

# The Third Age



## Introduction

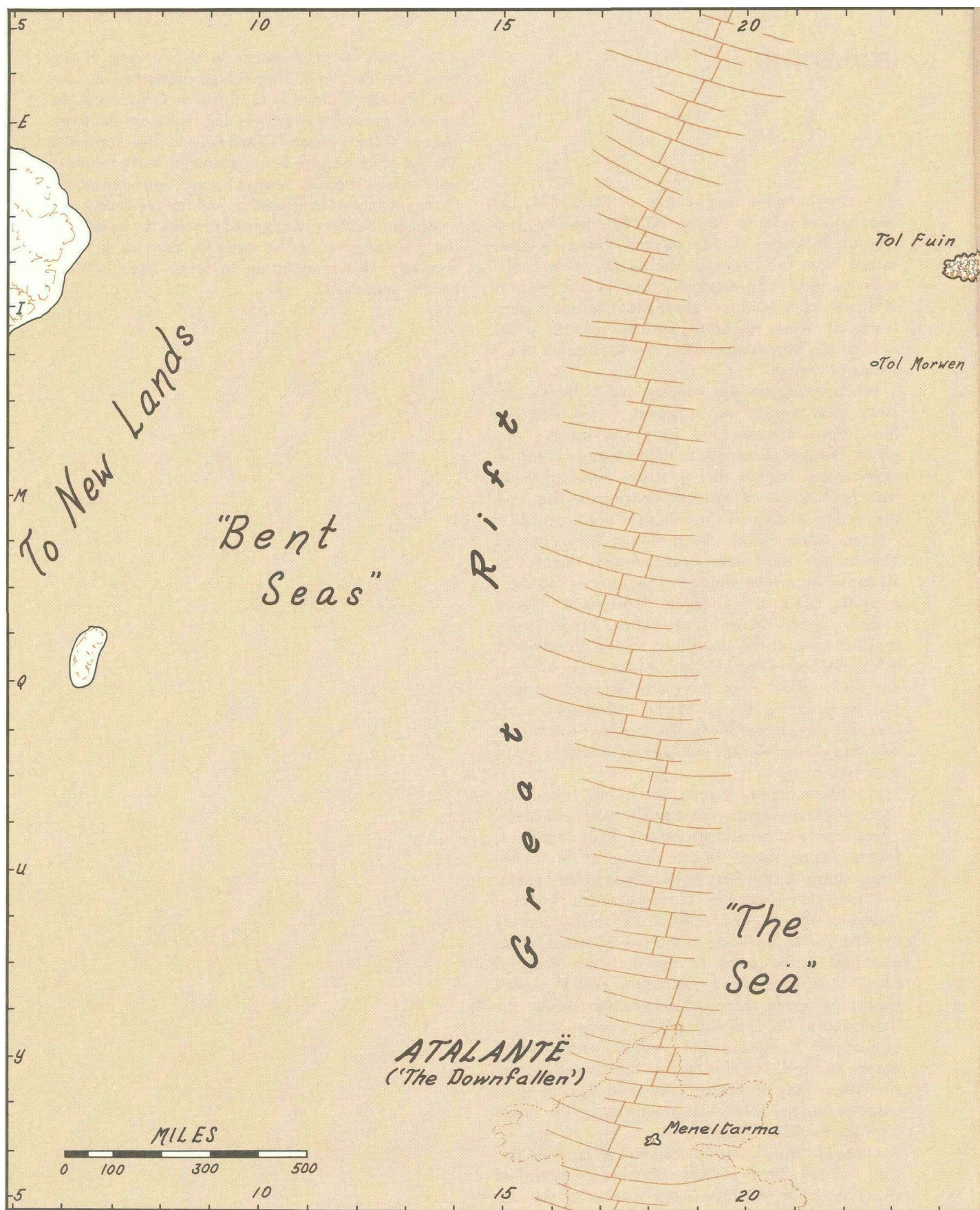
BY THE BEGINNING OF THE AGE OF MEN, Arda had been reduced from its former size.<sup>1</sup> Beleriand had submerged, Númenor foundered, and Valinor was removed from the circles of the world. "New lands" were found to the west, and some said that the peak of Meneltarma again rose above the waters over fallen Númenor.<sup>2</sup> Only the areas originally mapped in *The Lord of the Rings* remained of any importance to the telling of the tale.

When Númenor was toppled and Valinor taken away, great changes were reported — new isles, new hills, drowned coasts.<sup>3</sup> No specific information was given, however, about where the alterations occurred. Logic would suggest that far more upheaval would have been associated with the catastrophic change of the world's being made round after the Downfall of Númenor than with the destruction of Thangorodrim. Tolkien, too, must have struggled with this, for he attempted some rewritings in this vein — especially regarding the final inundation of Beleriand.<sup>4</sup> Nevertheless, extensive writings were already in existence, in which most of the major features had already been mentioned before the cataclysm, and so were obviously not newly made. Even the coastlines may not have been re-formed sufficiently to be evident on a world map, for the havens of Middle-earth that the Númenóreans had settled were still present in later times — notably Umbar.

It has been necessary, therefore, to map few, if any, of the physical variations that might have been likely. There were two notable exceptions, both vegetative: forests and marshes. The cutting over of forests had begun slowly in the First Age and was greatly amplified during the Second by the lumbering activities of Númenor.<sup>5</sup> By the beginning of the Third Age only the Old Forest, Fangorn, and a few scattered woods continued as remnants of the once-vast primeval stand.<sup>6</sup> Additionally, the "Secondary World" powers blasted the green areas and created wastelands: the Desolation of the Dragon<sup>7</sup> and the Desolation of the Morannon.<sup>8</sup> The denudation resulted in spreading of nearby marshes. The fens in eastern Mirkwood spread after the coming of Smaug.<sup>9</sup> The Dead Marshes grew larger during the Third Age, swallowing up the graves from the Battle of Dagorlad.<sup>10</sup>

Although Sauron was hidden through much of this Age, the evil forces he had unleashed continued to create havoc. For the Elves it was a period of waiting,

with occasional involvement in the concern of the other Free Peoples.<sup>11</sup> They fenced themselves in Lindon, Imladris, Lórien, and northern Greenwood. In times of turmoil many Elves departed from the Grey Havens or the havens of Edhellond near Dol Amroth.<sup>12</sup> For the other peoples it was a time of fairly frequent upheavals: conquest, retreat, escape, and migration. Orcs, dragons, Men, Dwarves, and the previously unmentioned Hobbits all migrated through the lands with the ebb and flow of the times — evacuating when necessary, then moving on to better lands as they became available.<sup>13</sup>





(EARLY) THIRD AGE OF ARDA

## Kingdoms of the Dúnedain

*T.A. 1050*

ARMOR AND CONDOR originally had been only separate fiefs under the final authority of Elendil.<sup>1</sup> After his death and those of his sons, the realms increasingly functioned as two divided kingdoms, until they ceased even to act as allies — each being busy with its own affairs.<sup>2</sup>

### *Arnor*

Arnor never recovered after the slaughter of its folk at the first of the Age.<sup>3</sup> The sphere of its influence seemed never to have grown much larger than it had probably been under Elendil.<sup>4</sup> At its greatest extent, the borders ran south down the River Lune and the coast to the mouth of the Greyflood; up the Greyflood, then the Loudwater to the Misty Mountains; then west to the Bay of Forochel,<sup>5</sup> though possibly not encompassing the Snowmen of the North.<sup>6</sup> It totalled about 248,540 square miles.

In 861, after the death of the eighth king, quarrelling among his sons was so great that the realm was divided into three: Arthedain, in the northwest; Rhudaur, in the northeast; and Cardolan, in the south. Arnor was no more.<sup>7</sup>

Arthedain's boundary with Cardolan ran from the coast, up the Baranduin to the Great East Road, and along it to Weathertop. From there to the northern fringe Arthedain bordered with Rhudaur in a line along the Weather Hills. Rhudaur and Cardolan lay on the north and south, respectively, of the Great Road between Weathertop and the upper waters of the Greyflood, while the Angle beyond the river was part of Rhudaur. All the kingdoms met at Weathertop, and the desire to obtain that frontier fortress and its palantír caused further enmity between the realms of Cardolan and Rhudaur, who had no other "Seeing Stone."<sup>8</sup>

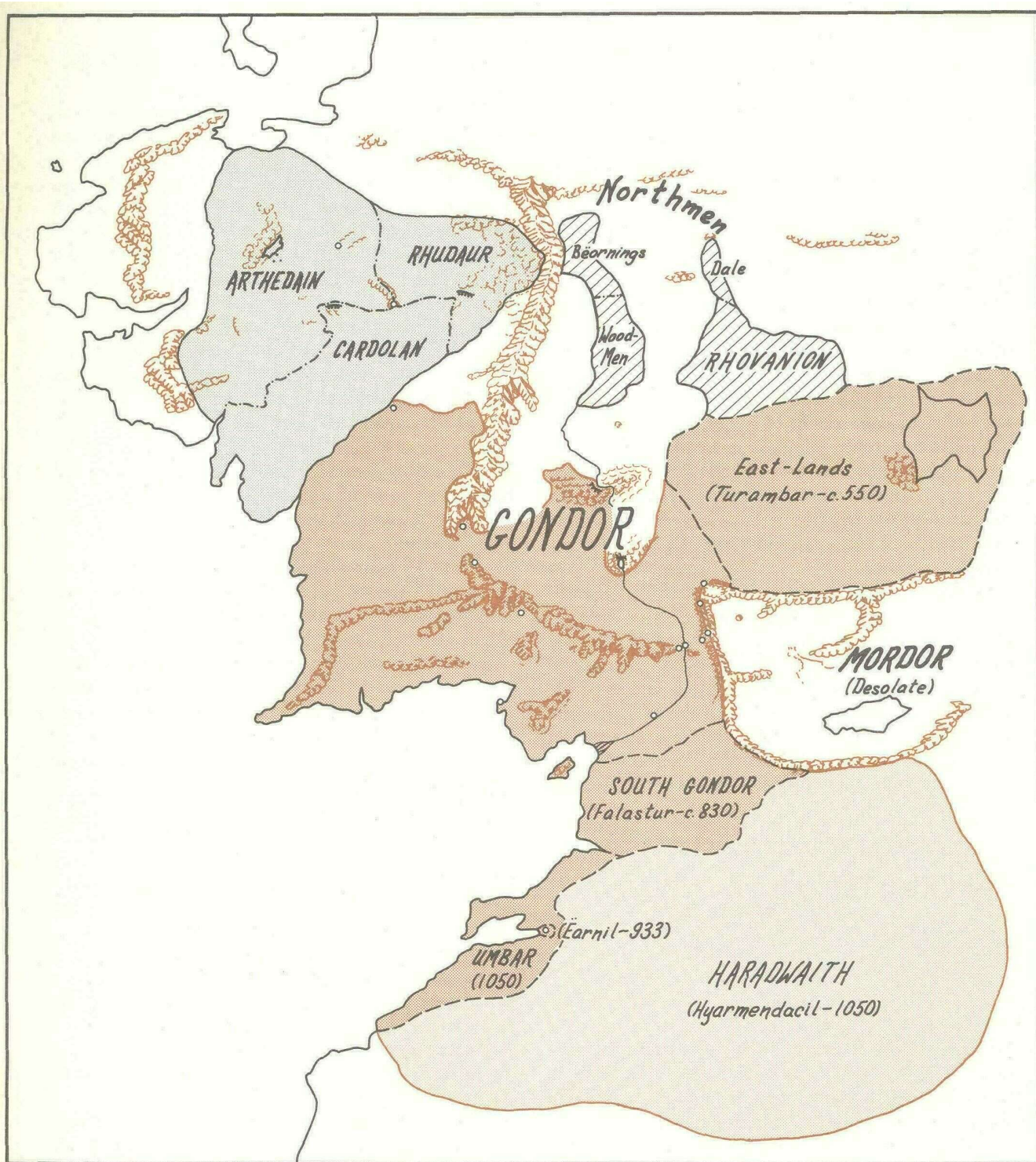
Arthedain was the largest and most populous of the three, having been the core of the original kingdom;<sup>9</sup> but even its population had become so depleted that Annúminas was abandoned, and the new capital was set at Fornost.<sup>10</sup> The capitals of the other two divisions were never listed, but at least some guess can be made. Bombadil told of the ruins in the Barrow-downs,<sup>11</sup> which had been the burial grounds, and later, the final refuge of the people of Cardolan.<sup>12</sup> The Hobbits crossed their northern dike and wall after escaping the barrow-wights.<sup>13</sup> Farther east, in the area of Rhudaur,

Bilbo and Frodo both saw stone walls and crumbling towers on the hills north of the Road.<sup>14</sup>






### *Gondor*

The southern Dúnedain had not suffered as many casualties in the War as the northern, and their indigenous population seems to have been more numerous. From the original core along the Anduin, Gondor spread to its greatest extent, including all the lands west to the Greyflood/Sirannon; north along Anduin to the Field of Celebrant; east to the Sea of Rhûn; and (excluding Mordor) south to the River Harnen and along the coast to Umbar. Haradwaith was a conquered tributary. The area under direct rule was probably about 716,425 square miles, with Harad possibly adding another 486,775. Additionally, the Men of the Vales of Anduin acknowledged Gondor's authority, and friendship was cultivated with the Northmen in Rhovanion.<sup>15</sup>

West of the Anduin, the increase of Gondor's size seems to have resulted from natural accretion, although the hold in some of the remote lands was very tenuous — the Dunlendings certainly never were assimilated.<sup>16</sup> They lived in the land of Enedwaith, and "In the days of the Kings it was part of the realm of Gondor, but it was of little concern to them."<sup>17</sup> East of the Anduin, the history was entirely different. Ithilien was penned between lands that were either uninhabited or unfriendly. Against these the Dúnedain retaliated in self-defense and/or conquered for gain. After the victory of the Last Alliance, Mordor was desolate and its passes embattled — the Morannon, Durthang, Cirith Ungol — but still war never ceased on Gondor's borders.<sup>18</sup> The first mention of a specific invasion was in T.A. 490, when Easterlings from Rhûn crossed through Dagorlad. They were not finally defeated until about 550.<sup>19</sup> In these battles Gondor was assisted by a prince of Rhovanion (which at that time seems only to have referred to an area east of Greenwood).<sup>20</sup> In 830, Gondor's emphasis changed from defense on land to offense at sea. The first action was the extension of the realm south along the coasts east of Ethir Anduin<sup>21</sup> — apparently resulting in the possession of South Gondor. In 933, the great haven of Umbar was besieged and won; but it rose above a sea of enemies who battled the walled haven for 117 years. At last, in 1050, the king led great forces overland and routed the Haradrim.<sup>22</sup>



## LEGEND

- |  |   |
|--|---|
| ○ Known City or Fortress   |  North Kingdom-Realms of Arnor |
|  Fortified Wall |  South Kingdom-Realm of Gondor |
| ----- New Lands Gained in Battle   |  Tributaries to Gondor         |
| ..... Sub-Kingdoms   |  Allies of Gondor              |

# Battles

*T.A. 1200-1634*

IN 1050, SAURON REAPPEARED, establishing an abode at Dol Guldur. As Condor was at its greatest power, Sauron chose to strike first in the north. He sent Angmar, chief of the Nazgûl, to the land north of the Ettenmoors, where he ordered a realm on both sides of the mountains. By 1350 the royal lines in both Rhudaur and Cardolan had failed, and Rhudaur was ripe for seizure of power by evil Hillmen. When the King of Arthedain sought to reunite the realm of Arnor under his crown, Rhudaur resisted, and there was battle along their common border at the Weather Hills. In 1356, Arthedain fortified the highlands, and later set guard on the frontier of Cardolan. For fifty years they held back the evil, and Rivendell was also besieged.

In 1409, Angmar mustered a great force. Weather-top was surrounded and fell, and the Tower of Amon Sûl destroyed. Taking the palantír, the Dúnedain retreated, and Rhudaur was overrun by Angmar. From there the land of Cardolan was assaulted, and its people were forced back among the burial fields of Tyrn Gorthad, the Barrow-downs. The Arthedain returned to Fornost, and with the help of Círdan, managed to drive the enemy from the North Downs. When help came

in the rear from Lórien and Rivendell, attacks lessened.<sup>1</sup>

While the North Kingdom struggled for survival, Condor was becoming entangled in both internal and external strife. Sometime after Condor had reached its widest borders, they ceded the lands south of Mirkwood to the people of Rhovanion as a buffer against the Easterlings. In 1248, after the Easterlings once more initiated skirmishes, a great force from Condor destroyed not only the enemy armies, but even all the camps and settlements east of the Sea of Rhûn. Afterward, the west shore of Anduin was fortified, and the Argonath sculpted, as a warning against entering Condor;<sup>2</sup> but the friendship with the Northmen was strengthened, and the twentieth king even wed a princess of Rhovanion.

As some of the people were unwilling to accept the half-Dúnedain Eldacar as lord, the Kinstrife began. Eldacar was besieged in Osgiliath in 1437, and escaped from the burning city to the north. After only ten years Castamir, the usurper was hated and the Dúnedain rallied around the rightful king. Eldamir marched south and won the battle at Erui. Castamir fell, but his men retreated to Pelargir and escaped, becoming the Corsairs of Umbar.<sup>3</sup>

Allied with the men of Harad, the Corsairs were constantly at war on both land and sea: In 1551, Hyarmendacil II significantly defeated the men of Harad; in 1634, the Corsairs devastated Pelargir and killed the king; in 1810, Condor retook Umbar and destroyed Castamir's descendants.<sup>4</sup>

## The Great Plague

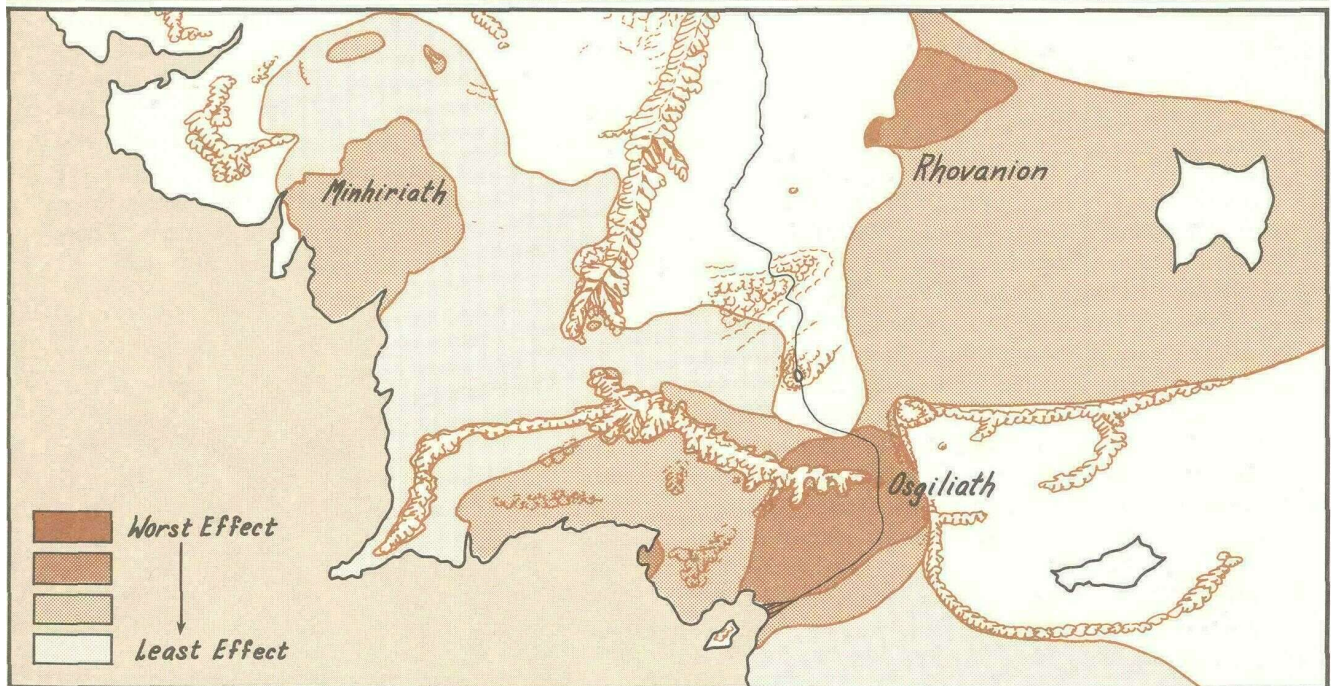
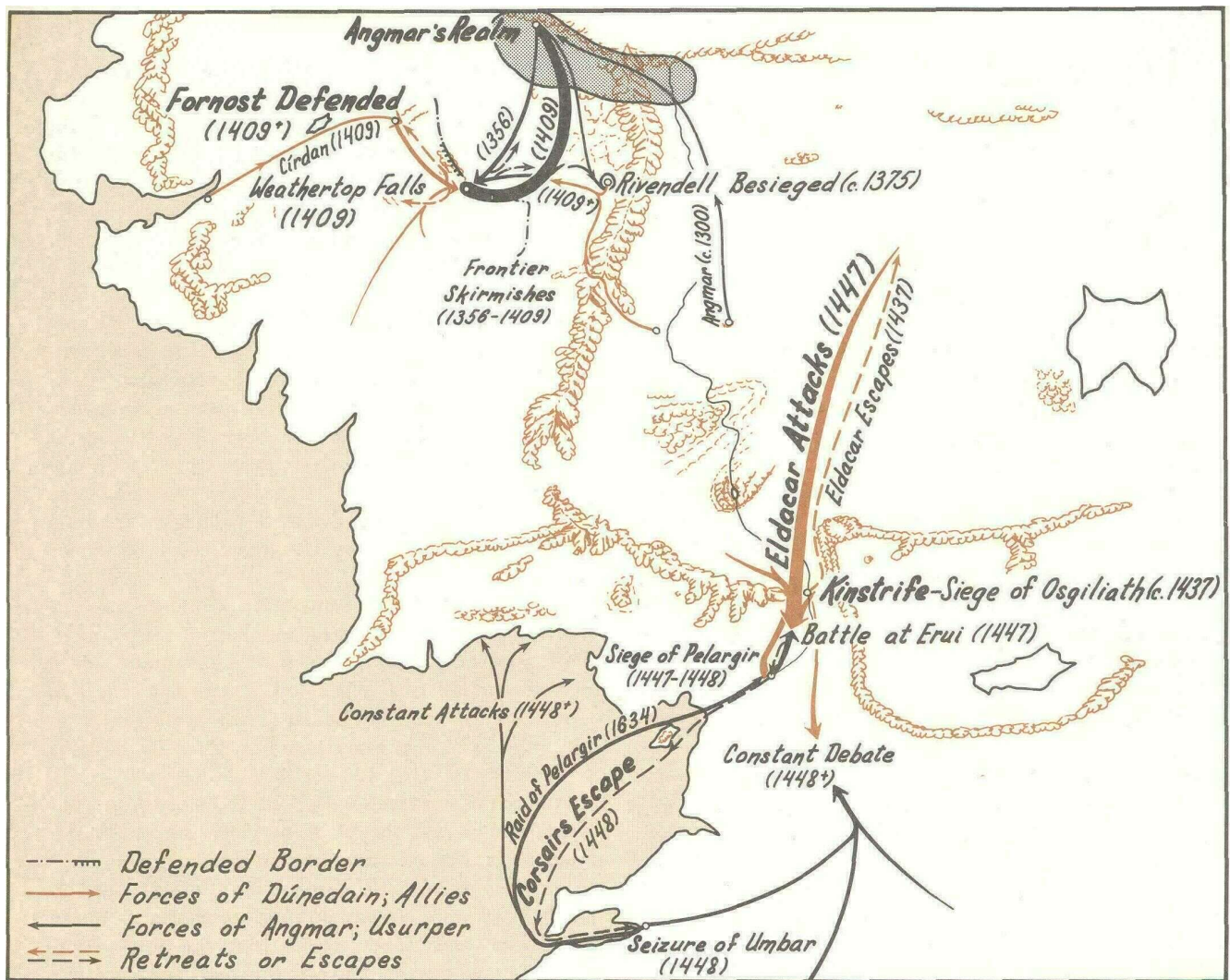
*T.A. 1636-37*

THE READER VIEWING THIS MAP must realize that disease does not lessen or stop at a finite line, such as implied by a pattern on a map. It gradually grows less away from the epidemic center, following the concentrations of people. Tolkien gave no specific date, no list of casualties, but he did stress the importance of the resulting depopulation.

In 1636, only a year after the king had been killed in the Corsairs' raid on Pelargir, an evil east wind carried the seeds of further disaster into Condor. The new king and all his children succumbed to a ravaging disease.<sup>5</sup> They were certainly not alone. The disease had affected the Easterlings and the land of Rhovanion first, and "When the Plague passed it is said that more

than half of the folk of Rhovanion had perished."<sup>6</sup> From Osgiliath the plague rapidly spread through Condor and much of the western lands.<sup>7</sup> Minhiriath, the southern portion of Cardolan, was hard hit. All the remnant of the Dúnedain hidden among the Barrow-downs also died, and evil spirits from Angmar and Rhudaur were free to enter there. Farther north Arthedain was only marginally affected, so its people were able to continue defending Fornost.<sup>8</sup> The folk of the Shire were heavily afflicted.<sup>9</sup>

Outside Rhovanion, Osgiliath had the highest casualties. Many fled from the city to the countryside and never returned, and the capital was moved to Minas Anor. So many died that the troops stationed at remote camps must have been recalled and the forts overlooking Mordor were unmanned. Such weakness could have left Condor wide open to attack, but her enemies (possibly both the Easterlings and the Southrons) had also suffered.<sup>10</sup> For almost two centuries Condor did little but try slowly to regain its strength.



Upper: BATTLES Lower: THE GREAT PLAGUE

# Wainriders and Angmar

*T.A. 1851-1975*

LITTLE HISTORY WAS REPORTED during the two centuries following the Plague. While Gondor slowly recuperated, Arthedain (less affected by the epidemic) continued in its struggle against Angmar. Then new onslaughts began.

## *The South Kingdom*

In 1851 a new group of Easterlings appeared in the west — numerous and well-armed — and became known as the Wainriders. In 1856 they attacked. Southern and eastern Rhovanion fell, and its people were enslaved; and Gondor lost at Dagorlad and withdrew to the Anduin. For the next forty-three years the Wainriders ruled the east, but in 1899 Rhovanion revolted, while Gondor attacked in the west. This time the Wainriders were defeated and were forced to withdraw. Peace returned for forty-five years.<sup>1</sup>

In 1944, the eastern people allied with Khand and Near Harad, launching a massive two-front attack. The northern battle was fought before the Morannon, and the easterners won the day. As the enemy advanced into North Ithilien, the Dúnedain were in full retreat. The southern assault by the alliance was less successful. The South Army of Gondor was victorious, then marched north and surprised the revelling easterners. The Battle of the Camp became a complete rout, and the Wainriders fled.<sup>2</sup>

## *The North Kingdom*

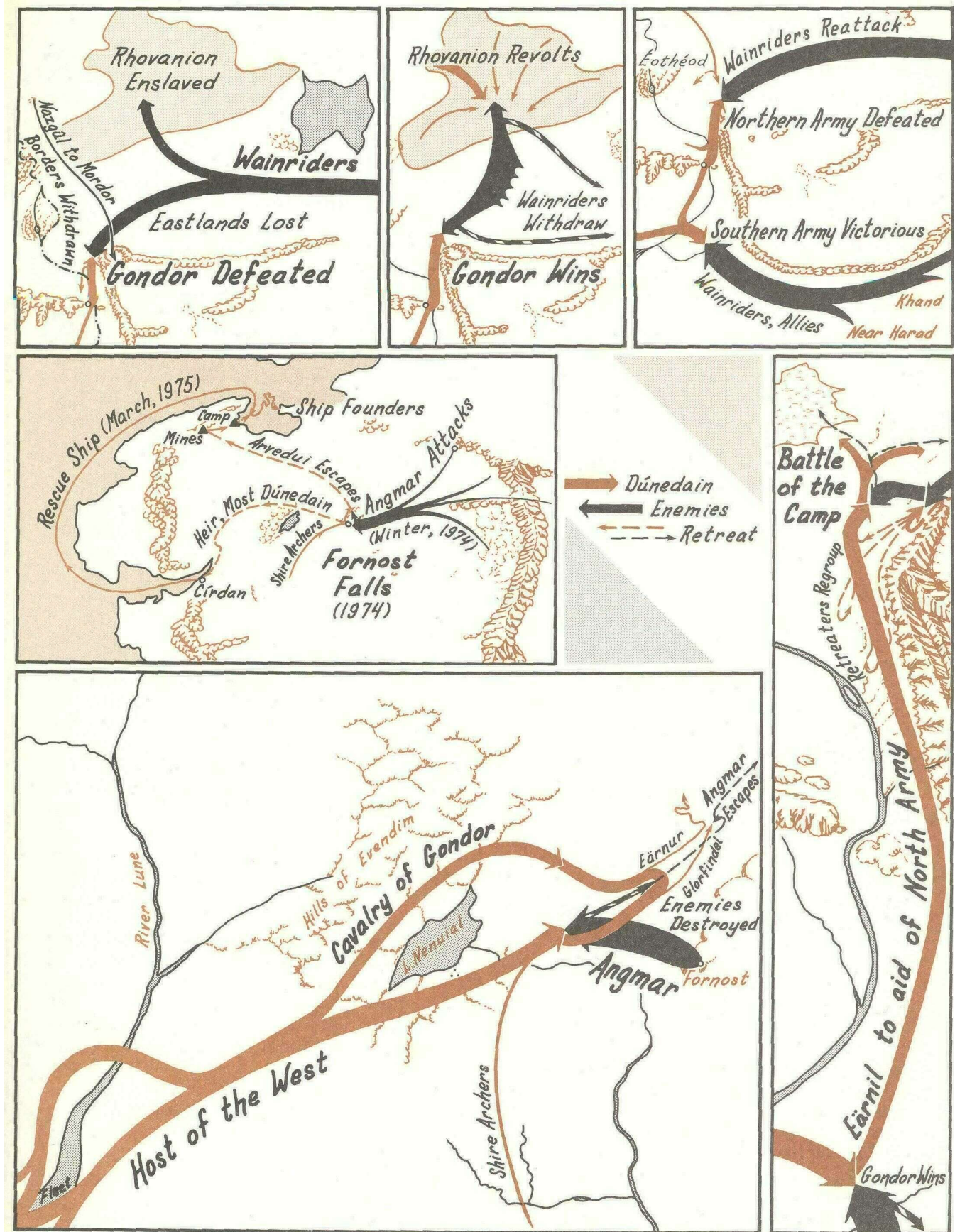
Through all of the time the massive invasions were being held back in the south, Arnor had continued its struggles against Angmar. Rhudaur had fallen through default. Cardolan from disease.<sup>3</sup> Only Arthedain continued, but its population was dwindling and its will probably was wavering. In 1940 they had sworn alliance anew with the South Kingdom, seeing at last that they were being accosted by a common enemy, but the losses from the battles with the Wainriders prevented Gondor from providing any assistance for many years after. Then, in 1973, Arthedain perceived that Angmar was preparing a final great stroke. Messages were sent begging assistance. Gondor readied a great fleet, led by the king's son Eärnur, but by the time the fleet arrived in mid-1975, Arthedain was lost.<sup>4</sup>

Angmar had come against Fornost during the winter of 1974, when the Dúnedain were at the end of their

resources. There were few reinforcements, other than some archers from the Shire;<sup>5</sup> and few defenders ever escaped the city. Most of those who did, including the king's sons, went west across the River Lûne and eventually reached Círdan. Arvedui, the "Last-king," continued the fight from the North Downs, but finally abandoned the struggle.<sup>6</sup> On horseback he evaded his pursuers and raced north and west until he reached a deserted Dwarf-mine in the far north of the Blue Mountains. With little food and inadequate clothing for that northern clime, he was forced to seek assistance. Near the mountains, on the western shores of the Ice Bay, he found a camp of Lossoth, the Snowmen of Forochel. At first reluctant, they agreed to succor him until spring. In March a great ship, sent by Círdan, appeared in the Bay. Against the warning of the Lossoth, Arvedui boarded the ship and cast off; but a storm arose, the vessel foundered, and all hands drowned.<sup>7</sup>

Sometime later that same year, Gondor's fleet finally arrived. With the great numbers of the southern Dúnedain came mounted men of Rhovanion. Added to the remnant of the people of Arthedain, the folk Círdan summoned from Lindon, and a contingent from the Shire, a sizable army marched north to the Hills of Evendim.<sup>8</sup>

Angmar did not wait within the walls of Fornost but went west across the plain to meet the onslaught. Seeing this, the cavalry was sent north into the hills to wait in ambush. The main host had engaged in combat and were already driving the enemy from the field when the cavalry attacked from the north. Angmar's forces, caught between the two striking arms, were obliterated. Out from the affray rode the Witch-King, and Eärnur galloped after him; but when Angmar turned, Eärnur's horse shied away. Then Glorfindel attacked — the same who with the Hobbits faced the Nazgûl centuries later at the Ford. Angmar fled into the shadows of dusk and vanished from the north.<sup>9</sup> So Arthedain was freed; yet the North Kingdom was no more, for its people were destroyed. Those few who remained became wandering rangers.<sup>10</sup>



CONDOR VERSUS WAINRIDERS Top, 1856, 1899, 1944 Right: BATTLE OF THE CAMP (1944) ARTHEDAIN VERSUS ANGMAR Center Left: FALL OF FORNOST (1974) Lower: DEFEAT OF ANGMAR (1975)

# Deepening Difficulties

*T.A. 2000-2940*

IN THE MILLENNIUM following the end of the North Kingdom, troubles increased until virtually all the known lands were affected in some way. Much of the evil was due directly or indirectly to Sauron. In spite of the loss of the One Ring, his strength and influence grew until even the weather was affected. At times the forces of good were able to counter Sauron's advances, but always those that had been defeated were soon replaced. Gondor was attacked and reattacked: in 2060 and again in 2475, from Mordor; in 2510, from the Brown Lands; in 2758, from Umbar; and in 2885, from Harad. Interspersed with the assaults on Gondor were Ore-raids into Eriador, Rohan, and Wilderland; plunderings by dragons; and two horribly long, cold winters.<sup>1</sup> All the lands seem to have become a chessboard on which the black was supplied with limitless pawns and an infinite variety of moves.

## *The Last of Gondor's Kings (2000-2050)*

After Angmar escaped the battle in the plain of Evendim, he made his way back to Mordor and once again readied a force. In 2000, twenty-five years after the fall of Arnor, he marched through the Pass of Cirith Ungol and besieged Minas Ithil, which fell two years later.<sup>2</sup> The city was occupied by the Nazgûl and renamed Minas Morgul, Tower of Sorcery.<sup>3</sup> From his new abode Angmar began his campaign in the south. He sent forth no warlike hosts. Instead, in 2043 and again in 2050, he challenged Eärnur to single combat; and the king went east to fight the duel. When Eärnur did not return, there was no heir and the stewards ruled.<sup>4</sup>

## *The Watchful Peace and Its End (2060-2480)*

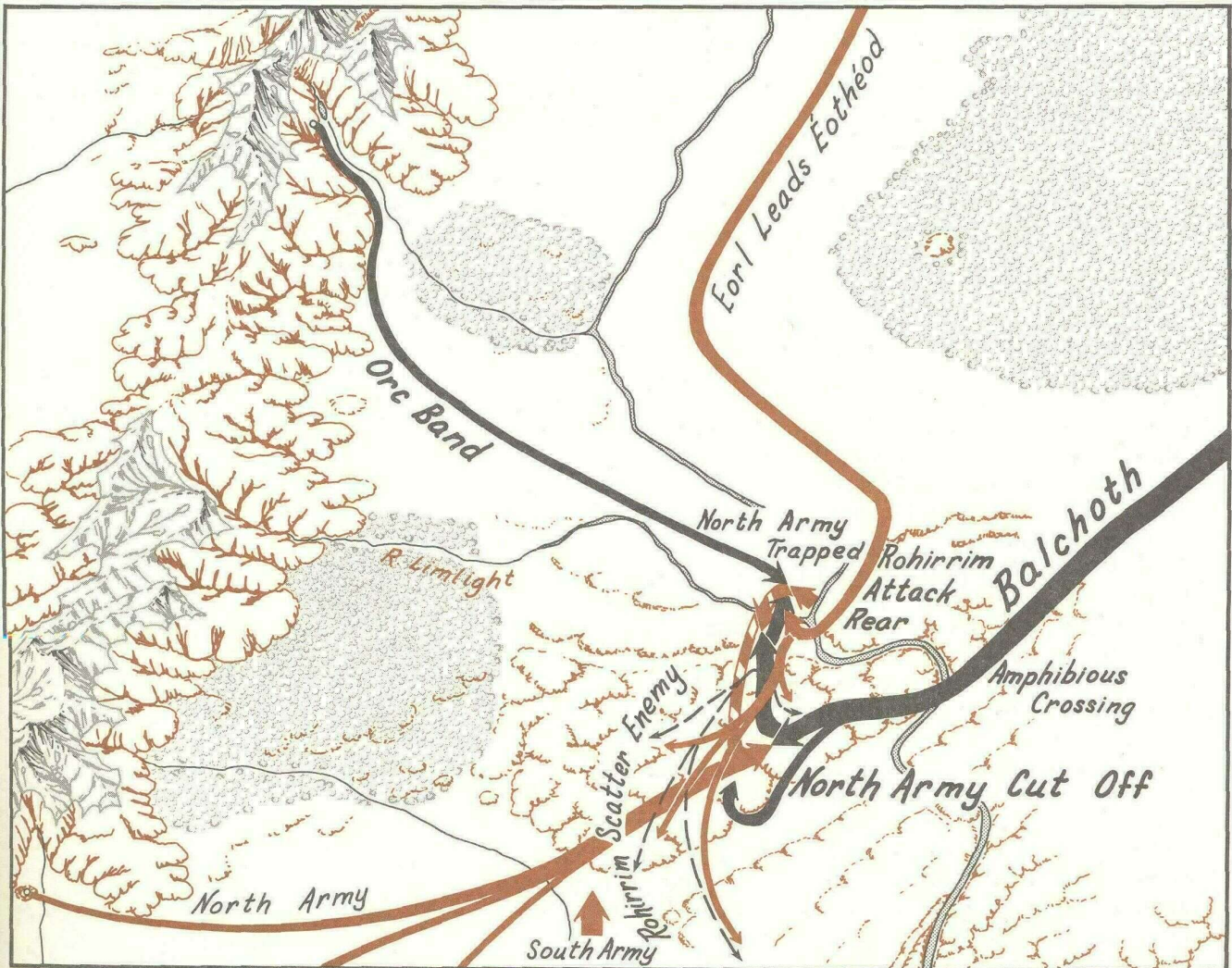
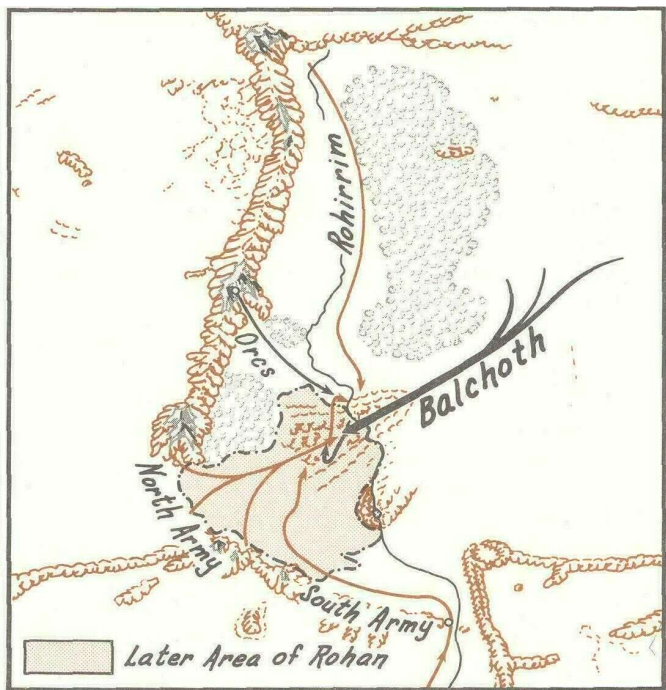
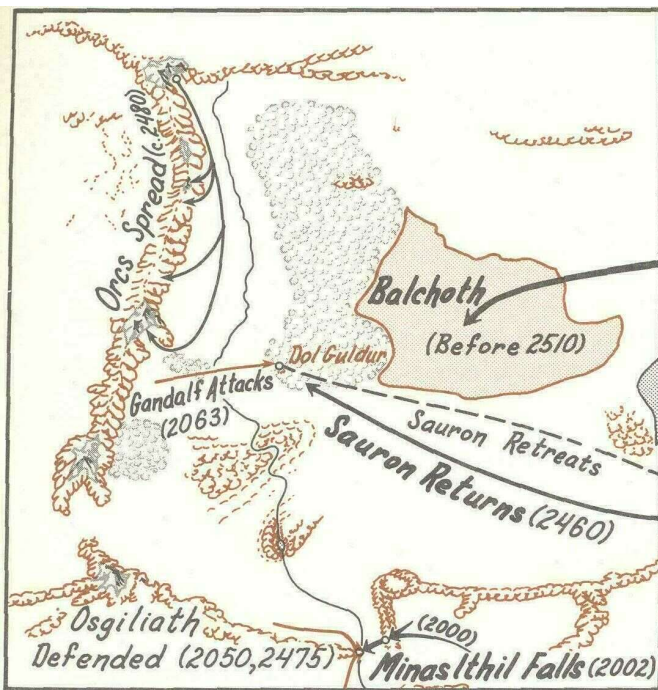
Gandalf, whom the Elves called Mithrandir, was the first to perceive that the growing evil power in Dol Guldur was Sauron himself.<sup>5</sup> In 2063 Mithrandir went to the Dark Lord's fortress, and Sauron retreated east — but it may only have been a feint. The next four centuries were called The Watchful Peace, because the evil was less; but evil had certainly not vanished. Orcs continued to spread. The Dwarves were driven from Moria. Most important, Sauron used the opportunity to gain additional support from Men in the east.<sup>6</sup>

In 2460 Sauron returned to Dol Guldur with his new allies, and once more his thralls were under direct control. His first assault was fifteen years later, in 2475. Uruks from Minas Morgul marched through Ithilien and attacked Osgiliath. Reinforcements must have been rushed from Minas Anor and other nearby areas, for the partially deserted city certainly could not have withstood the onslaught on its own. Boromir I defeated the enemy and drove them back to the mountains; yet Osgiliath fell into final ruin. In the fighting the great bridge was broken and the last citizens fled — as did many of the inhabitants of Ithilien. Yet the defeat had once more restrained the forces sent by the Nazgûl. The Uruks continued guerrilla warfare in Ithilien, but there were no more major battles at Osgiliath for over half a century.<sup>7</sup> The cumulative drain of all the harrying attacks from many sides — east from Mordor and south from Umbar — reduced Gondor's striking arm until the country could do little more than defend its own borders. At times it even had difficulty with that.<sup>8</sup> To further disrupt assistance, Orcs spread through most of the Misty Mountains, blocking passage and harrying those few peoples who dared to remain near the mountains.

## *The Balchoth and the Rohirrim (2510)*

The next major onslaught came in the north. After the defeat of the Wainriders, when many of the Northmen had left Rhovanion and settled among the folk of Gondor, a new group of Easterlings had taken the lands east of Mirkwood. They were called the Balchoth, and their allegiance was given to Sauron. At first they passed through Mirkwood and raided the Vale of Anduin, until the lands south of the Gladden were deserted. Then they prepared for an assault against Gondor itself.<sup>9</sup>

On numerous rafts the Balchoth crossed Anduin, passing from the Brown Lands to the Wold. At first there must have been little resistance in the sparsely populated plains of Calenardhon, until the bulk of the troops arrived. The North Army probably counterattacked earliest, and in their fervor had already driven into the Wold and were cut off from the later companies. The Balchoth forced further separation by pushing them north across the Limlight. By chance or command, a band of Orcs descended from the mountains and blocked further retreat, and the Dúnedain were backed against the river. In such an hour the Éothéod arrived. Although a summons had been sent to Gondor's allies before the attack, it had taken long to reach the horsemen in the far north. In haste the host of Eorl had galloped down the east side of Anduin, crossed the river at the Undeeps, and broken on the rear of the attacking Balchoth — unexpected by friend



Upper Left: BEFORE AND AFTER THE WATCHFUL PEACE Upper Right: FORCES TO FIELD OF CELEBRANT  
Lower: BATTLE OF CELEBRANT

or foe.<sup>10</sup> Not only did they rout the attackers, but they crossed back into northern Condor and scattered all the Balchoth in Calenardhon as well.

In reward Condor gave the Êothéod all the depopulated land of Calenardhon between the Isen and the Anduin. They held the territory as a separate realm, under their own kings. Condor's lands once again were shrunken.<sup>11</sup>

### *The Days of Dearth (2758-2760)*

During the 250 years following the coming of the Rohirrim, once more there was a respite. In 2545 more Easterlings invaded the Wold, but were driven back by the Horse-lords.<sup>12</sup> Except for the increase of dragons plundering northern Dwarf-mines, no other difficulties were specifically listed until 2740. At that time Orcs began new invasions of Eriador — even as far west as the Shire, where in 2747 they were driven out by Bullroarer Took, at the Battle of Greenfields.<sup>13</sup>

The nearly fatal year was 2758. War and weather combined almost finished the westerners from Eriador to Condor. The Corsairs of Umbar allied with the men of Harad and sent three great fleets to assault the coast of Condor all the way from the Isen to the Anduin. Many of the invaders established beachheads and cut their way inland. All Condor was alive with war.

Rohan could not come to Condor's assistance, because of difficulties of its own. From its founding Rohan had been opposed by the Dunlendings, who viewed the Northmen as trespassers. Almost immediately, skirmishes began along the Isen — the boundary between Rohan and Dunland. In 2710 some Dunlendings had managed to capture and hold Isengard. A dispute between King Helm and a large landholder of the Dunlendings increased grievances.<sup>14</sup> When Easterlings crossed into Anduin at the same time the fleets were assailing Condor, the Dunlendings took advantage of the situation. Allied with some of the Southrons who had landed at the Isen and the Lefnui, they attacked Rohan from the west. Helm's army was defeated at the Crossings of Isen. The Riders of the Mark who escaped the conflicts were forced to retreat into the mountain valleys. The fortress at Aglarond and the ancient hold of Dunharrow were probably filled, while the leader of the Dunlendings sat enthroned in Edoras.<sup>15</sup>

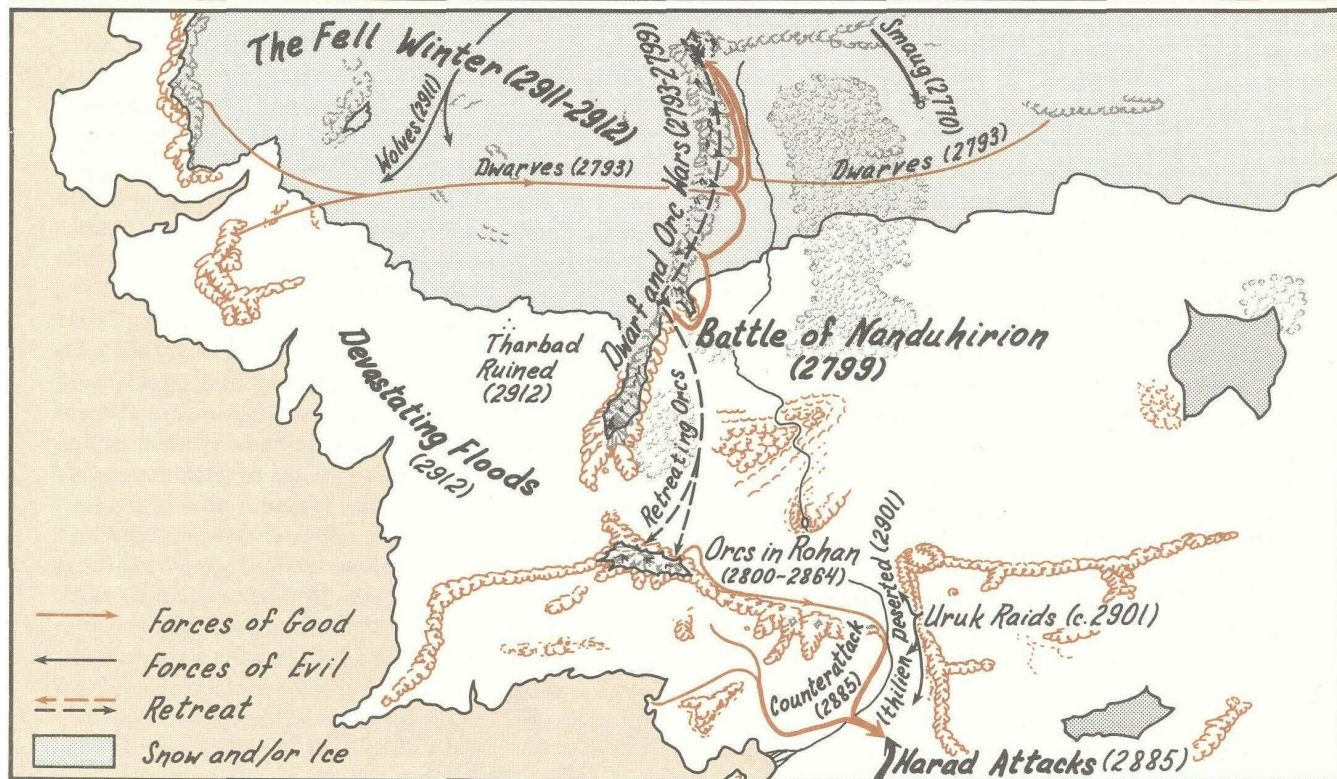
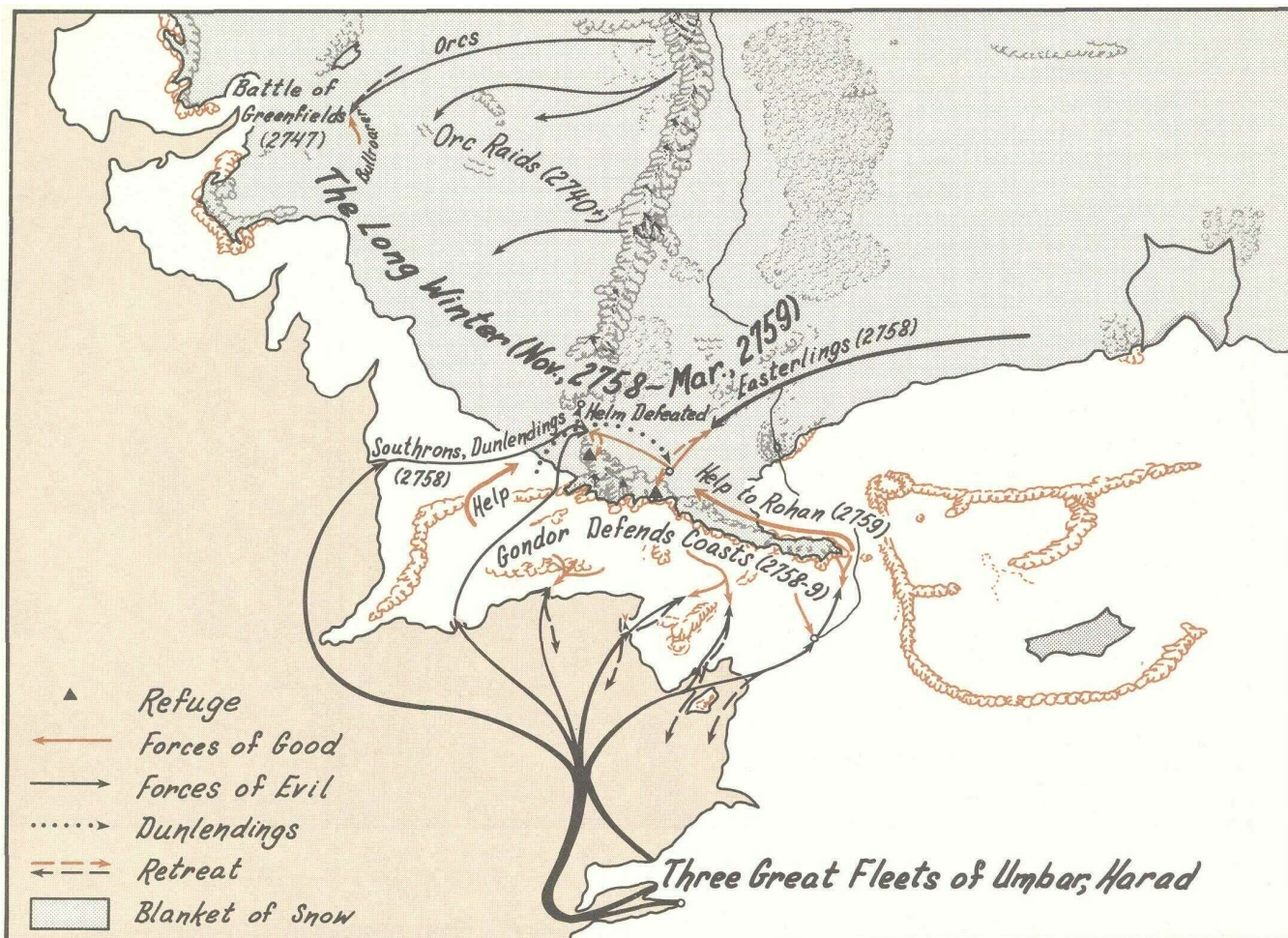
In addition to the military losses, a long, hard winter settled in. From November through March, snow blanketed all the lands from Forochel to the Ered Nimrais. Food and fuel ran short, making famine a problem by midwinter. Loss of stock and late spring planting worsened the situation, and many thousands perished throughout the northwest.

The refugees hidden in the mountains of Rohan

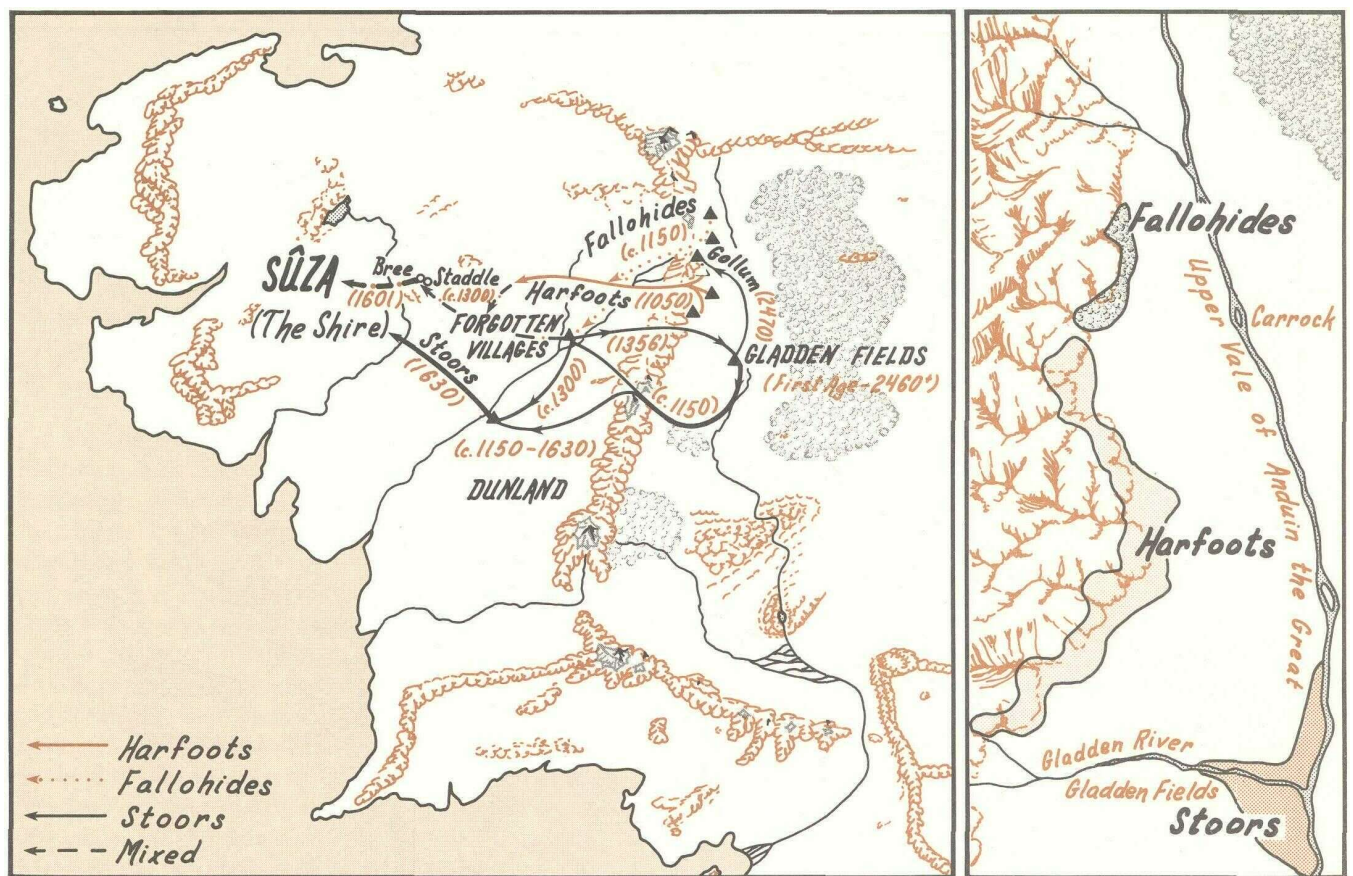
made desperate raids on the encamped enemy, and from such deeds came the fame of Helm Hammer-hand.<sup>16</sup> The weather was cruel to the enemy as well, and in the spring, turned to the favor of the Rohirrim, for rushing meltwaters flooded the plains. When a frantic band led by Helm's nephew drove the Dunlendings from Edoras, the usurpers had no place to go. As the weather had been kinder south of the mountains, Condor had been able to battle its attackers, and by spring were free to assist Rohan. With the arrival of the Dúnedain the last enemies were driven out. Even Isengard was regained and Saruman allowed to occupy Orthanc in hopes he could prevent its recapture.<sup>17</sup>

### *Remaining Events Prior to the Battle of Five Armies. (2770-2940)*

Troubles continued after the Days of Dearth: Orcs in Rohan, 2800-2864; Harad against Condor, 2885; Uruks in Ithilien, 2901; the Fell Winter, 2911.<sup>18</sup> These were scattered and of limited importance. Far more notable were the activities of the Dwarves — not only as the prelude to *The Hobbit* but also as a part of the greater history. The defeat of the Orcs at Moria in 2799 and later at Lonely Mountain in 2941 helped reduce the northern Orc troops available in the War of the Rings. The slaying of Smaug eliminated a creature that could have been used by Sauron with devastating effect.<sup>19</sup> As these events are covered elsewhere, they have not been repeated here.<sup>20</sup>



Upper: DAYS OF DEARTH Lower: REMAINING EVENTS PRIOR TO THE HOBBIT



Left: MIGRATIONS Right: ANCESTRAL LANDS

## Migrations of Hobbits

THROUGH THE AGES Hobbits lived quietly in their ancestral lands in the upper vales of Anduin.<sup>1</sup> Over the years, three rather separate groups had developed: Fallohides, Harfoots, and Stoors. Their dwelling preferences were quite different, although they may not have been as separated as shown here. The Fallohides, the most northerly, were woodland people. The Harfoots chose the uplands, delving homes in the hillsides. The Stoors apparently lived farthest south and preferred the lowlands and riverbanks.<sup>2</sup> The original Hobbit lands have been illustrated as extending on the west along the Great River, between the Gladden and the Carrock — the area inhabited at one time by the Rohirrim.<sup>3</sup> The location was supported by the migration patterns: The Fallohides crossed the Misty Mountains north of Rivendell,<sup>4</sup> while the Stoors climbed the Redhorn Pass.<sup>5</sup> The Hobbits would probably have been perfectly happy continuing where they were, but Men were increasing, and nearby Greenwood the Great was

becoming evil. So they began their Wandering Days.<sup>6</sup> In T.A. 1050, some of the Harfoots went west into Eriador — some as far as Weathertop. They were joined about a century later by both the Fallohides and the Stoors. The Fallohides were few and mingled with the Harfoots and the Stoors of the Angle, but many Stoors settled apart near Tharbad in Dunland.<sup>7</sup>

In 1300, those living in the north were again forced to flee from Angmar. Some of the Stoors went south, joining their kin in Dunland; others returned to Wilderland, where they dwelt along the Gladden<sup>8</sup> — ancestors of the infamous Sméagol/Gollum;<sup>9</sup> but most of the Hobbits moved west. The earliest and most important settlements were in Bree, and especially in Staddle.<sup>10</sup> Many other pleasant villages were also established but later seem to have been abandoned and forgotten. In 1601 a large group of Hobbits moved from Bree to west of the Baraduin River,<sup>11</sup> where thirty years later they were joined by Stoors of Dunland;<sup>12</sup> and eventually, most of their people (but certainly not all)<sup>13</sup> settled there in Sûza — The Shire.<sup>14</sup>