accompanies him on his quest. She uses many songs of power to cast spells on their enemies. She dies of heartbreak, and decides to live a mortal life with Beren, rather than an immortal one without him.
- **Mablung:** Thingol's captain. He warns the king about Carcharoth and takes part in the hunt for the wolf.
- **Melian:** Thingol's wife and Luthien's mother. Foresees that Beren's quest will bring about Thingol and Doriath's doom.
- **Orodreth:** Finrod's brother, is left control of Nargothrond.
- **Sauron:** Morgoth's right-hand-man. Was guarding the western pass through Tol Sirion. Captured Beren and Finrod, but was defeated by Huan and Luthien.
- **Thingol:** King of Doriath, Luthien's father. Dislikes Beren, and demands an impossible quest in exchange for Luthien's hand in marriage. Now owns a silmaril.
- **Thorondor:** Lord of the great eagles. He rescues Beren and Luthien from Angband and carries them safely to Doriath.



PART IX

NIRNAETH ARNOEDIAD

We've now come to the point in this story where things really start to go badly. All the remaining chapters of the Quenta Silmarillion are about the elves losing things - battles, cities, heroes, etc. So be prepared for some seriously depressing events. In this segment (chapter 20) we see the low point for the elves, as far as direct battles with Morgoth's forces go. It's really one long battle, so I'm just going to summarize it for you.

NIRNAETH ARNOEDIAD: UNNUMBERED TEARS

After Beren and Luthien's quest, word spreads about their adventure. Maedhros hears about it and gains hope, seeing evidence that Morgoth wasn't invincible. He wants to organize a joint attack among all the Noldor against Morgoth. However, the Curse of the Noldor starts to come back to haunt them all. Orodreth refuses to send Narogothrond's army, after Celegorm and Curufin abandoned Finrod. Only a small group, led by **Gwindor** (who himself wants to go to war to avenge the loss of his brother in the Dagor Bragollach.)

Seeing as how Thingol had refused the sons of Feanor's demand that he give up his silmaril, it's not surprising that Doriath sent very little help as well. Only Mablung and Beleg went, since they wanted to take part in the great battle.

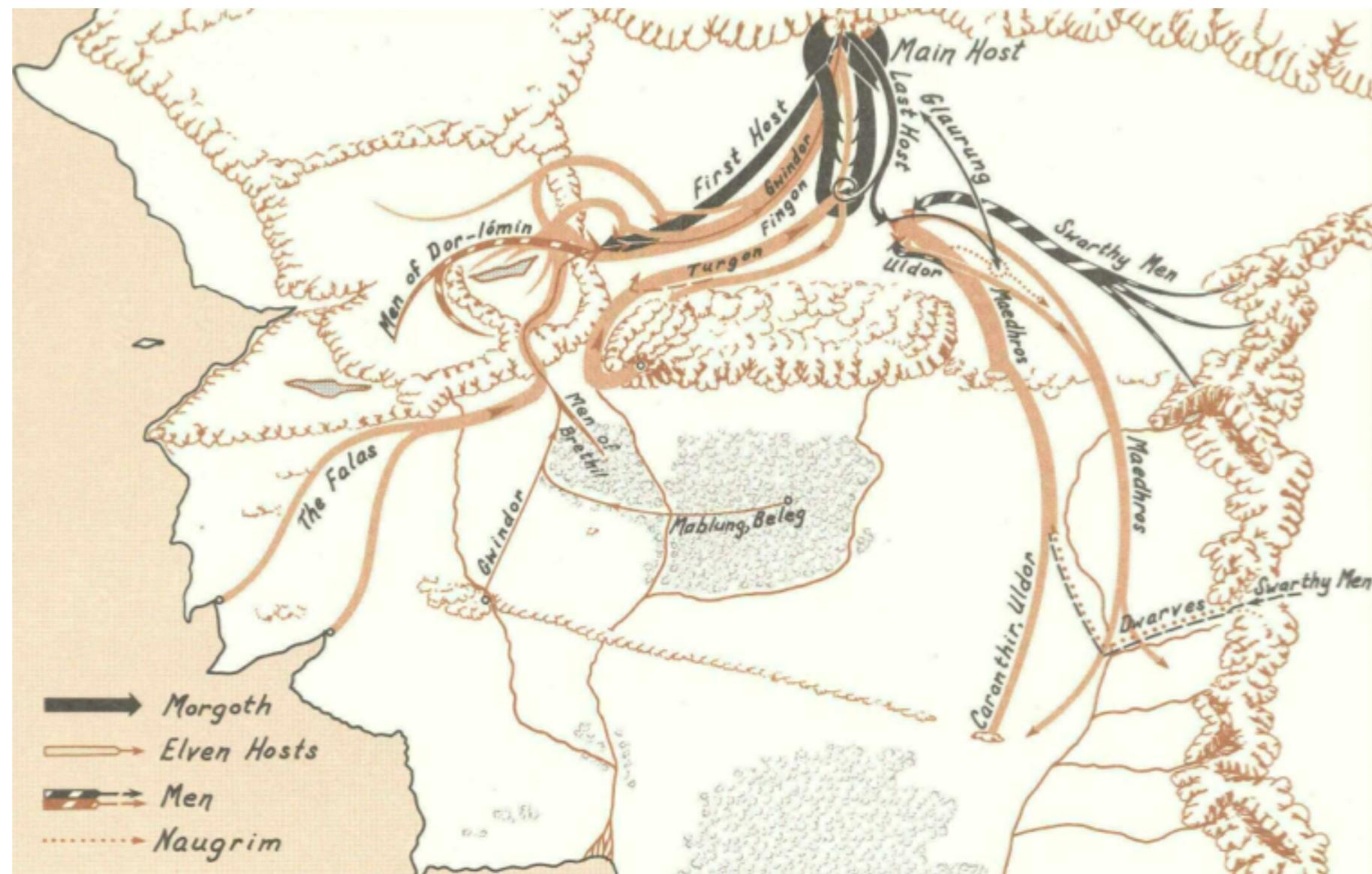
The dwarves of Belegost and Nogrod agreed to join with Maedhros, and together he and Fingon gathered their allies (the men of the House of Hador, the House of Haleth, and the men of Bór and Ulfang. The men of the House of Bëor was still recovering from the Dagor Bragollach.) How-

ever, Morgoth learned what they were planning, and used his secret spies to ensure that the Noldor's plans would fail.

The plan was this: Maedhros and his army would march from the east, banners flying openly. When Morgoth sent out his army in response, a beacon would be lit in Dor-thonion that would signal to Fingon's army to

attack from the west. This way they would trap Morgoth's army and defeat it entirely.

On the day of the battle, Ulfang (who was secretly a servant of Morgoth) delayed Maedhros's attack by saying that an attack was already coming from Angband. And Fingon, waiting for Maedhros's signal, starts to have doubts. Just then, Turgon and the





army of Gondolin arrive. Fingon was greatly encouraged, but even as he greeted his brother, Morgoth was sending an army straight towards them.

Morgoth's army arrives at the hills where Fingon's army is hiding. The army is told to wait, and not to attack, but Morgoth's army is told to draw Fingon out as quickly as possible. When their challenge goes unanswered, they drag out one of the elves captured during the Dagor Bragollach. It just so happens to be Gwindor's brother. In front of the army the orcs kill him, and Gwindor in rage attacks the army immediately.

Fingon's army was strong and angry, and they quickly defeated Morgoth's orcs and attacked Angband itself. There all the elves from Nargothrond were killed except Gwindor, who was captured. And finally Morgoth unleashed his true force, which quickly pushed Fingon's army back. Most of the men of Brethil were killed in this battle, and Fingon's army was soon surrounded. He was joined then by Turgon and his army (who had been guarding the pass of Sirion to the south during Fingon's rash attack.) Turgon fought his way to his brother's side, and it was then finally that Maedhros and his army arrived from the east.

Also at this moment, Morgoth released the rest of his creatures - the wolves, woflridders, balrogs, and dragons. They kept the armies of Fingon and Maedhros separated. Also at this moment Ulfang's treachery was revealed, as he turned on Maedhros and attacked his own army. Being not attacked from three sides, Maedhros's army scattered (the sons of Fëanor themselves all survived.) The dwarves of Belegost who had marched with Maedhros attacked Glaurung the dragon, and he was badly wounded and had to retreat. In the fight the dwarves' king, **Azaghal**, was killed, and the dwarves left the battle carrying his body.

In the west Fingon and Turgon's armies were surrounded. They were attacked by **Gothmog**, the lord of the balrogs, and Fingon and Turgon were

separated. Most of Fingon's guard was killed, and at last Fingon and Gothmog fought. And Gothmog killed **Fingon**, and his body was trampled into the ground.

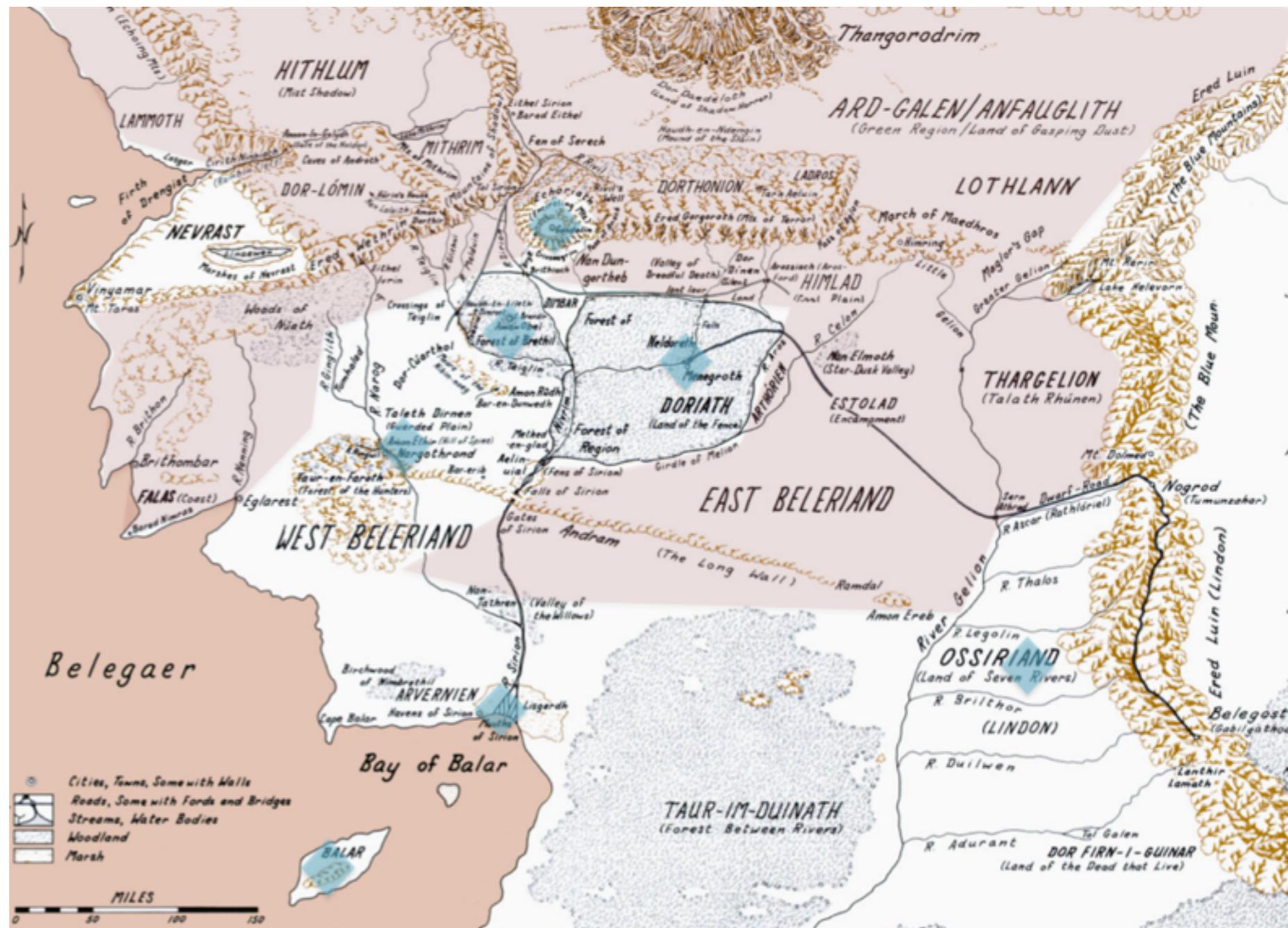
All that was left now was Turgon's army and what was left of the House of Hador (led by Húrin and Huor, who of course Turgon remembered.) The brothers urged Turgon to retreat while he could, Huor saying that he foresaw that out of Turgon's house would come the last hope of the elves and men of Beleriand. So Turgon and his people retreated, protected by Húrin, Huor, and their men. The men of the House of Hador stood their ground, and were all killed, even **Huor**, until only **Húrin** was left, and was eventually captured and taken to Angband as a prisoner. The bodies of the fallen elves and men were piled by the orcs and left lying there. The elves called it the Hill of the Slain.

The effects of the Nirnaeth Arnoediad were terrible. Fingon's kingdom of Hithlum was gone - given to the men that had served Morgoth, and those who still lived there were enslaved. The sons of Fëanor lost all their lands and lived now in Ossiriand. The north was lost, overrun by Morgoth's creatures, except for the hidden

and protected kingdoms of Gondolin, Nargothrond, and Doriath. The rest of the elves moved south to join Círdan (who for a time would attack orcs along the coast, but even he was eventually pushed back) who now lived on the Isle of Balar. They also maintained a sort of refugee camp at the Mouths of Sirion. And the elves never again trusted

men, except for those of the three houses of the Edain.

Turgon now knew that the elves would need help from the Valar to defeat Morgoth. So he sent messengers to Círdan for ships to sail west to Valinor and ask for help. But none of the messengers ever reached their destination, and no help came from the Valar.



OVERVIEW OF CHARACTERS

- **Azaghal:** king of the dwarves of Belegost. Died fighting the dragon Glaurung.
- **Círdan:** Didn't fight in the battle, but attacked orcs along the coast until his cities were taken by orcs. Now he and his people live on the Isle of Balar.
- **Fingon:** High King of the Noldor. Plans an attack with Maedhros, but is killed during the battle by Gothmog.
- **Gothmog:** Lord of the balrogs, killed Fingon.
- **Gwindor:** An elf of Nargothrond who leads a group to join Fingon in battle. His brother, a captive of Morgoth, is killed by the orcs in front of him. Gwindor is taken captive himself during the fight.
- **Húrin:** One of the leaders of the House of Hador. He'd lived with Turgon for a year, and he and his brother Huor protect Turgon's retreat from the battle. Húrin is taken prisoner.
- **Huor:** One of the leaders of the House of Hador. He'd lived with Turgon for a year, and he and his brother Húrin protect Turgon's retreat from the battle. He dies in the fight.
- **Maedhros:** One of the sons of Fëanor. He plans an attack on Angband, but is late to the battle and is betrayed by Ulfang. He and his brothers survive the battle, but lose their lands.
- **Orodreth:** Finrod's brother and king of Nargothrond. He partially blames the sons of Fëanor for his brother's death, and so refuses to bring Nargothrond's army to the battle.
- **Thingol:** Now has one of the silmarils, and refuses to join the battle.
- **Turgon:** King of Gondolin. He joins his brother Fingon in battle, and is the only of the armies to escape, retreating back to Gondolin. He later sends messengers to Valinor, but none are successful.
- **Ulfang:** one of the leaders of the Eastern men. He is secretly a servant of Morgoth, and betrays Maedhros, sabotaging the elves' attack. He and his sons are killed.

Places:

- **Doriath:** protected by the Girdle of Melian.
- **Forest of Brethil:** What's left of the House of Haleth still live here.
- **Gondolin:** hidden and protected, and Morgoth's biggest target.
- **Hithlum:** now controlled by the men who serve Morgoth. The remaining House of Hador is enslaved there.
- **Isle of Balar:** Círdan and most of the Sindar outside of Doriath live here now.
- **Mouths of Sirion:** now a refuge for elves fleeing from the north.
- **Nargothrond:** hidden and protected.
- **Ossiriand:** Beren and Luthien live here, mainly in isolation. After the battle the sons of Fëanor are living here as well.



PART X

THE CHILDREN OF HÚRIN

This is the longest single story in the Quenta Silmarillion. Its other name is the Tale of Grief, and in this story we see Morgoth at his most evil. It's the story of Túrin, the son of Húrin, and also his sister Nienor. It's a story of pride and trying to escape your destiny (to little gain, as you'll see.) The chapter is really just solid narrative, so I'm mostly just going to summarize the events for you, as well as identify all the characters.

IN DORIATH

- Túrin was born the son of Húrin, who was captured by Morgoth during the Nirnaeth Arnoediad, and his wife Morwen. They lived in Dor-lómin, which was after the Nirnaeth controlled by the Easterling men that had supported Morgoth. Morwen and the rest of the Edain were enslaved by the Easterlings. To protect Túrin from this, Morwen decided to send him to Doriath, in hopes that Thingol would care for him.
- Túrin was eight when he was met by Beleg Strongbow, a marchwarden of Doriath, and taken to King Thingol. The king adopted Túrin and raised him in his house. Thingol also sent messengers to Morwen, inviting her to come and join her son in Doriath, but Morwen refused to leave her home. But she sent with the messengers the Dragonhelm of Dor-lómin, the greatest heirloom of the House of Hador.
- Túrin grew for nine years in Thingol's home. He became strong and was comforted by regular messages from Dor-lómin. During this time Morwen gave birth to Túrin's sister, whom she named Nienor.
- Then one day the messengers did not return from Dor-lómin. Fearing the worst, Túrin went to fight on the borders of Doriath with Beleg, and didn't return to Menegroth for three years.
- When he does return he looks - well, like he's been fighting for three years. His hair's a mess, he's grown a beard, his clothes are torn. And one of Thingol's advisors, Saeros, who was always jealous of Túrin's relationship with the king, taunts him, and insults men and women of Túrin's house. In a rage, Túrin chased him naked through the forest. And in a panic, Saeros jumps off a cliff and dies.
- Mablung saw what happened and urged Túrin to confess to Thingol. But Túrin was scared, and instead he ran from Doriath. When Thingol found out what had happened, he pardoned Túrin and sent Beleg to bring him back to Doriath.





AMONG THE OUTLAWS

- When Túrin leaves Doriath he travels west, and eventually joins a band of outlaws. Túrin becomes their leader, and they pretty much fight anybody. After a year Beleg finally finds them, and happens to approach the camp while Túrin is off somewhere else. The outlaws tie Beleg up, but when Túrin returns he releases Beleg and swears to only fight Morgoth's servants from now on.
- Beleg tells Túrin of Thingol's pardon, but Túrin is too proud to accept it. Beleg returns to Doriath and tells Thingol that he's found Túrin, and then asks permission to stay with Túrin. Thingol agrees and tells Beleg to take any sword he wants in thanks. Beleg chooses Anglachel, one of the swords made by Eöl. Melian warns him that the sword has a dark heart, and that he won't have the sword for long. She then gives Beleg lembas bread, and sends him on his way.
- Meanwhile, Túrin and the outlaws captured Mîm, one of the last petty-dwarves. In exchange for his life Mîm takes them to his home in Amon Rûdh. A few months later Beleg joined them, and brought with him the Dragon-helm.
- Some time later Mîm was captured by Morgoth's servants, and was again forced to lead his capturers to Amon Rûdh. There the orcs killed most of the outlaws in their sleep and captured Túrin, dragging him away. Beleg was badly injured, but chased Mîm away. When he realized that Túrin wasn't among the dead, he set off at once after the orcs to rescue him.
- Beleg tracked the orcs far north, and one night in Dorthonion he came upon another elf. He said he was Gwindor (who'd been captured during the Nirnaeth Arnoediad), and that he had escaped from Angband after years as a slave in the mines.



- Gwindor remembered seeing the orcs and Túrin, and helps Beleg track them the rest of the way. They come upon the orc camp at night and see Túrin tied up. They carry Túrin away from the camp, and then Beleg used Anglachel to cut Túrin's bonds. But Beleg accidentally cut Túrin and woke him up. Thinking he was still among the orcs, Túrin reacted immediately, grabbing Anglachel and stabbing Beleg, killing him.
- Túrin sat in shock for almost a day, while Gwindor buried Beleg with his bow. Then, taking the lembas and Anglachel, Gwindor led Túrin south to Nargothrond.
- While speaking with Gwindor Túrin learns that his father, Húrin, is still alive and held captive by Morgoth. With Morgoth's eyes and ears is witness to everything happening to his family. And Túrin learns that Morgoth has cursed all of Húrin's children.
- When Gwindor and Túrin are welcomed in Nargothrond, Túrin decides to use another name. He's accepted among the elves, and is well-liked by Orodreth. He has Anglachel reforged, and names in Gurthang. Eventually he earns the name Mormegil ("Black Sword") because his sword would shine black in battle.
- Before Gwindor had been captured in the Nirnaeth Arnoediad, he'd been in love with Finduilas, Orodreth's daughter. Now, though, she found herself falling in love with Túrin. Gwindor wasn't too upset, given the changes he'd gone through while captive, but he warned Finduilas that there was a dark fate hanging over Túrin. He then told her his real name, and of the curse Morgoth had placed on him. When Túrin heard, he was angry at Gwindor for revealing his secret, since he'd hoped to escape his fate by escaping his name. But Gwindor replied that the doom was in him, and not his name.

IN NARGOTHROND

- Now that Orodreth knew Túrin's true name he gave him great honor in Nargothrond. With his new influence Túrin argued that the elves fight Morgoth more directly, instead of the ambush and guerrilla tactics they'd used before. Against Gwindor's advice, they build a bridge leading to Nargothrond's doors to allow their soldiers to attack more quickly, and the surrounding lands are soon emptied of Morgoth's servants.
- Messengers from Círdan came, bringing a message from Ulmo himself, who warned Orodreth to destroy the bridge and close the gates before Morgoth found Nargothrond. Túrin and Orodreth refused, and soon Morgoth sent an army south with Glaurung, the dragon, to destroy the city.
- The elves of Nargothrond fought the army, but they were badly outnumbered. Orodreth died in battle, and Gwindor was fatally wounded - he begged Túrin to save Finduilas, saying that she was all that stood between Túrin and his dark fate.
- Túrin fought his way to Nargothrond, where orcs were ransacking the city and collecting the women and children to be taken to Morgoth as slaves. There Glaurung placed Túrin under a spell, so that he stood by helplessly while Finduilas and the other elves were taken away. And Glaurung placed in Túrin a great need to find Morwen and Nienor. When he was released from the spell, Túrin stabbed Glaurung in the eye, and then ran north to Dor-lómin to find his mother and sister.
- And Glaurung, having completed his mission, chased the orcs out of Nargothrond and settled on top of a pile of the city's treasures to rest.





IN BRETHIL

- Túrin makes it to Dor-lómin, only to learn that Morwen and Nienor travelled to Doriath. By now the trails of Finduilas and the rest of Morgoth's army had gone cold. Realizing his error, Túrin wandered, coming upon the men of Brethil fighting a group of orcs. Túrin saved them, and they told him that Finduilas had been killed. Túrin fell into shock, so they brought him to their homes, where their leader Brandir welcomed him. Túrin healed and took on a new name, Turambar, ("Master of Fate") and fought with a bow and spear instead of Anglachel.
- When Morwen learned that Túrin had been in Nargothrond, and that the city had fallen, she fled west to find him. Thingol sent Mablung after her, but ordered Nienor to remain behind. But Nienor disguised herself and went with Mablung's group. They found Morwen, but Glaurung was aware of their actions and attacked the group. In the fight Nienor and Morwen were separated, and Nienor came face-to-face with the dragon, who placed a spell on her, so that she could remember nothing. Mablung found Nienor and led her back towards Doriath, but they were attacked by orcs, and in panic Nienor ran away.
- Túrin found her laying on Finduilas's burial mound. He and the other woodsmen clothed and fed her, and when he realized that she had no memory, Túrin named her Níniel ("tear-maiden")

TURAMBAR: MASTER OF FATE

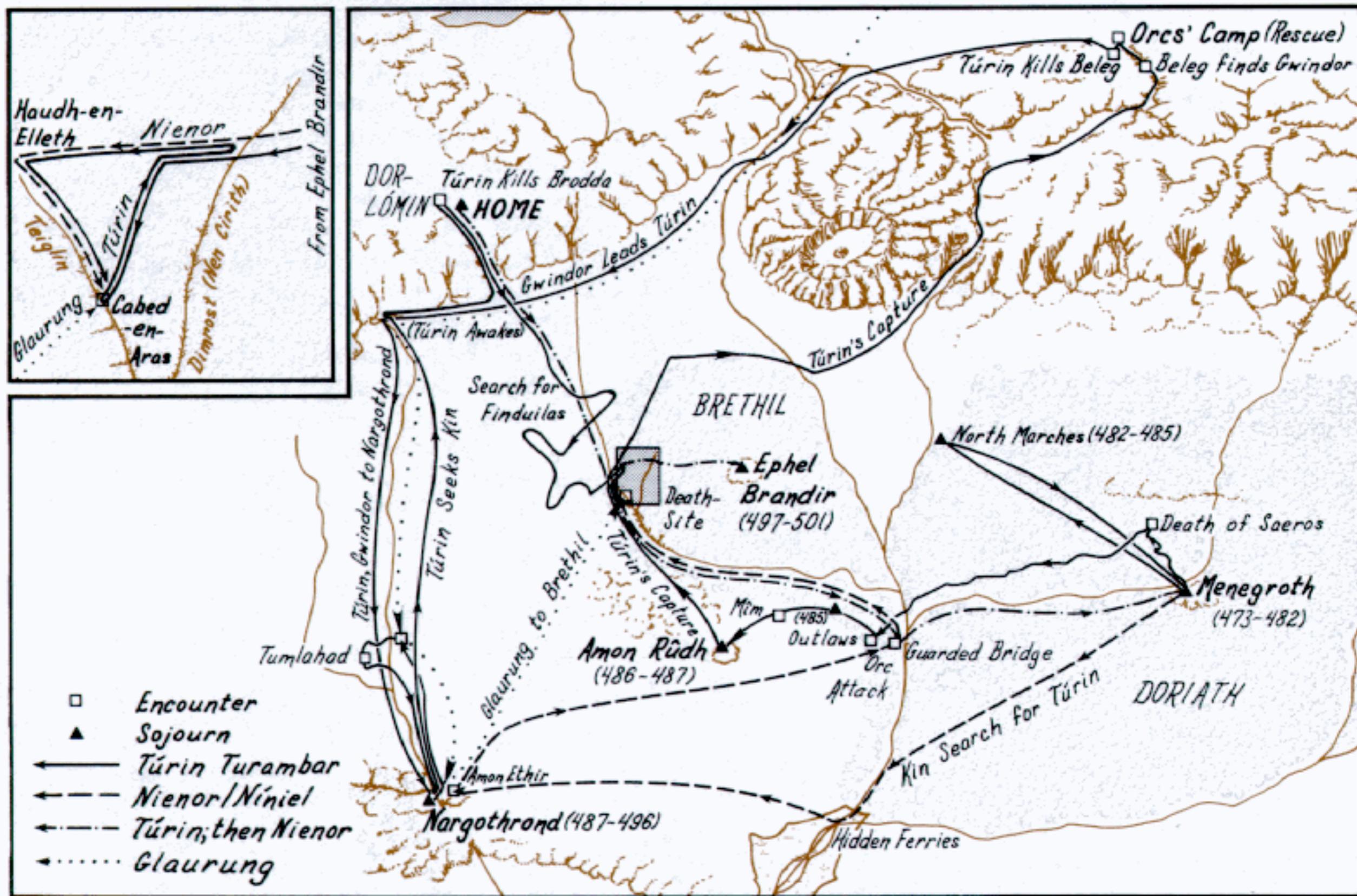
- For a while there was peace in Brethil. Brandir fell in love with Níniel, but she was in love with Túrin (having felt a strong connection with him from the start.) Túrin eventually asked Níniel to marry him, and after three years she agreed. Soon after Níniel was pregnant, and word came to Brethil that Glaurung had again left Nargothrond.
- Túrin decided to go and fight Glaurung on his own, giving the rest of the people of Brethil time to escape if he failed. After he left, though, Níniel chased after him, and Brandir after her.
- Túrin fought and fatally wounded Glaurung, but when he went to pull his sword from the dragon's belly, Glaurung's black blood fell on his hand and poisoned him, and he fell unconscious. There Níniel found him. And Glaurung, before he died, gave Níniel her memories back, and she realized that she was Nienor, and that Túrin was her brother, and that she was pregnant with her brother's child. In despair she threw herself off the cliff.
- Brandir returned to his people and told them that Túrin and Nienor were dead. But Túrin had awoken and returned also. When Brandir told him what had happened to Nienor, Túrin called him a liar and killed him, running to Finduilas's mound. There he was found by Mablung, who told him about losing Morwen and Nienor in the wilderness three years earlier. And Túrin knew that what Brandir had said was the truth.
- Túrin ran back to Glaurung's body, and there he killed himself with his own sword.

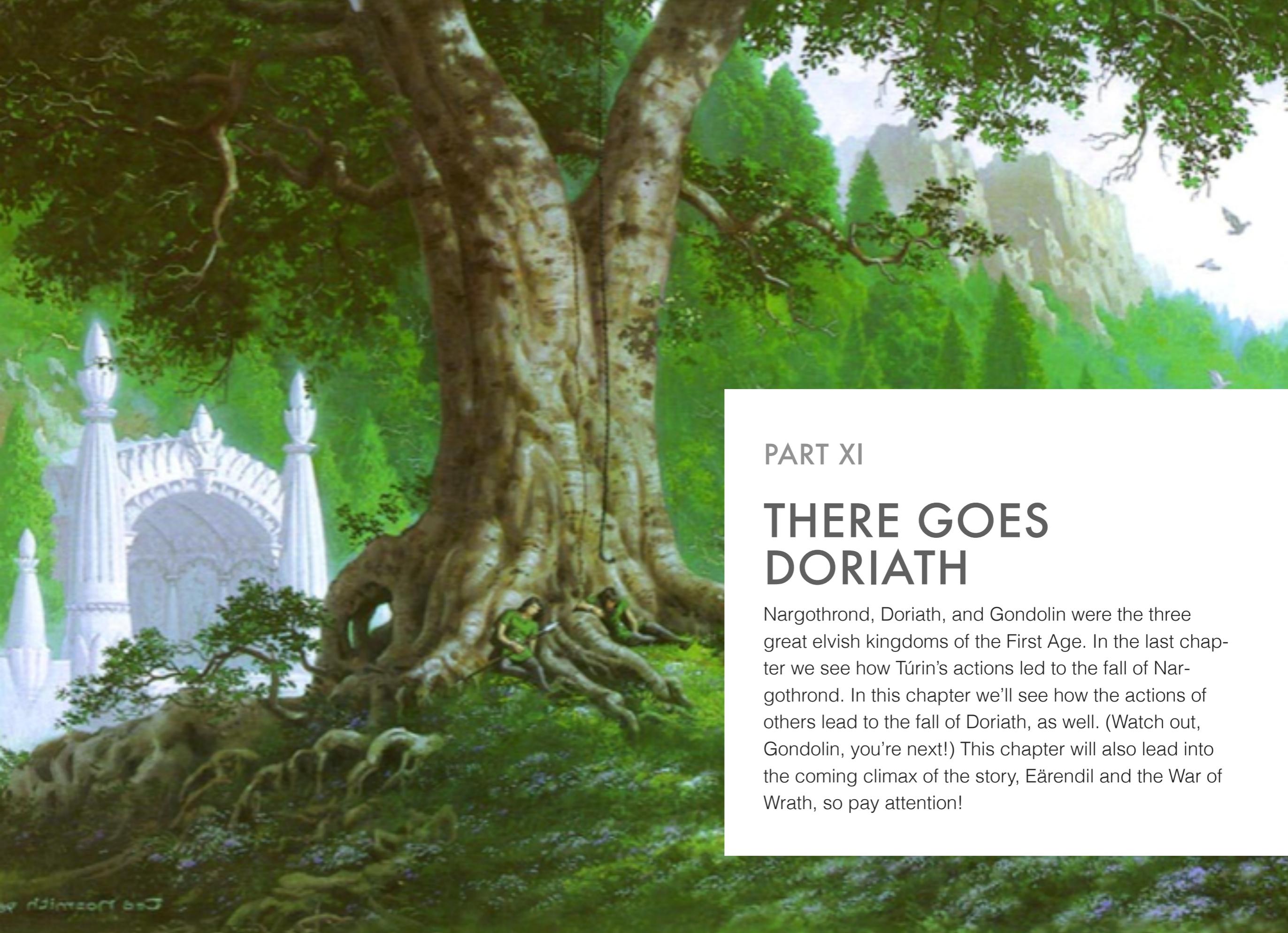


OVERVIEW OF CHARACTERS

- **Beleg Strongbow:** A warrior of Doriath and a good friend of Túrin's. He joined Túrin and the outlaws, and was accidentally killed by Túrin while rescuing him from orcs.
- **Brandir:** The leader of the men of Brethil. He welcomed Túrin, and loved Níniel. He witnessed Nienor's death, and was killed by Túrin when he told him of Glaurung's words.
- **Finduilas:** The daughter of Orodreth. She had once loved Gwindor, but later fell in love with Túrin. She was captured during the sack of Nargothrond and killed by her captors.
- **Glaurung:** A dragon. On Morgoth's orders he takes Nargothrond and casts several spells on Túrin and Nienor to further along his master's curse.
- **Gwindor:** An elf of Nargothrond. He was captured during the Nirnaeth Arnoediad, but escaped Angband and met Beleg. He later took Túrin to Nargothrond, and died during Glaurung's attack.
- **Húrin:** Túrin's father. He and his brother had protected Turgon's retreat during the Nirnaeth Arnoediad, but he was captured. Morgoth cursed his family and forced Húrin to watch their lives.
- **Mablung:** An elf of Doriath. He lost Morwen and Nienor in the wilderness, and was present when Túrin killed himself.
- **Melian:** Thingol's wife. She warned Beleg against taking Anglachel, saying that he wouldn't own it for long.
- **Mîm:** A petty-dwarf who was captured by Túrin and the outlaws. In exchange for his life he let the outlaws live in his home in Amon Rûdh, until he betrayed them to orcs, leading to Túrin's capture.
- **Morwen:** Túrin's mother. She stayed in Dor-lómin long after she sent Túrin to Doriath. When she learned that Túrin had been at Nargothrond during Glaurung's attack she fled into the wild and wasn't seen again.
- **Nienor:** Túrin's sister. She met Glaurung and was placed under a spell of forgetfulness. She was found by Túrin and given the name Níniel. She later married Túrin and was pregnant when Glaurung told her that Túrin was her brother. She killed herself.
- **Orodreth:** King of Nargothrond and Finduilas's daughter. He admired Túrin and took his advice on many things, including fighting Morgoth more openly, which led to the city's downfall.
- **Saeros:** An elf of Doriath who, in jealousy, taunted Túrin. Túrin chased him through the woods and jumped off a cliff in panic, and died.
- **Thingol:** King of Doriath. He adopted Túrin and raised him in his home. He sent Beleg to find Túrin when he fled after Saeros's death.
- **Túrin Turambar:** Son of Húrin. He was raised in Doriath, lived for a time among outlaws, accidentally killed Beleg, then lived in Nargothrond. After Glaurung destroyed the city he lived with the men of Brethil, and married Níniel. He killed the dragon Glaurung, but when he realized Níniel was his sister he killed himself.

BONUS MAP: THE TRAVELS OF TÚRIN AND NIENOR





PART XI

THERE GOES DORIATH

Nargothrond, Doriath, and Gondolin were the three great elvish kingdoms of the First Age. In the last chapter we see how Túrin's actions led to the fall of Nargothrond. In this chapter we'll see how the actions of others lead to the fall of Doriath, as well. (Watch out, Gondolin, you're next!) This chapter will also lead into the coming climax of the story, Eärendil and the War of Wrath, so pay attention!

THE LAST DAYS OF HÚRIN

- A year after Túrin died, Morgoth released Húrin. Remember that Húrin has seen everything that happened with Túrin and Nienor, but Morgoth had been sure to corrupt any happy parts of the story - especially in regards to Thingol and Melian.
- When Húrin was released he tried at first to find Gondolin again. But he could not, and Turgon didn't have Thorondor bring him to the city in fear that he was not a spy of Morgoth. Next Húrin went to the hill where Túrin and Nienor had died. There he found Morwen, his wife. She was very old, and near death, so he sat with her until she died.
- Next Húrin travelled to Nargothrond. With Glaurung gone, the city stood empty - except for Mîm. Húrin killed him, and leaving Nargothrond he brought one treasure with him only: the Nauglamir.
- Húrin now went to Doriath, where he was brought to Thingol and Melian. In bitterness Húrin gave the Nauglamir (a necklace made by the elves for Finrod) to the king, for the "fair keeping" of his family. Melian explained to Húrin that they had actually taken good care of his wife and children, and that Morgoth had hidden this from him. Defeated and without purpose, Húrin left Doriath, and died soon after.





THE NAUGLAMIR

- Afterwards Thingol decided that the Nauglamir should be remade, and that the silmaril that Beren had brought him should be placed in the necklace. So he hired a group of craftsmen dwarves from Nogrod to remake the necklace. And when they were done, it was absolutely gorgeous.
- When it came time to give the finished product to Thingol, though, the dwarves hesitated. They argued that, since it was made by dwarves, it really belonged to them. And after seeing the silmaril, they wanted it for themselves. Thingol responded (not very politely) that they had no right to demand anything from him. In a rage, the dwarves attacked Thingol and killed him.
- The dwarves snuck out of Menegroth with the Nauglamir, but they were caught crossing the river Aros, and the elves took the Nauglamir back to Melian. Two of the dwarves escaped, and returned to Nogrod. There they told the people that Thingol had refused to pay them for their work, and that they were then attacked by his guards. The dwarves of Nogrod prepared to attack Doriath in force (though the dwarves of Belegost tried to convince them not to.)
- Meanwhile, in Doriath, Melian tells Mablung to send word to Beren and Luthien (since Luthien is next in line to Thingol's throne.) And then she vanishes, returning to Valinor. With Melian gone, the Girdle of Melina, the forcefield that had kept Doriath hidden and protected from enemies, has also disappeared.
- So when the dwarves of Nogrod attack, there is nothing to stop them until they reach Menegroth. The elves and dwarves fought the Battle of the Thousand Caves. After Mablung was killed, the dwarves won and left Doriath, taking the Nauglamir with them.

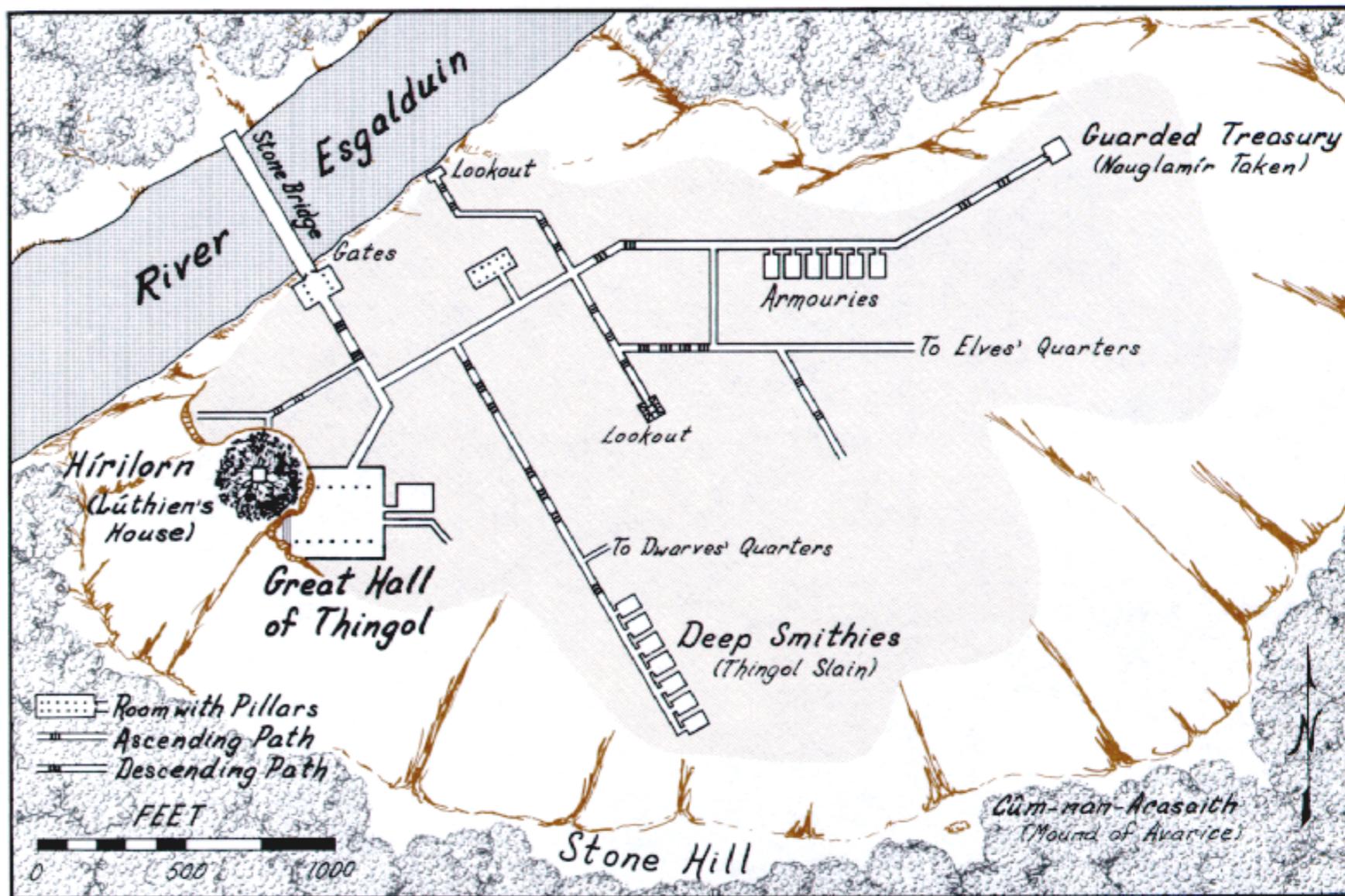
THE DESTRUCTION OF DORIATH

- However, when the dwarves reached Sarn Athrad (the ford used to cross the river Gellion), they were attacked by Beren, his son Dior, and the Laiquendi elves of Ossiriand. Most of the dwarves were killed in the fight, and those who escaped were killed by ents waiting in the hills.
- Beren killed the Lord of Nogrod, taking from him the Nauglamir (with the silmaril still in it, remember.) He brought the necklace back to Luthien. Their son, Dior, went on to Doriath, where he took Thingol's place as king (bringing with him his wife and children - most importantly, his daughter Elwing.)
- Some time later one of the Laiquendi elves from Ossiriand brought the Nauglamir to Dior, and it was then that he knew that Luthien and Beren had died (this time for real.) So now Dior was king of Doriath and he had the silmaril.
- Hearing this, the sons of Fëanor sent a message to Dior demanding he return the silmaril to them (they hadn't had the guts to demand it from Luthien, and Melian's power protected Thingol.)

- Dior ignored the sons of Fëanor, and Celegorm encouraged his brothers to attack Doriath. They agreed, and committed the Second Kinslaying (the first being when they attacked the Teleri at Alqualondë.) During this battle many of the elves of Dior were killed, including Dior, his wife Nimloth, and his two sons. But the Sindar fought hard, and Dior

himself killed Celegorm. Also during the fight Curufin and Caranthir were killed.

- Doriath was destroyed, and the last remaining of their people fled to the Havens of Sirion in the south. But the sons of Fëanor were unsuccessful - one of the refugees was Dior's daughter Elwing, and she brought with her the silmaril.



OVERVIEW OF CHARACTERS

- **Caranthir:** One of the sons of Fëanor, he was killed during the Second Kinslaying.
- **Celegorm:** One of the sons of Fëanor, he encouraged the Second Kinslaying, and was killed by Dior during the fight.
- **Curufin:** One of the sons of Fëanor, he was killed during the Second Kinslaying.
- **Dior:** The son of Beren and Luthien. He married Nimloth and had three children, before becoming king of Doriath after Thingol was killed. He died during the Second Kinslaying, along with his wife and two sons.
- **Elwing:** The daughter of Dior and Nimloth. She escaped the Second Kinslaying with the silmaril and fled to the Havens of Sirion.
- **Húrin:** Túrin's father. After Morgoth released him he tried to find Gondolin, and couldn't. He met with Morwen, then took the Nauglamir from Nargothrond and gave it to Thingol.
- **Mablung:** A warrior of Doriath. He led the elves in the Battle of the Thousand Caves, and tried to defend the city from the dwarves of Nogrod. He was killed.
- **Melian:** One of the Maiar, and Thingol's wife. After Thingol was killed she vanished, returning to Valinor.
- **Mîm:** A petty-dwarf who had betrayed Túrin. He tried to keep Húrin from entering Nargothrond, but was killed.

- **Morwen:** Húrin's wife and Túrin's mother. She died next to Túrin's grave, after finally being reunited with Húrin.
- **Nimloth:** Dior's wife. She went with him to Doriath, and died during the Second Kinslaying, along with her husband and two sons.
- **Thingol:** King of Doriath. He had the silmaril from Beren and Luthien, and when Húrin gave him the Nauglamir he hired some dwarves from Nogrod to add the silmaril to the necklace. After arguing over the finished necklace he was killed by the dwarves.

...so, who's left now?

It's been a pretty brutal couple of chapters. Everything is basically falling apart, so you may be wondering who's left to keep fighting:

- Gondolin (led by Turgon.)
- The Havens of Sirion (led by Círdan.)
- The sons of Fëanor (without Celegorm, Caranthir, and Curufin.)
- The dwarves of Nogrod and Belegost (although after the fall of Doriath they start migrating to Moria.)
- The Laiquendi elves of Ossiriand (though they won't go into open battle.)
- The houses of the Edain (although most are either enslaved or living in hidden communities.)



PART XII

THE FALL OF GONDOLIN

I wasn't kidding last time. Gondolin is literally the next kingdom to fall. Turgon's managed to keep it hidden from Morgoth for hundreds of years, but in this chapter we'll see all his hard work amount to nothing (or, if you're an optimist, we'll see his hard work result in the last remaining hope of elves and men.) Either way, settle down for a good story - this was one of the first stories that Tolkien ever wrote, so you know it's going to be good.

TUOR, ULMO'S MESSENGER

Recall, if you will, our old friends Húrin and Huor, who as teenagers had spent some time living in Gondolin, before going on to fight in the Nirnaeth Arnoediad, enabling the escape of Turgon's army. Now we learned all about the mess that became of Húrin's children. This story is all about what happens to Huor's child, Tuor.

- Soon after Huor died in battle, his wife gave birth to Tuor. And since their lands had been taken over by Morgoth's servants, the Easterling men, she thought Tuor would be safer being raised by the elves who lived in secret in the hills. So Tuor spent the first 16 years of his life raised by Annael, a Sindarin elf.
- When he was 16, though, he became separated from the elves and was captured by Lorgan, a chief among the Easterlings. For three years he worked as a slave before he managed to escape. He then spent another four years living alone in the hills, attacking orcs or Easterlings who wandered away from the camps. But then he felt the sudden desire to leave Hithlum, so he travelled southwest into Nevrast.
- Then he saw seven swans flying overhead. Tuor followed the swans until they lead him to Vinyamar, the deserted halls of Turgon (where he'd lived before building Gondolin.) In the deserted halls he finds the helmet and sword of Turgon (which had been left there by Ulmo's request.) Tuor then walked to the





shore, where the Vala Ulmo rose from the waters and spoke to him. Ulmo told Tuor to find Gondolin and give Turgon a message on Ulmo's behalf.

- The next morning Turgon found the elf Voronwë (one of the messengers Turgon had sent to sail for Valinor after the Nirnaeth Arnoediad, asking the Valar for help, and the only to return alive.) Voronwë agreed to lead Tuor to Gondolin to deliver Ulmo's message.
- Tuor was allowed into Gondolin, not only because he was led there by Voronwë, but also because he had Turgon's sword and helmet, and also because he was the son of Huor. After arriving in the city, Tuor was brought to Turgon. He repeated Ulmo's message, warning Turgon that the Doom of the Noldor was still at work, and that Gondo-

lin's end was near. Ulmo urged Turgon to leave the city and lead his people to the Havens of Sirion.

- Turgon took Ulmo's advice seriously, but he was also incredibly proud of Gondolin, and believed that it could endure Morgoth's wrath. So he decided to stay, though he did have the entrance to the valley blocked up and sealed.
- Tuor he allowed to stay in Gondolin, believing that one who was sent by Ulmo must have some part to play in the fate of the Noldor. In fact, Tuor soon fell in love with Turgon's daughter **Idril**, and Turgon blessed their marriage, remembering Huor's prediction that the last hope of the elves and men would come from their houses.

THE SIEGE OF GONDOLIN

- Tuor had become pretty popular in Gondolin almost immediately, so the people were very happy with his marriage to Idril. Everyone except Maeglin, of course. Quick recap: Maeglin is Turgon's nephew. And even though he is Idril's cousin, he is secretly in love with her. So, clearly he's not a big fan of Tuor. But, that summer Idril gave birth to a boy, **Eärendil**, and everything in Gondolin was peaceful.
- But this was around the time that Húrin was released from Angband, and Morgoth had his servants follow him as he wandered around the Encircling Mountains, searching for the entrance to Gondolin. Though he didn't find it, Morgoth now knew the general location of the hidden city. Idril, being very smart, thought it would be a good idea to have some way out of the valley, if the city fell. So in secret she prepared a path out of the mountains.
- Then one day Maeglin got lost in the hills surrounding the city and was captured by orcs. He was taken to Angband and tortured, and so (being also motivated by his hatred for Tuor) he traded his life and freedom (as well as Idril and the lordship of Gondolin) for information about the city's location. Thrilled, Morgoth sent Maeglin back to Gondolin (so as not to alert Turgon) and prepared his armies.
- When Eärendil was seven years old, Morgoth attacked Gondolin with an army of balrogs, (flightless) dragons, orcs, and wolves. The battle was great and terrible, and many of the stories of heroes among the elves came from this fight. Ecthelion dueled Gothmog, lord of the balrogs, to the death, and Turgon's house defended his tower to the last man (and then the tower itself was destroyed, killing Turgon in the process.)





ESCAPE FROM GONDOLIN

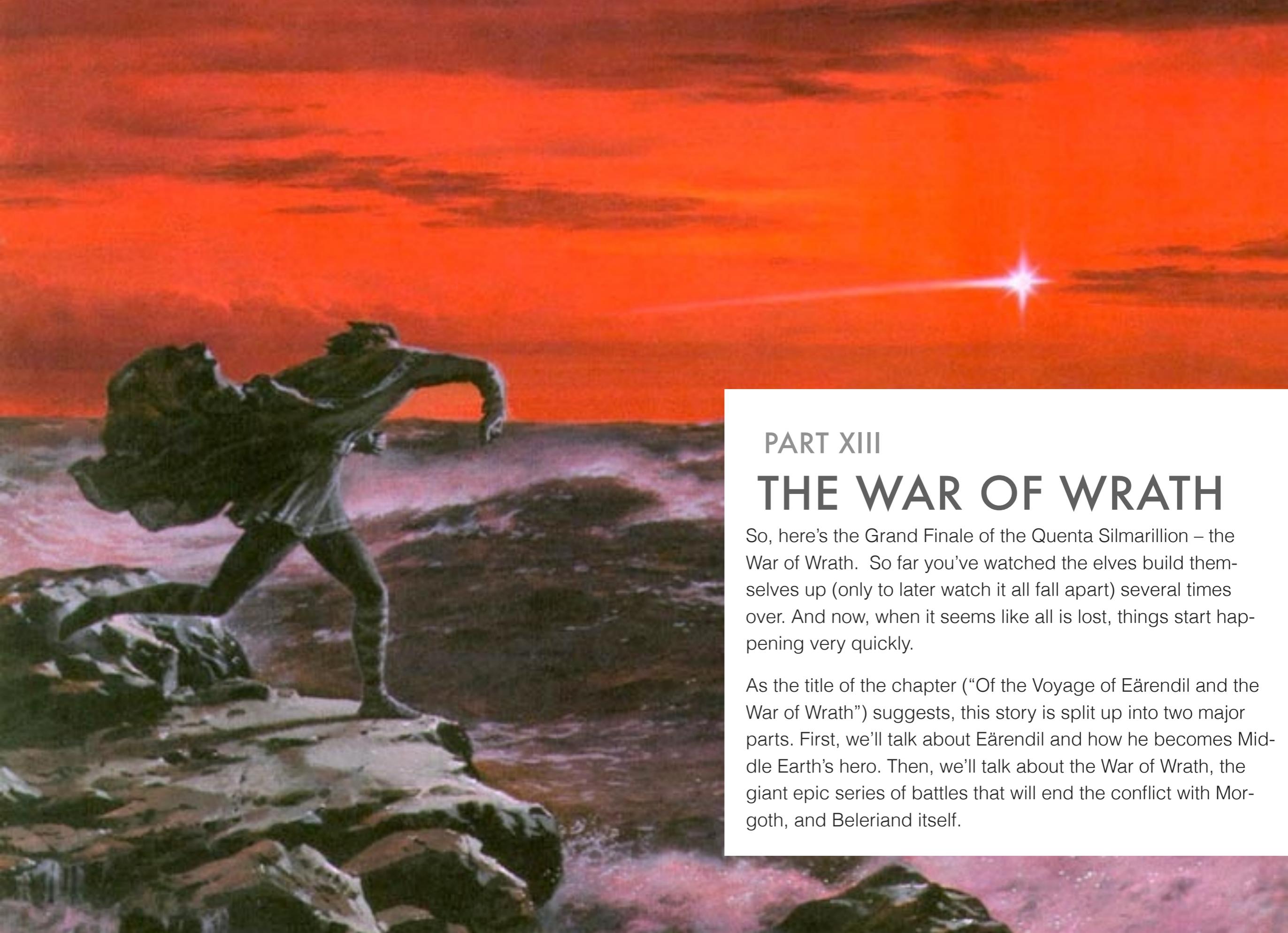
- During the fight, Maeglin grabbed Idril and Eärendil, but Tuor attacked Maeglin, and they fought their own duel. Tuor won, throwing Maeglin's body off the wall of the city. Then Idril led her family (and what few elves escaped the city) to her secret path through the mountains. When they reached the highest pass, the Eagles' Cleft, they were ambushed by orcs and a balrog. The orcs were fought back by the eagles, led by Thorondor. Then Glorfindel fought the balrog, and the two battled until they both fell off the cliff to their deaths.
- Tuor and Idril led the rest of their people out of the pass, and they made their way south to the Havens of Sirion. There they lived in relative peace along with the refugees from Doriath and Círdan's people.

With Turgon dead, Gil-galad (son of Fingon*) became the next High King of the Noldor.

- And when Tuor felt old age approaching, he gave in to the sea-longing instilled in him by Ulmo and built a ship, and he and Idril sailed west. The elves say that he reached Valinor, and was the only man ever to be counted among the elves.
- At this time Ulmo went to the other Valar and urged them to forgive the Noldor and to help them in their fight against Morgoth. But Manwë refused. Though we don't know his reasons, the wise said that it was not the right time, and that only when someone came in person to plead for both the elves and the men would the Valar come to Middle Earth's aid.

OVERVIEW OF CHARACTERS

- **Eärendil:** The son of Tuor and Idril, who was seven years old when Gondolin fell. He's now living in the Havens of Sirion.
- **Ecthelion:** One of the lords of Gondolin. He battled a balrog to the death during the fall of the city.
- **Idril:** The daughter of Turgon, king of Gondolin. She married Tuor and gave birth to Eärendil. She prepared a secret path out of the valley, allowing the few refugees from the city to escape to the Havens of Sirion. She sailed west with Tuor, and according to legend reached Valinor.
- **Gil-galad:** The new High King of the Noldor after the death of Turgon. *Though said to be the son of Fingon, Christopher Tolkien later admitted that this was a mistake, and that Gil-galad was really the son of Orodreth, a son of Finarfin. He is also living at the Havens of Sirion.
- **Glorfindel:** One of the lords of Gondolin. He escaped the city and fought the balrog that attacked the refugees at the Eagles' Cleft. He and the balrog both fell to their deaths during the fight.
- **Gothmog:** The lord of the balrogs. He killed Fingon during the Nirnaeth Arnoediad, and during the fall of Gondolin he was killed by Ecthelion.
- **Maeglin:** The son of Eöl and Aredhel (Turgon's sister.) He secretly loved his cousin, Idril, and was very jealous of Tuor. After being captured and tortured by orcs, he exchanged information about the location of Gondolin for his freedom, as well as lordship over Gondolin and Idril's hand after Tuor's death. He was killed by Tuor during the fall of the city.
- **Tuor:** The son of Huor, who was a friend of Turgon's, and who fought to the death in the Nirnaeth Arnoediad enabling Turgon's retreat. He was raised by elves in Hithlum, and after a period of slavery and wandering the wild, he was commanded by Ulmo to take a message to Turgon in Gondolin. When he arrived he married Idril and had a son, Eärendil. He escaped the fall of the city and brought his family to the Havens of Sirion. Eventually he built a ship and sailed west with Idril. The elves say that he reached Valinor, and was the only man ever counted among the elves.
- **Turgon:** The king of Gondolin, and the father of Idril. He ignored Ulmo's advice to abandon the city, having become too proud of his people's accomplishments. He died in the fall of the city.
- **Ulmo:** One of the Valar. He had originally told Turgon to build a hidden city, even showing him the valley that Gondolin was built in. He later sent Tuor to Turgon, urging the king to abandon the city, that the Doom of the Noldor was at hand. He also urged the Valar to help the elves, but was ignored.
- **Voronwë:** An elf of Gondolin who had been sent by Turgon to try sailing to Valinor to plead the Valar to help the elves. Though he didn't reach Valinor, he alone of all the messengers made it back to Middle Earth. He was met by Tuor, and led him to Gondolin to deliver Ulmo's message.



PART XIII

THE WAR OF WRATH

So, here's the Grand Finale of the Quenta Silmarillion – the War of Wrath. So far you've watched the elves build themselves up (only to later watch it all fall apart) several times over. And now, when it seems like all is lost, things start happening very quickly.

As the title of the chapter (“Of the Voyage of Eärendil and the War of Wrath”) suggests, this story is split up into two major parts. First, we'll talk about Eärendil and how he becomes Middle Earth's hero. Then, we'll talk about the War of Wrath, the giant epic series of battles that will end the conflict with Morgoth, and Beleriand itself.



THE VOYAGE OF EÄRENDIL

- After Tuor and Idril sail west, Eärendil becomes the leader of the people living at the Havens of Sirion. He meets Elwing there (the daughter of Dior and the granddaughter of Beren and Luthien – remember, she has the silmaril), and they get married. They have twin sons, **Elrond** and **Elros**.
- Eärendil feels a lot of the same longing for the sea that Tuor did, and he mostly channels this desire to sail of into the sunset by working with Círdan, and learning all about boats. With Círdan's help Eärendil builds Vingilot, and he goes about exploring the nearby seas, leaving Elwing and the kids at the Havens. And though Eärendil often tried to sail to Valinor like his parents he was never able to make it, being repelled or blocked by the powers of the Valar. Finally, he felt the sudden urge to return to his family, so he started sailing home.
- Meanwhile, Maedhros and his brothers have learned that Elwing escaped the Kinslaying at Doriath. At first he tried to ignore it, feeling guilty enough about Doriath as it was. But eventually the oath drove them, and the sons of Fëanor attacked the Havens of Sirion (the Third Kinslaying.) In the battle Amrod and Amras were killed making Maedhros and Maglor the only surviving sons of Fëanor. The few survivors of the battle joined Círdan and Gil-galad on the island of Balar, and told the lords that Elrond and Elros had been



Eärendil Searches Tirion — Copyright

taken captive and that Elwing (wearing the silmaril) had thrown herself into the ocean.

- Unbeknownst to them, Ulmo saved Elwing from drowning and turned her into a swan (still wearing the silmaril), and she flew to Eärendil's ship. When she reached him, she turned back into a woman, and she told him what had happened. They assumed that their sons would be killed (though actually Maglor took pity on the boys and instead raised them himself), and in despair they decided to try sailing to Valinor one last time.
- Eärendil, now wearing the silmaril himself, guided the ship past all the barriers of the Valar, and reached the shores of Valinor. Eärendil walked to the Noldorin city of Tirion (though he found it empty, having happened to arrive during a great feast.) Just when he'd given up hope, he was met by **Eönwë**, the herald of Manwë. Eönwë led Eärendil to the Valar, and there he asked the great powers to forgive the Noldor and to have mercy on the men and the elves on the brink of destruction from Morgoth.
- Aside from the whole issue with Morgoth, the Valar also weren't sure what to do with Eärendil and Elwing themselves, who came to Valinor without permission. In response, Manwë allowed the couple (and their sons) to choose their own fate – whether to be mortal or immortal. Either way, they could not return to Middle Earth, but had to stay in Valinor (they both chose immortality.)
- Then, the Valar blessed the ship Vingilot and gave it the ability to fly through the starry sky. From that day on, Eärendil flew through the night sky in his ship, wearing the silmaril on his forehead. When the elves first saw this new “star” rise in the sky, they were given great hope. Morgoth felt some doubt, but was assured that the Valar would never choose to openly attack him.

THE WAR OF WRATH

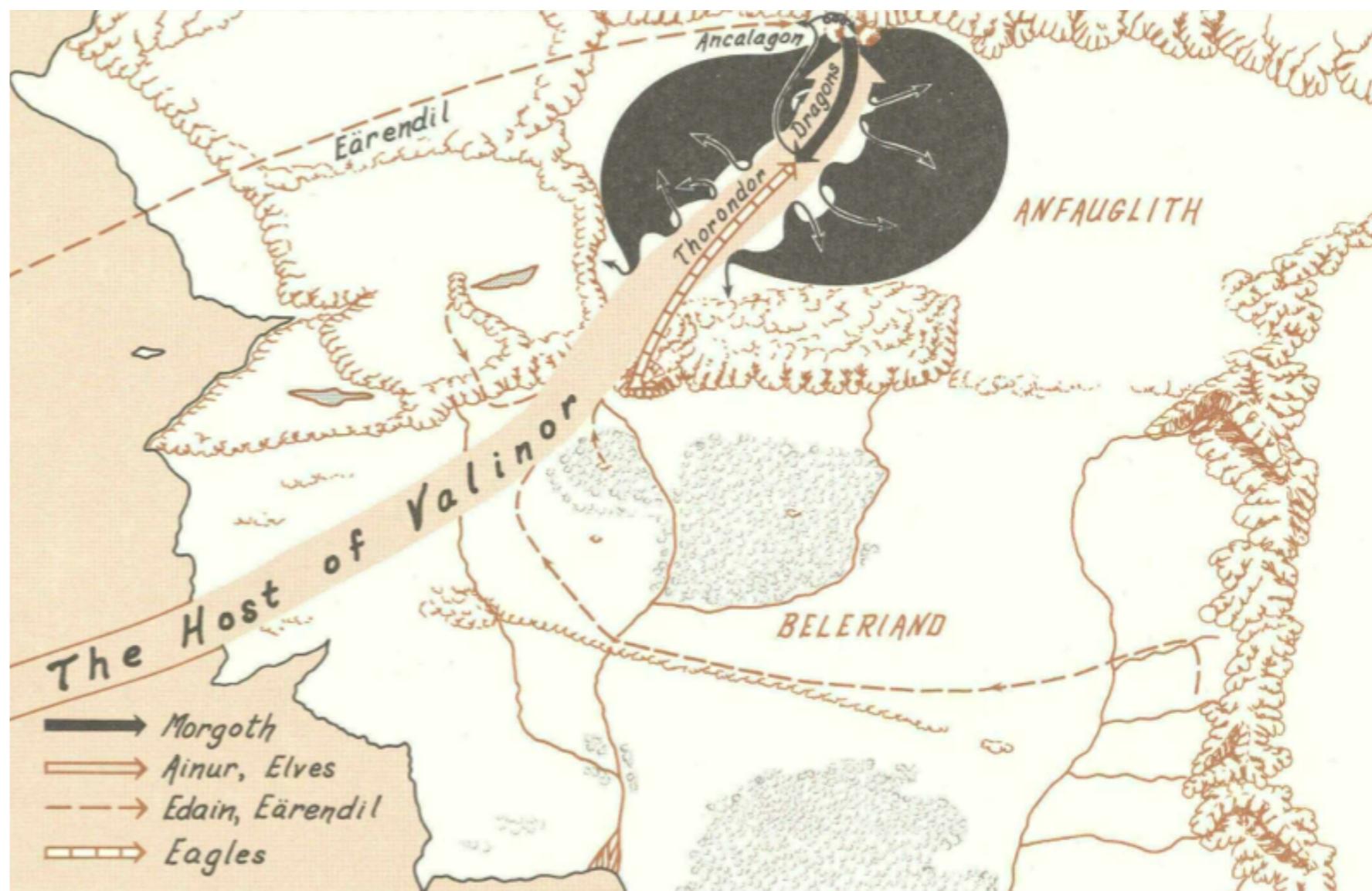
Morgoth was wrong. The Valar immediately prepared a great army, the Host of the West. The Vanyarin elves and the Noldor that had remained in Valinor made up the army led by Eönwë, and the Teleri elves used their ships to transport the elves to Middle Earth. In the resulting Great Battle nearly all of Morgoth's balrogs were destroyed, as were his orcs. Those remaining of the houses of the Edain fought alongside the Host of the West, but the men from the east fought for Morgoth.

Seeing that he was losing the war, Morgoth refused to come out of his fortress of Angband, but instead let loose the new flying dragons that he'd been breeding in secret. The elves were briefly beaten back, but then Eärendil arrived in his flying ship, and with him came the great eagles (led by Thorondor), and they destroyed most of the dragons. Finally Morgoth was cornered – his feet were chopped off, and then he was tied up in chains. Eönwë took the two silmarils from him for safe keeping. The slaves being kept in Angband were released. But during the process of the war, the land was badly dam-

aged, and now almost all of Beleriand was sunk under the sea.

Maedhros and Maglor sent a message to Eönwë, demanding that he give them the two silmarils. But Eönwë refused, saying that the jewels must return to Valinor (and that the last two sons of Fëanor had to return to Valinor as well, to receive the judgment of

the Valar.) Maglor wanted to obey, but Maedhros argued that the oath would never let them rest if they gave up. So instead they snuck into the camp at night and stole the silmarils from Eönwë. They each kept one of the jewels, but they still found no happiness. The jewel burned their hands horribly. Realizing that he would never be free of the oath, Maedhros in despair jumped into a fiery



chasm (one of many resulting from the geographical changes caused by the war.) The silmaril he carried was taken into the earth.

Maglor, also in pain, came to the shore and threw the silmaril into the ocean. He then wandered down the coast, and was never seen or heard from again. So the three silmarils were forever separated – one in the air, one in the earth, and one in the sea.

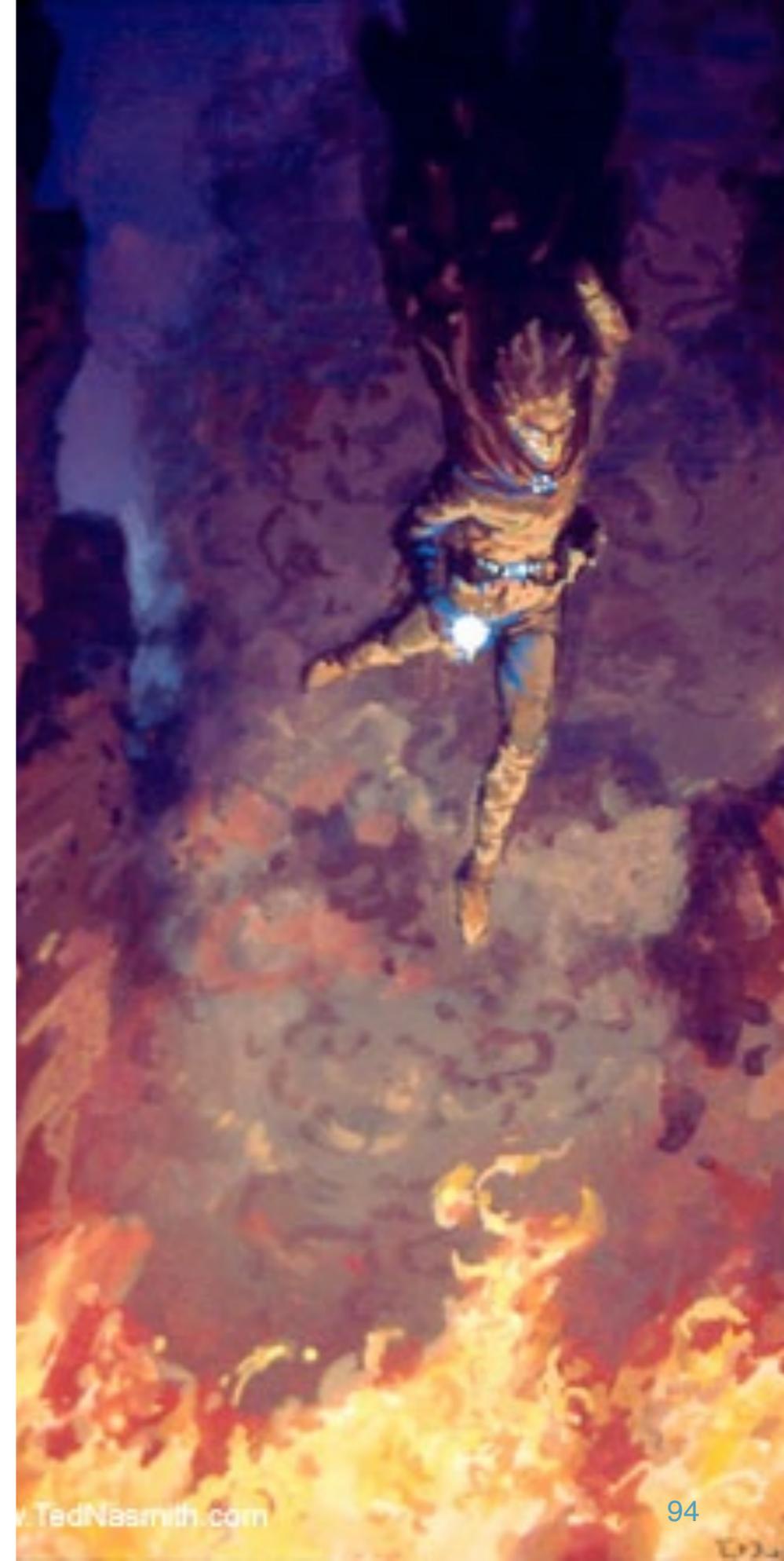
Many of the elves of Beleriand sailed west to Valinor. In pity for their suffering the Noldor were forgiven by the Valar, and by the Teleri. But some stayed behind in Middle Earth, such as Círdan, Celeborn, and Galadriel (the only one of the Noldor who had left Valinor to stay in Middle Earth) Gil-galad, now High King of the Noldor, also stayed in Middle Earth, as did Elrond, Eärendil's son. Elrond's brother, however, chose to be mortal.

Morgoth was sent through the Door of Night into the void beyond Arda. And though Eärendil keeps watch on the Door to make sure Morgoth never returns to the world, the lies that he planted into the hearts of the people of Middle Earth remain, and continue to cause destruction to this day.

The last lines of the book read:

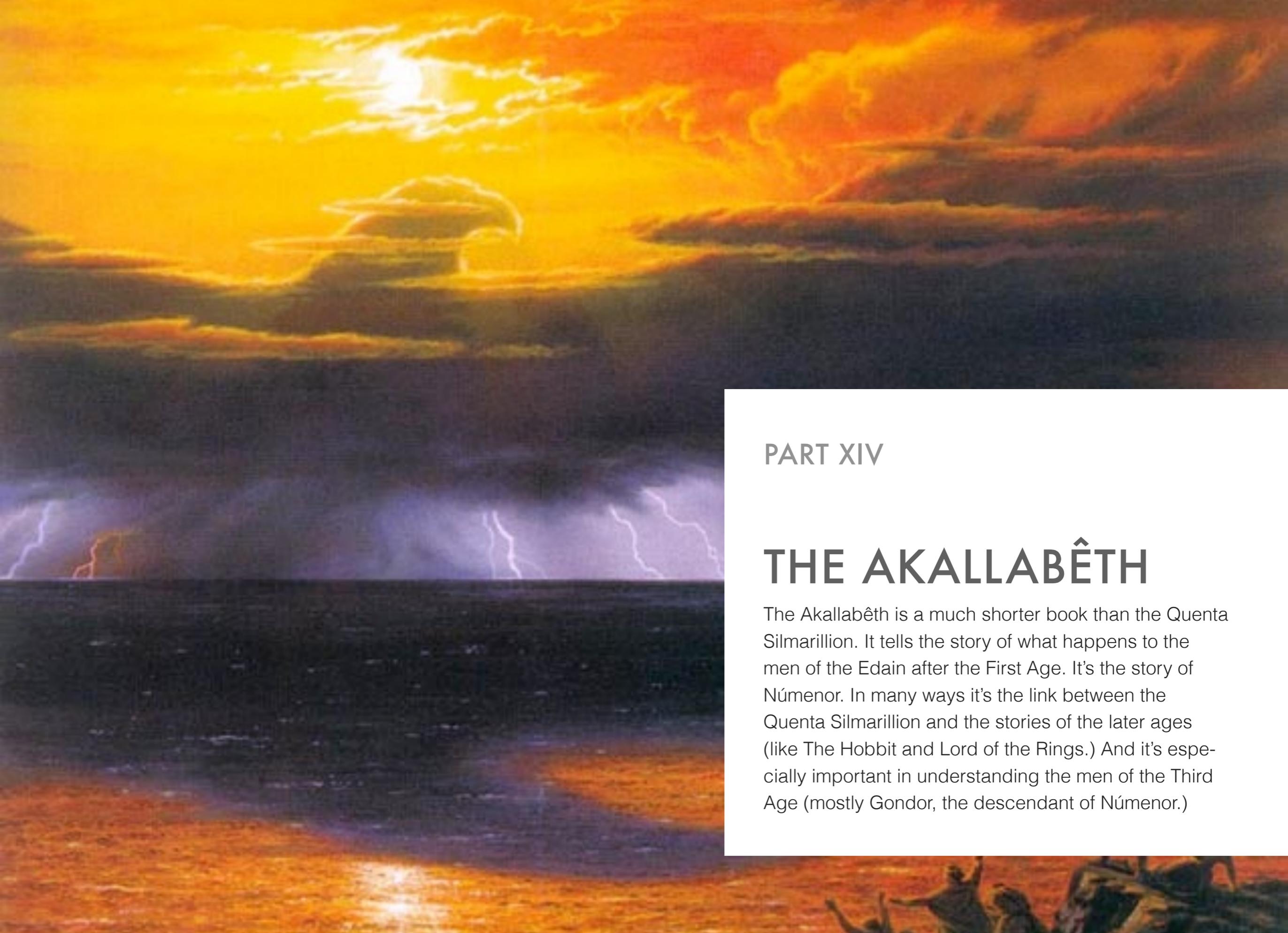
“Here ends the SILMARILLION. If it has passed from the high and the beautiful to darkness and ruin, that was of old the fate of Arda Marred; and if any change shall come and the Marring be amended, Manwë and Varda may know, but they have not revealed it, and it is not declared in the doom of Mandos.”

Basically, if it seems like this whole story was about amazing, wonderful things being destroyed slowly and tragically, that's because that was always the world's fate. And if any of this destruction is ever fixed, the Valar might now, but they haven't told us. So try not to be too bad about it.



OVERVIEW OF CHARACTERS

- **Celeborn:** Husband of Galadriel, and an elf of Doriath. He remains in Middle Earth after the War of Wrath.
- **Círdan:** A lord of the Sindar who lived on the island of Balar. He helped Eärendil build the ship Vingilot, and remains in Middle Earth after the War of Wrath.
- **Eärendil:** The son of Tuor and Idril, the husband of Elwing, and the father of Elrond and Elros. He becomes a great sailor. After his sons are captured by Maedhros and Maglor he and Elwing sail to Valinor, where he convinced the Valar to save the people of Beleriand from Morgoth. He chose to be immortal, and now sails through the night sky in Vingilot, wearing a silmaril on his forehead.
- **Elrond:** The son of Eärendil and Elwing. He was captured and raised by Maglor. He chose to be immortal, and remains in Middle Earth after the War of Wrath.
- **Elros:** The son of Eärendil and Elwing. He was captured and raised by Maglor. He chose to be mortal, and lives out his days in Middle Earth after the War of Wrath.
- **Elwing:** The daughter of Dior, the granddaughter of Beren and Luthien, the wife of Eärendil, and the mother of Elrond and Elros. When the Havens of Sirion are attacked she jumps into the ocean with the silmaril. She is saved and brought to Eärendil, and the two sail to Valinor. She chose to be immortal, and now lives in Valinor.
- **Eönwë:** The herald of Manwë, and one of the Maiar. He greets Eärendil in Valinor, and leads the Host of the West to Middle Earth to battle Morgoth. He keeps the silmarils until they are stolen by Maedhros and Maglor.
- **Galadriel:** Daughter of Finarfin and sister of Finrod. She marries Celeborn and remains in Middle Earth after the War of Wrath (the only of the elves who led the exiled Noldor from Valinor to do so.)
- **Gil-galad:** High King of the Noldor. *Though said to be the son of Fingon, Christopher Tolkien later admitted that this was a mistake, and that Gil-galad was really the son of Orodreth, a son of Finarfin. He lived on the island of Balar with Círdan, and after the War of Wrath he remains in Middle Earth.
- **Maedhros:** The oldest son of Fëanor. He eventually leads his brothers to attack the Havens of Sirion when they realize that Elwing is living there with a silmaril. He then later convinces Maglor to steal the silmarils from Eönwë. When the silmaril burns his hands, though, Maedhros jumps into a fiery chasm.
- **Maglor:** A son of Fëanor. He captures Elrond and Elros during the Kinslaying at the Havens of Sirion, but then decides to raise them himself instead of killing them. He reluctantly steals a silmaril from Eönwë, and when it burns his hand he throws it into the ocean, and wanders off, never seen again.
- **Morgoth:** After destroying the Two Trees, stealing the silmarils, and causing pain and misery among the elves and the Edain for centuries, Morgoth is captured, his feet are cut off, and he is exiled into the Void. However, his lies live on in Middle Earth and continue to cause destruction.



PART XIV

THE AKALLABÛTH

The Akallabêth is a much shorter book than the Quenta Silmarillion. It tells the story of what happens to the men of the Edain after the First Age. It's the story of Númenor. In many ways it's the link between the Quenta Silmarillion and the stories of the later ages (like The Hobbit and Lord of the Rings.) And it's especially important in understanding the men of the Third Age (mostly Gondor, the descendant of Númenor.)



THE SECOND AGE

The Akallabêth begins with a quick summary of the Quenta Silmarillion - at least, a quick summary of the parts played by the men of Middle Earth. A clear distinction is made between the evil men that served Morgoth (who, after his downfall, return east and become kings of the neutral men who remained there)

and the Edain - the three houses of men who fought alongside the elves during the First Age.

- While the elves are rewarded for their trouble with an invitation to return to Valinor, the Valar decide that the men of the Edain deserve a reward as well. First Eonwë, Manwë's herald, made them wiser, more powerful, and longer-lived. Then the Valar created an island between Middle Earth and Valinor for the Edain to live on - Númenor. In the middle of the island was a single mountain, the Meneltarma, on top of which was a holy place dedicated to Ilúvatar.
- Elros, the son of Eärendil and Elwing and the twin brother of Elrond, chose to be mortal, and so was made the first king of the Númenóreans, also called the Dúnedain.

He lived to be 500 years old, and all of his descendants had long lives - even compared to the other Númenóreans.

- Tolkien spends a few paragraphs going on about how great the Númenóreans were - they were basically the closest men could get to being elves. But that's not super important to the story, so we'll move on.
- The Númenóreans were talented sailors, and they enjoyed going on sea voyages all over the western ocean. But the Valar had one rule: they could not sail so far west that they could no longer see the shores of Númenor. This was supposed to keep the men from sailing to Valinor and becoming jealous of the immortality of the elves and their perfect lives among the Valar.

LIFE IN NÚMENOR

The Númenóreans still had contact with the elves - many of whom that had returned to Valinor from Middle Earth lived on the island of Tol Eressëa. The elves gave Numenor a gift, a sapling tree that was modeled off of Telperion, one of the Two Trees of Valinor. The sapling grew into a great white tree (called Nimloth), and was kept in the courtyard of the kings in the capital city of Armenelos.

- Because the Númenóreans couldn't sail that far west, they concentrated their voyages on the east. They sailed all over, and eventually came into contact with the men that still lived in Middle Earth. The Númenóreans were much more skilled and "civilized" than the men of Middle Earth, so they spent some time teaching the men how to farm, build stronger buildings, etc. And the men of Middle Earth admired the Númenóreans for this.

- Eventually, though, about 2,000 years after the creation of Númenor, the Númenóreans started resenting the fact that (though they lived a couple hundred years) they still died, when the elves and the Valar did not. And they resented the fact that they had become master sailors, but still could not sail west to Valinor.
- The elves that visited Númenor heard this and told Manwë. Concerned, he sent some elves as messengers back to Númenor. They urged the Númenóreans to keep trust in the Valar, having a whole discussion about philosophy that I'm not going to repeat here.
- The king at the time didn't much like the message from the Valar. His son, **Ancalimon**, was the same. At this point the Númenóreans became split into two groups: the King's Men (who were becoming less friendly with the elves, and less



trustful of the Valar), and the Elendili, or elf-friends (who obviously disagreed.) The Númenóreans spent more and more time building tombs and searching for ways to prolong life, and they stopped visiting the holy place on the top of the Meneltarma.

- The King's Men started building settlements in the south of Middle Earth, and acted like lords to the men living there, collecting tributes. But the Elendili sailed north to Gil-galad's land and helped him in his fight against Sauron (who had escaped the War of Wrath.)

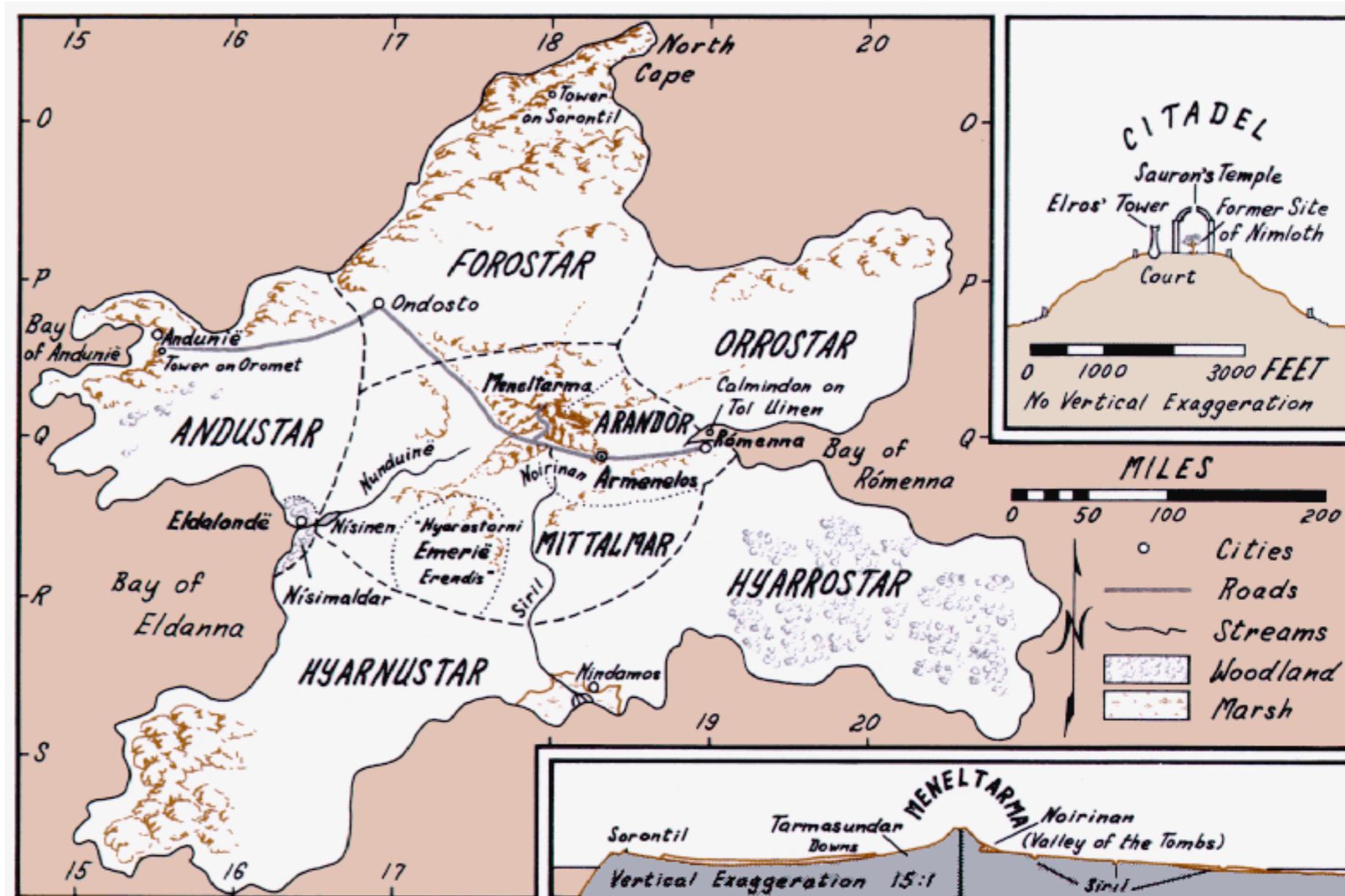
- A few generations earlier, **Tar-Minastir** (then king of Númenor) had supported Gil-galad in the War of Sauron and the Elves (the war fought when Sauron first created the One Ring.) So Sauron hated the Númenóreans for this, as well as their ancient alliance with the elves and Valar.

- The twentieth king, **Ar-Gimilzôr** (by this time the kings had abandoned the elvish languages), punished the Elendili and banished them from the western parts of the island. The elves stopped coming from Tol Eressëa. The Lords of Andúnië were one of the most powerful families in the realm. Though they were secretly among the Elendili, they kept this faith secret so that they could continue acting as

advisors to the kings. Ar-Gimilzôr married **Inzilbêth**, a member of this house. They had two sons. The older was more like his mother, and when he became king he took the elvish name **Tar-Palantir** and during his reign Númenor returned to the old ways. He had only a daughter, **Míriel**. Tar-Palantir's brother took after their father more. He had a son, **Pharazôn**. When Tar-Palantir died Míriel should have become the next ruler of Númenor. But Pharazôn

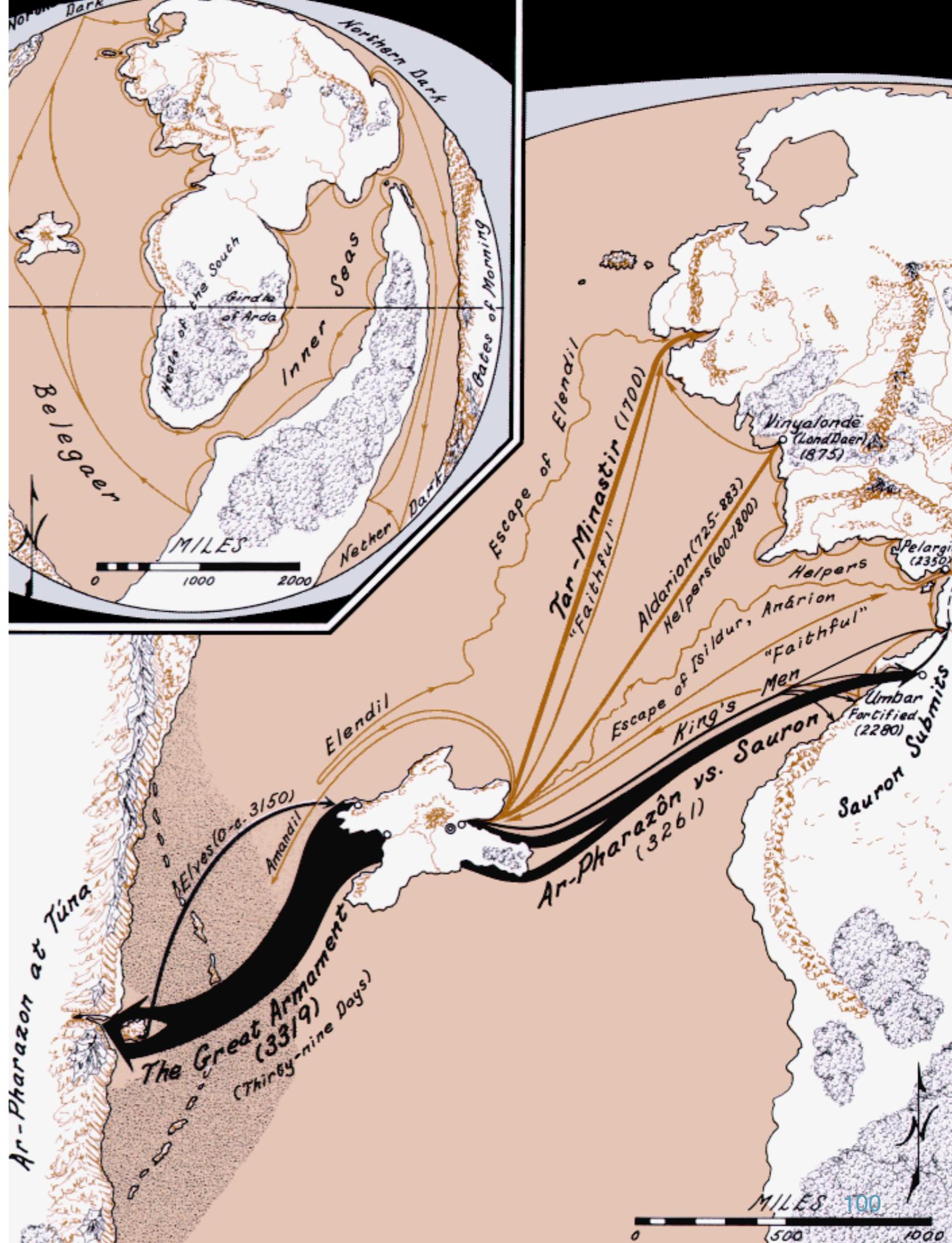
forced her to marry him (even though it was illegal for cousins to marry) and seized control of the realm.

- Ar-Pharazôn had fought in many battles against Sauron's growing armies in Middle Earth, and as king he wanted to continue fighting. He thought that he could force Sauron to serve him (since nobody could be mightier than an heir of Eärendil.) So he had a great fleet of ships built, and



they sailed to Umbar. There Ar-Pharazôn demanded that Sauron come and swear loyalty to him.

- Sauron did come, and he didn't fight the Númenóreans, seeing that they were more powerful than he'd thought. He surrendered, and Ar-Pharazôn took him back to Númenor. (There's a long description about how Sauron manipulated Ar-Pharazôn into worshipping Morgoth, and forsaking the Valar completely, but we're not going to get into that. Just believe me when I say that things were looking bad for Númenor.)
- The leader of the remaining Elendili in Númenor was **Amandil** and his son **Elendil** (who himself had two sons, **Isildur** and **Anárion**.) Amandil started gathering the Elendili around him, knowing that Sauron's hold over the king would only lead to disaster. And when they heard that Sauron wanted the king to cut down Nimloth (the white tree from Valinor), Isildur snuck into the palace at night and stole a fruit from the tree, which Amandil planted so that a new sapling grew.
- Having completely forsaken the Valar, Ar-Pharazôn let Sauron build a temple to Morgoth in the city where human sacrifices were made daily. And the Númenóreans now sailed to Middle Earth as conquerors, taking slaves back to their temples to be sacrificed. And as Ar-Pharazôn grew older and closer to death, he grew more desperate. Sauron took advantage of this fear and told him that he was powerful enough to destroy the Valar, and in Valinor he would find the immortality he deserved. And so Ar-Pharazôn started preparing to sail to Valinor, with the intention of starting a war with the Valar.





THE DROWNING OF NÚMENOR

- Now Amandil knew that going to war with the Valar would be disastrous. So he decided to try what Eärandil did, and sail to Valinor to ask for Manwë's mercy. He told his son Elendil to prepare ships for all of the remaining Elendili, and to be ready to leave Númenor if need be. Then Amandil left, and was never seen again.
- Elendil and his people prepared the ships, and they and their families and their heirlooms waited in the harbors for a sign that didn't come. Ar-Pharazôn prepared his fleet, and though bad weather and natural disasters became increasingly common in Númenor, the people ignored these signs from the Valar.



- Ar-Pharazôn sailed to Valinor, and he landed on the shore and claimed lordship of the lands. In response, Ilúvatar changed the world. He removed Valinor and Tol Eressëa from Arda, so that it could not be reached by sea anymore. Ar-Pharazôn and his soldiers were buried in a crumbling hill, and will remain trapped there until the Last Battle and the Day of Doom.
- Since Númenor was close to the rift Ilúvatar created, it was completely ruined, and sank under a great wave. What few of the Eledili were left on the island (including Míriel, the queen) tried to reach the top of the Meneltarma, but they were drowned anyway.
- Elendil and his people were saved, though, in their ships waiting off the coast. A great wind blew their ships far to the east, where they eventually landed in Middle Earth. There Elendil and his sons established the kingdoms of Gondor and Arnor.
- Sauron's body was destroyed in the destruction of Númenor, though his spirit returned to Mordor. But he was never again able to take a beautiful form.
- Legend says that the top of the Meneltarma survived as an island, and that sailors who found the island could see visions of Valinor there. But though many tried to find the island, all they found sailing west were new lands - the world was now round. But the elves were still able to reach Valinor, so legend says that there is now a Straight Road to Valinor, which men cannot travel.

OVERVIEW OF CHARACTERS

- **Amandil:** Leader of the Elendili during Ar-Pharazôn's reign. He sailed to Valinor to ask for Manwë's mercy and was never seen again. Elendil's father.
- **Anárion:** Elendil's younger son who escaped with his father and brother to Middle Earth.
- **Ancalimon:** He ignored the elves' warning about viewing death as a punishment, and started encouraging the Númenóreans to take tribute from the men of Middle Earth.
- **Ar-Gimilzôr:** Tar-Palantir's father, he punished Númenóreans who welcomed elves from Tol Eressëa.
- **Ar-Pharazôn:** Tar-Palantir's nephew. He forced Míriel to marry him and took control of Númenor. He brought Sauron to Númenor as a prisoner, but because of his pride and fear of death he was manipulated into worshipping Morgoth and forsaking the Valar. He led an army to attack Valinor and was buried under a crumbling hill.
- **Elendil:** Amandil's son who led his people to Middle Earth with their heirlooms and families, escaping the destruction of Númenor. Became High King of Gondor and Arnor.
- **Elros:** Eärandil's son who chose mortality and became the first king of Númenor.
- **Inzilbêth:** Tar-Palantir's mother and a secret supporter of the Elendili, she was forced to marry Ar-Gimilzôr.
- **Isildur:** Elendil's older son who saved a fruit of Nimloth (allowing a new sapling to grow) and escaped with his father and brother to Middle Earth.
- **Míriel:** Tar-Palantir's daughter and rightful heir to the throne. She was forced to marry Ar-Pharazôn and died during the destruction of Númenor trying to reach the top of the Meneltarma.
- **Nimloth:** A white tree given to the kings of Númenor by the elves of Tol Eressëa. Ar-Pharazôn had it destroyed, but not before Isildur saved a fruit and planted a new sapling, which he brought to Middle Earth.
- **Sauron:** A servant of Morgoth who survived the War of Wrath. He created a ring of power and hated the Númenóreans. He surrendered to Ar-Pharazôn but manipulated the king into worshipping Morgoth and disobeying the Valar.
- **Tar-Minastir:** A king of Númenor who helped Gil-galad fight Sauron after it was discovered he'd created the One Ring.
- **Tar-Palantir:** The son of Ar-Gimilzôr and Inzilbêth, he was faithful to the Valar. He did his best to return the Númenóreans to the old ways, but was often opposed by his brother, Ar-Pharazôn's father. He had only one child, Míriel.



PART XV

THE RINGS OF POWER AND THE THIRD AGE

"IN WHICH THESE TALES COME TO THEIR END."

Here we are, folks, at the end of the book. To be honest, if you've read *Lord of the Rings* this chapter isn't too exciting. It's basically a summary of everything that happens between the destruction of Númenor and the War of the Ring. (So, honestly, it's the prologue chapter of the *Fellowship of the Ring* movie, except without the Galadriel voice-over.)

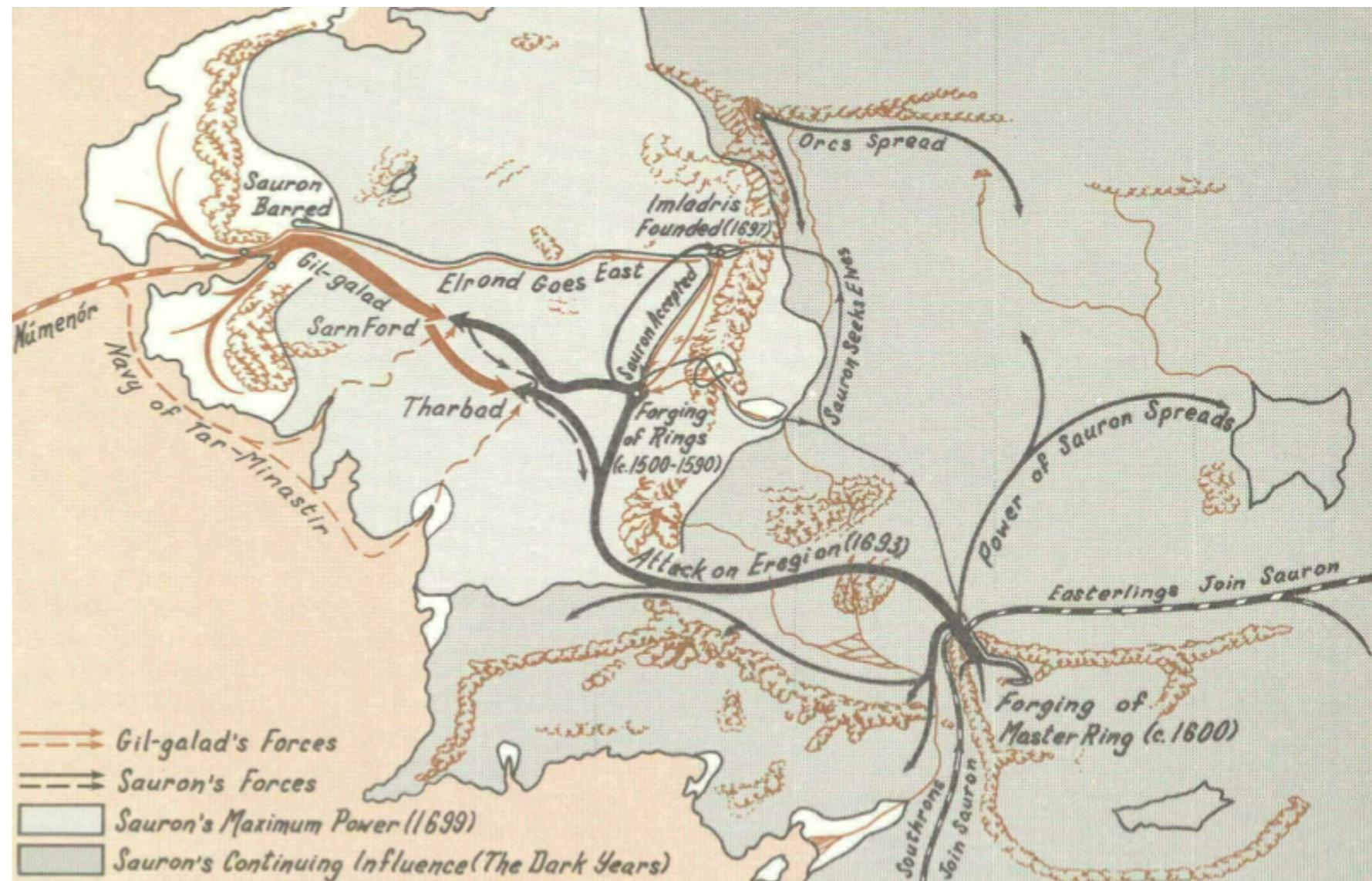
THE SECOND AGE

The book starts with a sort of re-boot of the post-War of Wrath history. The *Ainulindalë* was focused solely on the men of Middle Earth, and in particular the history of Númenor. For this book, Tolkien goes back and tells us what was happening in Middle Earth itself during this time.

- Gil-galad (now High King of the Noldor) builds a kingdom along the western coast of Middle Earth, called Lindon. That's where the Grey Havens are located – where the elves set sail for Valinor. **Celebrimbor** (Curufin's son, and the only grandchild of Fëanor) and many of the Noldorin survivors established a realm outside the western gate of Moria, called Eregion. And most of the Sindarin survivors went even further east, settling in the Silvan communities in Lórien and Mirkwood.
- And, of course, we can't forget Sauron. Tolkien reminds us that Sauron survived the War of Wrath and avoided capture. He hid in Middle Earth and disguised himself, so that he appeared fair and beautiful. He focused on trying to corrupt the elves, and was welcomed by some of elves, espe-

cially in Eregion. The Noldorin craftsmen were always looking to learn more and improve their work, and he gave them a lot of advice and instruction. It was during this time that the rings of power were made, and in secret Sauron made the One Ring that could control all the others.

- But the first time he put the One Ring on the elves could tell what he'd done. Celebrimbor took the three most powerful rings and secretly gave them to elves for safe-keeping. Furious, Sauron attacked Eregion.
- During the resulting war Eregion was destroyed, and Celebrimbor was killed. El-



rono established the haven of Imladris (Rivendell), and the dwarves closed the gates of Moria. Sauron took the lesser of the rings of power and distributed them, giving seven to dwarf lords and nine to lords of men. The dwarves were hard to control, and mostly they were just overcome by greed. Some of the rings were destroyed by dragons, and others Sauron took back. But the nine men were very easy to control. Their lives were stretched long beyond their expected length, and eventually they became ring-wraiths, called the **Nazgûl**.

- As the war continued many of the elves left Middle Earth, until Gil-galad and the Númenóreans were Sauron's main opponents. In some places people avoided Sauron's armies by hiding in the mountains or forests, but many of the men of the south and east came to be ruled by Sauron, and saw him as both a king and a god.

It's at this point the events of the Akallabêth take place – Sauron is taken to Númenor and causes all sorts of problems. Skipping ahead to after the destruction of Númenor.

- When Sauron returned to Middle Earth he discovered that Gil-galad had grown much stronger in the time Sauron had been in Númenor. So Sauron returned to Mordor to re-group. While he was doing this, though, Elendil and his sons arrived in Middle Earth with the Númenórean refugees. In the north Elendil befriended Gil-galad, and he established the kingdom of Arnor east of the Blue Mountains. In the south his sons Isildur and Anárion established the realm of Gondor to the west of Mordor.

(Tolkien spends a couple pages describing the kingdoms, some of the structures built there, as well as the Seven Stones, which allowed the Númenóreans to communicate and spy on the enemy. It's interesting, but I'm going to skip ahead to the action.)



THE BATTLE OF THE LAST ALLIANCE

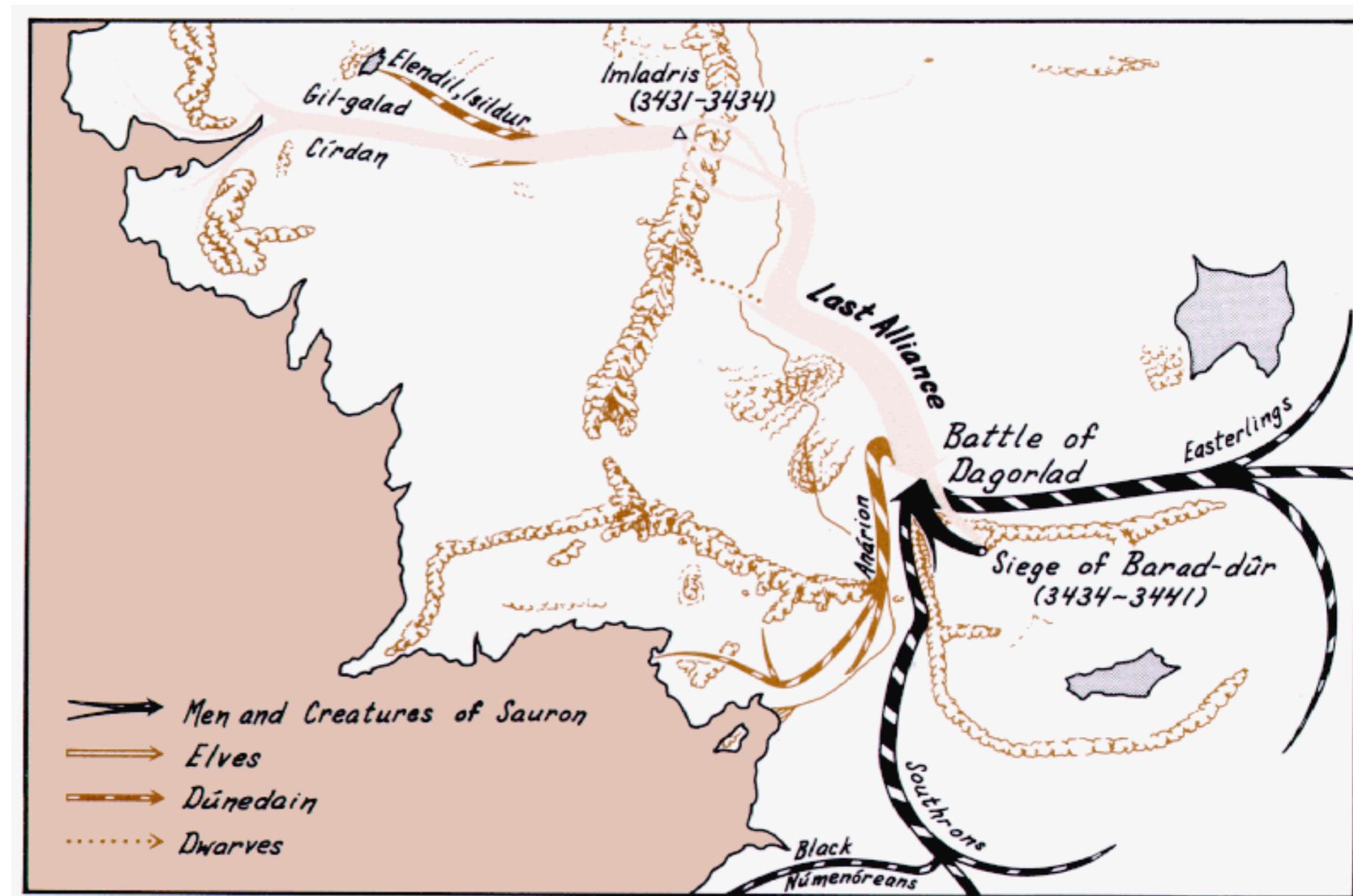
When Sauron was ready, he had his army attack Gondor. He destroyed the White Tree that Isildur had brought from Númenor (though Isildur once again managed to save a seedling, which was later planted in Minas Anor - later renamed Minas Tirith.)

Anárion defended Gondor while Isildur sailed north to get help from their father Elendil, as well as Gil-galad and the elves. It was then that the Last Alliance was formed, and Elendil and Gil-galad decided to attack Sauron together, or else risk Sauron picking them off one by one. They were joined also by the dwarves of Moria, as well as some of the smaller societies in Middle Earth. They marched their combined armies to Mordor.

Their armies were victorious and they fought their way into Mordor itself, where they laid siege to Sauron's tower for seven years. During this time Anárion was killed. And when finally Sauron himself joined the battle both Gil-galad and Elendil were

killed. And this is when Isildur took Elendil's sword and managed to cut the One Ring from Sauron's hand, destroying Sauron's body (and severely weakening his spirit.)

After the battle, Isildur took the One Ring for himself, refusing to destroy it. And Sauron's tower was torn down, though the foundation wasn't destroyed. But Sauron's spirit drifted powerless, and there was peace in Middle Earth for many years afterwards.



THE THIRD AGE

- After the death of his father and brother, Isildur kept the One Ring (against Elrond and Círdan's advice), and instead prepared to leave Gondor and travel to Arnor. He prepared Anárion's son, **Menneldil**, to take the throne of Gondor, and then he travelled north. But Isildur never reached Arnor. He was ambushed by orcs between Mirkwood and the Anduin, and Isildur and his three older sons were killed. So instead his youngest son, **Valandil**, became king of Arnor. But the One Ring was lost, and was eventually forgotten by all but the wisest scholars.
- The huge toll the Battle of the Last Alliance had on the population of the Dúnedain (the descendants of the Númenóreans in Middle Earth) negatively affected their ability to maintain their large kingdoms. Eventually, after the seventh king of Arnor, the people became divided into three smaller kingdoms, which were defeated individually by outside enemies. Eventually all that was left of the northern kingdom were the wandering rangers. Only in Rivendell was their heritage remembered.
- In the southern kingdom, Gondor, things went a bit better. The people continued building and expanding, and the White Tree grew tall and strong in Minas Anor. But the Númenóreans weakened their bloodlines by marrying lesser men, and their strength, wisdom, and lifespans diminished. Then, during the reign of the twenty-third king of Gondor, a terrible plague swept through Middle Earth, and many of the people of Gondor died. The more distant forts were abandoned, as well as the watch on Mordor.
- At this point the Nazgûl again became active (having hidden in secret after the fall of Sauron.) They attacked Gondor, taking Minas





- Ithil (which was renamed Minas Morgul), and killed the last king, **Eär-nur**, who had no heir. Instead of choosing a new king, Gondor was ruled by the king's steward, **Mardil**. And eventually the Rohirrim came south and were given the land that was once called Calenardhon to be their own kingdom.
- During this time the number of elves in Middle Earth also dwindled. Eventually there were only a few settlements left: Círdan in the Grey Havens, Elrond in Imladris, Galadriel in Lórien, and **Thranduil** in Mirkwood. And though the elves never spoke of the three rings of power, it was generally known that one was in Imladris, and one in Lórien. The power of these rings made those two places more beautiful, and more reminiscent of the Elder Days, than anywhere else in Middle Earth. But if Sauron returned, then either way the power of these rings would end, and the elves would leave Middle Earth for good.
- And Sauron would return. He hid in Mirkwood (then called Greenwood the Great) for centuries, recovering his strength. His evil poisoned the forest, making it dark and dangerous, and its name was changed to Mirkwood. But the elves weren't sure where the darkness was coming from.
- Then the **Istari** arrived from Valinor (though their origin was known only by Círdan, Galadriel, and Elrond.) Saruman (**Curunir** to the elves) was the leader of these wizards, and he eventually settled in Isengard. Next in power was Gandalf (**Mithrandir** to the elves), who wandered without a settled home. During this Watchful Peace the White Council was formed – Curunir lead the council, and was joined by Mithrandir, Elrond, Galadriel, Círdan, and other elvish lords. (Galadriel wanted Mithrandir to be the head of the council, and Curunir became jealous of Mithrandir because of it.)
-



- Eventually Mithrandir travelled to Dol Guldur in Mirkwood and discovered that it was Sauron causing all the problems there. Mithrandir and Elrond wanted to attack Sauron at once, but Curunir convinced the council to wait, confident that without the One Ring Sauron was not too much of a threat (secretly he wanted the One Ring for himself, and was already searching for it.) But Elrond and Gandalf believed that war with Sauron was inevitable. Eventually they convinced the council to agree, and they attacked Dol Guldur. But Sauron was ready, and immediately escaped to Mordor, where he started building his armies again.

At this point we've reached the events of The Hobbit, and then of The Lord of the Rings. I'm assuming that you already know what happens here, so I'm going to skip ahead to the conclusion of the Age.

- After the One Ring was destroyed, the location of the three elvish rings was revealed – Elrond and Galadriel, as had been assumed, each wore one of the rings. And Círdan had the third ring, though he'd given it to Mithrandir, knowing that the wizard would need it more in the coming years than he would.
- And finally Círdan built the last ship to sail from the Grey Havens to Valinor. By then Aragorn had rebuilt the kingdoms of men, and the power of the three rings was gone. On that last ship were the last of the Noldor and the bearers of the three rings. And so ended the tales of the elves in Middle Earth.

OVERVIEW OF CHARACTER

Anárion: Son of Elendil, helped created Gondor with Isildur, and defended Gondor while Isildur travelled north to get help from Elendil and Gil-galad. Died in the Battle of the Last Alliance.

Celebrimbor: Son of Curufin and the only grandchild of Fëanor. He was very influential in Eregion and made the three elvish rings of power. He was killed by Sauron after he hid the three rings.

Círdan: After the War of Wrath he moved to Lindon, where he lived in the Grey Havens helping elves sail west to Valinor. He wore one of the elvish rings, but gave it to Mithrandir. He fought in the Battle of the Last Alliance and urged Isildur to destroy the One Ring. He was part of the White Council, and sailed to Valinor on the last ship.

Curunir: Also called Saruman, he was the leader of the Istari wizards. He lived in Isengard and convinced the White Council to delay attacking Sauron. He secretly turned to evil and wanted the One Ring for himself.

Eärnur: The last king of Gondor, he was killed by the Nazgûl.

Elendil: He established the kingdom of Arnor and ruled there until the Battle of the Last Alliance, when he died.

Elrond: He lived with Gil-galad in Lindon, but during the war with Sauron after the destruction of Eregion he established a safe haven in the valley of Imladris, where he lived for the remainder of his time in Middle Earth. He survived the Battle of the Last Alliance, served on the White Council, and sailed to Valinor on the last ship.

Galadriel: She ruled the elves of Lórien and wore one of the elvish rings of power. She finally returned to Valinor on the last ship.

Gil-galad: The last High-King of the Noldor. He ruled the kingdom of Lindon until the Battle of the Last Alliance, when he died.

Isildur: Son of Elendil, he helped create Gondor with Anárion. He cut the One Ring from Sauron's hand during the Battle of the Last Alliance, but refused to destroy the Ring afterwards. He was ambushed by orcs on his way to Arnor, and died.

Mardil: Eärnur's steward, who ruled Gondor when there was no heir.

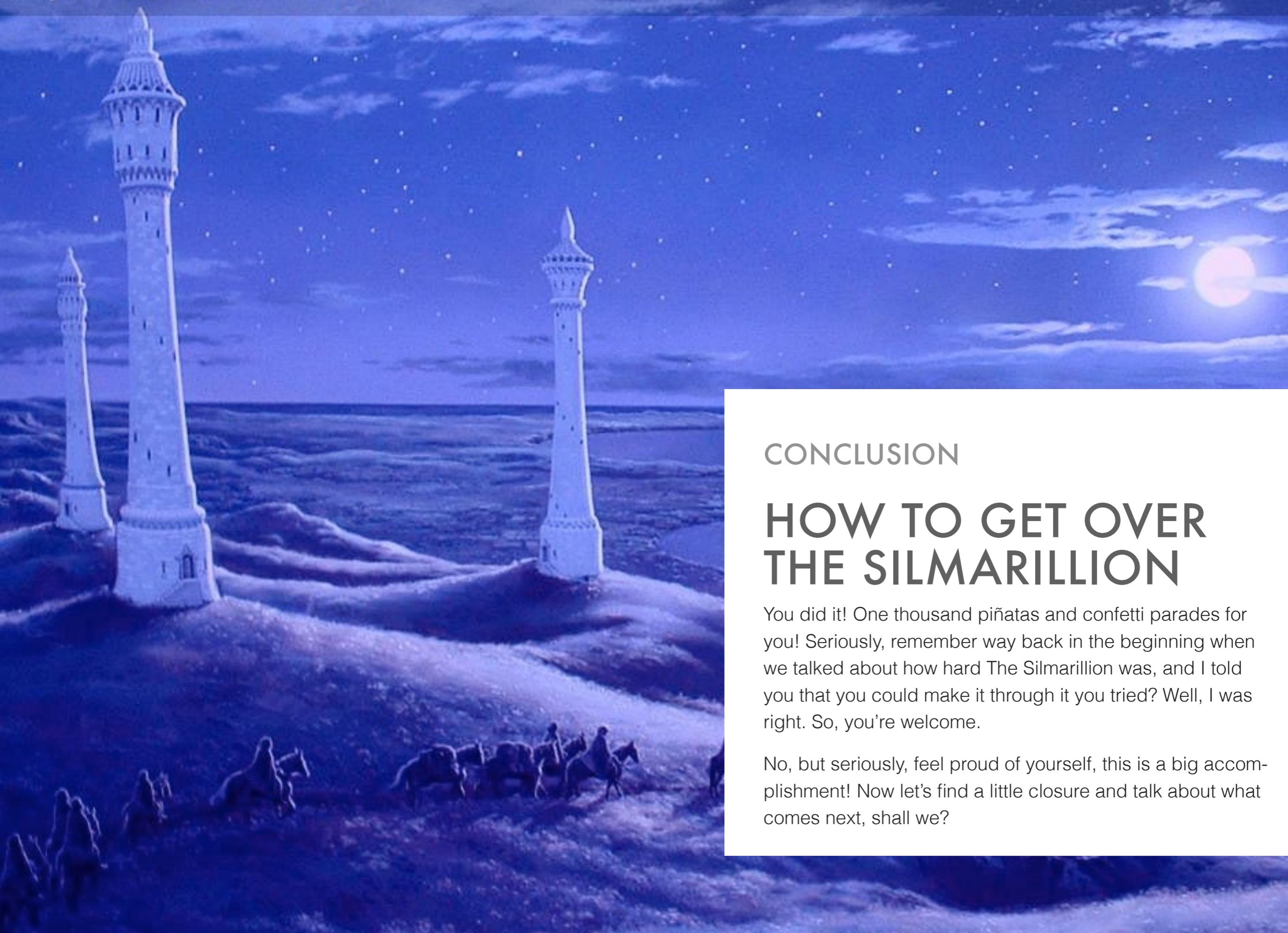
Meneldil: Anárion's son, he became king of Gondor after the Battle of the Last Alliance.

Nazgûl: The nine lords of men that Sauron gave rings of power to. Their lifespan was expanded until they eventually became ring-wraiths, and his greatest servants. They attacked Gondor and killed Eärnur, the last king.

Mithrandir: Also called Gandalf, he was one of the Istari wizards. He often urged direct action against Sauron, and had a good relationship with Elrond. Círdan secretly gave him one of the three elvish rings. He returned to Valinor on the last ship.

Sauron: He disguised himself encouraged the making of the rings of power. He secretly made the One Ring, then destroyed Eregion when they hid the three elvish rings from him. He was defeated in the Battle of the Last Alliance, and lost the One Ring. He recovered in Dol Guldur, and stayed there until the White Council drove him out. He then returned to Mordor, where he stayed until his destruction in the War of the Ring.

Valandil: Isildur's youngest son. After his father and older brothers were killed by orcs in an ambush, he became the king of Arnor.

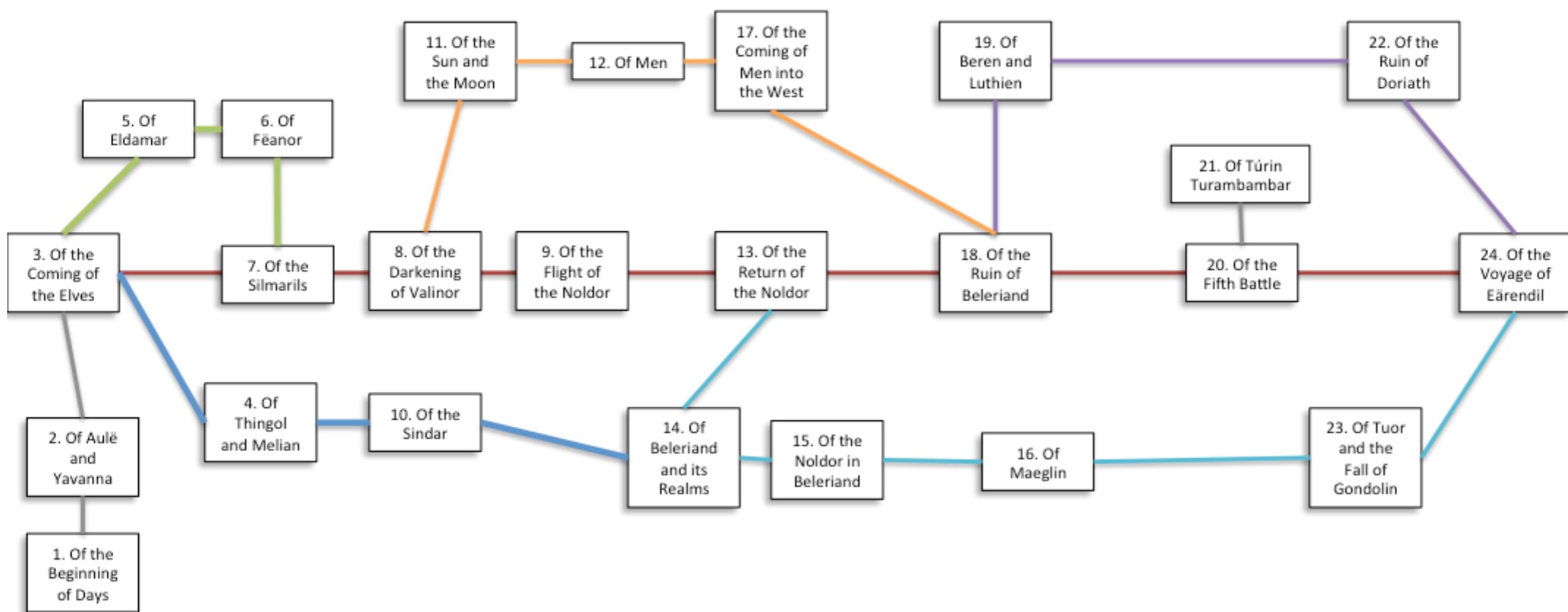


CONCLUSION

HOW TO GET OVER THE SILMARILLION

You did it! One thousand piñatas and confetti parades for you! Seriously, remember way back in the beginning when we talked about how hard *The Silmarillion* was, and I told you that you could make it through it you tried? Well, I was right. So, you're welcome.

No, but seriously, feel proud of yourself, this is a big accomplishment! Now let's find a little closure and talk about what comes next, shall we?



LOOKING FOR SOME NARRATIVE CLOSURE

Yes, you've seen this before. It's the narrative structure map I made for The Silmarillion way back in the day. Back then I suggested you use it to help you decide how to read the book. But now you've already read the book, so its function has changed.

Are you thinking back on some chapters and wondering "what the heck was the point of that story?" or trying to figure out how events progressed (maybe you spaced out, and suddenly it's the Nirnaeth Arnoediad and you have no idea how that happened.) I'd recommend using the map as a sort of quick guide. Chapter 16 was important because it led to chapter 23. And to figure out why the events of chapter 20 took place, take a look at chapter 18 again. Etc., etc.

This is also a handy guide for when you eventually want to re-read The Silmarillion (you may think you don't want to now, but trust me, this is a story that sticks with you. Someday you will want to read it again.) This will help you skip through the story-lines that you liked, as well as avoid the ones that you didn't.

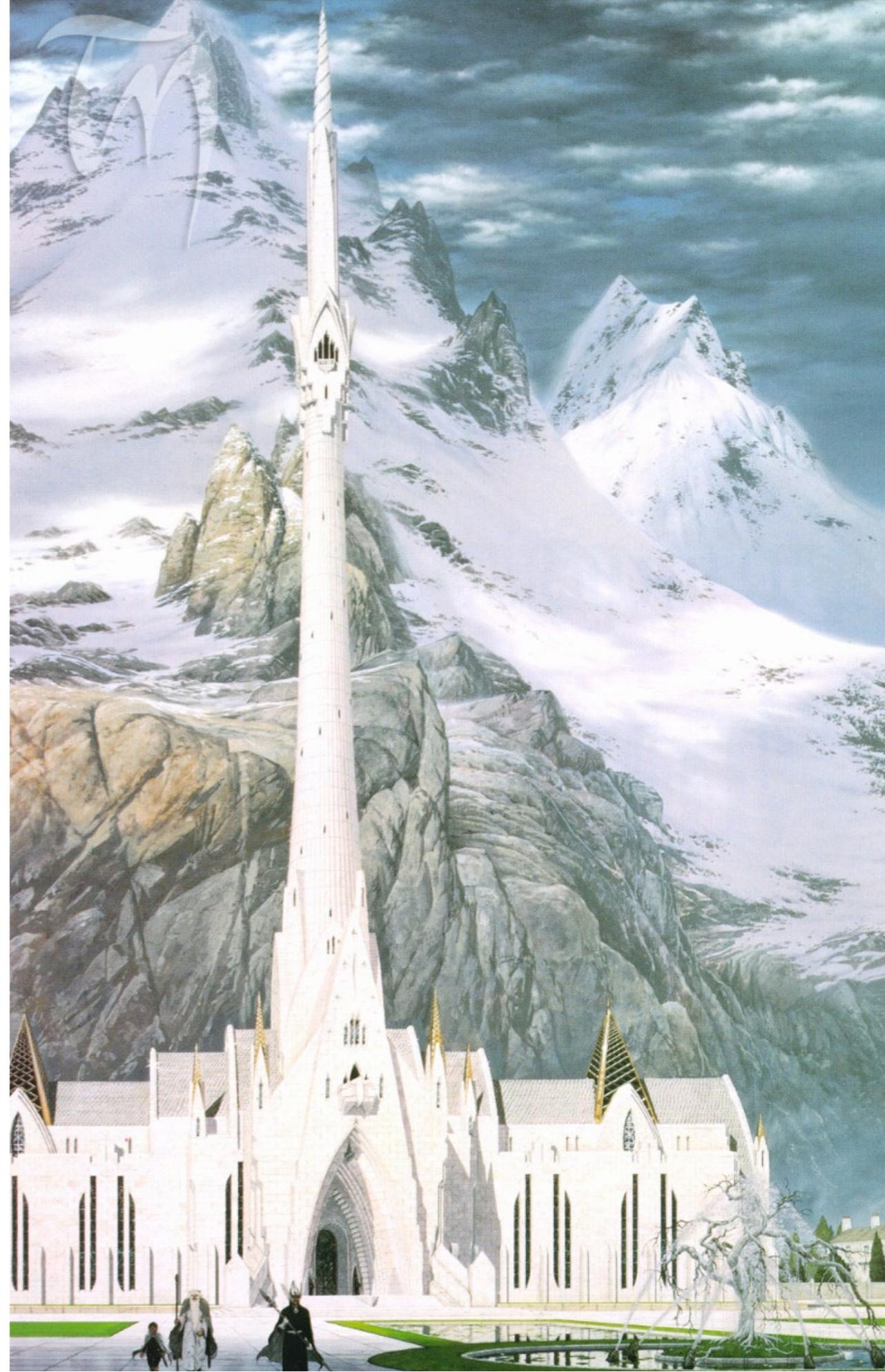
Really, just use this however you want. Or don't. I don't mind.

SO WHAT DID THIS ALL MEAN?

If you're like me, you're probably feeling many emotions after finishing *The Silmarillion*. I, myself, was pretty depressed. The vast majority of the book is spent in a pretty vicious cycle of watching great people build great things, and then watching it all fall apart, until there's nothing left. It's kind of a downer. I've found that it helps to focus on broad, overarching themes to give some meaning to the whole thing. And there are a couple strong themes.

The dangers of pride is a major theme for Tolkien. Morgoth's pride is what caused him to turn from Ilúvatar in the first place. Fëanor's pride in the silmarils caused him to turn from the Valar and make his unbreakable Oath. Thingol's pride led him to demand a silmaril, ultimately leading to his downfall. Túrin's pride pushed him to keep fighting Morgoth openly, catching his attention again and again. Turgon's pride wouldn't let him abandon Gondolin when Ulmo warned him of the coming doom. Ar-Pharazôn's pride led him to keep Sauron with him, and later to challenge the Valar. Celebrimbor's pride motivated him to welcome Sauron's help in order to improve his craftsmanship, leading to the creation of the rings of power. Curunir's pride made him believe that he could have the One Ring for himself. Again and again hubris leads to downfall.

Other themes to look for are the importance of oaths and keeping your word (Fëanor and his sons, Finrod, Thingol, and others), and the harmful effects of jealousy and a paranoia of betrayal - especially among the Noldor. I'm not saying that you'll find lessons, necessarily, but you'll hopefully find a way to give the whole book some meaning for you.



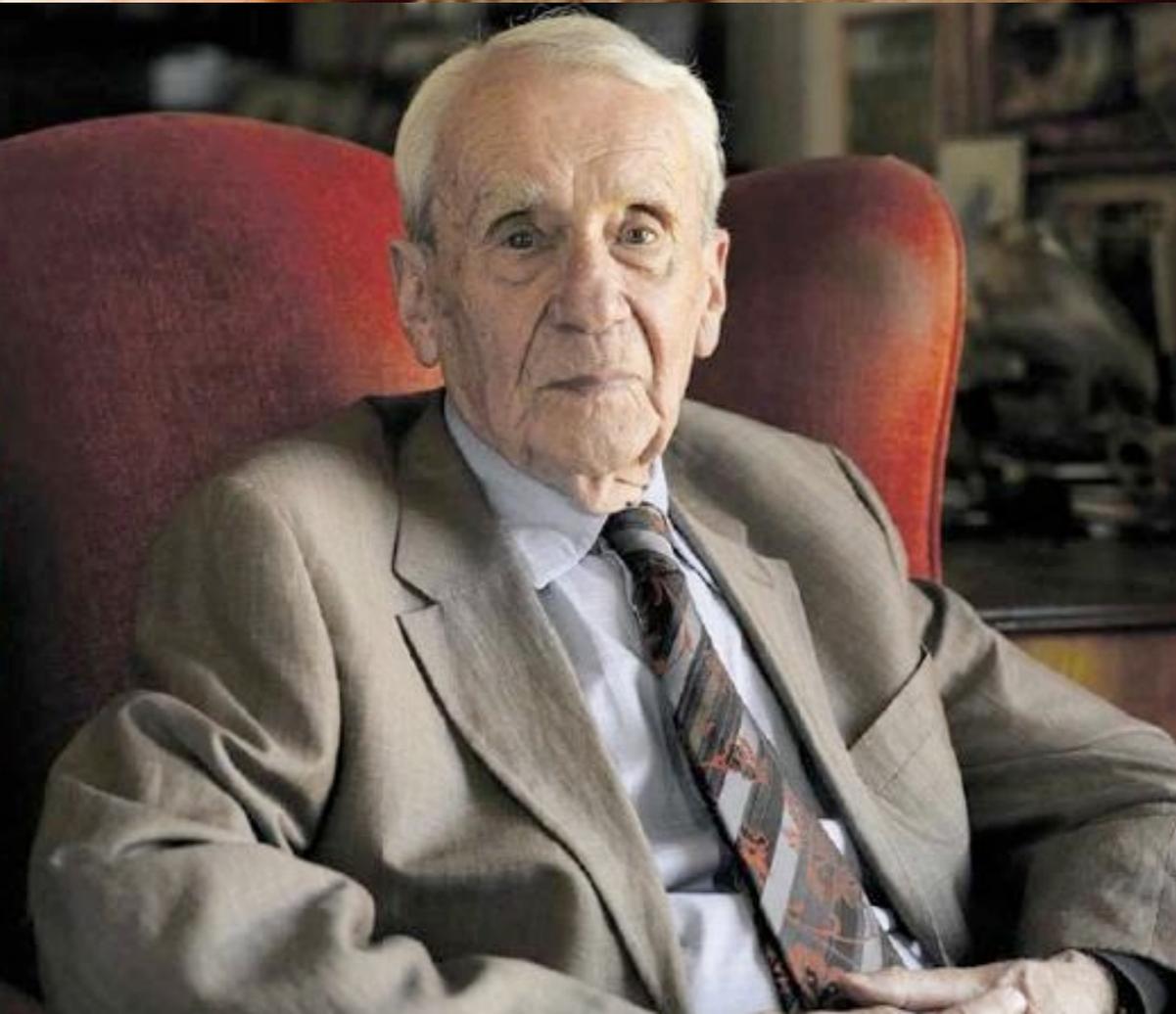


WHAT COMES NEXT?

Chances are you've already read *The Lord of the Rings* and *The Hobbit* (though, if you haven't, I'd highly recommend it.) Maybe now that you've read the "Big Three" you're done with Tolkien. If so, congratulations on completing your journey!

But maybe you still want more - more stories, more information, more Middle Earth. If that's the case, there are some options for you:

- **The Children of Húrin:** If you liked the story of Túrin, then this is the book for you. It's the same story as you've already read, but it's more detailed (and, frankly, more reader-friendly.)
- **The Unfinished Tales:** If you'd like to learn more about Middle Earth, this is a great book to go to. It's a series of short stories or essays about various places and people from all the Ages, including a more detailed version of Tuor's story, an in-depth essay about Galadriel, and the story of Aldarion, one of the kings of Númenor.
- **The Letters of J.R.R. Tolkien:** If you want to learn more about the Big Man himself and his thoughts on various topics (as well as some fascinating tidbits about his characters and Middle Earth in general), I'd recommend this collection of his letters to fans and friends.
- **The History of Middle Earth series:** If you're serious about studying Middle Earth, I'd start looking at this 12-volume series. It includes older drafts of many of the stories, as well as essays on different topics. A word to the wise, though, these books are for the determined Tolkien scholar. They're even harder to read than *The Silmarillion*.
- **The Lost Tales:** This two-part book is actually volumes 1 and 2 of *The History of Middle Earth* series. It's the earliest version of *The Silmarillion*. It's interesting, but it'll be confusing - almost all the names are different from this book.

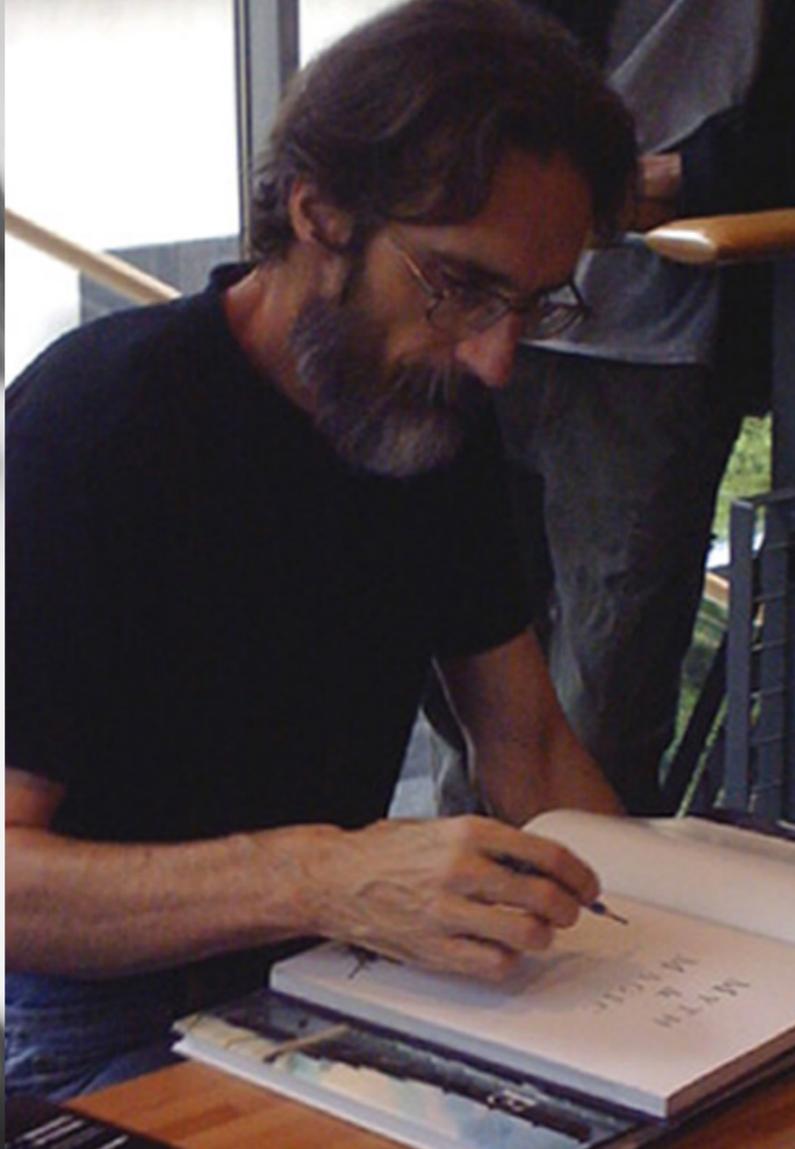


TONIGHT'S BROADCAST WAS MADE POSSIBLE BY THE FOLLOWING SPONSORS:

I think it's only fair at this point to take some time to tell you about the people that made this all possible. Obviously, we have to thank Tolkien first. **John Ronald Reuel Tolkien** was born in 1892. He fought in World War I (in fact, it was during his time in the trenches that he first started writing *The Silmarillion*.) He was a professor of Anglo-Saxon at Oxford, and in the 1930s his story *The Hobbit* was published. Though *The Silmarillion* was the work he spent the most time on, he was never able to get it published during his lifetime. His *Hobbit* sequel, *The Lord of the Rings*, is one of the most well-known and well-loved books of the twentieth century. After his death his son Christopher Tolkien became the literary executor of his estate.

Christopher Tolkien is the second most important person to thank when it comes to *The Silmarillion*. Born in 1924, he grew up reading his father's drafts (usually checking for spelling errors or inconsistencies.) He became an Oxford professor of Old English, Middle English, and Old Icelandic. When his father died, Christopher Tolkien spent the rest of his career dedicated to editing and completing many of the unpublished stories of the First Age. He was responsible for editing and publishing *The Silmarillion*, *The Unfinished Tales*, *The Children of Húrin*, and *The History of Middle Earth* series.

As far as this guide goes, we also need to thank a few extremely talented artists. First off, there's **Karen Wynn Fonstad**. She's responsible for all the maps included in this guide. She earned a Master's degree in Geography at the University of Oklahoma, and specialized in cartography. She's created several atlases of fictional worlds. Aside from *The Atlas of*



Middle Earth, she's also drawn maps for Pern, Krynn, Toril, and The Land.

One of the most prolific Silmarillion illustrators is **Ted Nasmith** (and, as you may have noticed, he's a personal favorite of mine.) A Canadian artist, his work has been included in many Tolkien calendars, as well as a few illustrated editions of The Silmarillion itself.

Also very notable is **John Howe**, who's probably more famous for his artwork illustrating The Lord of the Rings. However, the Canadian artist also did many paintings depicting scenes from The Silmarillion - especially the story of Túrin.

Finally, a few of **Alan Lee**'s paintings were used in this guide. He and John Howe were both very involved in creating concept artwork for the Peter Jackson film adaptations of both The Lord of the Rings and The Hobbit.

And, of course, a little bit about myself (in case you're curious.) I've been a fan of Tolkien's works for most of my relatively short life. After spending about five months struggling my way through The Silmarillion I declared it my Favorite Book Ever, and started this guide mostly as a way to help and encourage other Tolkien fans to read it too. You can find me on Tumblr, where I run a Tolkien blog called Askmiddleearth (askmiddleearth.tumblr.com.)





PLEASE PICK UP YOUR “SILMARILLION FAN CLUB” GIFT BASKET ON THE WAY OUT

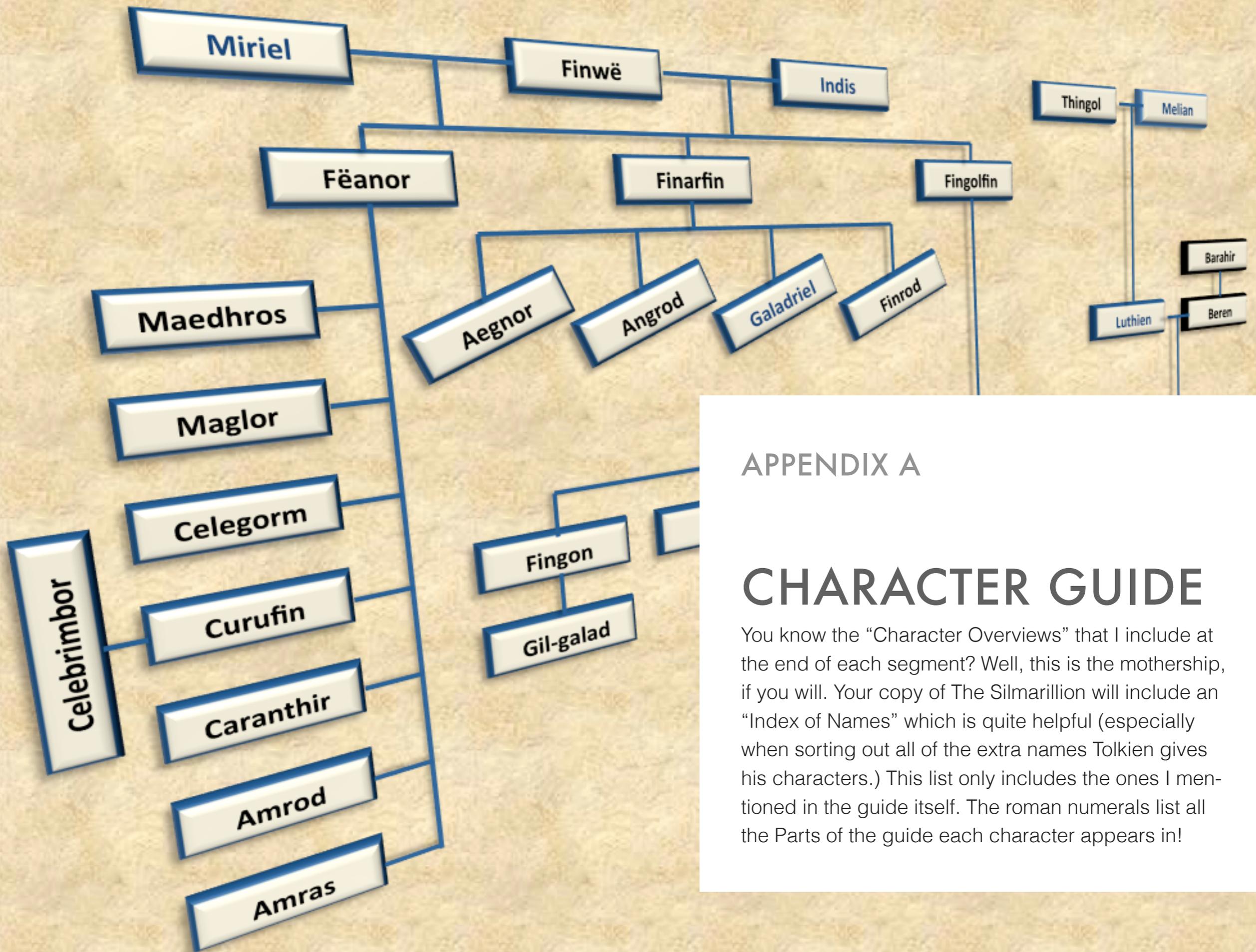
You'll no doubt soon discover that it's a lonely world out there for a Silmarillion fan. Hobbit fans have two more movies coming. Lord of the Rings fans got Viggo Mortensen. But what do we have? Not much, to be honest. We'll likely never see a Silmarillion movie (though I'd highly recommend checking out the wonderful fan-made trailers for such a hypothetical movie, which can be found on YouTube.) The closest we've got is this German heavy metal band called Blind Guardian, which did a whole Silmarillion-inspired album in 1998. Hey, you adjust. Maybe you'll discover that you're just as much a fan of heavy metal as you are of The Silmarillion? It could happen.

But the fan-base is growing. Or, at least, it's growing more vocal. And because we're so small, we've all got to pitch in to make this fandom

as amazing as possible. So go draw something, or write something, or name your kid Fingolfin, whatever. Go contribute, it'll be great.

And stay tuned to my Tumblr blog (once again, it's askmiddleearth.tumblr.com, in case any of you have missed on the last page.) I talk about The Silmarillion all the time, so come join me.

There are four appendices to this guide so keep reading if you're interested. Otherwise, thanks so much for sticking this out 'till the end - I truly hope that you found it to be helpful, or at least enjoyable.



APPENDIX A

CHARACTER GUIDE

You know the “Character Overviews” that I include at the end of each segment? Well, this is the mothership, if you will. Your copy of *The Silmarillion* will include an “Index of Names” which is quite helpful (especially when sorting out all of the extra names Tolkien gives his characters.) This list only includes the ones I mentioned in the guide itself. The roman numerals list all the Parts of the guide each character appears in!



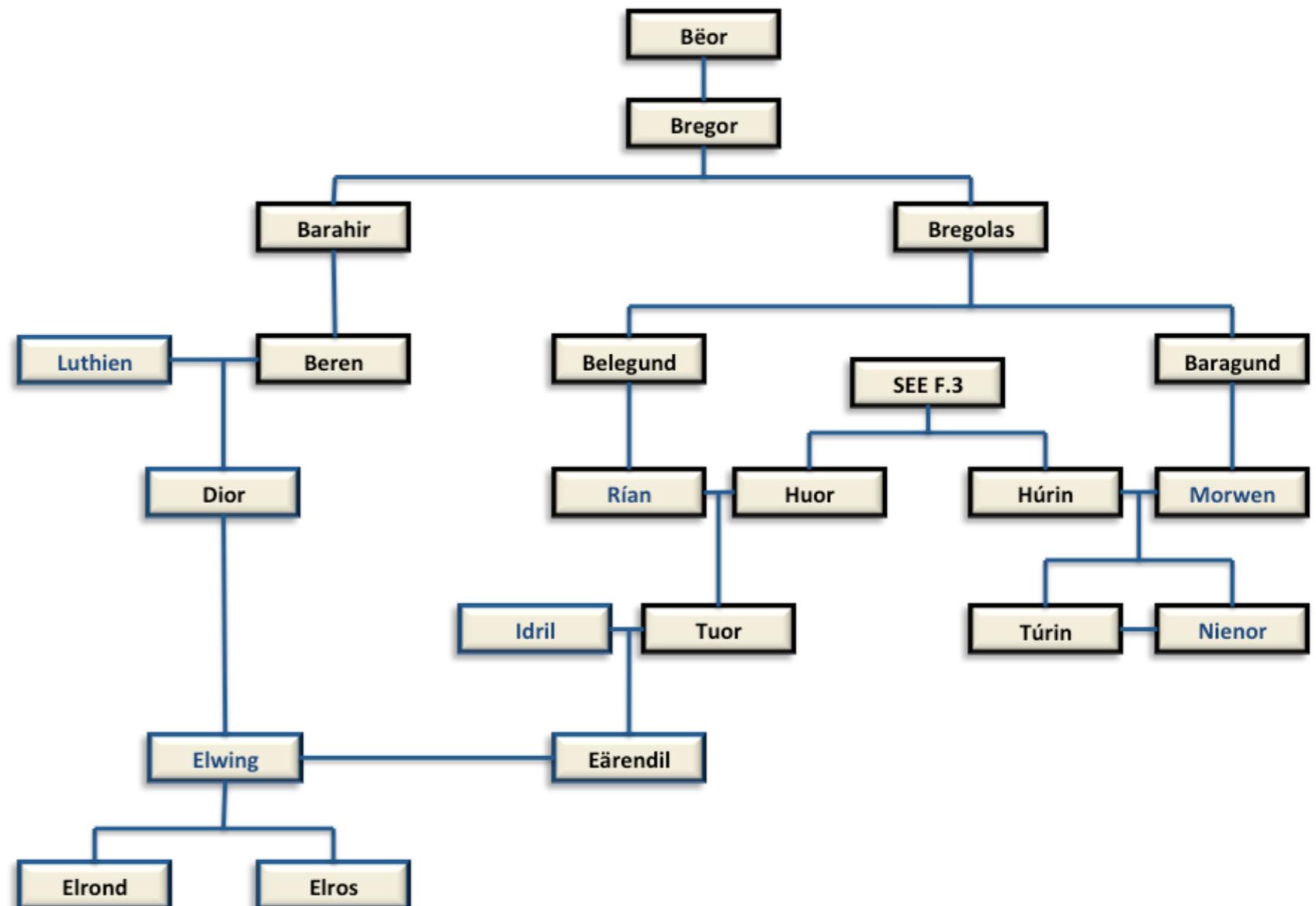
- **Aegnor:** *Elf, Noldor.* Son of Finarfin. Ruled in Dorthonion, but was killed in the Dagor Bragollach. *II, III, VI, VII*
- **Amandil:** *Mortal, Númenor.* Elendil's father, and leader of the Númenóreans still faithful to the Valar. Sailed to Valinor and wasn't seen again. *XIV*
- **Amrod and Amras:** *Elves, Noldor.* Sons of Fëanor and took the oath. Died during the Third Kinslaying at the Havens of Sirion. *II, III, V, XIII*
- **Anárion:** *Mortal, Númenor.* Elendil's son, he escaped Númenor. He and Isildur established Gondor. He died in the Battle of the Last Alliance. He was succeeded by his son Meneldil. *XVI, XV*
- **Ancalimon:** *Mortal, Númenor.* King of Númenor, he disliked the elves and encouraged tributes from the men of Middle Earth. *XIV*
- **Angrod:** *Elf, Noldor.* Son of Finarfin. Ruled in Dorthonion, but was killed in the Dagor Bragollach. *II, III, VI, VII*
- **Aredhel:** *Elf, Noldor.* Fingolfin's daughter. She lived in Gondolin, but decided to travel. She was enchanted by Eöl and married him. Later she and her son Maeglin returned to Gondolin when Eöl, in anger, threw a spear at Maeglin, accidentally killing her instead. *VI*
- **Ar-Gimilzôr:** *Mortal, Númenor.* King of Númenor and Tar-Palantir's father, didn't like the elves from Tol Eressëa. *XIV*
- **Ar-Pharazôn:** *Mortal, Númenor.* The last king of Númenor and Tar-Palantir's nephew, he forced Tar-Míriel to marry him. He challenged Sauron to battle, and when Sauron surrendered Ar-Pharazôn brought him back to Númenor. Sauron manipulated him into introducing the worship of Morgoth to Númenor. He decided to challenge the Valar directly, and sailed a great fleet to Valinor. He and his men were buried under a hill. *XIV*
- **Aulë:** *Valar.* Married to Yavanna, he loved the earth and metals. He created the dwarves, but at Ilúvatar's instruction put them to sleep until after the elves awoke. *I*
- **Azaghâl:** *Dwarf, Belegost.* Led his army in the Nirnaeth Arnoediad, but died battling Glaurung. *IX*
- **Barahir:** *Mortal, House of Bëor.* Beren's father, led his people in the Dagor Bragollach. He saved Finrod's life, and in return Finrod owed him a favor and gave him a ring. He remained in Dorthonion as an outlaw, but was eventually killed by orcs. *VII, VIII*
- **Beleg Strongbow:** *Elf, Teleri/Sindar.* A warrior of Doriath, he helped hunt the werewolf Carcharoth. He fought in the Nirnaeth Arnoediad and befriended Túrin, who accidentally killed him. *VIII, X*

- **Bëor:** *Mortal, House of Bëor.* He led his people to Beleriand, and befriended Finrod. *VII*
- **Beren:** *Mortal, House of Bëor.* Son of Barahir, he leaves Dorthonion after his father is killed and wanders into Doriath, where he falls in love with Luthien. In order to win Thingol's approval they sneak into Morgoth's fortress and steal a silmaril. He is later killed by Carcharoth. After Luthien dies and wins pity from Mandos he is given a second life in Ossiriand. He fought the dwarves that attacked Doriath, and had a son, Dior. *VIII, XI*
- **Bór:** *Mortal, Swarthy Easterlings.* He led his people to Beleriand. He was an ally of Maedhros and remained faithful to him. *VII*
- **Boromir:** *Mortal, House of Bëor.* He and his house was given Dorthonion to rule. *VII*
- **Brandir:** *Mortal, House of Haleth.* He welcomed Túrin among his people and loved Nienor. Túrin killed him. *X*
- **Caranthir:** *Elf, Noldor.* Son of Fëanor and took the oath. Shows little respect for Thingol, and settles in the east. He retreats southwest after the Dagor Bragollach, and dies in the Second Kinslaying at Doriath. *II, V, VI, VII, XI*

- **Carcharoth:** The greatest werewolf. He served Morgoth and swallowed Beren's hand with the silmaril inside it. The burning silmaril drove him mad, and he ran to Doriath. He was hunted down, and when he tried to attack Thingol, Beren stopped him. Carcharoth killed Beren before dying himself. *VIII*
- **Celeborn:** *Elf, Teleri/Sindar.* Marries Galadriel in Doriath. After the War of Wrath he

travels to Lorien and sails to Valinor on the last ship. *VI, XV*

- **Celebrimbor:** *Elf, Noldor.* Curufin's son and the only grandchild of Fëanor. After the War of Wrath he helped establish Ereinion. He was their most talented craftsman, and welcomed a disguised Sauron. He made the three elvish rings of power, but after he discovered who Sauron was, he gave them away for safe-keeping. He





was killed during the destruction of Eregion. *XV*

- **Celegorm:** *Elf, Noldor.* Son of Fëanor and took the oath. He settles in the east, but retreats to Nargothrond after the Dagor Bragollach. He refused to help Beren and Luthien's quest and captures Luthien, but is then banished from Nargothrond. His hound, Huan, abandons him to help Luthien. He encouraged the Kinslaying at Doriath, and was killed by Dior in the battle. *II, VI, VII, VIII, XI*
- **Círdan:** *Elf, Teleri/Sindar.* A lord of the Sindar, he ruled the cities of the Falas before Morgoth defeated them. He then ruled the elves living on the island of Balar. He was involved in pretty much every battle After the War of Wrath he lived in the Gray Havens with Gil-galad. He received one of the elvish rings of power from Celebrimbor, but later gave it to Mithrandir. Fought in he Battle of the Last Alliance, and tried to get Isildur to destroy the One Ring. Was a mem-

ber of the White Council and sailed west to Valinor on the last ship with the ring-bearers. *V, VI, VII, VIX, X, XI, XII, XIII, XV*

- **Curufin:** *Elf, Noldor.* Son of Fëanor and took the oath. He settles in the east of Beleriand, but retreats to Nargothrond after the Dagor Bragollach. He refused to help Beren and Luthien's quest. He captures Luthien, but is then banished from Nargothrond. He dies during the Second Kinslaying at Doriath. *II, VI, VII, VIII, XI*
- **Curunir:** *Maiar, one of the Istari.* Also called Saruman, he came to Middle Earth during the Third Age. He was the leader of the White Council, but secretly wanted the One Ring for himself. *XV*
- **Daeron:** *Elf, Teleri/Sindar.* A minstrel in Doriath, he secretly loved Luthien. He told Thingol about Beren. After Luthien died, he left. *VIII*

- **Denethor:** *Elf, Teleri/Laiquendi.* He led his people to Ossiriand, but died in the First Battle of Beleriand. *IV*
- **Dior:** *Elf, Teleri/Sindar.* Son of Beren and Luthien, was King of Doriath after Thingol's death. Killed Celegorm in the Second Kinslaying at Doriath, then died himself. *XI*
- **Drauglin:** One of Morgoth's werewolves. He was killed by Huan, and his skin was used as Beren's disguise. *VIII*
- **Eärendil:** Son of Tuor and Idril, he married Elwing and was Elrond and Elros's father. He became a great sailor, and after the Third Kinslaying at the Havens of Sirion he sailed them both to Valinor. He begged for the Valar to help the elves and men of Beleriand fight Morgoth. He then fought in the War of Wrath. Now, ever night he sails through the night sky on his flying ship, wearing Beren and Luthien's silmaril like a crown. *XII, XIII*

- **Eärnur:** *Mortal, Gondor.* The last king, he was killed by the nazgûl. Mardil succeeded him. *XV*
- **Ecthelion:** *Elf, Noldor.* A lord of Gondolin, he dueled Gothmog to the death during the city's fall. *XII*
- **Elendil:** *Mortal, Númenor.* Son of Amandil and father of Isildur and Anárion. After his father sailed for Valinor, Elendil was the leader of those Númenóreans still faithful to the Valar, and he led them to safety in Middle Earth. He established the kingdom of Arnor, and united with Gil-galad to fight in the Battle of the Last Alliance, where he was killed by Sauron. *XVI, XV*
- **Elrond:** *Half-elven, chose immortality.* Son of Eärendil and Elwing. He was captured by Maedhros and Maglor during the Third Kinslaying at the Havens of Sirion, and was raised by Maglor until the War of Wrath. The Valar gave him and Elros a choice between mortality and immortality. He chose immortality, and lived with Gil-galad in Lindon. After the destruction of Eregion, he built a safe-haven in Imladris. He fought in the Battle of the Last Alliance, and tried to convince Isildur to destroy the One Ring. After Gil-galad's death, Elrond received an elvish rings of power. He was a member of the White Council, and sailed to Valinor on the last ship. *XIII, XV*
- **Elros:** *Half-elven, chose mortality.* Son of Eärendil and Elwing. He was captured by Maedhros and Maglor during the Third Kinslaying at the Havens of Sirion, and was raised by Maglor until the War of Wrath. The Valar gave him and his twin brother, Elrond, a choice between mortality and immortality. Elros chose mortality, and became the first king of Númenor. *XIII, XIV*
- **Elwing:** *Elf, Teleri/Sindar.* Daughter of Dior, she married Eärendil and was Elrond and Elros's mother. She inherited the silmaril from her father, and during the Third Kinslaying at the Havens of Sirion she was turned into a swan, and flew to Eärendil, who was sailing nearby. The two then travelled to Valinor, where she stayed. *XIII*
- **Eöl:** *Elf.* He lived alone in Nan Elmoth and hated the Noldor. He was a craftsman and was friends with the dwarves. He enchanted Aredhel and married her, and was Maeglin's father. He followed them to Gondolin, and forbade Maeglin to stay in the city. When Maeglin refused, he threw a spear at his son, accidentally killing Aredhel instead. He was thrown off a cliff and died. *VI*
- **Eonwë:** *Maiar.* Manwë's herald, led the Host of the West during the War of Wrath. He retrieved two of the silmarils, but they were stolen by Maedhros and Maglor. *II, XIV*
- **Estë:** *Valar.* Lórien's wife, she gives rest. *I*
- **Fëanor:** *Elf, Noldor.* Son of Finwë and Miriel. Resented Finwë's second wife and his half-brothers, Fingolfin and Finarfin. Made the three silmarils, and when they were taken by Morgoth he defied the Valar and swore an oath (along with his sons) to retrieve them at whatever cost. He led the Noldor from Valinor to Beleriand, but was killed by balrogs after the Dagor-nuin-Giliath. *II, III, V*
- **Finarfin:** *Elf, Noldor.* Son of Finwë and Indis. He remained in Valinor while his brothers and children went in exile to Beleriand. *II, III*
- **Finduilas:** *Elf, Noldor.* Daughter of Orodreth. Loved Gwindor, but then fell in love with Túrin. Was captured and killed during the sack of Nargothrond. *X*
- **Fingolfin:** *Elf, Noldor.* Son of Finwë and Indis. He followed his brother Fëanor to Beleriand to retrieve the silmarils (even leading his people across the Helcaraxë ice bridge to do so.) After Fëanor's death and Maedhros's rescue, Fingolfin became the next High King of the Noldor. He ruled in Hithlum. After the Dagor Bragollach he died in a duel with Morgoth. *II, III, V, VI, VII*

- **Fingon:** *Elf, Noldor.* Son of Fingolfin. He rescued Maedhros from Thangorodrim, and later ruled in Hithlum, where he defeated a young Glaurung. When his father died, Fingon became the next High King of the Noldor. He helped plan the Nirnaeth Arnoediad, but was killed during the battle. *II, V, VI, VII, IX*
- **Finrod:** *Elf, Noldor.* Son of Finarfin. Ulmo urges him to build a hidden kingdom, so he establishes Nargothrond. In the Dagor Bragollach his life is saved by Barahir, so in return he helps Beren and Luthien in their quest. He was defeated by Sauron in a magical duel, then was killed by a werewolf saving Beren. *II, V, VI, VIII*
- **Finwë:** *Elf, Noldor.* The first High King of the Noldor, he was one of the first three elves to see the Two Trees of Valinor. He married Melian and was the father of Fëanor. After Melian died, he married Indis and was the father of Fingolfin and Finarfin. He supported Fëanor after he was banished from Tirion, and was killed by Morgoth when the silmarils were stolen. *II, III*
- **Galadriel:** *Elf, Noldor.* Finarfin's daughter, she joined many of the Noldor in exile. She lived in Doriath, where she became good friends with Melian and fell in love with Celeborn. After the War of Wrath she came to rule the elves of Lórien. She received one of the elvish rings of power, and served on the

White Council. She returned to Valinor on the last ship. *XV*

- **Gil-galad:** *Elf, Noldor.* The last High-King of the Noldor after the death of Turgon. (In *The Silmarillion* he's said to be the son of Fingon, but Christopher Tolkien later admitted that this was a mistake, and that he was actually the son of Orodreth.) After the War of Wrath he established an elvish kingdom in Lindon with Elrond and Círdan. He was an ally of those Númenóreans who were faithful to the Valar. He received one of the three elvish rings of power, and fought Sauron after it was discovered he'd created the One Ring. He united with Elendil in the Battle of the Last Alliance, where he was killed. *XIII, XV*
- **Glaurung:** The first dragon. He attacked Fingon's people when he was only partly-grown, and was defeated. Later, he destroyed Nargothrond and casts several spells on Túrin and Nienor in order to fulfill Morgoth's curse. *V, X*
- **Glorfindel:** *Elf, Noldor.* A lord of Gondolin, he fought during the city's fall. While escaping with Tuor, Idril, and the other survivors, he protected the group by battling a balrog to the death. *XII*
- **Gothmog:** The greatest balrog. He killed Fingon during the Nirnaeth Arnoediad. During the fall of Gondolin he dueled Ecthelion, and both died during the fight. *IX, XII*

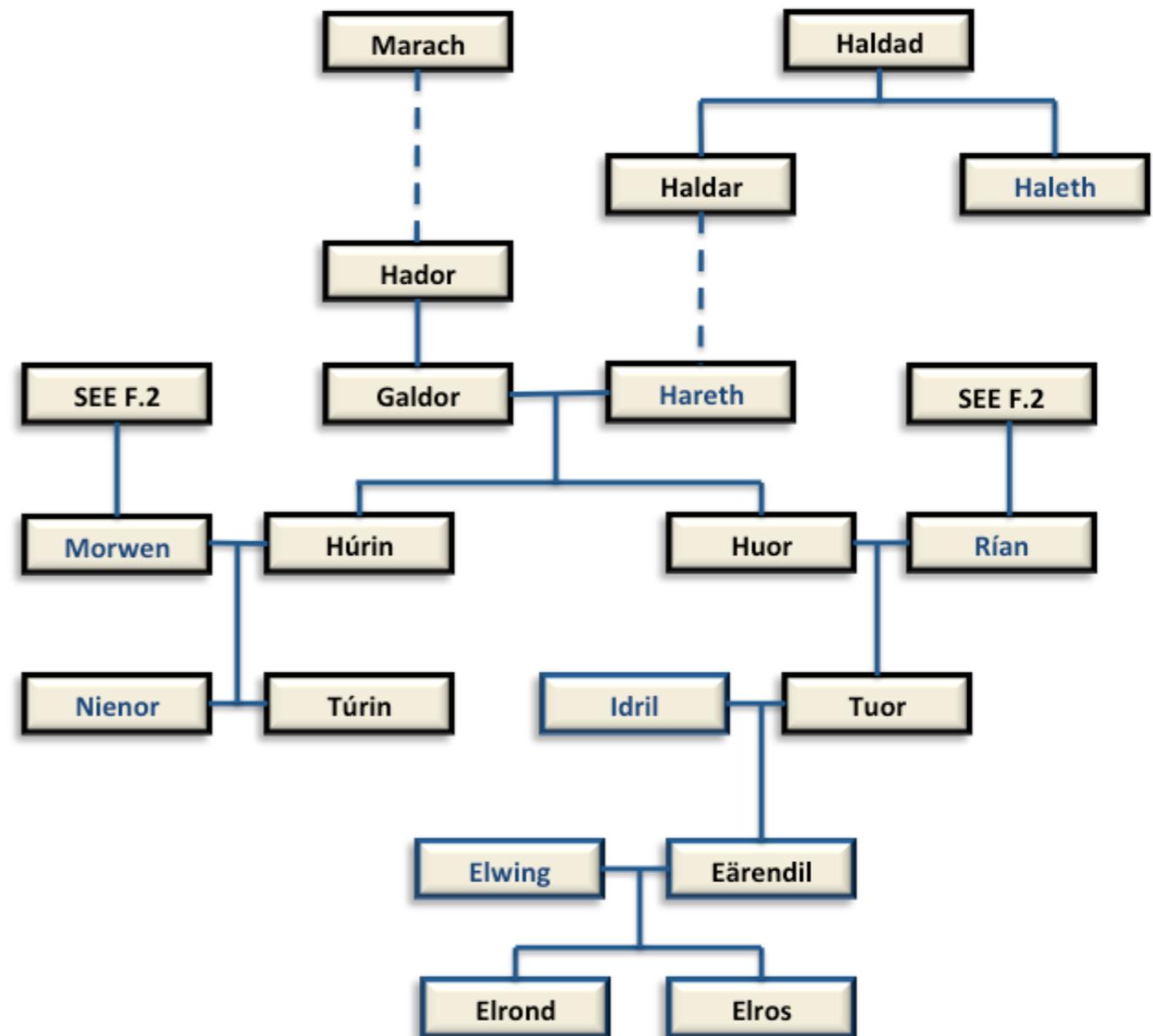


- **Gwindor:** *Elf, Noldor.* Led a group of elves from Nargothrond in the Nirnaeth Arnoediad. He watches the orcs kill his captive brother, and then is captured himself during the fight. He escapes years later and meets Beleg and Túrin in the wilderness. He takes Túrin to Nargothrond, where Túrin and Finduilas ignore his advice. He is killed during the sack of Nargothrond. *IX, X*
- **Hador:** *Mortal, House of Hador.* He was given Dor-lómin for his people to rule. *VII*
- **Haleth:** *Mortal, House of Haleth.* She led her people to safety in the Forest of Brethil. *VII*
- **Huan:** Celegorm's hound from Valinor. A prophecy said he would speak three times and defeat the greatest werewolf. He left Celegorm to help Beren and Luthien in their quest, and died after defeating Carchoroth. *VIII*
- **Húrin:** *Mortal, House of Hador.* Túrin and Nienor's father, Huor's brother, and married to Morwen, lived in Gondolin for a year when young. Captured during the Nirnaeth Arnoediad, and his resistance to Morgoth leads to a curse being placed on his family. After watching Morgoth destroy his children, he's set free. He brings the Nauglamir from Nargothrond to Thingol before dying. *VII, IX, X, XI*

- **Huor:** *Mortal, House of Hador.* Tuor's father and Húrin's brother, he lived in Gondolin for a year when young. He died during the Nirnaeth Arnoediad. *VII, IX*
- **Idril:** *Elf, Noldor.* Daughter of Turgon. She marries Tuor and they have a son, Eärendil. She prepared a secret escape route out of the city, which allowed those who survived the fall of Gondolin to flee to the

Havens of Sirion. She sailed to Valinor with Tuor. *VI, XII*

- **Ilmarë:** *Maiar.* Varda's handmaid. *I*
- **Ilúvatar:** The supreme creator, he created the Ainur and the elves and men. He is the ultimate power in Arda. *I*
- **Indis:** *Elf, Vanyar.* Second wife of Finwë and the mother of Fingolfin and Finarfin. *II*



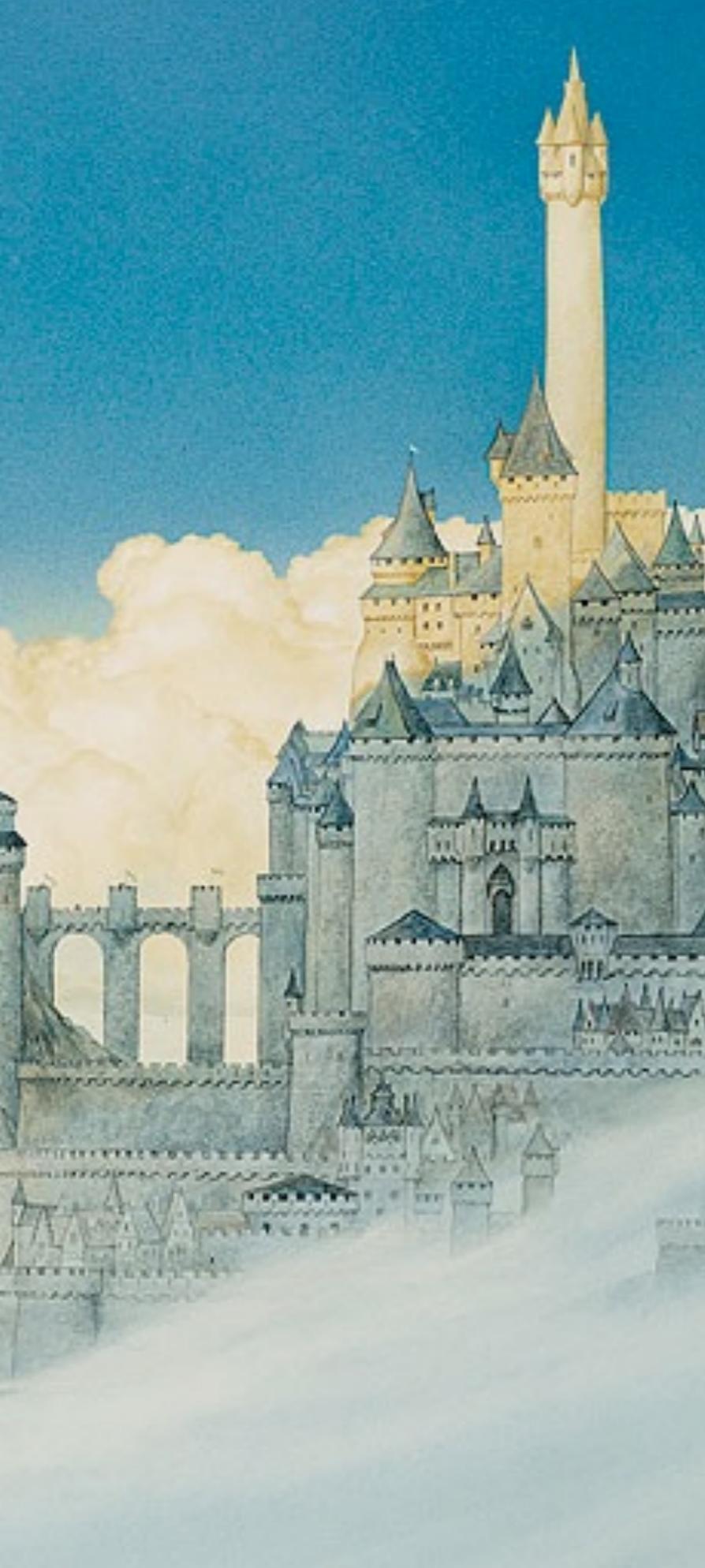


- **Ingwë:** *Elf, Vanyar.* Leader of the Vanyar, he was one of the first three elves to see the Two Trees of Valinor. *II*
- **Inzilbêth:** *Mortal, Númenor.* Mother of Tar-Palantir, she was forced to marry Ar-Gimilzôr. She secretly supported those Númenóreans who were faithful to the Valar. *XIV*
- **Isildur:** *Mortal, Númenor.* Son of Elendil, he helped lead those Númenóreans faithful to the Valar during Ar-Pharazôn's reign. He snuck into the palace to save a seedling of the tree Nimloth, and planted it in Gondor after leaving Númenor. When Sauron attacked Gondor, Isildur travelled to Arnor to get help from Elendil and Gil-galad. He fought in the Battle of the Last Alliance, and used his father's sword to cut the One Ring from Sauron's hand. He refused to destroy the One Ring afterwards. While traveling to Arnor after the battle, he was ambushed by orcs and was killed. He was succeeded by his youngest son, Valandil. *XIV, XV*

- **Lórien:** *Valar.* Brother of Mandos and Nienna, married to Estë. He gives dreams. *I*
- **Luthien:** *Elf, Teleri/Sindar.* Daughter of Thingol and Melian, fell in love with the mortal Beren. To gain her father's approval of their relationship she and Beren snuck into Morgoth's fortress and stole a silmaril from his crown. Soon after, Beren was killed by the werewolf Carcharoth. Luthien then died of grief and told Mandos her story. The Valar then gave her a choice - immortality in Valinor, or a mortal life with Beren. She chose mortality, and she and Beren lived in Ossiriand. They had a son, Dior. *VIII, XI*
- **Mablung:** *Elf, Sindar.* A warrior of Doriath, he helps hunt Carcharoth and fights in the Nirnaeth Arnoediad. He lost Morwen and Nienor in the wilderness, and was present when Túrin killed himself. *VIII, IX, X*
- **Maedhros:** *Elf, Noldor.* Son of Fëanor and took the oath. He argued against stranding Fingolfin in Aman, and after Fëanor's death

- he was captured by Morgoth. He was saved by Fingon, but lost a hand. He names Fingolfin the next High King of the Noldor, and rules in the east until the Dagor Bragollach, when he retreats southwest. He helped plan the Nirnaeth Arnoediad, but was betrayed by his ally Ulfang. He was reluctant to attack the Havens of Sirion, but was determined to steal the silmarils from Eonwë after the War of Wrath. The silmaril burned his hand so badly that he jumped into a fiery chasm. *II, III, V, VI, VII, IX, XI, XIII*
- **Maeglin:** *Elf, Noldor.* Son of Aredhel and Eöl. He learned craftsmanship from his father, but left for Gondolin with his mother. After his parents died, he stayed and became Turgon's heir. He was a lord of Gondolin, but secretly loved Idril. He was jealous of Tuor, and when he was captured by orcs he traded information about Gondolin for his life. During the fall of the city he tried to capture Idril and Eärendil, but Tuor killed him. *VI, XII*

- **Maglor:** *Elf, Noldor.* Son of Fëanor and took the oath. He ruled in the east until retreating southwest after the Dagor Bragollach. After capturing Elrond and Elros during the Third Kinslaying at the Havens of Sirion, he took pity on them and raised them until the War of Wrath. He was reluctant to steal the silmarils from Eonwë, and when the silmaril burned him he threw it into the ocean and was never seen again. *II, III, V, VI, VII, IX, XIII*
- **Mandos:** *Valar.* Brother of Lórien and Nienna, and married to Vairë. Cares for the spirits of the dead, and knows the future. He announced the Doom of the Noldor. *I, III*
- **Manwë:** *Valar.* Brother of Morgoth and married to Varda. King of the Valar. He created the ents and the eagles. *I*
- **Marach:** *Mortal, House of Hador.* First leader of the House of Hador in Beleriand. *VII*
- **Mardil:** *Mortal, Gondor.* Steward of Eärnur, and when the king died without an heir, he ruled instead. *XV*
- **Melian:** *Maiar.* She married Thingol, and was Luthien's mother. She used magic to protect Doriath for most of the First Age, but after Thingol was killed she returned to Valinor. She often warned Thingol against getting involved with the Noldor. *I, II, III, VIII, X, XI*
- **Meneldil:** *Man, Gondor.* Anárion's son. After his father's death he became king of Gondor. *XV*
- **Mîm:** *Petty dwarf.* Let Túrin and the outlaws live in his home, but later betrayed them to orcs. Later went to Nargothrond, and was killed by Húrin. *X, XI*
- **Miriel:** *Elf, Noldor.* She married Finwë and was Fëanor's mother. After raising Fëanor she was so tired that she laid down to rest and died, refusing to be reembodied. *II*
- **Mithrandir:** *Maiar, and one of the Istari.* He was the wisest of the Maiar, and in Valinor he was known as Olórin, where he studied under Lórien and Nienna. Also called Gandalf, Mithrandir came to Middle Earth during the Third Age to help combat Sauron. Círdan gave him his elvish ring of power. He served on the White Council, but his more aggressive plans were usually delayed by Curunir. He was very influential in the War of the Ring, and returned to Valinor on the last ship. *I, XV*
- **Morgoth:** *Ainur.* Once known as Melkor, he challenged Ilúvatar before coming to Arda. He fought the Valar for control of Arda, but was captured. After being released, he manipulated the elves to distrust the Valar. He stole the silmarils made by Fëanor and went to Middle Earth. He fought the elves and the men of the Edain for the remainder of the First Age, but was defeated in the War of Wrath. He was exiled into the Void. *I-XIII*
- **Morwen:** *Mortal, House of Bëor.* Túrin and Nienor's mother, Húrin's wife. Stayed in Dorlómin after Túrin left. Left when she heard he'd been at Nargothrond during Glaurung's attack. Húrin found her before death. *X, XI*
- **Nazgûl:** Nine lords of men that Sauron gave rings of power to. They became ring-wraiths, and his strongest servants. While Sauron was recovering in Mirkwood, they killed Eärnur (the last king of Gondor.) *XV*
- **Nerdanel:** *Elf, Noldor.* Fëanor's wife and the mother of his sons. Remained in Valinor when they went to Middle Earth for the silmarils. *II*
- **Nessa:** *Valar.* Married to Tulkas. *I*
- **Nienna:** *Valar.* Mandos and Lórien's sister, she mourns for all suffering. Her tears watered the Two Trees of Valinor. *I*
- **Nienor:** *Mortal, House of Hador.* Daughter of Húrin and Morwen. Was raised in Dorlómin, but became separated from her mother while trying to find Túrin. Was enchanted by Glaurung and lost her memory. She then met Túrin and fell in love with him. When she was pregnant she met Glaurung again, and when he gave her the memories back, she jumped off a cliff. Also known as Níniel. *X*



- **Nimloth:** *Elf, Teleri/Sindar.* She married Dior and was killed during the Second Kinslaying at Doriath, along with her two sons. Her daughter Elwing survived. *VI*
- **Orodreth:** *Elf, Noldor.* Son of Finarfin and Finduilas's father. Ruled in Tol Sirion until the Dagor Bragollach. After Finrod died he ruled Nargothrond, and banished Celegorm and Curufin. He blames them for Finrod's death and refuses to fight in the Nirnaeth Arnoediad. He welcomes Túrin and is killed during Glaurung's attack. *VIII, IX, X*
- **Oromë:** *Valar.* Married to Vána, was the first of the Valar to discover the elves, and led them west to Valinor. *I, II*
- **Ossë:** *Maiar.* Uinen's husband, serves Ulmo. *I*
- **Saeros:** *Elf, Teleri/Sindar.* Taunts Túrin, but when Túrin chases him through the woods he jumps off a cliff. *X*
- **Sauron:** *Maiar.* Morgoth's most powerful servant. While stationed in Tol Sirion he captured Beren and Finrod. He had Finrod killed, but was then defeated by Huan and Luthien. He survived the War of Wrath and disguised himself in Middle Earth. He was welcomed by the elves of Eregion, and while they made the rings of power he secretly made the One Ring. When he was discovered, he destroyed Eregion. He later surrendered to Ar-Pharazôn and manipulated him into worshiping Morgoth and challenging the Valar. After the destruction of Númenor, he went to Mordor and attacked Gondor. He fought in the Battle of the Last Alliance, but after killing Gil-galad and Elendil, Isildur cut the One Ring from his hand, and he was defeated. He recovered in Mirkwood, but was chased back to Mordor by the White Council. He was destroyed when the One Ring was thrown into Mount Doom. *XIV, XV*
- **Tar-Minastir:** *Mortal, Númenor.* King, he fought Sauron alongside Gil-galad after the destruction of Eregion. *XIV*
- **Tar-Míriel:** *Mortal, Númenor.* Daughter of Tar-Palantir, was forced to marry Ar-Pharazôn. She remained faithful to the Valar till the end, and died during the drowning of Númenor while trying to reach the top of the Meneltarma. *XIV*
- **Tar-Palantir:** *Mortal, Númenor.* Ar-Gimilzôr and Inzilbêth's son. King of Númenor, he was faithful to the Valar and returned his people to the old ways. He was often opposed by his brother (Ar-Pharazôn's father.) *XIV*
- **Thingol:** *Elf, Teleri/Sindar.* Also known as Elwë. Leader of the Teleri, was one of the first three elves to see the Two Trees of Valinor. As he was leading his people west, he met Melian and they established the king-

dom of Doriath. Dislikes the Noldor, but is friendlier towards Finarfin's children. Dislikes Beren, and demands a silmaril from Morgoth's crown in order to marry his daughter Luthien. Is almost killed by Carcharoth, but Beren saves him. Refuses to fight in the Nirnaeth Arnoediad, but raises Túrin like a son. After Túrin's death, he receives the Nauglamir from Húrin. Hires the dwarves of Nogrod to put the silmaril on the Nauglamir, but when they argue, Thingol is killed. *II, IV, V, VI, VIII, IX, X, XI*

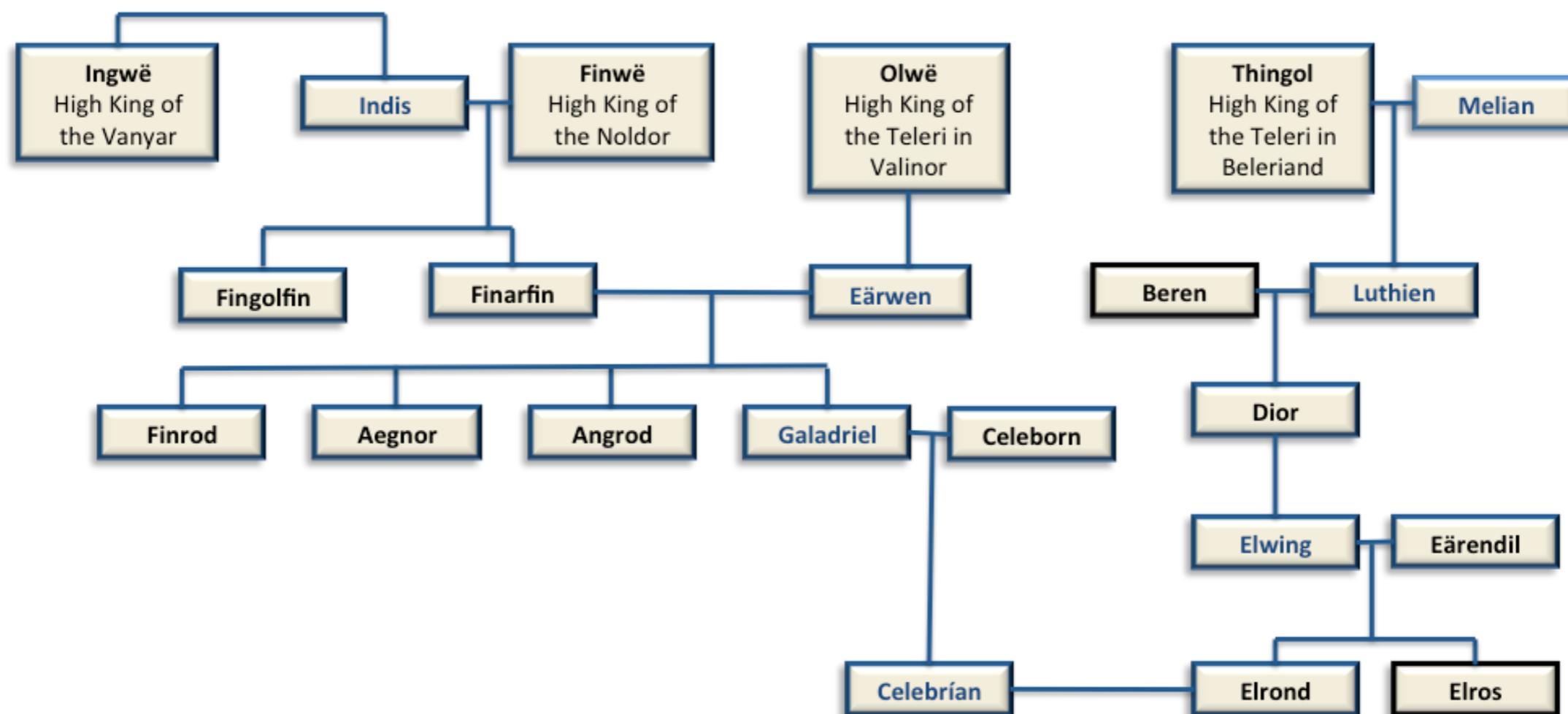
- **Thorondor:** King of the great eagles, serves Manwë. Helps save Maedhros from

captivity and often helps Turgon protect Gondolin. Helped Beren and Luthien, and also led the eagles in the War of Wrath. *V, VIII, XIII*

- **Tulkas:** *Valar*. Married to Nessa, he came to Arda specifically to fight Morgoth. *I*
- **Tuor:** *House of Hador*. Son of Huor, he was raised by Sindarin elves in Hithlum. After being a slave for some years he escaped and travelled to Vinyamar. There Ulmo gave him a message to deliver to Turgon in Gondolin. He men Voronwë, who led him to Turgon. In Gondolin Tuor fell in love with Id-

ril, and they were married. They had a son, Eärendil. Tuor fought during the fall of Gondolin and killed Maeglin after he tried to capture Idril and Eärendil. Tuor and the survivors moved to the Havens of Sirion. Eventually Tuor and Idril sailed to Valinor. *XII*

- **Turgon:** *Elf, Noldor*. Son of Fingolfin and Idril's father, he ruled in Vinyamar. Ulmo urged him to build a hidden kingdom, so he established Gondolin. He had Eöl killed after Aredhel died, and welcomed Maeglin as his heir. He let Huor and Húrin stay in Gondolin for a year too. He led his army in the Nirnaeth Arnoediad, and Húrin and





Huor protected his retreat. He sent messengers to Valinor to ask for help. He welcomed Tuor, but ignored Ulmo's warning. He blessed Tuor's marriage to Idril, and died in the fall of Gondolin. *II, III, V, VI, VII, IX, XII*

- **Túrin Turambar:** *Mortal, House of Hador.* Húrin and Morwen's son. Raised in Doriath, but after Saeros's death he leaves and leads a band of outlaws. Is betrayed by Mîm and is captured by orcs. When Beleg rescues him he accidentally kills him. Gwindor takes him to Nargothrond, where he falls in love with Finduilas. Gets Morgoth's attention, and is enchanted by Glaurung to stand by helplessly while the dragon destroyed the city and Finduilas was killed. Was then taken in by the men of Brethil. He later found a woman with no memory, and (not realizing it was Nienor) married her. When she was pregnant Glaurung returned. Túrin killed the dragon, but then

killed himself when he realized that Nienor was his sister. *X*

- **Uinen:** *Maia.* Married to Ossë, she serves Ulmo and protects sailors from storms. *I, XIV*
- **Ulfang:** *Mortal, Swarthy Easterlings.* He led his people west to Beleriand after the Edain, and was an ally of Maedhros. In secret, though, he served Morgoth. He sabotaged the elves during the Nirnaeth Arnoediad, where he dies. *VII, IX*
- **Ulmo:** *Valar.* Lord of water. He sends dreams to Finrod and Turgon, urging them to build hidden kingdoms. He later speaks to Tuor and sends him to warn Turgon that Gondolin was doomed. He often urged the Valar to act against Morgoth. *I, V, XII*
- **Ungoliant:** A dark spirit who helps Morgoth kill the Two Trees of Valinor. *III*
- **Vairë:** *Valar.* She's married to Mandos, and weaves the history of Arda. *I*

- **Valandil:** *Mortal, Arnor.* Isildur's son. After his father and brothers are killed, he became king of Arnor. *XV*
- **Vána:** *Valar.* Yavanna's sister, she is married to Oromë and is known as the ever-young. *I*
- **Varda:** *Valar.* Manwë's wife, she made stars. *I*
- **Voronwë:** *Elf, Gondolin.* One of the elves Turgon had sent to sail to Valinor for help after the Nirnaeth Arnoediad. He didn't arrive in Valinor, but was instead pushed back to Beleriand by a storm. He landed in Vinyamar just after Ulmo spoke to Tuor. Voronwë led Tuor to Gondolin to deliver Ulmo's message. *XII*
- **Yavanna:** *Valar.* Married to Aulë and Vána's sister, looks after plants and animals. Asked Manwë to create the ents, and created the Two Trees of Valinor.

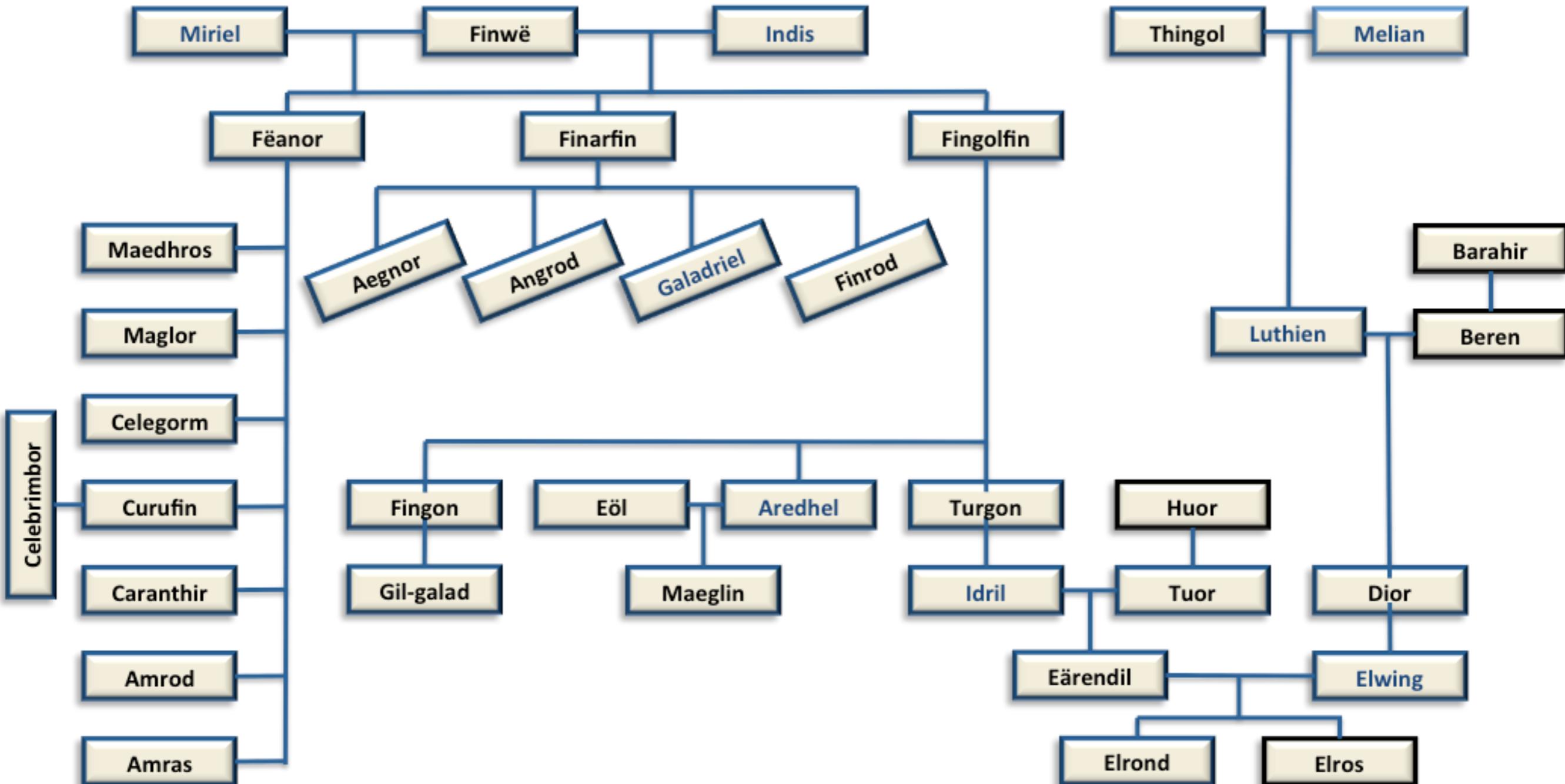
FAMILY TREES

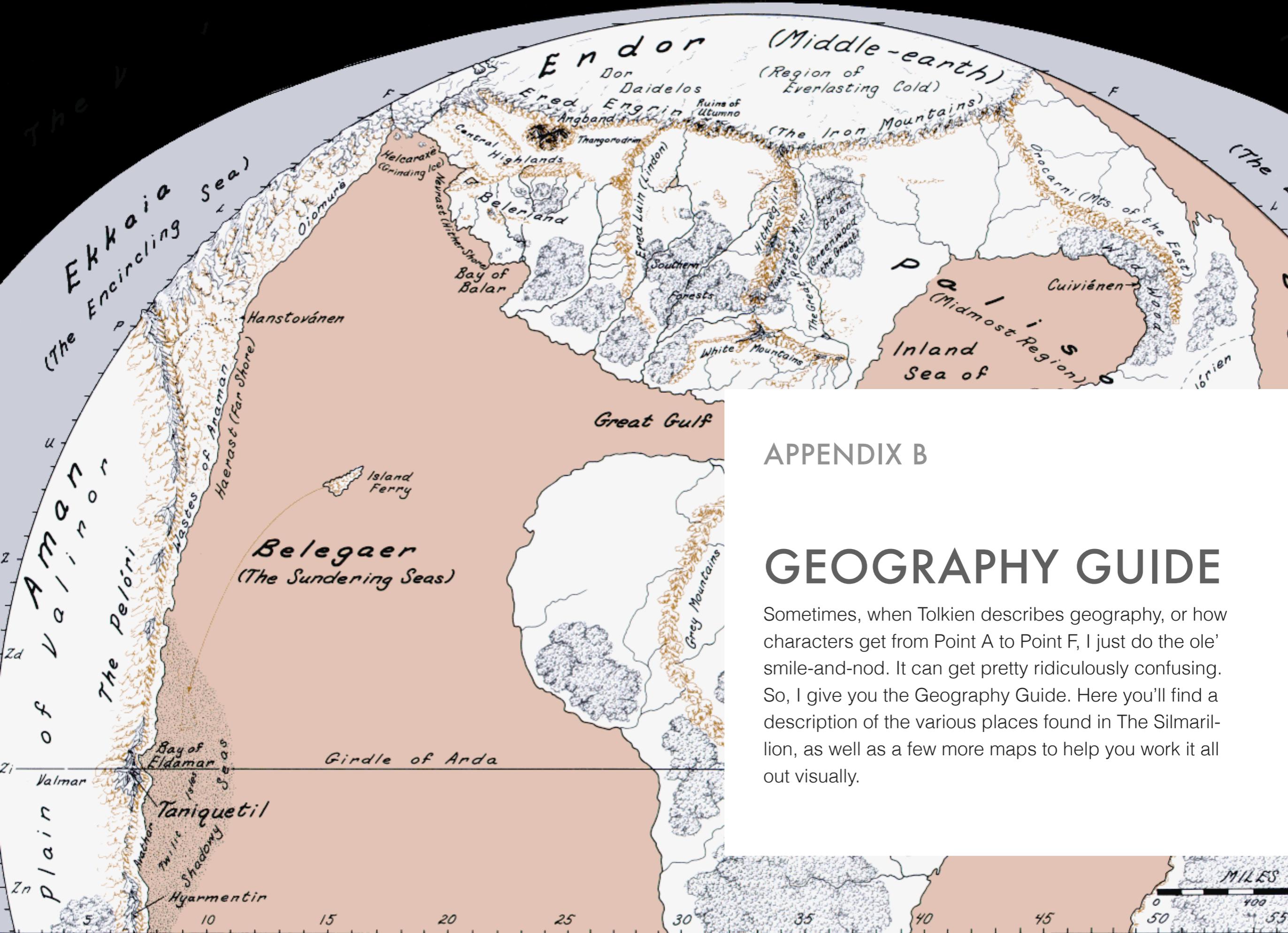
Despite the preposterously large cast of characters in this book, the vast majority of the men and elves are actually related somehow. Your copy of The Silmarillion will include several family trees in the back, and I've included a few in this appendix as well. Mine are either simplified or just a little

different from Tolkien's. There are a few "complete" Silmarillion family trees out there - I dare you to go google them, 'cause when you see how ridiculously complicated they are, you'll realize why I didn't include one in this guide.

Oh, and FYI:

- **Black box = Men**
- **Blue box = Elves**
- **Light blue box = Maiar**
- **Black text = Male**
- **Blue text = Female**



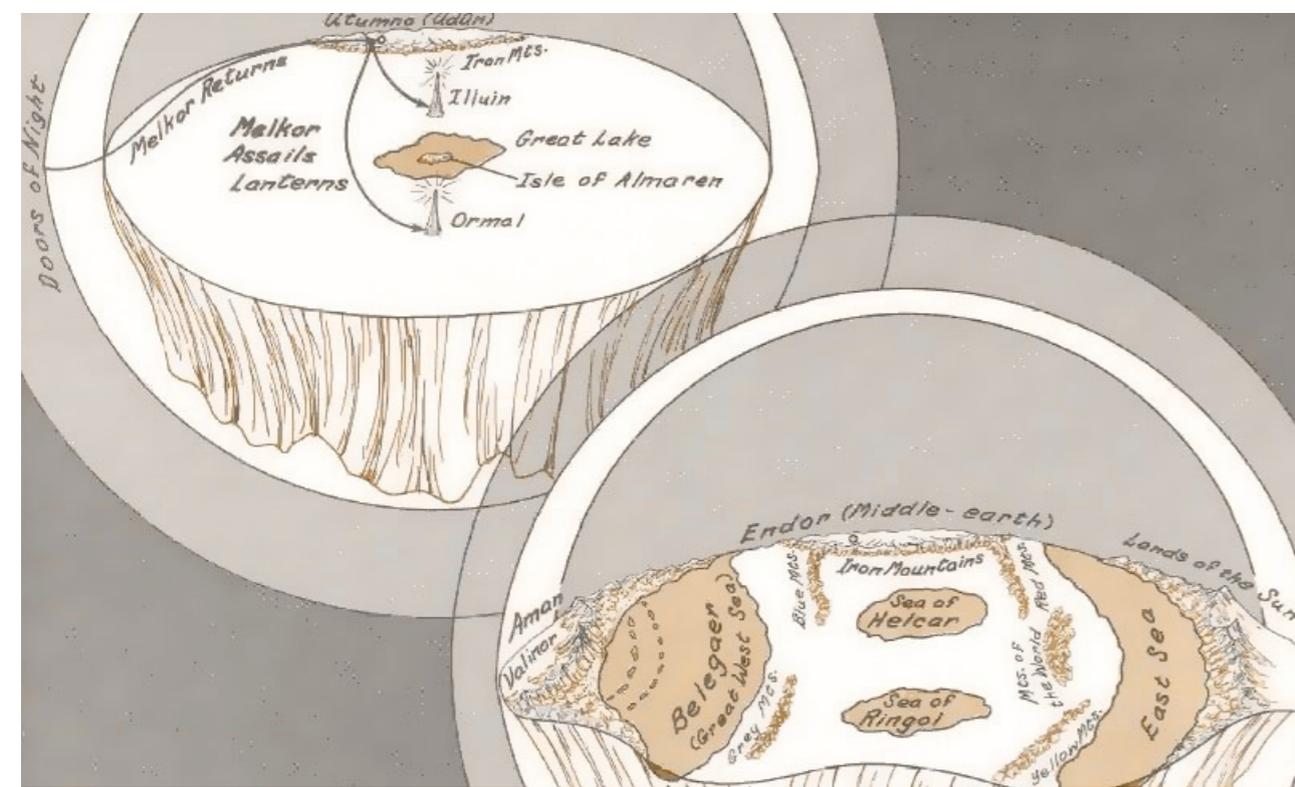


APPENDIX B

GEOGRAPHY GUIDE

Sometimes, when Tolkien describes geography, or how characters get from Point A to Point F, I just do the ole' smile-and-nod. It can get pretty ridiculously confusing. So, I give you the Geography Guide. Here you'll find a description of the various places found in The Silmarillion, as well as a few more maps to help you work it all out visually.

- **Alqualondë:** The city of the Teleri elves in Valinor. Was attacked by the Noldor following Fëanor during the First Kinslaying because they refused to give him ships to sail to Middle Earth. *IV*
- **Aman:** The continent to the west where Valinor is located. After the drowning of Númenor it was removed from the world, and is now only reached by the Straight Road. *II, III, XV*
- **Amon Rûdh:** A hill between Doriath and Nargothrond where Mîm, and then Túrin and his outlaws, lived. *X*
- **Anduin:** The longest river in Middle Earth, flowing between the Misty Mountains and Mirkwood. Isildur was ambushed by orcs and killed between the Anduin and the Misty Mountains. *XVI*
- **Angband:** Morgoth's fortress north of Beleriand during the First Age. Beren and Luthien snuck in to steal the silmaril, and it was the last place to be destroyed by the Host of the West during the War of Wrath. *V, IX, XIV*
- **Arda:** The world, created by Ilúvatar. *II*
- **Ard-galen:** The plains between Dor-thonion and Angband, which were destroyed by fire in the Dagor Bragollach. *VIII*
- **Armenelos:** Númenor's capital city. *XV*
- **Arnor:** The kingdom established by Elen-dil after he left Númenor. It was later ruled by Isildur's descendants, until it fell to civil war and outside enemies. *XVI*
- **Aros:** A river running along the eastern border of Doriath. The dwarves who stole the Nauglamir were caught and killed here by elves. *XII*
- **Belegost:** One of the dwarvish cities in the Blue Mountains during the First Age. *V, X, XII*
- **Beleriand:** The western region of Middle Earth (between the ocean and the Blue Mountains) which was destroyed at the end of the First Age. *III-XIV*
- **Blue Mountains:** Also called the Ered Luin, the mountain range that divides Beleriand from the rest of Middle Earth. Also the location of Nogrod and Belegost. *V, XVI*
- **Brethil:** A forest west of Doriath where the House of Haleth lived, and also where Túrin and Nienor lived together before dying. *VIII, XI*
- **Brithombar:** A coastal city in Beleriand under Círdan's rule that was under siege after the First Battle of Beleriand, and was eventually abandoned after the Nirnaeth Arnoediad. *V, VI*
- **Calenardhon:** Now known as Rohan. Was originally a region of Rohan given to the Rohirrim. *XVI*
- **Cuiviénen:** A place far to the east where the elves first awoke. It was located along the shore of the Sea of Helcar, and doesn't exist after the War of Wrath. *III*
- **Dol Guldur:** Sauron's fortress in Mirkwood where he recovered his strength during the Third Age. *XVI*
- **Door of Night:** The door between Arda and the void, where Morgoth was sent after the War of Wrath. It's now guarded by Eärendil. *XIV*
- **Doriath:** The woodland kingdom of Thingol and Melian, which was located in Beleriand during the First Age. It was abandoned after the Second Kinslaying *V, VII, IX, XII*
- **Dor-Lómin:** The region southwest of Hithlum that was given to the House of Hador to rule. After the Nirnaeth Arnoediad it was



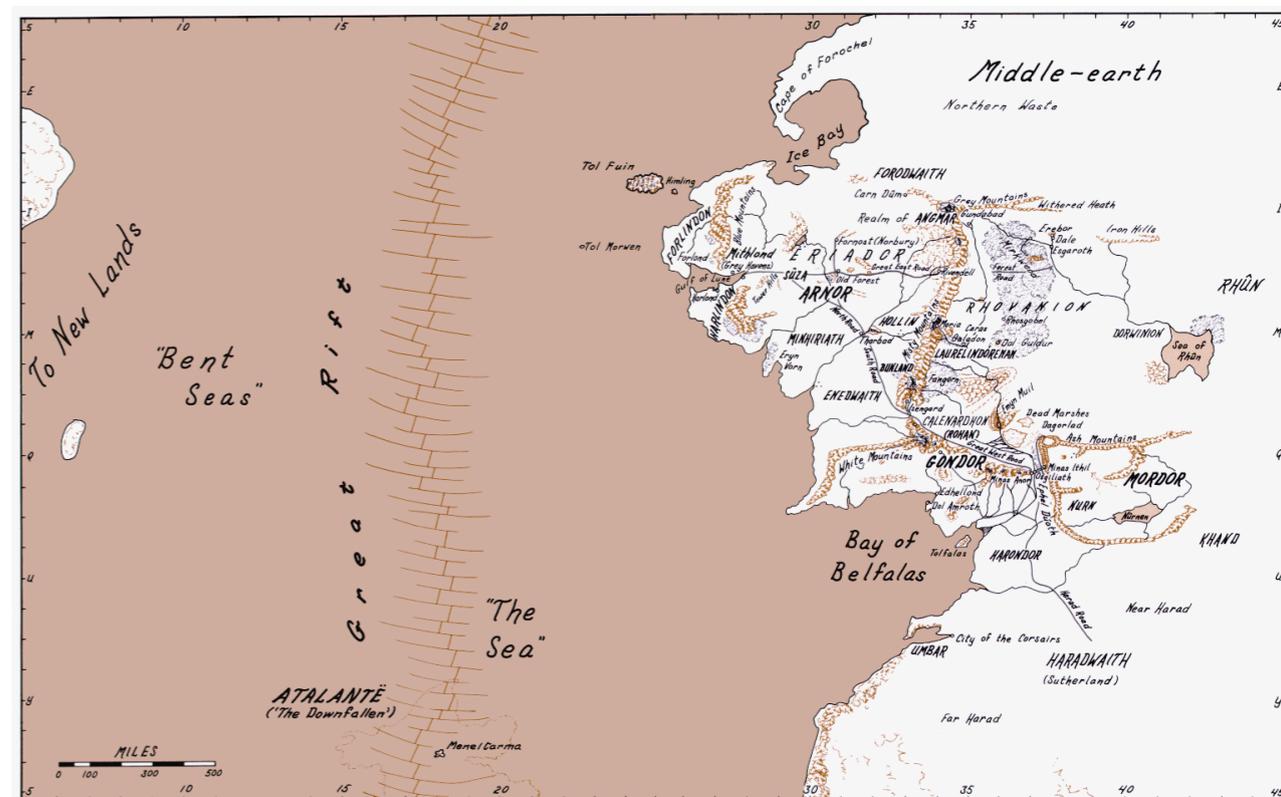
Arda before the creation of the Two Trees of Valinor and the Valar's war with Morgoth.



Arda in the First Age, with the formation of Valinor and Middle Earth (note the existence of Beleriand.)



Arda after the War of Wrath (note the lack of Beleriand, the changes to Middle Earth, and the creation of Númenor.)



Middle Earth in the Third Age (note the lack of Númenor as well as the lack of Valinor - now sailing west leads to "New Lands.")

ruled by the Easterlings who served Morgoth. *VIII, X, XI*

- **Dorthonion:** The highlands south of Ard-galen. They were originally ruled by Aegnor and Angrod, but were later given to the House of Bëor to rule. After the Dagor Bragollach it falls under Morgoth's control. *VII, VIII, IX*
- **Eä:** The universe, where Arda is located. *II*
- **Eagles' Cleft:** The highest point of the secret mountain pass out of Gondolin. Here Glorfindel and the balrog fought to the death. *XIII*
- **Eglarest:** A coastal city in Beleriand under Círdan's rule that was under siege after the First Battle of Beleriand, and was eventually abandoned after the Nirnaeth Arnodiad. *V, VI*
- **Encircling Mountains:** The mountains surrounding Gondolin, where Thorondor and the eagles live. *VI, VII, XIII*
- **Ered Gorgoroth:** The mountains that border the southern edge of Dorthonion. Where Ungoliant fled to after leaving Morgoth. *IV*
- **Eregion:** A realm built by Celebrimbor and other Noldorin elves during the Sec-

ond Age. It was here that the rings of power were made, and it was later destroyed by Sauron. *XVI*

- **Estolad:** The region east of Doriath where the first men to arrive in Beleriand settled. *VIII*
- **Falas:** The coastal region in the southwest of Beleriand. The main cities, Brithombar and Eglarest, were under Círdan's control. *VII*
- **Formenos:** Fëanor's home outside of Tirion. It was where he kept the silmarils, and it's where Morgoth stole them and killed Finwë. *IV*
- **Gelion:** One of the rivers flowing through Ossiriand. Where Tol Galen and Sarn Athrad are located. *IX, XII*
- **Gondolin:** The hidden city located in the Encircling Mountains in Beleriand. It was built and ruled by Turgon until Morgoth destroyed the city. *VII, X, XIII*
- **Gondor:** The kingdom established by Isildur and Anárion west of Mordor, after they left Númenor. It was later ruled by Anárion's descendants until the line ended, when it was then ruled by stew-

ards. After the War of the Ring it is ruled by Aragorn. *XVI*

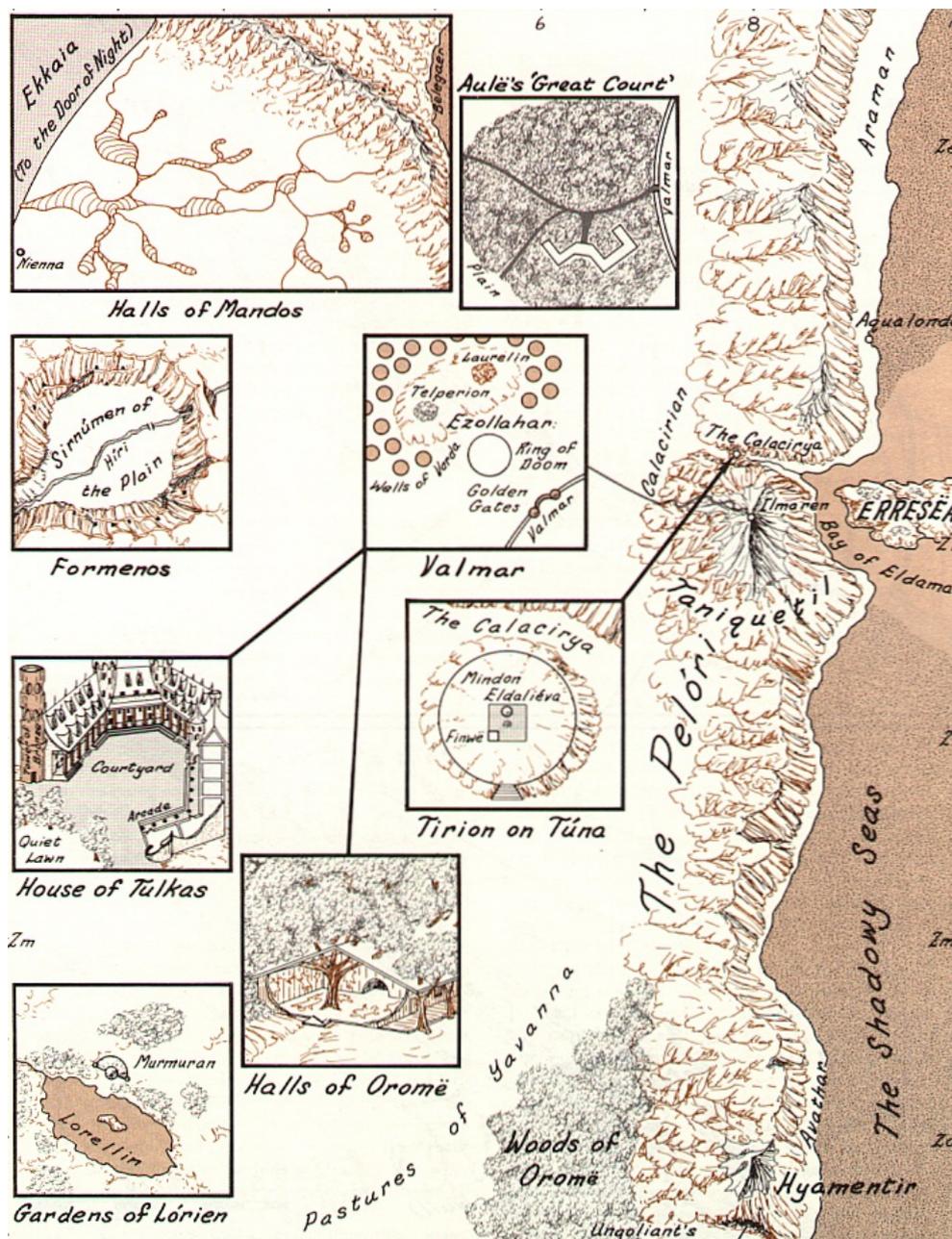
- **Greenwood:** The forest east of the Misty Mountains where many of the Nandorin/Silvan elves settled. Sauron's presence in the Third Age makes the forest dark and dangerous, and it is called Mirkwood instead. *III, XVI*
- **Grey Havens:** A city in Lindon where the elves sail for Valinor. After Gil-galad's death, it is ruled by Círdan. *XVI*
- **Halls of Mandos:** Where the spirits of elves reside after death. Ruled by the Vala Mandos. *III, V, IX*
- **Havens of Sirion:** A community mostly of refugees from destroyed realms in Beleriand, located at the Mouths of Sirion. It was mostly destroyed in the Third Kinslaying. *XII, XIII, XIV*
- **Helcaraxë:** A dangerous ice bridge that connected Valinor and Beleriand to the north during the First Age. It was used by Fingolfin's people to reach Middle Earth. *VI*
- **Hildórien:** A region to the far east where men first awoke. *V*

This complete map of Beleriand shows nearly every location used in the Quenta Silmarillion, including:

- Amon Rûdh
- Angband
- Ard-galen
- Aros
- Belegost
- Belegost
- Blue Mountains
- Brethil
- Brithombar
- Doriath
- Dor-Lómin
- Dorthonion
- Eglarest
- Encircling Mountains
- Ered Gorgoroth
- Estolad
- Falas
- Gelion
- Gondolin
- Havens of Sirion
- Hill of the Slain
- Himring
- Hithlum
- Isle of Balar
- Lake Mithrim
- Marches of Beleriand
- Menegroth
- Mouths of Sirion
- Nan Dungortheb
- Nan Elmoth
- Nargothrond
- Neldoreth
- Nevrast
- Nivrim
- Nogrod
- Ossiriand
- Region
- Sarn Athrad
- Sirion
- Thangorodrim
- Thargelion
- Tol Galen
- Tol Sirion
- Vinyamar



- **Hill of the Slain:** A hill of bodies the orcs made piling the corpses of the men and elves killed in the Nirnaeth Arnoediad. *X*
- **Himring:** A hill east of Dorthonion where Maedhros ruled. It was abandoned after the Nirnaeth Arnoediad. *VII, IX*
- **Hithlum:** A region west of Dorthonion where Fingolfin, and then Fingon, ruled. After the Nirnaeth Arnoediad it was given to the Easterlings who served Morgoth. *VII, X*
- **Imladris:** A haven established by Elrond during the war between Sauron and the elves of Eregion. Also called Rivendell, it was one of the few elvish realms to survive into the Third Age. *XVI*
- **Isle of Balar:** An island in the Bay of Balar ruled by Círdan. It was one of the few elvish settlements to survive all the way to the War of Wrath. *X, XIII*
- **Lake Mithrim:** A lake in southeast Hithlum where the Noldor settled after first arriving in Beleriand. *VI*
- **Lindon:** The elvish kingdom located between the Blue Mountains and the ocean, established by Gil-galad after the War of Wrath. *XV, XVI*
- **Lórien:** An elvish settlement east of the Misty Mountains (southwest of Mirkwood), which in the Third Age is ruled by Galadriel. *XVI*
- **Marches of Beleriand:** The region east of Dorthonion which was ruled by the sons of Fëanor. *VII*
- **Menegroth:** The city of Doriath, where Thingol's palace was built in caves underground. *III, V, VII, XII*
- **Meneltarma:** The mountain in the middle of Númenor, on top of which was a holy place dedicated to Ilúvatar. *XV*
- **Middle Earth:** The continent/region east of the ocean from Valinor. *II-XVI*
- **Minas Anor:** A city in Gondor where the seedling of Nimloth was planted. Later called Minas Tirith. *XVI*
- **Minas Ithil:** A city in Gondor that was taken by the nazgûl and afterwards called Minas Morgul. *XVI*
- **Minas Morgul:** See *Minas Ithil*.
- **Minas Tirith:** See *Minas Anor*.
- **Mirkwood:** See *Greenwood*.
- **Misty Mountains:** The mountain range that divided Middle Earth into an eastern and western region. Underneath the mountains was Moria. *III*
- **Mordor:** A region in southeastern Middle Earth where Sauron established his realm after the War of Wrath. *XV, XVI*
- **Moria:** A dwarvish city located underneath the Misty Mountains. It had a close relationship with Eregion in the Second Age. *XII, XVI*
- **Mouths of Sirion:** Where the Sirion river flowed into the Bay of Balar. Also the location of the Havens of Sirion. *X*
- **Nan Dungortheb:** The region between the Ered Gorgoroth and Doriath, which was overrun by Ungoliant's descendants. *VII*
- **Nan Elmoth:** A small forest east of Doriath where Eöl lived. *VII*
- **Nargothrond:** A hidden city built by Finrod in the southwest of Beleriand. It was destroyed by Glaurung the dragon. *VII, XI*
- **Neldoreth:** One of the forests of Doriath. *VII*



These sketches show some of the homes of the Valar, as well as other settlements in Valinor, some of which are included in this guide (Formenos, Halls of Mandos, Tirion, and Tol Eressëa.)

- **Nevrast:** The region west of Dor-lómin that was ruled by Turgon until he built Gondolin, when the region was deserted. VII, XIII
- **Nivrim:** One of the forests of Doriath. VII
- **Nogrod:** A dwarvish cities in the Blue Mountains during the First Age. V, X, XII
- **Númenor:** An island realm created for the Edain after the War of Wrath. It was ruled by Elros and his descendants until they defied the Valar, and the island was sunk. XV
- **Ossiriand:** The region in the southeast of Beleriand. The Laiquendi elves lived here, as did Beren and Luthien. V, VII, VIII, IX, XII
- **Pelóri:** The mountain range bordering the east coast of Valinor. II
- **Region:** One of the forests of Doriath. VII
- **Rivendell:** See *Imladris*.
- **Sarn Athrad:** The ford used to cross the river Gelion. XII
- **Sirion:** The largest river in Beleriand, which flowed into the Bay of Balar at the Mouths of Sirion. VI-XIV
- **Thangorodrim:** The mountains under which Angband was located. VI
- **Thargelion:** The region between the Marches of Beleriand and the Blue Mountains, which was ruled by Caranthir until the

Dagor Bragollach. Also where the House of Haleth lived until they moved to Brethil. VIII

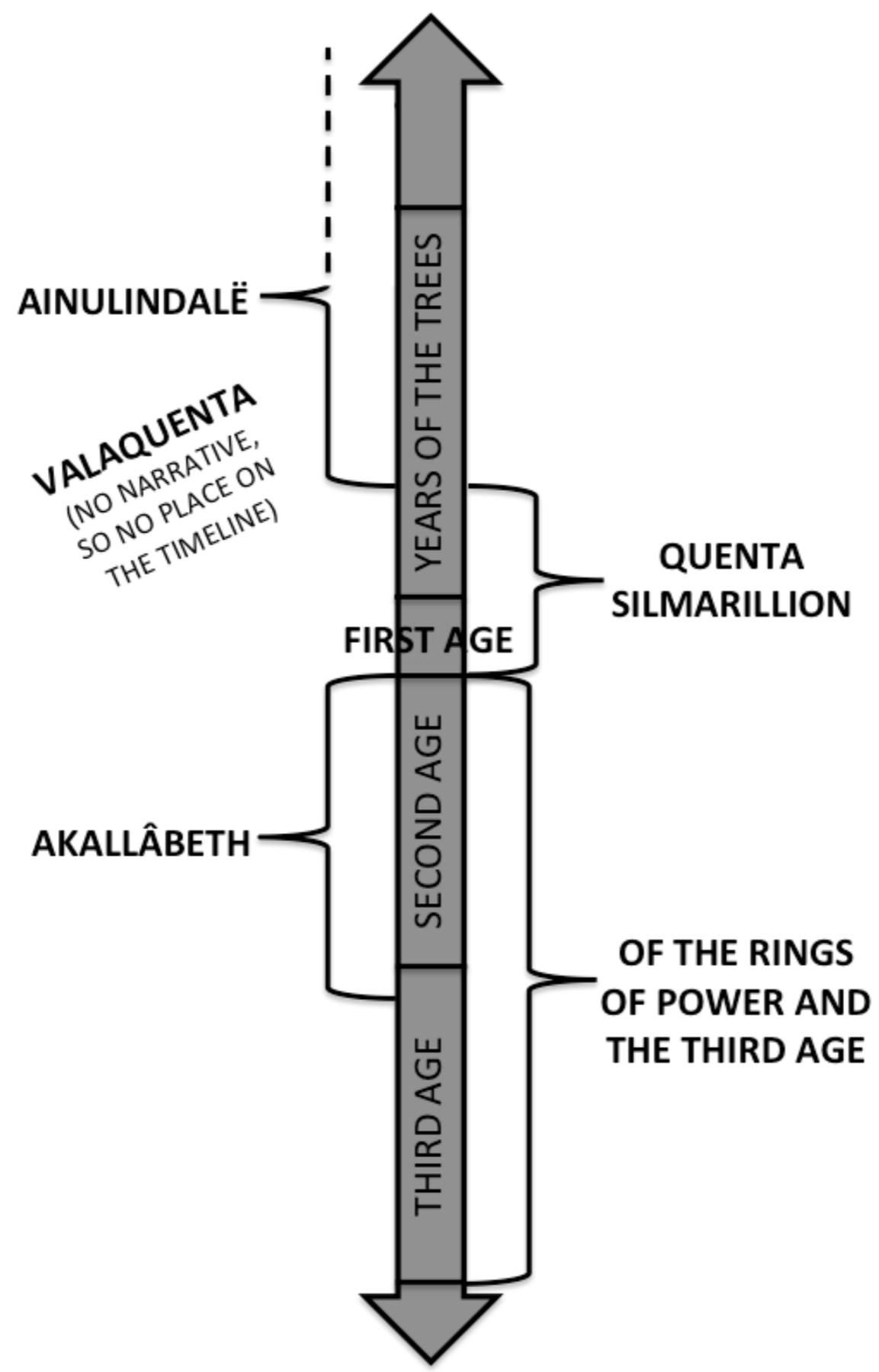
- **Tirion:** The city of the Noldor in Valinor. Fëanor was banished after threatening Finwë. It's also where Eärendil arrived, and where the white tree Nimloth originated. IV, XIV, XV
- **Tol Eressëa:** An island off the coast of Valinor which was originally used to carry the elves from Middle Earth to Valinor itself. It's still inhabited by elves, mostly those who returned to Valinor after the War of Wrath. III, XV
- **Tol Galen:** An island in the river Gelion where Beren and Luthien lived after returning from the dead. IX, XII
- **Tol Sirion:** An island in the river Sirion (near its source) where Finrod built a tower to watch over the pass between Hithlum and Dorthonion. After the Dagor Bragollach it's controlled by Sauron. VII, VIII, IX
- **Umbar:** A region south of Gondor. Where Ar-Pharazôn sailed and demanded that Sauron surrender to him. XV
- **Valinor:** The region of Aman where the Valar and the elves live. *Every segment except XI*
- **Vinyamar:** The capital city of Nevrast, and where Tuor met Ulmo and Voronwë. VII, XIII



APPENDIX C

TIMELINE

This appendix is dedicated to helping you sort out the chronological issues in *The Silmarillion*. While there aren't many actual dates given in the book, supplemental works of Tolkien's enable us to form a pretty exact timeline. Don't worry about the dates themselves, but instead pay more attention to the order that events occur in, as well as the spacing - which stories happen a couple years apart, and which are separated by over a thousand years.



THE SILMARILLION TIMELINE

1. **Unidentified Time:** Ilúvatar creates the Ainur, and then the Valar form Arda and battle Morgoth. Eventually they move to Valinor and create the Two Trees, starting the Years of the Trees. *II*
2. **1050-1162:** The elves awake in 1050. Morgoth is defeated and captured by the Valar in 1099, and the Vanyar and the Noldor arrive in Valinor in 1125. In 1130 Thingol and Melian meet, and finally the Teleri arrive in Valinor in 1162. *III*
3. **1400-1450:** Morgoth is released into Valinor in 1400, and in 1450 Feanor creates the silmarils. *III*
4. **1495:** Morgoth steals the silmarils and Ungoliant kills the Two Trees. Fëanor and his sons swear their Oath after Finwë dies. They attack the Teleri in the First Kinslay-
- ing at Alqualondë, and the Noldor are then exiled. *IV*
5. **1497:** Morgoth returns to Middle Earth and fights the Sindar in the First Battle of Beleriand. The Noldor return to Middle Earth and fight Morgoth in the Dagor Nuin-Giliath. Fëanor is killed and Maedhros is captured. *V, VI*
6. **1500-1:** The sun and the moon are created, starting the First Age. When the sun rises for the first time, the men awake. *V*
7. **5-50:** Fingon rescues Maedhros in year 5 and Fingolfin becomes High King of the Noldor. The Feast of Mereth Aderthad takes place in year 20, and in year 60 the Noldor fight Morgoth in the Dagor Aglareb. *VI*
8. **64-320:** Turgon starts moving his people to Gondolin in 64, and Nargothrond is established in 102. Glaurung is defeated in Hithlum in 260, and in 310 Finrod meets the first of the Edain in Beleriand. In 320 the men of the Edain build kingdoms throughout Beleriand. *VII, VIII*
9. **455-456:** Morgoth defeats the elves and men in the Dagor Bragollach, and Fingolfin dies in a duel with Morgoth just after the battle. *VIII*
10. **464-467:** Beren and Luthien meet in Doriath in 464, and they spend the next two years on their quest. In 467 Luthien dies, pleads to Mandos, and she and Beren are returned to life. *IX*

11. **472:** Morgoth again defeats the elves and men in the Nirnaeth Arnoediad. *X*
- 15 12. **484-510:** Túrin runs away from Dorioath and joins the outlaws in 484. In 495 Nargothrond is destroyed and Tuor arrives in Gondolin. In 498 Túrin and Nienor marry, and in 499 they both kill themselves after the death of Glaurung. Thingol is killed in 502, and Gondolin falls in 510. *XI, XII, XIII*
13. **542-590:** Eärendil and Elwing sail to Valinor in 542. In 545 the Host of the West arrives in Beleriand, beginning the War of Wrath, which doesn't end until 587. By 590 the silmarils are lost and Morgoth is exiled into the Void, starting the Second Age. *XIV*
- 14 14. **32-750:** The Edain arrive in Númenor in year 32, and Elros becomes their king. In 750 the Noldor establish Eregion. *XV, XVI*
- 13 15. **1500-1700:** Celebrimbor and the elves made the rings of power in 1500, and Sauron makes the One Ring in 1600. He attacks Eregion in 1693, and destroys the country in 1697 but is defeated by the Númenóreans in 1700. *XVI*
16. **3262-3320:** Sauron is taken to Númenor in 3262, where he starts manipulating the king. In 3319 Ar-Pharazôn sails to Valinor, and Númenor is destroyed. In 3320, Elendil and his sons arrive in Middle Earth and establish Arnor and Gondor. *XV, XVI*
17. **3430-2:** The Last Alliance is formed in 3430, and the Battle of the Last Alliance starts in 3434. Sauron is defeated in 3441, and Gil-galad and Elendil are killed, starting the Third Age. In year 2 Isildur is killed and the One Ring is lost. *XVI*
18. **1300-1975:** The Witch King forms the kingdom of Angmar in 1300, and attacks Arnor in 1409. Angmar is finally destroyed in 1975. *XVI*
19. **2460-2942:** Sauron goes to Dol-Guldur in 2460. The events of The Hobbit take place in 2941, and Sauron returns to Mordor in 2942. *XVI*
20. **3018-3021:** The events of The Lord of the Rings take place in 3018, and Sauron is defeated in 3019. In 3021 the Last Ship sails for Valinor, taking Gandalf, Frodo, Bilbo, Galadriel, Celeborn, Elrond, and Círdan. *XVI*



APPENDIX D

GROUPS AND TYPES

Since Appendix A was focused more on specific characters, this appendix is going to focus more on the cultural, political, and ancestral groups that all of these characters belong to. This will also include a breakdown of the various races and creatures of Middle Earth, too, just to make this all as painless as possible for you. You're welcome.

Dear Jessica, something along those
The whole background is filled
scabbard, helmets lie on the

with drawings of...
ground beside him, I believe



ELVES

I think the elvish groups are the hardest to keep straight because they split up into so many different kinds of groups - cultural, political, ancestral, etc. So we'll concentrate on them first.

Cultural Groups

From the moment the elves awoke, they were already split into three distinct cultural groups. And, for the most part, these groups remained separate during the majority of the First Age.

- **Vanyar:** The smallest group. They're generally blonde, and are very pious. All of them went to Valinor, and none followed the Noldor into exile.
- **Noldor:** The next largest group. They are very interested in crafts and languages, and like treasure. All the elves who follow Fëanor into exile are Noldorin.
- **Teleri:** The largest group. They love music and the ocean, and are usually seen as one-with-nature. Most of the elves in Middle Earth are Teleri.

The Sundered Groups

During the massive trek the elves made from Cuiviénen to Valinor, every once in a while a group of elves would decide to drop out and set up a permanent home somewhere in Middle Earth.

- **Avari:** These are the elves who refused to follow the Valar at all, and instead stayed in Cuiviénen. They were mostly Teleri with some Noldor.
- **Nandor:** These are the Teleri elves who decided to stop on the eastern side of the Misty Mountains. They went on to establish realms in Greenwood and Lórien.

- **Sindar:** These are the Teleri elves who decided to stay in Beleriand instead of sailing to Valinor. They were ruled by Thingol until his death.

Factions Within the Noldor

The Noldor are the main focus of the Silmarillion, and the drama of the ruling family creates a few factions within the Noldor themselves, beyond just those who go into exile and those who stay in Valinor.

- **Fëanorians:** These are, obviously, the elves who follow Fëanor (or his seven sons.) They participated in the three Kinslayings, and were totally devoted to retrieving the silmarils (though only Fëanor and his sons took the actual oath.)
- **House of Fingolfin:** Fingolfin followed his brother Fëanor into exile out of loyalty for him, but he strongly disagreed with many of Fëanor's goals. Fingolfin's people didn't participate in the Kinslaying at Alqualondë - at least, not fully, and while they were in Beleriand there was serious tension between the two groups.
- **House of Finarfin:** Most of Finarfin's people stayed in Valinor, but a few (including his children) went to Middle Earth. They're essentially the same as the House of Fingolfin, except that they have better relations with Thingol.

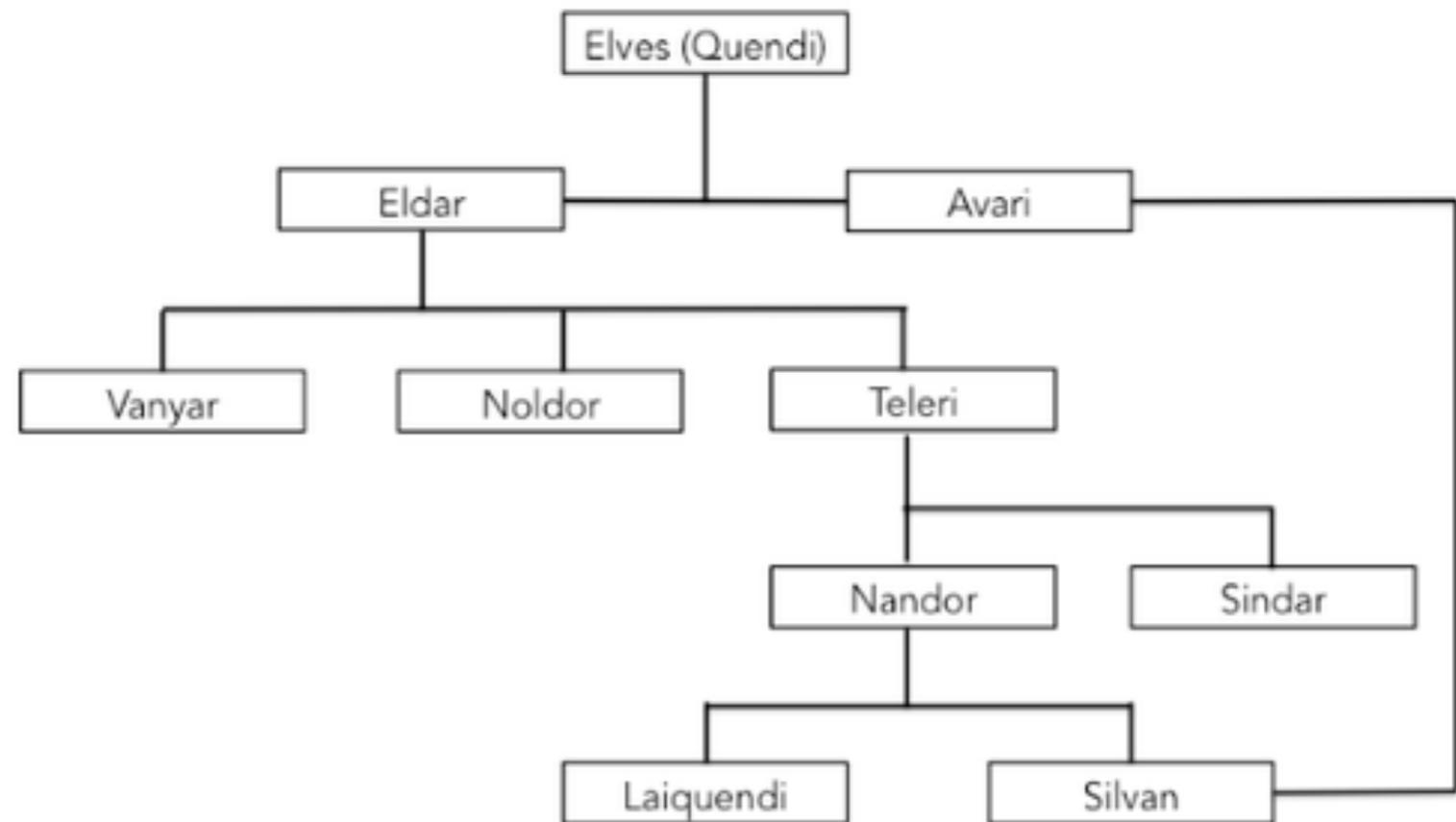
Groups that Show Up Later

There are a couple groups that arrive on the scene a little later, that aren't just clear-cut political groups, so they get their own category here.

- **Laiquendi:** These elves were once part of the Nandorin elves, but within a few decades decide to go ahead and finish the trip to Beleriand. They end up settling in Ossiriand.
- **Silvan:** The Silvan elves are referred to more in the later ages than in the First Age. The elves that live in Mirkwood and Lórien are mostly Silvan - a mix of Nandor, Avari, and even some Sindar.

Political Groups

Finally, there are the regular old political groups. Listing them all out would be redundant, since I already listed all the kingdoms and realms in Appendix B. If you don't believe me, go check it out.





MEN

The groups of men are much easier to keep track of, since they only fall into a couple groups. Again, for regular old political groups, check out Appendix B.

The Edain

The three first “tribes” of men who arrived in Beleriand formed strong relationships with the elves, and consistently fought alongside them in the war with Morgoth. Therefore they are called the three houses of the Edain. Most of them go on to live in Númenor, but some just go back to Middle Earth after the First Age.

- **House of Bëor:** The first to arrive, they settled in Dorthonion. Famous members include Barahir and Beren.
- **House of Hador:** Usually blonde, they settled in Dor-lómin. Famous members include Huor, Húrin, Tuor, and Túrin.

- **House of Haleth:** A little different from the rest, the House of Haleth settled in the Forest of Brethil, and mostly stayed there.

Not the Edain

Men outside of the Edain aren't necessarily evil, but they tend to be much more susceptible to falling under Morgoth (or Sauron's) control.

- **The Easterlings:** Basically just men who arrived in Beleriand after the Edain. Some served Morgoth, others did not. They settled in Middle Earth in the later ages.
- **Men of the south or east or wherever:** These are the men we meet more in the later ages - the men of Harad, or Rhûn, or any of the other regions beyond Middle Earth. They're mostly under Sauron's control.

RACES, CREATURES, AND SPECIES

There are, of course, characters in The Silmarillion other than elves and men. Let's get all those weirdos sorted out, shall we?

The Ainur

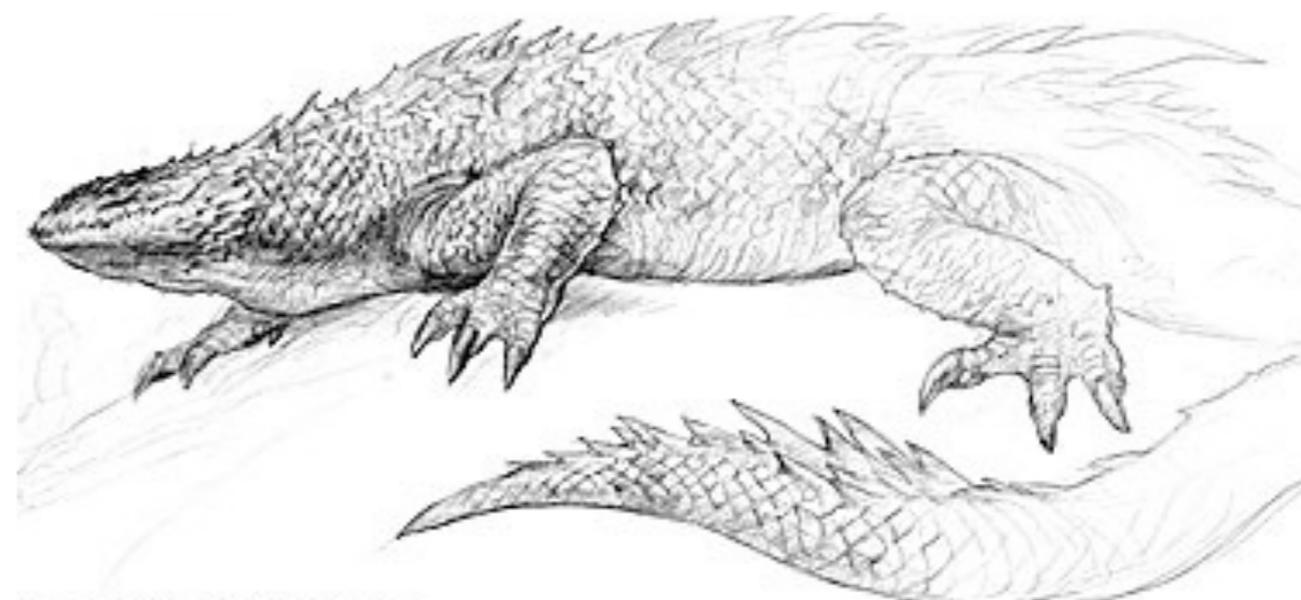
The powerful spirits created by Ilúvatar (who is himself a category all his own.) The Ainur generally fall into two categories:

- **Valar:** The most powerful of the Ainur, they are basically gods in Arda. Morgoth would have been one of them, had he not gone to *the Dark Side*.
- **Maiar:** Basically any Ainur that aren't powerful enough to be Valar. They generally serve the Valar. Some of the Maiar (like Sauron) go to serve Morgoth instead.

Other Creatures:

This is a list of most of the other creatures we meet in Middle Earth. Of course, there are some (like Ungoliant, or Huan the talking hound) that are so random they don't even really fit in a category at all. So you're on your own with those.

- **Balrogs:** Evil spirits of fire and shadow. Other than Sauron, these were Morgoth's most powerful servants. They cause all sorts of problems, and are the last thing you want to meet on a battlefield.
- **Dragons:** They usually breath fire, but only the more recent dragons (those released during the War of Wrath) could fly. Even without wings, they caused a great deal of damage.
- **Dwarves:** Created by Aulë, the dwarves are sort of the forgotten middle child of Middle Earth. We meet a few petty dwarves (like Mîm) in The Silmarillion, but also some standard ones from Belegost, Nogrod, and even Moria.



- **Eagles:** Giant eagles that serve as Manwë's servants in Middle Earth. They generally keep an eye on things, and occasionally give somebody a ride.
- **Ents:** Shepherds of the trees, created by Manwë and Yavanna to protect plants.
- **Werewolves:** They aren't werewolves in the traditional sense - we never see them transform into people. But they are very large, very smart wolves that serve Morgoth.