

Musical Chapters From **The Lord of the Rings** after the mythology of J.R.R. Tolkien

The Ages of Middle-earth

*The Ages in **MIDDLE-EARTH** are periods of time defined by important events. Each Age begins when a major happening from the previous Age concludes.*

THE FIRST AGE

The longest of the Ages, **THE FIRST AGE** began with the coming of **ELVES**, **MEN**, and **DWARVES** — and ended with the defeat of the first Dark Lord **MORGOTH** during “*The War of Wrath*”. This Age lasted over 4,900 years.

THE SECOND AGE

During **THE SECOND AGE**, the island nation of **NÚMENOR** was created for the use of **MEN**. During the second millennium of this Age, **SAURON** began a long war against the **ELVES**, and **THE RINGS OF POWER** were created. It was during this Age that the first **WHITE COUNCIL** was formed. In the War of the Last Alliance, **SAURON** was defeated, though not fully destroyed. The sinking of **NÚMENOR** into the sea marks the end of this Age, which lasted 3,441 years.

THE THIRD AGE

THE THIRD AGE began with the rise of exiled **MEN** of **NÚMENOR** in **MIDDLE-EARTH**, who formed or helped form several kingdoms. Near the end of the first millennium, five Wizards were sent to **MIDDLE-EARTH**. Following his defeat at the end of **THE SECOND AGE**, **SAURON** began to rebuild his power, and towards the end of the Age, his threat culminated in the War of the Ring, told in *The Lord of the Rings*. The Age ended with the destruction of the **ONE RING**, the reuniting of the two kingdoms of **MEN**, **GONDOR** and **ARNOR**, and the departure of the White Ship from **MIDDLE-EARTH** with several Ring-bearers. It lasted 3,021 years.

THE FOURTH AGE

THE FOURTH AGE is known as the age of **MEN**, and begins after the end of *The Lord of the Rings*. It is not known how long it lasts.



The RINGS OF POWER

THE RINGS OF POWER are magical rings forged in the **SECOND AGE**, mostly created by **ELVEN**-smiths under the guidance of **SAURON**, who wore a fair form to deceive them. Although lesser rings were also created, the Great Rings number twenty.

Three Rings for the Elven-kings

The **ELVES** created three rings without the help of **SAURON**, with the goal of countering him. Of all the twenty **RINGS OF POWER**, only these three are not under control of the **ONE RING**. Although the rings have had different bearers through the years, at the time of the War of the Ring:

Vilya, the Ring of Air set with a blue sapphire, is borne by **ELROND**. It was given to him by **GIL-GALAD**.

Narya, the Ring of Fire set with a red stone, is borne by **GANDALF**. It was given to him by **CÍRDAN THE SHIPWRIGHT**.

Nenya, the Ring of Water set with an adamant, is borne by **GALADRIEL**.

The Three lose their powers upon the destruction of the **ONE RING**, and are taken to the realm of the **VALAR** at the end of **THE THIRD AGE**.

Seven for the Dwarf-lords

Of the rings created by **ELVEN**-smiths under the guidance of **SAURON**, seven were given to lords of the **DWARVES**. They made their bearers greedy and helped them accumulate wealth, but contrary to **SAURON'S** hopes, they failed to enslave the **DWARVES** to **SAURON'S** will.

Nine for Mortal Men

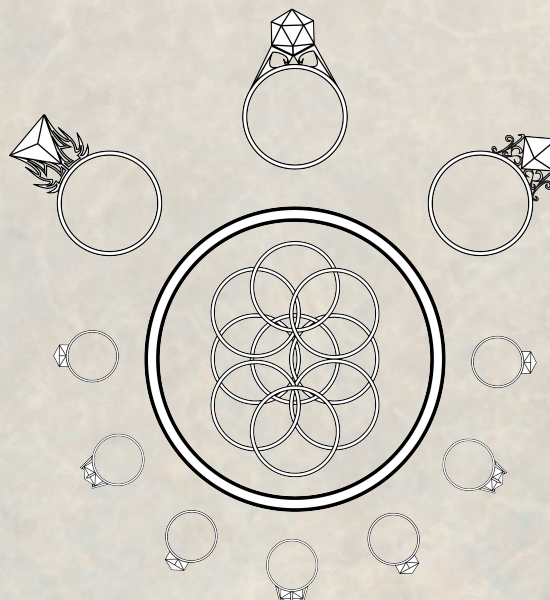
Like the Seven, the Nine were created by **ELVEN**-smiths under the guidance of **SAURON**. They were given to prominent **MEN**. Though initially they gathered riches and fame, in time they were enslaved to **SAURON'S** will and became known as **NAZGÛL**.

One for the Dark Lord

The **ONE RING** was forged in **MOUNT DOOM** by **SAURON** with the goal of controlling those rings which had been made under his guidance. **SAURON** poured into the **ONE RING** a large portion of his strength, so that his own life became bound to it. Should the **ONE** be destroyed, **SAURON** would likewise be destroyed and forever unable to take physical form again.

When **SAURON** was defeated by **ISILDUR** in the War of the Last Alliance, the latter took the **RING** for himself. However when **ISILDUR** himself was slain, the **RING** fell into the **ANDUIN RIVER**, where it was retrieved by chance many centuries later by the **HOBBITS DÉAGOL** and **SMÉAGOL**, later known as **GOLLUM**. **BILBO BAGGINS** eventually obtains the **RING**, which is inherited by **FRODO BAGGINS**, who is tasked with destroying it in **MOUNT DOOM**, where it was forged.

A side effect of the immense power of the ring is that if a mortal wore the ring, they become invisible, with **SAURON** and the **NAZGÛL** being alerted to the wearer.



LOCATIONS

The following is a guide to all of the locations either visited or mentioned in musical chapters from *The Lord of the Rings*

ARDA

The world created by **ILÚVATAR**, and shaped by the **VALAR**, for the purpose of being a home for the Children of Ilúvatar, **ELVES** and **MEN**.

GREAT SEA

The sea west of **MIDDLE-EARTH**

MIDDLE-EARTH

The continent where the events of *The Lord of the Rings* take place.

THE SHIRE

A region inhabited by **HOBBITS**, including **FRODO BAGGINS**. **THE SHIRE** is found in Eriador, the large region found in the North West of **MIDDLE-EARTH**.

THE SHIRE is split into various regions and its boundaries are found at four places; to the north are the North Moors, to the east the **BRANDYWINE RIVER**, to the south are the Marshes of the south and to the west are found the Tower Hills. Running through **THE SHIRE** is the great East Road, a long road that connects **THE SHIRE** to the wider world.

The rivers in **THE SHIRE** are all connected to the larger river, the **BRANDYWINE RIVER**, east of **HOBBITON**.

BYWATER

A village located close to **HOBBITON** in **THE SHIRE**. It is located in the Westfarthing, one of four regions of **THE SHIRE**.

THE IVY BUSH INN

An inn where **HOBBITS** gather to drink and discuss local matters of **THE SHIRE**. It is at the **IVY BUSH** where locals discuss **BILBO BAGGINS** and **FRODO BAGGINS** in the days shortly before **BILBO BAGGINS'** birthday party.

BAG END

The residence of **BILBO BAGGINS** and **FRODO BAGGINS** in **HOBBITON**. Later, it also becomes the home of **SAM GAMGEE**.

BRANDYWINE RIVER

A river between **THE SHIRE** and **BUCKLAND**.

CRICKHOLLOW

The new home of **FRODO BAGGINS** in **BUCKLAND**.

THE RIVER WITHYWINDLE

A tributary of the **BRANDYWINE RIVER** which flows through **THE OLD FOREST**.

HOBBITON

A village in the central region of **THE SHIRE**.

THE GREEN DRAGON INN

One of the many inns found in **THE SHIRE** where **HOBBITS** drink and socialize. It is here where **SAM GAMGEE** and **TED SANDYMAN** discuss recent events.

THE PARTY FIELD

A large field south of **BAG END**, where **BILBO BAGGINS** holds his birthday party.

BUCKLAND

An area bordering **THE SHIRE**, mostly inhabited by **HOBBITS** of the Brandybuck family.

BRANDY HALL

The ancestral home of the Brandybuck family of **HOBBITS**, located in **BUCKLAND**.

THE OLD FOREST

A forest east of **THE SHIRE**.

THE HOUSE OF TOM BOMBADIL

The house inhabited by **TOM BOMBADIL** and **GOLDBERRY** at the edge of **THE OLD FOREST**

BARROW-DOWNS

Hills near **THE OLD FOREST**, inhabited by **THE BARROW-WIGHTS**.

BREE

A village east of **THE SHIRE**, inhabited by both **MEN** and **HOBBITS**.

THE PRANCING PONY

An inn located in **BREE**, run by **BARLIMAN BUTTERBUR** where the **HOBBITS** meet **STRIDER**, later revealed as **ARAGORN** at "*The Council of Elrond*".

WEATHERTOP

A hill with the ruins of a tower. It is at these ruins where **FRODO BAGGINS** is wounded by **THE WITCH-KING**.

TROLLSHAWS

The **TROLLSHAWS** are a series of woods to the west of **RIVENDELL**. It was here that **BILBO BAGGINS** met the Trolls William, Tom, and Bert during his adventures with the **DWARVES**. Later **FRODO BAGGINS** and his companions stop there after he is wounded at **WEATHERTOP**.

THE FORD OF BRUINEN

The **FORD** also known as the Ford of Loudwater and the Ford of **RIVENDELL** is a crossing over the Bruinen River on the **GREAT EAST ROAD**. It is here where **FRODO BAGGINS** encounters the **RINGWRAITHS** as he attempts to enter **RIVENDELL**.

RIVENDELL

IMLADRIS

Located in a valley, it is a domain ruled by **ELROND**.

Many visitors to **RIVENDELL** refer to it as **ELROND'S** House and the Last Homely House. The great Hall of Fire is given over to story telling and song and is where **SAM GAMGEE** learns the song of **ELBERETH GILTHONIEL**.

See also: **THE COUNCIL OF ELROND**.

EREGION

Formerly an **ELVEN** realm where **THE RINGS OF POWER** were forged. Though it was destroyed thousands of years before the events of *The Lord of the Rings*, its ruins still stand and are passed by **THE FELLOWSHIP OF THE RING**.

MISTY MOUNTAINS

A great mountain range that roughly divides **MIDDLE-EARTH** into a western and an eastern half. When **THE FELLOWSHIP OF THE RING** passes over the **MISTY MOUNTAINS**, they initially attempt to use the Redhorn Pass on the western side; when that fails due to a snowstorm, they pass under the mountains through **MORIA**. They come out on the eastern side at **DIMRILL DALE**.

MORIA

KHAZAD-DÛM

Located under the **MISTY MOUNTAINS**, it was formerly a great realm of **DWARVES**. It is currently beset by evil creatures, including a **BALROG**. It is at the Bridge of **KHAZAD-DÛM** where **GANDALF** fights **THE BALROG** and falls into the abyss below.

THE GATES OF MORIA

THE DOORS OF DURIN

The gates leading into **MORIA**, which are inscribed with letters and emblems. A password is required to open them.

CHAMBER OF MAZARBUL

Located inside the **MINES OF MORIA**, it is a room formerly used to store records, which also housed **BALIN'S** tomb. **THE FELLOWSHIP** stop here briefly during their journey through **MORIA**.

DIMRILL DALE

A pass at the east entrance to **MORIA**. It is here that the **FELLOWSHIP** escape after **GANDALF'S** fall.

NIMRODEL

A river by the borders of **LOTHLÓRIEN**. It bears the same name as an **ELF-MAIDEN**, for whom it was named.

LOTHLÓRIEN

An **ELVEN** realm ruled by **CELEBORN** and **GALADRIEL**. Also known as **LÓRIEN**, a name it shares with the distinct location mentioned in *The War of Wrath*. Its capital is Caras Galadhon.

ANDUIN RIVER

THE GREAT RIVER

A river crossing most of **MIDDLE-EARTH**. On their journey the **FELLOWSHIP** passes between the **ARGONATH**.

ARGONATH

PILLARS OF THE KING

Two pillars of stone carved in the likeness of the sons of **ELENDIL**. They stand on either side of the **ANDUIN RIVER**.

AMON HEN

A hill passed by **THE FELLOWSHIP OF THE RING** when they stopped on the shores of the **ANDUIN RIVER**. It is upon **AMON HEN** where **FRODO BAGGINS** finds the Seat of Seeing, a large ruin atop the hill. Wearing the **ONE RING** and escaping from **BOROMIR**, **FRODO BAGGINS** sees among many visions the coming war, **MINAS TIRITH**, and beyond to **BARAD-DÛR**. After **FRODO BAGGINS** goes missing, the **FELLOWSHIP** looks for him across the slopes of **AMON HEN** and the forest.

BORDER OF ROHAN AND

FANGORN FOREST

The northern **BORDER OF ROHAN** and southern border of **FANGORN FOREST**. It is on the border that the Riders of **ROHAN** ambush and kill the **ORCS** of **SARUMAN** who have captured **MERRY BRANDYBUCK** and **PIPPIN TOOK**.

FANGORN FOREST

A forest near **ROHAN**. Inhabited by **ENTS** and reputed to be dangerous.

Also the name of the character otherwise known as **TREEBEARD**.

ROHAN

Also known as **THE MARK**. Its people are collectively known as the Rohirrim and by themselves as the Eorlingas, after their first king Eorl.

Located north of **GONDOR**, it is a kingdom of **MEN**, ruled by **THÉODEN** from his capital city Meduseld. Among various locations across **ROHAN** important to the War of the Ring and remembered in song by the Riders of **ROHAN** are the Fenmarch, a marsh land in the east, Firlenwood bordering **GONDOR** in the south, Folde, and Sunlending, a former fiefdom in **GONDOR**.

The Westfold, which is attacked by **SARUMAN'S ORC** forces, and the plains of **ROHAN**, an open grassland reaching out across **ROHAN** towards the stronghold of **SARUMAN** at **ISENGARD**.

Dunharrow, a refuge south of Edoras, the capital of **ROHAN**. It was at Dunharrow where **THÉODEN** and his armies assembled before marching to **GONDOR**.

See also: **HELM'S DEEP**

EMYN MUIL

A range of rocky hills that run along the **ANDUIN** and north of the falls of Rauros.

THE DEAD MARSHES

A series of wetlands south-east of the **EMYN MUIL**. In the waters of the marshes are thousands of dead **ELVES**, **MEN**, and **ORCS** after the Battle of Dagorlad.

THE BLACK GATE

The main entrance into the land of **MORDOR**, located in the northern section of the mountain ranges surrounding **MORDOR**.

ITHILIEN

A region in **GONDOR**. The **MEN** of **ITHILIEN** are led by **FARAMIR**. **ITHILIEN** was renowned for its forests of firs, cypress, cedars, oaks, and ash-trees. Its open lands were filled with flowering plants and it has large grass-lands.

HENNETH ANNÛN

ELVISH for **WINDOW OF THE SUNSET**. A cave hidden behind a waterfall. Located in **ITHILIEN**, it is a hidden outpost commanded by **FARAMIR**. Within **HENNETH ANNÛN** was the Forbidden Pool. A basin of water where **GOLLUM** is captured by **FARAMIR'S** men.

HELM'S DEEP

A gorge in the **WESTFOLD** of **ROHAN**. It serves as a refuge for the people of **ROHAN**, and gives name to the Battle of **HELM'S DEEP**. It is made up of various fortified keeps and towers with an inner chamber dug deep into the mountain behind. The Hornburg, a fortress which sits forward of **HELM'S DEEP** acts as a barrier against entrance into the main valley, with its gates said to never have been penetrated. Connected to the Hornburg is the Deeping Wall, a large stone walkway looking down into the valley below.

ISENGARD

WIZARD'S VALE

The domain of **SARUMAN**, best known for the Tower of Orthanc at its center. It is the seat of command of **SARUMAN**.

TREEGARTH OF ORTHANC

A forest established around the **TOWER OF ORTHANC** by the **ENTS** following their victory in the battle against **SARUMAN**.

THE CROSS-ROADS

A place in **ITHILIEN** where four roads meet. One of them leads from **OSGILIATH** to **MINAS MORGUL**.

MORDOR

LAND OF SHADOW / BLACK LAND

The land under **SAURON'S** domain, in the extreme southeast of **MIDDLE-EARTH**. It is surrounded on three sides by a mountain range. Occasionally used figuratively to signify **SAURON'S** power.

CIRITH UNGOL

A pass through the mountains that lead into **MORDOR**. The great spider-like creature **SHELOB** has her lair there.

See also: **SHELOB'S LAIR**.

MINAS MORGUL

TOWER OF THE MOON / MINAS ITHIL

A city guarding the pass between **ITHILIEN** and **MORDOR**. Originally part of **GONDOR**, it is now under the rule of **SAURON**.

MINDOLLUIN

The mountain above **MINAS TIRITH**.

THE TOWER OF CIRITH UNGOL

A fortress in **CIRITH UNGOL**. The tower is set into the face of the Ephel Dúath mountains looking down into the pass and positioned so that only the uppermost portion of its immense tower can be seen from the pass. After **FRODO BAGGINS** and **SAM GAMGEE'S** encounter with **SHELOB**, **FRODO BAGGINS** is taken there and searched before being rescued by **SAM GAMGEE**, who used the **ONE RING**.

THE STAIRS OF CIRITH UNGOL.

The stairs leading down from **THE TOWER OF CIRITH UNGOL**.

SHELOB'S LAIR

Located in **CIRITH UNGOL**, they are a complex of tunnels inhabited by the great spider **SHELOB**.

GONDOR

SOUTH-KINGDOM / STONINGLAND

A kingdom of Men, founded by **ELENDIL**.

ARAGORN is heir to its throne but it is currently ruled by the steward **DENETHOR**.

MINAS TIRITH

THE WHITE CITY / MUNDBURG / SEA-KINGS' CITY / THE CITADEL /
MINAS ANOR / THE TOWER OF THE SUN / THE TOWER OF GUARD

The capital city of **GONDOR**, built as a walled city of seven levels upon a hill.

Among many places important to the history and defence of **MINAS TIRITH** and found in this opera are

WHITE TREE

A symbol of **GONDOR**, planted in **MINAS TIRITH**.

RAMMAS ECHOR

The wall surrounding **MINAS TIRITH**.

THE GATES OF MINAS TIRITH (GATES OF THE CITY / THE GREAT GATE OF MINAS TIRITH)

The gate grants entry to the first and lowest level of **MINAS TIRITH**.

HALL OF KINGS

The throne room of **MINAS TIRITH**

TOWER OF ECTHELION (THE WHITE TOWER)

The chief tower of **MINAS TIRITH**, standing at its center

HOUSES OF HEALING

An infirmary in **MINAS TIRITH**

HOUSES OF THE DEAD

The royal tombs of **MINAS TIRITH**

THE COURT OF THE FOUNTAIN (THE COURT OF THE KING)

Part of the highest level of **MINAS TIRITH**. It is the place where the **WHITE TREE** is planted

ERECH

A plain in **GONDOR**, west of **MINAS TIRITH**. Upon it stands the Hill of **ERECH** and the **STONE OF ERECH**, a large globe-shaped black stone prophesied to be the gathering place of **THE OATHBREAKERS**. It is near the entrance of **THE PATHS OF THE DEAD**, the underground passage now haunted by **THE OATHBREAKERS**.

PELARGIR

The main harbour of **GONDOR**, located by the **ANDUIN RIVER**.

UMBAR

A realm on the coast south of **GONDOR**, whence came corsairs allied with the **MEN OF HARAD**.

OSGILIATH

THE RUINED CITY BY THE RIVER

A former capital of **GONDOR**, located upon the **ANDUIN RIVER**.

BARAD-DÛR

THE DARK TOWER / LUGBÚRZ

The chief fortress of **SAURON** in **MORDOR**. Deep within the fortress are found the Black Pits, a dungeon where traitors and those captured would be tortured.

MOUNT DOOM

THE MOUNTAIN OF FIRE / THE FIERY MOUNTAIN / ORODRUIN / THE GULF OF DOOM

A volcano in **MORDOR**, and the ultimate destination of the quest undertaken by **FRODO BAGGINS**.

PELENNOR FIELDS

The fields just outside **MINAS TIRITH**. The largest battle in *The Lord of the Rings* is called Battle of **PELENNOR FIELDS**.

THE FIELD OF CORMALLEN

A field in **ITHILIEN**, where **FRODO BAGGINS** and **SAM GAMGEE** are celebrated after the destruction of the **ONE RING**.

GREY HAVENS

An important haven under the rule of **CÍRDAN THE SHIPWRIGHT**, located in one of the westernmost points of **MIDDLE-EARTH**. From there ships depart to **VALINOR**.

Other Locations Mentioned

ARNOR

The Kingdom of the Dúnedain of the North. Its former capital Fornost was the original seat of the king of **ARNOR** and **GONDOR**. The Rangers of the North, led by Aragorn were descendants of the Kingdom.

DOL AMROTH

A promontory and princedom of **GONDOR**.

LEBENNIN

A region in **GONDOR**. A kinswoman of **IORETH** is from this region.

NÚMENOR

THE LAND OF WESTERNESSE

Thousands of years before the events of *The Lord of the Rings*, it was an island-nation located to the West of **MIDDLE-EARTH**, beyond the **GREAT SEA**. Although it was sunk, some of its inhabitants became the ancestors to the **MANNISH** people of **GONDOR**. Among them were **ELENDIL** and **ISILDUR**.

HARAD

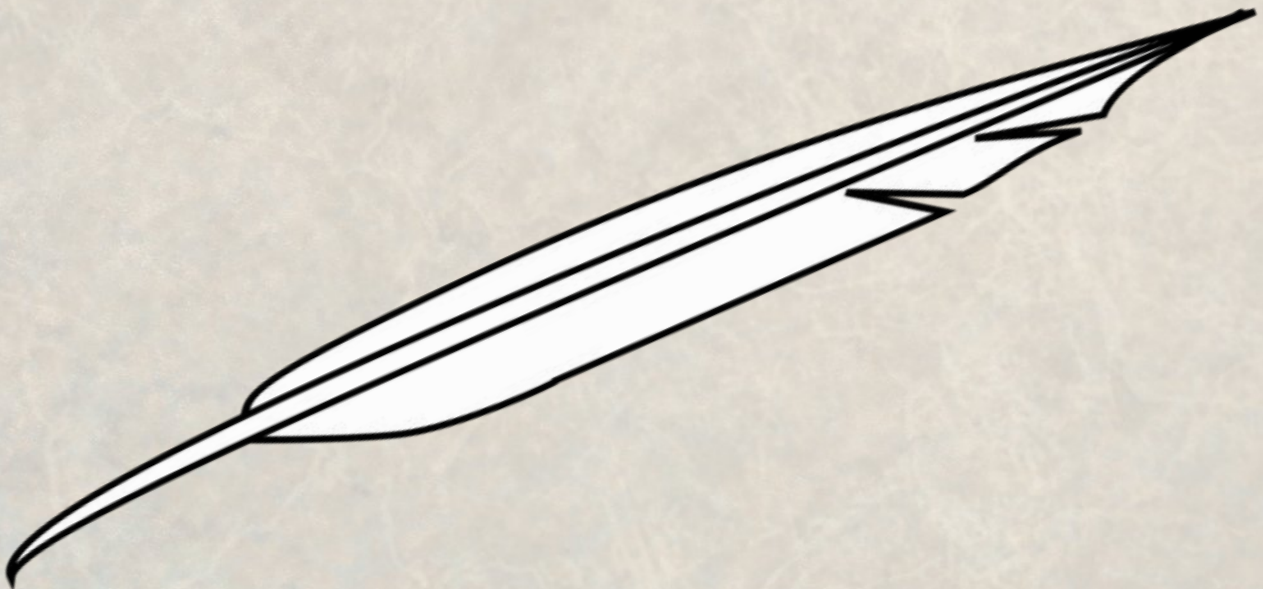
A land south of **MORDOR**, whose **MEN** have allied themselves with **SAURON**. They are notable for using **OLIPHAUNTS** in war.

MIRKWOOD

A forested **ELVEN** realm ruled by **THRANDUIL**.

TASARINAN

Thousands of years prior to *The Lord of the Rings*, **TASARINAN** was a region in Beleriand known for its willows and meadows.



CHARACTERS

THE FELLOWSHIP OF THE RING

A group consisting of the bearer of the **ONE RING**, **FRODO BAGGINS**, and eight companions chosen during **THE COUNCIL OF ELROND** to aid **FRODO BAGGINS** in his quest to destroy the Ring at **MOUNT DOOM** in **MORDOR**.

FRODO BAGGINS

A **HOBBIT**. The heir of **BILBO BAGGINS**, and therefore owner of **BAG END**. He carries the sword Sting, which is given to him by **BILBO BAGGINS**. At **THE COUNCIL OF ELROND**, it is determined that he is to bear the **ONE RING** to **MORDOR** for its destruction. The demands of this task take a visible mental and physical toll on him, so that by the end of *The Lord of the Rings*, he chooses to take a ship west to seek healing in the realm of the **VALAR**. Wise, kind and resilient, **FRODO BAGGINS** is the most famous of **HOBBITS** and is considered one of the greatest heroes of **MIDDLE-EARTH**.

Appears in "A Long Expected Party", "The Return of the Shadow", "Tom Bombadil", "The Prancing Pony", "Flight to the Ford", "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Window on the West", "Cirith Ungol", "Mount Doom", "The Field of Cormallen", "The Steward and the King", "Homeward Bound", "The Scouring of the Shire", and "The Grey Havens".

MERRY BRANDYBUCK

MERIADOC BRANDYBUCK / MASTER HOLBYTLA

A **HOBBIT**. Cousin to **FRODO BAGGINS** who becomes involved with **ROHAN** during the War of the Ring. Despite a difference in age between the two, he is close friends with **PIPPIN TOOK**. One of **FRODO BAGGINS'** best friends, **MERRY BRANDYBUCK** is intelligent, practical and responsible. His greatest deed during the war is assisting **ÉOWYN** in slaying the **WITCH-KING**.

Appears in "A Long Expected Party", "The Return of the Shadow", "Tom Bombadil", "The Prancing Pony", "Flight to the Ford", "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Plains and the Forest", "The Riders of Rohan", "The Passing of the Grey Company", "Pelennor Fields", "The Houses of Healing", "The Steward and the King", "Homeward Bound", and "The Scouring of the Shire".

SAM GAMGEE

SAMWISE GAMGEE

A **HOBBIT**. Son to **HAMFAST "HAM" GAMGEE** and gardener to **BILBO BAGGINS** and **FRODO BAGGINS**. **SAM GAMGEE** is the only member of **THE FELLOWSHIP OF THE RING** to remain with **FRODO BAGGINS** to the end of the Quest. Somewhat hot-headed and narrow-minded as many **HOBBITS** tend to be, **SAM GAMGEE** is also brave, determined, and fiercely loyal. He is defined by his service and friendship to **FRODO BAGGINS**, which comprises both mundane chores and great acts of heroism.

Appears in "The Return of the Shadow", "Tom Bombadil", "The Prancing Pony", "Flight to the Ford", "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Window on the West", "Cirith Ungol", "Mount Doom", "The Field of Cormallen", "The Steward and the King", "Homeward Bound", "The Scouring of the Shire", and "The Grey Havens".

PIPPIN TOOK

PEREGRIN TOOK

A **HOBBIT**. Cousin to **FRODO BAGGINS** who becomes involved with **GONDOR** during the War of the Ring. The youngest of the four **HOBBITS**, **PIPPIN TOOK** can be naïve and mischievous, but displays great growth throughout *The Lord of the Rings*. He is confident and a quick thinker, and by the end of the Quest, he has become a capable leader.

Appears in "A Long Expected Party", "The Return of the Shadow", "Tom Bombadil", "The Prancing Pony", "Flight to the Ford", "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship".

GANDALF

GREYHAME / MITHRANDIR / GANDALF THE GREY (and later WHITE) / THE WHITE RIDER

A Wizard. **GANDALF** has the appearance of an old man stooped with age, carrying a staff and wearing a pointed hat. He has long bushy eyebrows and a white beard. Though quick to anger, **GANDALF** greatly values pity and mercy. Well-known for his wisdom, he can, however, be difficult to understand. He has been a key figure in the fight against **SAURON** throughout the **THIRD AGE**, and is initially the leader of **THE FELLOWSHIP OF THE RING**. He bears Narya, one of the **RINGS OF POWER**. After dying in **MORIA** he is reborn and is then called **GANDALF THE WHITE**.

Appears in "A Long Expected Party", "The Return of the Shadow", "The Journey to Isengard", "The Voice of Saruman", "Minas Tirith", "The Passing of the Grey Company", "The Siege of Gondor", "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", "The Field of Cormallen", "The Steward and the King", "Homeward Bound", "The Scouring of the Shire", and "The Grey Havens".

See also: **THE WHITE COUNCIL**.

ARAGORN / STRIDER

A man. Tall and lean with grey-flecked dark hair and keen grey eyes, **ARAGORN** is descended from **ISILDUR** and rightful heir to the throne of **GONDOR**. He bides his time as the leader of the rangers secretly protecting the borders of **THE SHIRE** and **BREE**, where he is known as **STRIDER**. After the death of **GANDALF** in **MORIA**, he takes over as leader of the Fellowship. Wise, true to his word and with a great sense of responsibility, **ARAGORN** is a capable leader. He carries the sword Andúril, which has been forged from the shards of the sword Narsil. Narsil (also known as The sword that was broken and the sword of **ELENDIL**) was the sword which **ISILDUR** used to cut off the finger on which **SAURON** bore the **ONE RING**.

Appears in "The Prancing Pony", "Flight to the Ford", "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Journey to Isengard", "The Voice of Saruman", "The Passing of the Grey Company", "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", "The Field of Cormallen", "The Steward and the King", "Homeward Bound", and is mentioned in "The Window on the West" and "Minas Tirith".

GIMLI

A **DWARF**. Son of **GLÓIN**, he attends **THE COUNCIL OF ELROND** with his father. Clad in a vest of ringmail and boasting a beard, **GIMLI** is tough and a capable warrior, while at the same time being courteous and a loyal companion. He is known for his close friendship with **LEGOLAS** and his admiration for **GALADRIEL**, despite the usual mistrust between **ELVES** and **DWARVES**.

Appears in "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Journey to Isengard", "The Voice of Saruman", "The Passing of the Grey Company", "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", "The Field of Cormallen", and "Homeward Bound".

BOROMIR

A man of **GONDOR**. The elder son of **DENETHOR**, he tries to take the **ONE RING** from **FRODO BAGGINS**. **BOROMIR** dies fighting **ORCS** when the Fellowship is attacked.

There is great physical resemblance between **BOROMIR** and his father; they are both tall, dark-haired and grey-eyed, with a proud and stern glance. His garment is rich and his cloak lined with fur, and he carries a great horn. A valorous and strong man, **BOROMIR** is a capable and experienced warrior.

Appears in "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", and is mentioned in "The Window on the West", and "Minas Tirith".

LEGOLAS

An **ELF**. Son of **THRANDUIL** and prince of **MIRKWOOD**. An expert archer, **LEGOLAS** is also skilled with a knife. Though lithe and light-footed, he is strong and tireless, with the keen senses that are typical of **ELVES**. Cheerful and a great lover of beauty, **LEGOLAS** becomes known for his unusually close relationship with **GIMLI**, in spite of the usual unfriendliness between these two races.

Appears in "The Council of Elrond", "Farewell to Rivendell", "A Journey in the Dark", "The Mirror of Galadriel", "The Breaking of the Fellowship", "The Journey to Isengard", "The Voice of Saruman", "The Passing of the Grey Company", "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", and "Homeward Bound".

HOBBITS

HALFLINGS / PERIANNATH / HOLBYTLA

A race closely related to **MEN**. Shorter and less stocky than the **DWARVES**, they live largely in **THE SHIRE**, where many of them have their houses dug into hills. Due to their furry feet with leathery soles, they seldom wear shoes. Though most live very comfortable lives, at need, many **HOBBITS** display unusual hardiness and a resistance to evil powers.

BILBO BAGGINS

In *The Lord of the Rings*, the wealthy and eccentric former bearer of the **ONE RING**. Cousin to **FRODO BAGGINS** and the owner of **BAG END**. He found the **ELVISH** knife Sting during his adventure with **THORIN'S COMPANY** and carried it as a sword during the rest of the adventure. In *The Lord of the Rings* he gives it to **FRODO BAGGINS**. While he bears the **ONE RING**, he ages very slowly, almost imperceptibly, giving him a longer lifespan than that of most **HOBBITS**. When he gives the **ONE RING** to **FRODO BAGGINS**, however, he begins to age quickly and his very old age becomes evident.

Appears in "A Long Expected Party", "The Council of Elrond", "Farewell to Rivendell", "Homeward Bound", "The Grey Havens" and mentioned in "The Scouring of the Shire".

DADDY TWOFOOT

A **HOBBIT** of **THE SHIRE** who lived next door to **HAM GAMGEE**. He was among those at **THE IVY BUSH INN** on an evening shortly before **BILBO BAGGINS'** birthday party.

Appears in "A Long Expected Party"

DROGO BAGGINS

The father of **FRODO BAGGINS**, who died in a boating accident.

Mentioned in "A Long Expected Party", "The Breaking of the Fellowship", and "The Window on the West".

FARMER COTTON

A **HOBBIT** from **BYWATER** involved in the Scouring of **THE SHIRE**.

Appears in "The Scouring of the Shire".

HAMFAST "HAM" GAMGEE

GAFFER / GAFFER GAMGEE

The father of **SAM GAMGEE**. **HAM GAMGEE** was the gardener at **BAG END** before **SAM GAMGEE** took over duties.

Appears in "A Long Expected Party", "The Return of the Shadow" and is mentioned in "Flight to the Ford".

HOB HAYWARD

A **HOBBIT** from **BUCKLAND**.

Appears in "The Scouring of the Shire".

LOBELIA SACKVILLE-BAGGINS

Cousin to **BILBO BAGGINS**, wife to **OTHO SACKVILLE-BAGGINS** and mother to **LOTHO SACKVILLE-BAGGINS**.

Appears in "A Long Expected Party".

DÉAGOL

A friend of **SMÉAGOL**, who murdered him for the possession of the **ONE RING**.

Appears in "The Return of the Shadow" in flashback.

EVERARD TOOK

A **HOBBIT** of **THE SHIRE**, cousin to **PIPPIN TOOK**.

Appears in "A Long Expected Party".

GOLLUM / SMÉAGOL

A **HOBBIT** who is corrupted by the **ONE RING**. After murdering his friend **DÉAGOL** for the possession of the Ring, **GOLLUM** dwelt for over four hundred years under the **MISTY MOUNTAINS**. During the events of *The Hobbit*, several years prior to *The Lord of the Rings*, he entered a riddle contest with **BILBO BAGGINS**, which resulted in **BILBO BAGGINS** finding and taking possession of the Ring. Since then, **GOLLUM** has held a grudge against the Baggins family. During *The Lord of the Rings*, he serves as guide to **FRODO BAGGINS** in **MORDOR**.

Appears in "The Return of the Shadow" in flashback, "A Journey in the Dark", "The Window on the West", "Cirith Ungol", and "Mount Doom".

LOTHO SACKVILLE-BAGGINS

THE CHIEF / PIMPLE

Son to **OTHO SACKVILLE-BAGGINS** and **LOBELIA SACKVILLE-BAGGINS**. During the scouring of **THE SHIRE**, under **SARUMAN'S** influence, he established a totalitarian government there. He is later killed by **GRÍMA WORMTONGUE**.

Mentioned in "The Scouring of the Shire".

ODO PROUDFOOT

A cousin of **BILBO BAGGINS**.

Appears in "*A Long Expected Party*".

OLD NOAKES

A **HOBBIT** from **BYWATER**. He is friends with **GAFFER GAMGEE** and drinks with him and other **HOBBITS** at the **IVY BUSH**.

Appears in "*A Long Expected Party*".

PRIMULA BRANDYBUCK [BAGGINS]

The daughter of Gorbodoc Brandybuck, wife of **DROGO BAGGINS** and the mother of **FRODO BAGGINS**. Originally from **BUCKLAND**. She died in a boating accident.

Mentioned in "*A Long Expected Party*".

OTHO SACKVILLE-BAGGINS

Husband to **LOBELIA SACKVILLE-BAGGINS** and father to **LOTHO SACKVILLE-BAGGINS**. Prior to **BILBO BAGGINS**' adoption of **FRODO BAGGINS** as his heir, **OTHO** would have inherited **BAG END**, being a distant relative of **BILBO BAGGINS**.

Appears in "*A Long Expected Party*".

RORY BRANDYBUCK

Father to **MERRY BRANDYBUCK**.

Appears in "*A Long Expected Party*".

TED SANDYMAN

A **HOBBIT** who works as a miller in **THE SHIRE**. He collaborates with **SARUMAN** in the Scouring of **THE SHIRE**.

Appears in "*A Long Expected Party*", "*The Return of the Shadow*", and "*The Scouring of the Shire*".

MEN

The Second-born children of **ILÚVATAR** and the youngest race in **MIDDLE-EARTH**. They possess the "Gift of Men", mortality. When they die their souls, unlike those of the **ELVES**, depart from the world forever. **GONDOR** and **ROHAN** are both **MANNISH** kingdoms.

THE PEOPLE OF NÚMENOR AND THEIR DESCENDANTS

ELENDIL

ELENDIL THE TALL

Living in the **SECOND AGE**, **ELENDIL** survived the downfall of **NÚMENOR** and became the founder of realms which were inherited by his sons **ISILDUR** and Anárion. He died in the War of the Last Alliance.

Mentioned in "*The Journey to Isengard*", "*The Passing of the Grey Company*", and "*The Steward and the King*".

ISILDUR

The elder son of **ELENDIL** and founder of the kingdom of **GONDOR**. He cut off the **ONE RING** from the hand of **SAURON** during the War of the Last Alliance in the **SECOND AGE**. He was subsequently ambushed by **ORCS** and slain, and the Ring fell into the **ANDUIN RIVER**.

Mentioned in "*The Window on the West*", "*The Passing of the Grey Company*", and "*The Steward and the King*".

THE MOUTH OF SAURON

A **MAN** who serves as an emissary of **SAURON**. He meets the armies of **MINAS TIRITH** and **ROHAN** outside **THE BLACK GATE**.

Appears in "*The Black Gate Opens*" and "*The Field of Cormallen*".

ARNOR

VALANDIL

A son of **ISILDUR** who became king of **ARNOR**.

Mentioned in "*The Steward and the King*" and "*The Passing of the Grey Company*".

MEN OF THE DÚNEDAIN OF THE NORTH

The Dúnedain are descendants of the people of **NÚMENOR** in **MIDDLE-EARTH**. The Dúnedain of the North are the remnants of the people of **ARNOR**.

ARVEDUI

A king of the House of **ISILDUR** whose son became the first Chieftain of the Dúnedain of the North.
Mentioned in "The Riders of Rohan".

HALBARAD

One of the Rangers and kinsman to **ARAGORN**. He fought during the Battle of **PELENNOR FIELDS** where he was killed. **HALBARAD** was one of the Rangers who with **ARAGORN** watched **THE SHIRE** at the request of **GANDALF**.

Appears in "The Passing of the Grey Company", "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", and "The Field of Cormallen".

MALBETH

MALBETH THE SEER

MALBETH was a seer and acted as counsel to the forefathers of the Dúnedain.
Mentioned in "The Passing of the Grey Company".

MEN OF GONDOR

ANBORN

A man of **GONDOR** and one of the rangers in **ITHILIEN** under the command of **FARAMIR**. While on a scouting mission, he spots **GOLLUM**, but mistakes him for a squirrel.

Appears in "The Window on the West".

DAMROD

A man of **GONDOR** and one of the rangers in **ITHILIEN** under the command of **FARAMIR**. He guards **SAM GAMGEE** and **FRODO BAGGINS** while the other rangers fight **MEN** of **HARAD**.

Appears in "The Window on the West".

FARAMIR

The younger brother of **BOROMIR** and son to **DENETHOR**, the Steward of **GONDOR**. **FARAMIR** meets **FRODO BAGGINS**, **SAM GAMGEE** and **GOLLUM** before the Ring-bearer and his companions enter **MORDOR**. He later leads the **GONDORIAN** forces in defense of **OSGILIATH**, where he is injured. He remains in the houses of healing until the end of the war where he meets **ÉOWYN**. **ARAGORN** renews the oath of the Stewards and makes him his chief advisor, and the Prince of **ITHILIEN**.

Appears in "The Window on the West", "Minas Tirith", "The Siege of Gondor", "Pelennor Fields", "The Houses of Healing", "The Field of Cormallen", "The Steward and the King", and "Homeward Bound".

BEREGOND

A man of **GONDOR** and guard of **MINAS TIRITH**.
Appears in "Minas Tirith", "The Siege of Gondor", "Pelennor Fields", "The Black Gate Opens", and "The Field of Cormallen".

DENETHOR

STEWARD OF GONDOR / LORD AND STEWARD OF MINAS TIRITH / LORD AND STEWARD OF THE REALM / LORD OF GONDOR.

The steward of **GONDOR** and father of **BOROMIR** and **FARAMIR**.

Appears in "Minas Tirith", "The Siege of Gondor", "Pelennor Fields" and is mentioned in "The Houses of Healing".

HERB MASTER

WARDEN OF THE HOUSES OF HEALING

He heals **ÉOWYN** in the **HOUSES OF HEALING** after she is injured in her battle with **THE WITCH-KING OF ANGMAR**.

Appears in "The Houses of Healing" and "The Field of Cormallen".

IMRAHIL

PRINCE OF DOL AMROTH

IMRAHIL is the brother-in-law of **DENETHOR**. He travels to **MINAS TIRITH** to aid in its defence during the *War of the Ring*.

Appears in "Pelennor Fields", "The Houses of Healing", "The Black Gate Opens", "The Field of Cormallen", and "The Steward and the King".

INGOLD

A soldier in the **GONDORIAN** guard.

Appears in "The Siege of Gondor" and "The Field of Cormallen".

IORETH

IORETH is a handmaiden at the **HOUSES OF HEALING**.

Appears in *"The Houses of Healing"*, and *"The Steward and the King"*.

MABLUNG

MABLUNG is one of the Rangers of **ITHILIEN** led by **FARAMIR**. The company of **ITHILIEN MABLUNG** meets **FRODO BAGGINS** and **SAM GAMGEE** before they enter into **MORDOR**.

Appears in *"The Window on the West"*.

IORETH'S KINSWOMAN

IORETH'S KINSWOMAN has no name and is referred to only as 'cousin'.

Appears in *"The Steward and the King"*.

A MINSTREL

A **MINSTREL** of **GONDOR** who sings as part of the celebrations at **THE FIELD OF CORMALLEN**.

Appears in *"The Field of Cormallen"*

MEN OF BREE

BREE is a village sitting just off the cross-road of the Great East Road. Because of its proximity to the cross-road **BREE** is populated with a mix of **MEN** and **HOBBITS**.

BARLIMAN BUTTERBUR

The Landlord of **THE PRANCING PONY** and a friend of **GANDALF**.

Appears in *"The Prancing Pony"*.

NOB

A **HOBBIT** living in **BREE**. **NOB** works at **THE PRANCING PONY** for **BARLIMAN BUTTERBUR**.

Appears in *"The Prancing Pony"*.

BILL FERNY

THE CHIEF'S BIG MAN

A man of **BREE** who is at **THE PRANCING PONY** when the **HOBBITS** visit. Later, he works for **LOTHO SACKVILLE-BAGGINS** guarding the entrance to **THE SHIRE**.

Appears in *"The Prancing Pony"*, and *"The Scouring of the Shire"*.

MEN OF ROHAN

CEORL

A man of **ROHAN**.

Appears in *"The Window on the West"*, and *"The Journey to Isengard"*.

DÉORWINE

A man of **ROHAN** and chief of the King's Company or King's Riders. **DÉORWINE** leads **THÉODEN'S** riders into battle and with his king dies at the Battle of **PELENNOR FIELDS**.

Appears in *"Pelennor Fields"* non-vocally.

DÚNHERE

A captain of the Harrowdale people who fights at the First Battle of the Fords of Isen. The people of Harrowdale are strongly connected to the **ROHAN**. He dies at the Battle of **PELENNOR FIELDS**.

Appears in *"Pelennor Fields"* non-vocally.

ELFHELM

ELFHELM marshals the **RIDERS OF ROHAN** in **EDORAS**. He fights at the great battles of the Siege of **MINAS TIRITH** including the Battle of **PELENNOR FIELDS**.

Appears in *"The Steward and the King"*.

ÉOMER

The nephew of **THÉODEN** and heir of **ROHAN**. He is Chief Marshal of the **RIDDERMARK** and fights in various battles to save the **ROHAN** from **SARUMAN**. He led his **MEN** Battle of **PELENNOR FIELDS**. He carries the sword Gúthwinë.

Appears in *"The Journey to Isengard"*, *"The Voice of Saruman"*, *"The Passing of the Grey Company"*, *"Pelennor Fields"*, *"The Houses of Healing"*, *"The Black Gate Opens"*, *"The Field of Cormallen"*, *"The Steward and the King"*, and *"Homeward Bound"*.

FASTRED

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in *"Pelennor Fields"* non-vocally.

GAMLING

Leads the garrison at Helm's Dike.

Appears in *"Pelennor Fields"* non-vocally.

EOTHAIN

A marshal of the Mark and rider to **ÉOMER** during the destruction of the **ORCS** close to **FANGORN FOREST**.

Appears in *"The Journey to Isengard"*, *"The Voice of Saruman"*, and *"The Passing of the Grey Company"*.

ÉOWYN

DERNHELM

Niece of **THÉODEN** and sister of **ÉOMER**. **ÉOWYN** fights in the great battles, disguised as **DERNHELM** at **GONDOR**. She kills **THE WITCH-KING** of **ANGMAR**. She meets **FARAMIR** while recovering in **GONDOR** and later they marry.

Appears in *"The King of the Golden Hall"*, *"Pelennor Fields"*, *"The Houses of Healing"*, *"The Field of Cormallen"*, *"The Steward and the King"*, and *"Homeward Bound"*.

GUTHLÁF

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in "*Pelennor Fields*" non-vocally.

HARDING

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in "*Pelennor Fields*" non-vocally.

HEREFARA

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in "*Pelennor Fields*" non-vocally.

HORN

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in "*Pelennor Fields*" non-vocally.

GRÍMA WORMTONGUE

GRÍMA WORMTONGUE was chief counsellor to **THÉODEN** of **ROHAN** although when **GANDALF** and the **GREY COMPANY** (**STRIDER**, **LEGOLAS**, and **GIMILI**) visit **EDORAS** he is revealed as being an agent of **SARUMAN**. He was killed during the scouring of **THE SHIRE**.

Appears in "*The Voice of Saruman*" (singing from off-stage), "*Homeward Bound*", "*The Scouring of the Shire*", and is mentioned in "*The Journey of Isengard*".

HÁMA

HÁMA is a doorward and Captain of the **KING'S GUARD** to **THÉODEN**. He dies defending the people of **ROHAN** at **HELM'S DEEP** during the Battle of The Hornburg against **SARUMAN'S ORCS**.

Appears in "*The Journey to Isengard*", and "*The Voice of Saruman*".

HERUBRAND

A rider of **THÉODEN** who rides with him at the Battle of **PELENNOR FIELDS**, where both perish.

Appears in "*Pelennor Fields*" non-vocally.

THÉODEN

THÉODEN was King of **ROHAN** during the **WAR OF THE RING**. He fought in and saved his people at the Battle of The Hornburg and led his armies to **MINAS TIRITH** to aid them against **SAURON'S** forces. He died during the Battle of **PELENNOR FIELDS**. The House of Eorl was the Royal house to which **THÉODEN** belonged.

Appears in "*The Journey to Isengard*", "*The Voice of Saruman*", "*The Siege of Gondor*", and appears deceased in "*Pelennor Fields*" and "*Homeward Bound*", and is mentioned in "*Minas Tirith*" and "*The Houses of Healing*".

DWARVES

A short, hardy and long-lived race, however not immortal, the **DWARVES** were created by a **VALA** long ago. They are known for their splendid stoneworking. **MORIA** is a former **DWARVEN** city, now abandoned and overrun with **ORCS**.

DÁIN

DÁIN II / DÁIN IRONFOOT / KING UNDER THE MOUNTAIN

A **DWARVEN** king who was approached by **KHAMÛL** on **SAURON'S** behalf. He was told to find **BILBO BAGGINS** and get from him the **ONE RING**. **DÁIN** refused to answer and instead sent **GLÓIN** and **GIMLI** to **RIVENDELL** with words of warning and requests of counsel.

Appears in "*The Council of Elrond*" in flashback.

DURIN

The foremost ancestor of the **DWARVEN** people known as the Longbeards, to which belong all **DWARVES** we meet in *The Lord of the Rings*. Founder of **MORIA**.

Mentioned in "*The Lay of Durin*" from the Appendices.

GLÓIN

Father to **GIMLI** and a member of **THORIN'S COMPANY**. With his son, he is sent by **DÁIN** to **RIVENDELL** to warn **BILBO BAGGINS** that he is being sought by **SAURON**.

Appears in "*The Council of Elrond*" and "*Farewell to Rivendell*".

THORIN AND COMPANY

In *The Hobbit*, several decades prior to *The Lord of the Rings*, the exiled **DWARVEN** king Thorin Oakenshield formed a company to reclaim his rightful inheritance. With him went Balin, Dwalin, Óin, **GLÓIN**, Fíli, Kíli, Dori, Nori, Ori, Bifur, Bofur, Bombur, and **BILBO BAGGINS**. **GANDALF** also accompanied them for parts of the journey.

ELVES

The elder children of **ILÚVATAR** (sometimes referred to as *The Firstborn* or as the *Eldar*). The **ELVES** are immortal, and thus not subject to illness or natural death. Nor do they visibly age. If an **ELF** is killed in battle or in any other way dies, their soul still stays in the world, and can later pass into a new body. At the time of *The Lord of The Rings* the **ELVES** are leaving middle earth to travel across the sea. **RIVENDELL** and **LOTHLÓRIEN** are both **ELVEN** realms.

ELVES OF RIVENDELL

ARWEN

EVENSTAR

The daughter of **ELROND** of **RIVENDELL**, sister of **ELLADAN** and **ELROHIR**. After marrying **ARAGORN**, she becomes queen of **GONDOR**. As with **LÚTHIEN TINÚVIEL**, **ARWEN** had to choose mortality to remain in **MIDDLE-EARTH** with **ARAGORN**.

See also: **ARWEN'S WHITE GEM**

Appears in *"The Council of Elrond"* playing the 'Great Harp' *"The Steward and the King"*, and *"Homeward Bound"*, and is mentioned in *"The Mirror of Galadriel"*.

ELROHIR

One of the sons of **ELROND**, Lord of **RIVENDELL**. Twin brother to **ELLADAN** and elder brother to **ARWEN**. With **HALBARAD**, he comes to **ARAGORN'S** aid during the *War of the Ring*.

Appears in *"The Passing of the Grey Company"*, *"Pelennor Fields"*, *"The Houses of Healing"*, *"The Black Gate Opens"*, *"The Field of Cormallen"*, *"The Steward and the King"*, and *"Homeward Bound"*.

GLORFINDEL

An **ELF** sent from **RIVENDELL** to help **FRODO BAGGINS** and his companions when they are being pursued by the **BLACK RIDERS**.

Appears in *"Flight to the Ford"*, *"The Council of Elrond"*, *"Farewell to Rivendell"*, and *"The Steward and the King"* non-vocally.

LINDIR

A minstrel of **RIVENDELL**.

Appears in *"The Council of Elrond"*.

ELLADAN

One of the sons of **ELROND**, Lord of **RIVENDELL**. Twin brother to **ELROHIR** and elder brother to **ARWEN**. With **HALBARAD**, he comes to **ARAGORN'S** aid during the *War of the Ring*.

Appears in *"The Passing of the Grey Company"*, *"Pelennor Fields"*, *"The Houses of Healing"*, *"The Black Gate Opens"*, *"The Field of Cormallen"*, *"The Steward and the King"*, and *"Homeward Bound"*.

ERESTOR

Part of the household of **ELROND** of **RIVENDELL**. **ERESTOR** is chief councillor to **ELROND** and is present at **THE COUNCIL OF ELROND**.

Appears in *"The Council of Elrond"*, *"Farewell to Rivendell"*, *"The Steward and the King"*, and *"Homeward Bound"*.

ELROND

Lord of **RIVENDELL**. The bearer of Vilya, one of the **Three ELVEN RINGS OF POWER**. Father to **ELLADAN**, **ELROHIR**, and **ARWEN**. Son of **EÄRENDIL** and **ELWING**. He played an important part in the *War of the Last Alliance* in the **SECOND AGE**.

ELROND is called Halfelven because his grandparents were the Man Tuor and the **ELF** Idril. This meant that **ELROND'S** parents were given the choice whether to be counted among the **ELVES** or the **MEN**. The same choice was granted to **ELROND** as well as to his children.

See also: **THE COUNCIL OF ELROND**, **THE WHITE COUNCIL**.

Appears in *"The Council of Elrond"*, *"Farewell to Rivendell"*, *"Homeward Bound"*, *"The Scouring of the Shire"*, and *"The Grey Havens"* and is mentioned in *"The Houses of Healing"* and earlier appears in *"The War of Wrath"* from *The Silmarillion*

ELVES OF LOTHLÓRIEN

CELEBORN

Husband to **GALADRIEL** and Lord of **LOTHLÓRIEN**. With **GALADRIEL**, he receives the **FELLOWSHIP OF THE RING** at **LOTHLÓRIEN** and offers advice and supplies. When **GALADRIEL** leaves **MIDDLE-EARTH**, he remains behind.

Appears in "The Mirror of Galadriel", "The Steward and the King" non-vocally, and "Homeward Bound".

HALDIR

A captain of **LOTHLÓRIEN** who guides **THE FELLOWSHIP OF THE RING** into **LOTHLÓRIEN**.

Appears in "The Mirror of Galadriel".

GALADRIEL

THE WHITE LADY OF LÓRIEN

Wife to **CELEBORN** and Lady of **LOTHLÓRIEN**. The bearer of *Nenya*, one of the Three **ELVEN RINGS OF POWER**. With **CELEBORN**, she receives **THE FELLOWSHIP OF THE RING** at **LOTHLÓRIEN** and offers advice and supplies, including the **PHIAL OF GALADRIEL**.

See also: **THE MIRROR OF GALADRIEL**, **THE WHITE COUNCIL**.

*Appears in "The Mirror of Galadriel", "The Steward and the King" non-vocally, "Homeward Bound", and "The Grey Havens" and is mentioned in "The Window on the West", "Cirith Ungol", "Mount Doom", and "The Houses of the Healing" and earlier appears in "The War of Wrath" from *The Silmarillion*.*

OTHER ELVES

CÍRDAN THE SHIPWRIGHT

Lord of the **GREY HAVENS**, from where **ELVES** depart from **MIDDLE-EARTH**. The original bearer of *Narya*, one of the Three **ELVEN RINGS OF POWER**, which he gave to **GANDALF**.

See also: **THE WHITE COUNCIL**.

Appears in "The Grey Havens" and earlier in "The War of Wrath".

GALDOR

The emissary of the **GREY HAVENS** to **THE COUNCIL OF ELROND**.

Appears in "The Council of Elrond", "Farewell to Rivendell", and "The Grey Havens".

EÄRENDIL

The son of a **MAN** and an **ELF**, **EÄRENDIL** was a great hero of the **FIRST AGE** who obtained the aid of the **VALAR** in a great war against the first Dark Lord Morgoth. He was given the choice between being counted among **ELVES** or **MEN**, and chose the former. He spends eternity guiding a ship across the sky with a great jewel bound to his brow; that is visible as a bright star known as the Star of **EÄRENDIL**, which has become a symbol of hope against darkness. He is the father of **ELROND**.

*Mentioned in "The Voice of Saruman", and "Mount Doom", and earlier appears in "The Fall of Gondolin" non-vocally and "The War of Wrath" from *The Silmarillion*.*

GILDOR INGLORION

An **ELF** of the House of Finrod, leader of a company which meets **FRODO BAGGINS** and his companions as the **ELVES** travel towards the **GREAT SEA**.

Appears in "The Return of the Shadow".

GIL-GALAD

A king of the **ELVES** who, in the **SECOND AGE**, was one of the leaders of the War of the Last Alliance. The original bearer of *Vilya*, one of the Three **ELVEN RINGS OF POWER**, which he gave to **ELROND**.

Mentioned in "The Return of the Shadow" and "The Prancing Pony".

LÚTHIEN TINÚVIEL

Living during the **FIRST AGE**, **LÚTHIEN TINÚVIEL** was the fairest of the **ELVES**. She gave up immortality in order to remain with Beren, a mortal **MAN**. This became known as the Choice of Lúthien. She is the great-grandmother of **ELROND**.

*Mentioned in "The Lay of Lúthien" from the Appendices and appears earlier in "Beren and Lúthien" and in a vision in "The War of Wrath" non-vocally from *The Silmarillion*.*

THRANDUIL

King of **MIRKWOOD** and the father of **LEGOLAS**.

Mentioned in "The Council of Elrond".

ORCS

URUK-HAI

The **ORCS** were created by the first Dark Lord Morgoth as a twisted mockery of **ELVES** and are now the footsoldiers of **SAURON**. They are shorter than the **ELVES** or **MEN**, hideous in appearance and loyal to their masters.

GORBAG

An **ORC** of **MINAS MORGUL** who is sent to **CIRITH UNGOL**. His company together with that of **SHAGRAT** find **FRODO BAGGINS** after he's been paralyzed by the sting of **SHELOB** and take him as a prisoner to **CIRITH UNGOL**.

Appears in "*Cirith Ungol*" and "*Mount Doom*".

SHAGRAT

An **ORC** captain of **CIRITH UNGOL**. His company together with that of **GORBAG** find **FRODO BAGGINS** after he's been paralyzed by the sting of **SHELOB** and take him as a prisoner to **CIRITH UNGOL**.

Appears in "*Cirith Ungol*" and "*Mount Doom*".

TRACKER

An **ORC** of **MORDOR**.

Appears in "*The Black Gate Opens*".

GRISHNAKH

An **ORC** of **MORDOR**, he is part of the company that captures **MERRY BRANDYBUCK** and **PIPPIN TOOK**.

Appears in "*The Plains and the Forest*".

RADBUG

An **ORC** of **MORDOR**

Mentioned in "*Mount Doom*".

SNAGA

An **ORC** of **CIRITH UNGOL**.

Appears in "*Mount Doom*".

SOLDIER

An **ORC** soldier of **MORDOR**

Appears in "*Mount Doom*".

UGLÚK

An **ORC** of **ISENGARD** and the leader of the company that attacks **THE FELLOWSHIP OF THE RING**, slays **BOROMIR** and captures **MERRY BRANDYBUCK** and **PIPPIN TOOK**.

Appears in "*The Plains and the Forest*".

MAIAR AND OTHER SPIRIT BEINGS

MAIAR are spirits that entered the world right after its creation and took physical form yet they are of lesser power than the **VALAR** who also did so.

The *Istari*, or as they are also known, the wizards, are **MAIAR** that have been sent to **MIDDLE-EARTH** by the **VALAR** in the form of old men, to help the free peoples fight **SAURON** by giving advice and sharing wisdom, rather than using brute force.

There are also spirits in **MIDDLE-EARTH** who take animal-like forms, such as **SHELOB**.

THE BALROG

A spirit of Fire and originally a servant of the first Dark Lord **MORGOTH**, **THE BALROG** is a being who dwells under the mines of **MORIA**. It is huge yet man-like, and can appear as shadows or in a fiery form. It fights **GANDALF** on the **BRIDGE OF KAZAD-DÛM**.

Appears in "*A Journey in the Dark*" non-vocally and earlier appears non-vocally in "*Fëanor*", "*Beren and Lúthien*", "*The Fall of Gondolin*" and "*The War of Wrath*" from *The Silmarillion*.

The BARROW-WIGHT

An evil spirit sent by **THE WITCH-KING** to haunt the **BARROW-DOWNS**.

Appears in "*Tom Bombadil*".

GOLDBERRY

A resident of the **OLD FOREST** and the wife of **TOM BOMBADIL**.

Appears in "*Tom Bombadil*".

ELBERETH GILTHONIEL

VARDA ELENTÁRI / FANUILOS (SNOW-WHITE) / QUEEN OF THE VALAR

The most beloved of the **VALAR** to the **ELVES** who called on her in their most dire need. Her husband **MANWË** is the brother of **MORGOTH**, the first Dark Lord. **ELBERETH GILTHONIEL** was the subject of the song **A! ELBERETH GILTHONIEL** which the **ELVES** sung for her in times of need. Mentioned in "*The Return of the Shadow*", "*Cirith Ungol*", and "*The Grey Haves*" and appears earlier in "*Fëanor*" and "*The War of Wrath*" from *The Silmarillion*.

KHAMÛL

One of **THE BLACK RIDERS**, he searches for **THE RING** in **THE SHIRE** and asks **HAM GAMGEE** about the whereabouts of **FRODO BAGGINS**. He later pursues the **HOBBITS** on their way to **CRICKHOLLOW**.

Appears in "*The Council of Elrond*" in flashback.

THE KING OF THE DEAD

The leader of **THE OATHBREAKERS** residing in **THE PATHS OF THE DEAD**.

Appears in "*The Passing of the Grey Company*", and is mentioned in "*The Houses of the Healing*".

THE OATHBREAKERS

Spirits residing in the **PATHS OF THE DEAD**. Formerly, they were a people of **MEN** led by **THE KING OF THE DEAD** who swore allegiance to **ISILDUR**, but broke this oath when they were summoned to help fight against **SAURON**. Because of this, **ISILDUR** cursed them never to rest until their oath was fulfilled. They now linger as ghosts in the Paths of the Dead.

Appears in "*The Passing of the Grey Company*".

SAURON

SAURON was the chief lieutenant to the first Dark Lord Morgoth. Many years after Morgoth's fall, **SAURON** created the **ONE RING** and waged war with the **ELVES** for control of their **RINGS OF POWER** and **MIDDLE-EARTH**. He was defeated in the War of the Last Alliance in the **SECOND AGE** but has since again grown in strength. His chief goals are to retrieve the One Ring and subdue the free peoples of **MIDDLE-EARTH**.

Although never appearing in physical form, **SAURON'S** voice is heard in "*The Voice of Saruman*" spoken through **PIPPIN TOOK** and earlier in "*Beren and Lúthien*" and "*The War of Wrath*" from *The Silmarillion*.

SARUMAN THE WHITE

SARUMAN OF MANY COLOURS / SHARKEY

The leader of the Wizards. Originally an important figure in the fight against **SAURON**, he comes to desire the **ONE RING** and thus turns to evil. He keeps this secret from the rest of **THE WHITE COUNCIL**, while communicating with **SAURON** through his **PALANTIR**. **SARUMAN'S** treachery is revealed when **GANDALF** informs **THE COUNCIL OF ELROND** about his imprisonment at **ISENGARD**. It is during **GANDALF'S** imprisonment that **SARUMAN** is revealed no longer to be **SARUMAN THE WHITE** but **SARUMAN OF MANY COLOURS**. After **GANDALF** escapes, **SARUMAN** proceeds to wage war on **ROHAN** and cuts down the trees of **FANGORN FOREST** to fuel his machinery. After his army is defeated during the battle of **HELM'S DEEP** and **ISENGARD** is destroyed by the **ENTS**, he makes his way to **THE SHIRE** and there establishes a totalitarian regime. He is later killed by his servant **GRÍMA WORMTONGUE**.

See also: **THE WHITE COUNCIL**.

Appears in "*The Council of Elrond*" in flashback, "*The Voice of Saruman*", "*Homeward Bound*", "*The Scouring of the Shire*", and is mentioned in "*The Journey to Isengard*", and "*Minas Tirith*".

THE NAZGÛL

RINGWRAITHS / BLACK RIDERS / THE FELL RIDERS / SHRIEKERS

They were originally nine powerful **MEN** whom **SAURON** gave **RINGS OF POWER**. The rings made them immortal, while at the same time turning them into wraiths serving **THE DARK LORD** and now they are known as his most terrible servants. Those who come into close contact with **THE NAZGÛL** are often affected by the Black Breath, a power with psychosomatic effects, including rendering the victim unconscious.

Appears in "*Flight to the Ford*", "*The Voice of Saruman*", "*Cirith Ungol*", "*Mount Doom*", and are mentioned in "*The Prancing Pony*", *The Council of Elrond*", "*Minas Tirith*" and heard in "*The Field of Cormallen*".

OLD MAN WILLOW

Little is known about **OLD MAN WILLOW** but he is a twisted intelligent willow tree who captures the **HOBBITS** as they pass through **THE OLD FOREST**. He casts a spell on the **HOBBITS**, who had to be rescued by **TOM BOMBADIL**.

Appears in "*Tom Bombadil*".

EYE OF SAURON

LIDLESS EYE

A symbol and sigil of **SAURON'S** vigilance and power. The **EYE OF SAURON** is perceived by **FRODO BAGGINS** when he wore the One Ring. **SAURON'S** armies wear the symbol on their clothing and it adorned their armour.

SHELOB

HER LADYSHIP

A child of **UNGOLIANT**, she is a giant, spider-like monster living in the high-pass of **CIRITH UNGOL**.

Appears in "*Cirith Ungol*" and is mentioned in "*Mount Doom*".

TOM BOMBADIL

A resident of **THE OLD FOREST**. He is married to **GOLDBERRY**.

Appears in *"Tom Bombadil"*.

THE WATCHER IN THE WATER

A creature living in a lake outside **THE GATES OF MORIA**. It attacks **THE FELLOWSHIP OF THE RING**.

Appears in *"A Journey in the Dark"*.

THE WITCH-KING

KING OF ANGMAR / LORD OF THE NAZGÛL / BLACK CAPTAIN

The leader of **THE NAZGÛL** and the lieutenant of **SAURON**. According to prophecy, no living man may hinder him; he is however slain by the shieldmaiden **ÉOWYN** and by **MERRY BRANDYBUCK**.

Appears in *"Flight to the Ford"*, *"Cirith Ungol"*, *"The Siege of Gondor"*, *"Pelennor Fields"* and *"Mount Doom"* and is mentioned in *"The Houses of Healing"*.

VALAR

Fourteen immortal powers who have taken physical form in the world and reside in a realm called Valinor, where the **ELVES** also dwelt during a part of the **FIRST AGE**. They seldom leave Valinor, only ever doing so a few times during the First Age. At the time of *The Lord of The Rings*, many **ELVES** have grown weary of the world and are travelling across the sea to Valinor.

RUFFIANS

SHARKEY'S MEN

The **RUFFIANS** are a group of **MEN** from the regions south of **THE SHIRE**. They work for **SARUMAN** and attack **THE SHIRE** prior to the return of **FRODO BAGGINS**, **SAM GAMGEE**, **PIPPIN TOOK**, and **MERRY BRANDYBUCK** after the destruction of the **ONE RING**.

Appears in *"The Scouring of the Shire"*.

OTHER BEINGS ENTS

ENTS are the oldest living beings in **MIDDLE-EARTH** at the time of *The Lord of the Rings*. Created by the **VALAR** to serve as protectors of the trees, they are a mysterious people who resemble trees. During the War of the Ring the **ENTS** have a meeting, called an Entmoot, where it is decided they will go to war against **SARUMAN**.

BEASTS are animals of **MIDDLE-EARTH** with properties which go beyond those of ordinary animals.

BEECHBONE

A casualty of the war when the **ENTS** attack **ISENGARD**.

Appears in *"The King of the Golden Hall"* and is mentioned in *"The Journey to Isengard"*.

QUICKBEAM

A young **ENT** who joins the march of the **ENTS** on **ISENGARD**.

Appears in *"The King of the Golden Hall"* and *"Homeward Bound"*.

TREEBEARD

FANGORN / THE ELDEST

The oldest of the **ENTS**, he gives name to **FANGORN FOREST**. He becomes an enemy of **SARUMAN**.

Appears in *"Plains and the Forest"*, *"The Riders of Rohan"*, *"King of the Golden Hall"*, and *"The Voice of Saruman"*, and is mentioned in *"The Journey to Isengard"* and *"Homeward Bound"*.

BEASTS

In **MIDDLE-EARTH** there were many animals with powers beyond that of 'normal' animals, in that they were powerful, intelligent, or unusually large.

EAGLES

Very large intelligent birds who aid the peoples of **MIDDLE-EARTH** in their war with **SAURON**.

GWAIHIR

LORD OF THE EAGLES

The leader of the Great **EAGLES**. **GWAIHIR** has a long friendship with **GANDALF** and the order of Wizards. The **EAGLES** saved **GANDALF**, **BILBO BAGGINS** and the **DWARVES** during their adventures in *The Hobbit* and later saved **GANDALF** from imprisonment at **ISENGARD**.

Appears in *"The Field of Cormallen"*, *"The Steward and the King"*, and is mentioned in *"The Council of Elrond"*.

OLIPHAUNTS

An animal similar to the elephant but much larger. They are used in war by the allies of **SAURON** and are known to come from the lands south of **MORDOR**.

Mentioned in "*The Black Gate is Closed*" and "*The Window on the West*".

Whilst scores and stage direction specify the Oliphaunts are "off-stage", these decisions would come down to the budget of the project. A full-size Oliphaunt would likely fill the stage and cost more to create than normally realistic in live performance, a creative designer may still find a way for them to be "seen and not just heard". For the purposes here we have chosen the option of just having them "mentioned".

SHADOWFAX

A horse of **ROHAN** and the steed of **GANDALF**. **SHADOWFAX** is the chief of the Mearas, a race of horses revered by the people of **ROHAN** for their greatness. The Mearas cannot be trained and will bear only king and their Royal houses.

Appears in "*The Riders of Rohan*", "*The Voice of Saruman*", and is mentioned in "*The Council of Elrond*".

WOLVES

Evil creatures serving forces of evil from the First Age onwards.

They serve **SAURON** during *The War of the Ring*.

OTHER POINTS OF INTEREST

ARWEN'S WHITE GEM

A gem given by **ARWEN** to **FRODO BAGGINS** that symbolises her desire for him to take her place on the journey from the **GREY HAVENS** across the sea.

THE COUNCIL OF ELROND

A gathering of the free folk of **MIDDLE-EARTH** that was represented by **ELVES**, **DWARVES** and **MEN** to decide the fate of the **ONE RING**. It was during this meeting that the **FELLOWSHIP** was formed to take the **RING** into **MORDOR** to be destroyed at **MOUNT DOOM**.

THE MIRROR OF GALADRIEL

A water basin used by **GALADRIEL** to see visions of both present, past and possible future events. It is located in Caras Galadhon. When **THE FELLOWSHIP OF THE RING** visits **LOTHLÓRIEN**, **GALADRIEL** lets **FRODO BAGGINS** look in the mirror.

PHIAL OF GALADRIEL

THE STAR-GLASS / LADY'S GLASS

A crystal phial wherein is caught the light of the **STAR OF EÄRENDIL**. Given to **FRODO BAGGINS** by **GALADRIEL**. The Phial was filled with water from **THE MIRROR OF GALADRIEL**.

SCEPTRE OF ANNÚMINAS

A silver rod given over to **ARAGORN** by **ELROND** with whom it had remained until the return of the King to Minas Tirith. It is an heirloom from the island of **NÚMENOR** from before its destruction.

ATHELAS

A herb with many healing properties, especially notable for being effective against the Black Breath.

ITHIL

The **ELVISH** name for the Moon, sometimes used by peoples such as the **MEN** of **GONDOR**. Personified in the masculine gender.

See also: **MINAS ITHIL**.

PALANTÍR

THE PALANTÍR OF ORTHANC / THE STONE OF ORTHANC

Once part of a set, it is a stone that can be used for communication or to see places from afar. The one at Orthanc is used by **SARUMAN** and later retrieved by **THE FELLOWSHIP OF THE RING**. Its use is dangerous, as **SAURON** has a **PALANTIR** of his own.

THE WHITE COUNCIL

THE COUNCIL OF THE WISE

A gathering of the wise to discuss the threat from **SAURON**. Two **COUNCILS** are known to have been formed. The first in the **SECOND AGE** and again in the **THIRD AGE** when **SAURON'S** threat had risen again. Known members were **SARUMAN** (its leader), **ELROND**, **GALADRIEL**, **GANDALF** and **CÍRDAN THE SHIPWRIGHT**. It is said that other members joined it later on in the **THIRD AGE**.