

Population and Urbanization in Eriador

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1 Introduction

ICEs campaign and realm modules always contained excellent information about the history and people of a realm, the inhabitants' motives and history, environmental descriptions, large NPC sections, etc. The one point that they often lacked was hard facts (some might say "dry numbers"): tables where numbers for the area of a realm (and how it breaks down into smaller lordships with their accompanying numbers), the number of its inhabitants, exact size and location of the cities together with the number of their inhabitants, etc. This essay tries to rectify this lack for Eriador in terms of population levels and urbanization. In this venture it takes up Gunnar Brolin's and Jason Beresford's theme found in OH3/4¹. Both displayed quite clearly that the number of cities and towns of old Arnor described by Tolkien are in no way sufficient to emulate an even approximately reasonable level of urbanization for Eriador in general and Arnor in particular. Lalaith's article in OH15/16.28 gives an excellent view of all things Tolkien has written about the population of Eriador and Gondor but lacks precise numbers too.

Even ICE's *Northwestern Middle-earth Gazetteer* unfortunately is of little help either. Just have a look at the population that is assigned to Arthedain (50.000 people all in all) and you'll see that these numbers need some serious rationalization.

Unfortunately the articles mentioned above are based on the ICE map of Northwestern Middle-earth² which, while retaining correct outer boundaries for the Northwest (e.g. north-south and east-west), shows a heavily distorted picture of northwestern Middle-earth. One might compare both maps (ICE's and the one from the LotR) to see the heavy discrepancies in inner proportions. Therefore I base my calculations on the LotR map. This one might not be perfect too (as Tolkien himself said), but it contains a **lot** less errors than the ICE map and is authorized by the original author.

Though this article focuses on the urbanization of Arnor there are also other settlements in Eriador which deserve mention, especially in the context of cultural and economic interaction with the realm of Arnor and its successor states. These settlements are dealt with in section 5.

For estimating population levels I used the excellent article *From land to subsistence* authored by Juha juuso Vesanto (Juha.Vesanto@hut.fi). This article can be found in the May 2000 issue on the homepage of the e-zine *The Guildcompanion* (<http://www.guildcompanion.com>).

I wish to especially thank Wesley J. Frank for his constructive criticism on the topics discussed of his "home region".

2 General Thoughts

When considering an estimation for the population and urbanization for Eriador (especially Arnor) we have to keep two basic principles in mind; firstly to remain true to Tolkien and secondly to provide re-enactable demographic data. Unfortunately these demands often are incompatible. Apparently only those urban communities pertinent to the story in the *Hobbit* and *Lord of the Rings* were mentioned by Tolkien while the others who were irrelevant for the plot deserved no mention in the drama – although they existed. Accordingly one has to add additional towns and cities to achieve a realistic level of urbanization for Eriador while the Dúnadan realm(s) lasted (and even in later times).

The numbers for Angmar do **not** include the orcish population. The formula used for estimating populations in this article does only account for the mannish settlement patterns and therefore the Orcs as a demographic group should be handled separately. In the author's opinion, the numbers found in ICE's *Angmar* module are sufficient to represent the orcish population. Considering the area of the orcish habitation and their numbers, a nomadic lifestyle for most of the "border" tribes³ seems appropriate, where they live by raiding their neighbors and herding some domestic animals for food. In OH31/32 the interested reader may find the detailed description of the Lughoth (one of Angmar's orc tribes) and their method of subsistence on the Arthadan border. OH 33/34 contains details upon the Angmarean military, which are based upon the numbers found in this essay.

Important Note: All the data presented in this article is an extrapolation of the author. Many quotes are taken from Tolkien's posthumous works. As the data presented is consistent with these quotes, each reader has to decide for himself if he follows these lines. In the author's opinion the extrapolated data is a good and reasonable estimate. Of course it is not "correct", as the very topic of the article is not covered in original writings by Tolkien and therefore remains speculative. It is designed as a reasonable approach to the subject and does **not** claim any superiority over other interpretations, as long as they base their divergent interpretations on Tolkien's original writings and the incorporation of sound and re-enactable methods in creating these numbers.

3 Eriador after TA 1974

"After Arvedui the North-kingdom ended, for the Dúnedain were now few and all the peoples of Eriador diminished." (LotR, Appendix A)

There is also another quote which drives this point of continued habitation further:

"In Bilbo's time great areas of Eriador were empty of men." (PoM.327).

So, while remaining mainly desolate, there is a population left, since **great areas** and not **all** of Eriador were uninhabited and this justifies the continued existence of a few urban communities in border regions of Eriador.

On the other hand, we find the statement in the LotR, that precludes any reasonable amount of settlement in Eriador beside the Shire:

"In those days [at the time of the LotR] no other men had settled dwellings so far west [as Bree], or within a hundred leagues of the Shire." (LotR I.146)

Taking one league as roughly three miles (see UT), we see that this would preclude **any** mannish settlement (except the Shire) west of the Gwáthlo/Mitheithel river valley, and such creations as ICE's Caras Celairnen, which is supposed to house a major Ranger haven in its vicinity, become problematic for the late-Third Age.

It is entirely possible though, that mannish settlements such as Caras Celairnen existed for nearly the whole 3rd millenium, and only in Bilbo's and Frodo's time they became deserted. The Fell Winter in TA 2911 is a convenient date for such a final abandonment, as even once-mighty Tharbad is left by the remnants of its population at this time.

The quotes above set the standards when considering the population levels after TA 1975. This "Age of Abandonment" is a good example for the discrepancies between Tolkien and our world: in the real world, a temperate region which is left by its human inhabitants will over the course of a century or so return to brush and later forest. Tolkien on the other hand insists that large areas of Eriador are uninhabited **and** unforested (e.g. the lands between Bree and the Mitheithel). This problem is addressed in A:TL by inventing a number of magical banes that prevent Eriador from taking a "normal" development after TA 1975. Some of these banes persist all the time from the Great Plague in TA 1636 to the beginning of the Fourth Age. Although each individual ailment was not exceedingly lethal per se, every single bane weakened the Free Peoples' ability to survive and their summarized strength was powerful enough to prevent a normal recovery of Eri-

ador (and especially former Arnor). This interpretation seems very likely because it was the Witch-king's sole mission to destroy the Dúnedain of the North. In this context the devastation and defilement of their land seems logical. The specific ailments (see A:TL.18-20 for more details) are:

- *The Barrow-wights:* Beside the physical danger they represent, these creatures attack the Dúnedain's spirit by preventing them easy access to the graves and burial sites of their deceased ancestors upon the sacred Tým Hódhath.
- *The Amok Curse:* Designed to disrupt the organization of Dúnadan mages and destroy their magical abilities.
- *The Bloodeye Ravish:* A disease that kills horses. It was very effective in robbing the Arthadan army their great mobility and prevented the re-establishment of large horse populations in Eriador after the fall of Angmar and Arthedain.
- *Crop and Herd blights:* Normal ailments of crops and herds were partially "improved" by the Witch-king and his minions and these more potent blights served as a major factor in limiting the population growth after TA 1975.
- *The Hound Fire:* Designed to kill the Arthadan hunting dogs used by the Dúnedain against Angmars wolves.
- *The Red Flux:* A disease that especially affected Hobbits and prevented the Shire population from overflowing and thereby limiting the Hobbits' settlement area to the original Shire Grant from TA 1600.
- *Stream Fever:* A disease to affect herbivores and weaken their resistance against other ailments.
- *Wood-blights:* These blights contributed to the phenomenon of continued deforestation in Eriador even after human habitation was greatly reduced and large areas depopulated.

The sum of these blights should be sufficient to prevent a recognizable recovery of Eriador until the beginning of the Fourth Age. The fall of Sauron was accompanied by a general lessening of supernatural evil influences and this effect coupled with new techniques and cures enabled a recovery and return to normal development for Eriador. This might lead to a recovery (with population numbers perhaps comparable with TA 1974) within the first three or four centuries of the Fourth Age. But until then Eriador would lay mostly unused and wild.

In this time, the major center of population in Eriador is the Shire, though its urbanization should be limited: all descriptions given of it by Tolkien invoke the image of a rural culture with only small urban

settlements. The goods that cities produce could be imported from the Dwarves of the Blue Mountains. No settlements should be placed further west (around TA 3000) because of the above mentioned quote and since even Fornost is referred to as "Dead-man's Dike" and therefore depopulated.

"Then so utterly was Angmar defeated that not a man nor an orc of that realm remained west of the Mountains." (LotR, Appendix A)

The above quote at first glance gives the impression that the malevolent influence of Angmar with its accompanying evils of orcs and wild wolves was totally and absolutely destroyed in TA 1975. But in many other quotes Tolkien also states how quickly such evils recover. Therefore it seems reasonable that these dangers were subdued only for a time (say about fifty or hundred years) which allowed the starving, displaced and weakened remnants of the Arnorian population to get a hold again, even if only on a local level. And after that, the lack of a strong will like the Witch-king prevented the orcs from organizing themselves effectively and becoming a serious threat for Eriador thereafter. The quote at the beginning of this chapter also tells us that here **was** a population left in Eriador, though greatly diminished.

Even when we leave the supernatural effects aside the legacy of Angmar's evil influence (orcs, wolves and the above mentioned banes) should severely hinder a recovery of old Arnor: A general depopulation brought about by the dangers of the region – enchanted (and ordinary) wolves, in particular, are a great hazard to the livestock of a disorganized culture. If the spread of farming is restricted by the inability of an impoverished culture to present an organized defense (a continuous, patrolled frontier and inner policing) then the local economy will never rise above the subsistence level and the regional economy will be almost nonexistent.

In consequence nearly all of Cardolan and Rhudaur would fall back to wilderness while only some regions of old Arthedain (the Shire) were able to retain some kind of coherent settlement and urbanization.

This interpretation of settlement pattern might be explained with the fact that the protective influence of the relative few Rangers could only cover a small area and therefore only the most densely settled regions of Arthedain were worth the effort. Of course this area received preferential treatment over other areas of Eriador (it was the last remnant of Arthedain). Former Cardolan and Rhudaur had to see mostly for themselves and accordingly population and urbanization in these areas remained very limited and drastically shrank over time. One has only to think of the decline of once great Tharbad; even this strategic site constantly lost population and importance and was finally deserted. Its final abandonment in the 30th century of the

Third Age should signal the end of noteworthy urbanization for the northern and western areas of former Cardolan.⁴ Please note that this not means the complete lack of habitation, there should be villages left in this area, though they were no longer able to support an urban center.

3.1 The People

The Dúnedain

In the context of this article it is of interest how many racial Dúnedain do live in the area of Arnor. Gunnar addresses this question already in OH4, but a more detailed estimation seems in order because the Dúnedain are major protagonists in many of Tolkiens stories of northwestern Middle-earth. Having evaluated general population issues, the question how many Dúnedain lived among the indigenous population is of interest for the social, economic and military structure of the respective realms. Unfortunately it is very difficult to answer as well.

Despite Arthedains lesser population (in comparison to Cardolan) I think it's quite reasonable to describe it as the strongest Arnorian successor state because of the relative strength of the Arthadan king. Tolkiens statement that the line of Isildur soon failed in Rhudaur and Cardolan is also an indication of the relative weakness of these realms. For Tolkien the fortune of the king resembles the fortune of the land in the figurative sense: when the line of kings fails, so does the realm.⁵ One has to note though that the total population levels and the percentages of the Dúnedain are not necessarily corresponding for the successor realms: The most important quote on the matter of Arnorian population figures is found in *Of the Rings of Power and the Third Age* in the *Silmarillion*:

"...and his [Elendil's] people dwelt in many places in Eriador about the courses of the *Lhûn* and *Baranduin*, but his chief city was *Annúminas* beside the waters of *Lake Nenuial*. At *Fornost* upon the *North Downs* also the *Númenóreans* dwelt, and in *Cardolan*, and in the hills of *Rhudaur*..."

We see that the majority of the mentioned Dúnedain dwelling places lies within the territory of later Arthedain and the prominence of the settlements along the *Lhûn* and *Baranduin* is explicitly stressed. So the majority of the Dúnedain (perhaps c. 60%) might inhabit areas of Arthedain, while Cardolan harbors 30% of the Dúnedain and Rhudaur 10% of the Men of the West. Additionally, a good portion of Cardolans Dúnedain would most likely be descended from Númenórean imperial colonists while in Arthedain the majority of the descendants of the Faithful settlers and Elendil's companions (from his four ships) would dwell.⁶ So, despite having a lesser population than Cardolan, Arthedain har-

bors a greater percentage of faithful Dúnedain and is stronger due to a powerful central government and a more pure spiritual state.

After having evaluated these issues, how **many** Dúnedain are we talking about? We know that Elendil came with four ships to Eriador:

"Nine ships there were: Four for Elendil, and for Isildur three, and for Anárion two..." (Silmarillion.337)

Now, the central question for the evaluation of the ship type used by Elendil, a quote from PoM is of great help – and unfortunately the only one where we get the concrete name of a ship type.

"Therefore he [Ar-Pharazôn] began to prepare a vast armament for the assault upon Valinor, that should surpass the one with which he had come to Umbar even as a great galleon of Númenor surpassed a fisherman's boat." (The Peoples of Middle-earth, p.183; my emphasis)

So, even in the closing years of Númenor's existence, galleons are used as a comparison to demonstrate the greatness and size of Númenors ships. This is a good hint what kind of ship Tolkien had in mind when he thought of the late Númenóreans and their maritime achievements.

In this context a comparison with the real world is of great help. The real-world galleons were quite small compared to later sailing ships (e.g. the steel-built windjammers), but carried quite a sizable crew and complement: A great galleon from the beginning of the 17th century had a displacement of about 1000 tons and a total complement (crew plus soldiers & passengers) of about 500 men [5]. We have to count in that the Númenórean galleons were very great compared to real ones (perhaps 1500 tons on average) and that the Dúnedain ships had to be a bit bigger: We know that the Dúnedain were significantly taller and heavier than "lesser" men. The following table lists approximate measures for Dúnedain and normal men. The Dúnedain measures have been extracted from *Unfinished Tales*:

Race	avg. male height	avg. male weight
Normal Men	1,70 m (5'7")	70 kg (154 lbs.)
Dúnedain	1,93 m (6'4")	101 kg (222 lbs.)

If we allow for cramped conditions of the fugitives, these Númenórean galleons (the supposed ship type of Elendil and his sons), could carry about 700 to 800 people each. Accordingly Elendil's ships could have carried a maximum of c. 3.200 people.⁷ This excursus on marine technology also offers an opportunity for the decline of Númenórean knowledge that Tolkien explicitly stresses. The facilities for creating such advanced ships were lost with the fall

of Númenor and afterwards not needed because Arnor never was a major naval power.⁸ In this way shipbuilding knowledge deteriorated drastically. If Elendil's ships were indeed built of wood instead of steel (like the even bigger windjammers) another quote from the *Akallabêth* is easy to rationalize:

"...;but the great wind took him [Elendil], wilder than any wind that Men had known, roaring from the west, and it swept his ships far away; and it rent their sails and snapped their masts, hunting the unhappy men like straws upon the water." The Silmarillion.337

The hulls as well as the masts and yards of windjammers were built of steel and when they were broken or severely damaged at sea it was nearly impossible to repair them without a shipyard. In contrast wooden masts and yards could be repaired at least provisional at sea and the ship be made maneuverable and seaworthy again. In my opinion, this is another hint for the pre-enlightenment type of ships available to the Númenóreans.

Of course 3.200 people are insufficient to form the new élite of a realm roughly the size of France,⁹ but Eriador already had an indigenous population as well as Númenorean settlers and their descendants.

We learn in the *Akallabêth* and the *Line of Elros* that many Faithful emigrated from Númenór when persecution from the imperialistic kings began to threaten their way of life. Pelargir on the Anduin became their chief haven in Middle-earth. We also learn that they emigrated because in NW Middle-earth they could still speak with the Eldar of Lindon, implying that a substantial number of them settled in Eriador – close to Gil-galad's realm. Something along this line is already incorporated in ICE's *Arnor* books, where the Emyrn Uial are the primary area of settlement for the Faithful in Eriador. An analysis of Númenórean demography shows that about 5.500.000 Númenóreans alive in SA 3319 (including emigrants in the colonies)¹⁰ is a realistic estimate (as far as you can speak of "realistic" in this context). If we assume that the minority of the Faithful encompassed ca. 15% of the population,¹¹ and that ca. 45% of these lived in Middle-earth in SA 3319 (or remained true in Númenor and arrived later with Elendil and his sons), we can expect ca. 380.000 faithful Dúnedain in Endor. Of these perhaps 210.000 lived in later Gondor¹² while the rest settled in Eriador. The number of (pure) Arúwânai in later Cardolan is much harder to assess, but a number of no more than ca. 15.000 seems justified¹³. So we end up with ca. 40.000 Dúnedain in the area of later Arnor just after the *Akallabêth*. If we assume ca. 3 additional generations with ca. 5% growth in each until the War of the Last Alliance we

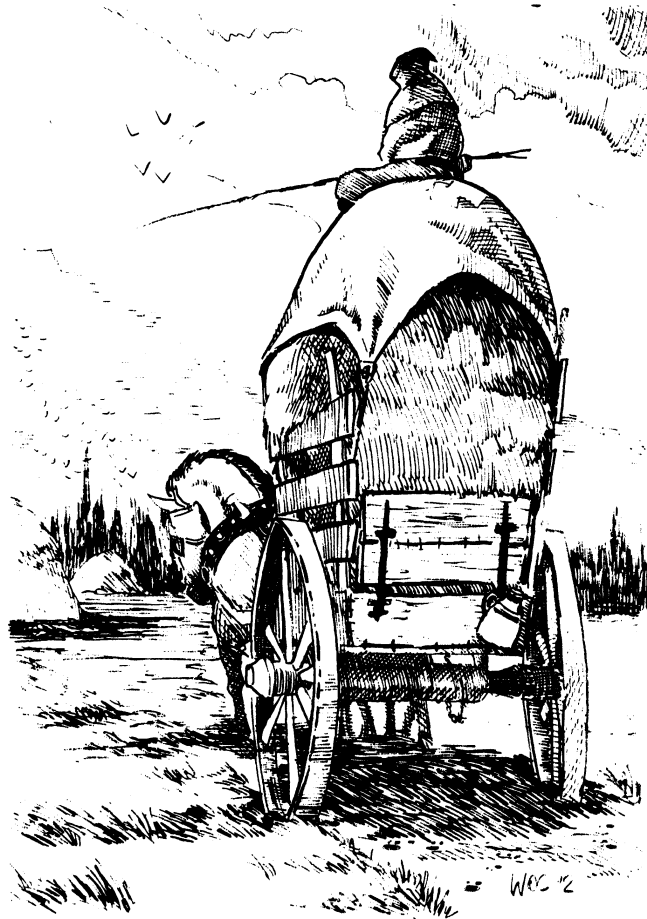
have ca. 230.000 pure-blooded Dúnedain in Arnor. Factoring in the losses in the war (it cost many lives of soldiers; all in all perhaps ca. 10% of the population), we end up with ca. 207.000 Amorian Dúnedain at the onset of the Third Age. It seems that Arnor began its decline with the end of the war, but ever after a defeat of the Shadow there is a – more or less briefly – period of respite and bliss for the Free Peoples. In this manner Arnor could have seen a stagnating Dúnadan population in Arnor for perhaps the first two centuries. Afterwards their numbers begin to drop.

The indigenous population

Despite the Dúnedain's prominence in Tolkiens writings the vast majority of Eriador's population must be of at least indigenous stock. Lalaiths article in OH15/16.32 gives an excellent overview of Tolkiens thoughts concerning the Eriadorian population issue.

It can be assumed that the indigenous people of Eriador were of varying stock: Northrons and Gwathuirim (and their relatives) form the greatest ethnic groups. Under Dúnadan lordship the vast majority of the indigenous people in Arnor are "dúnedainized" in culture and identify themselves with the culture and worldview of the racial Dúnedain. In this way the relative few true Dúnedain obtained a mostly loyal population that identified itself with Dúnadan lifestyle. So the Dúnedain were able to erect a lasting and stable realm.

The "normal" men are mainly the various Daen and Northron people. Until the founding of Arnor their culture is not as structured as the Dúnadan realms, whereas afterwards they profit greatly from their Dúnadan overlords.



4 Population levels in Eriador

Essential for the evaluation of the population levels is the size of the respective realms. Because of the differences in the LotR and ICE maps I measured the realms covered in this article in both maps to get a better view of the discrepancies. Below you can see the map that was used as a basis for the numbers in this article. Obviously, the numbers will vary according to your choosing of the borders. While Cardolan is relatively easy to define, the northern borders of Rhudaur and especially Arthedain are a tough nut due to their undefined nature. I chose a rather conservative approach with a more southerly border in my analysis (see below). But even the incorporation of the lands between the Bay of Forochel and the hills northwest of the northern Angmarean mountain chain would have changed relatively little due to their supposed sparse population. So, while the numbers will vary according to your preference with the states' borders, the numbers presented here should provide a sufficient overall picture. The following table gives an overview of the realm sizes in Eriador. The numbers for Eriador as a whole have been measured separately and not just added from the other numbers since one realm (Angmar) is partly located beyond Eriador.

NOTE: Though Enedwaith is technically not part of Eriador¹⁴ (see LotR, Appendix A), its close proximity and relative importance for the affairs of the Eriadorian realms, it is included in this analysis.

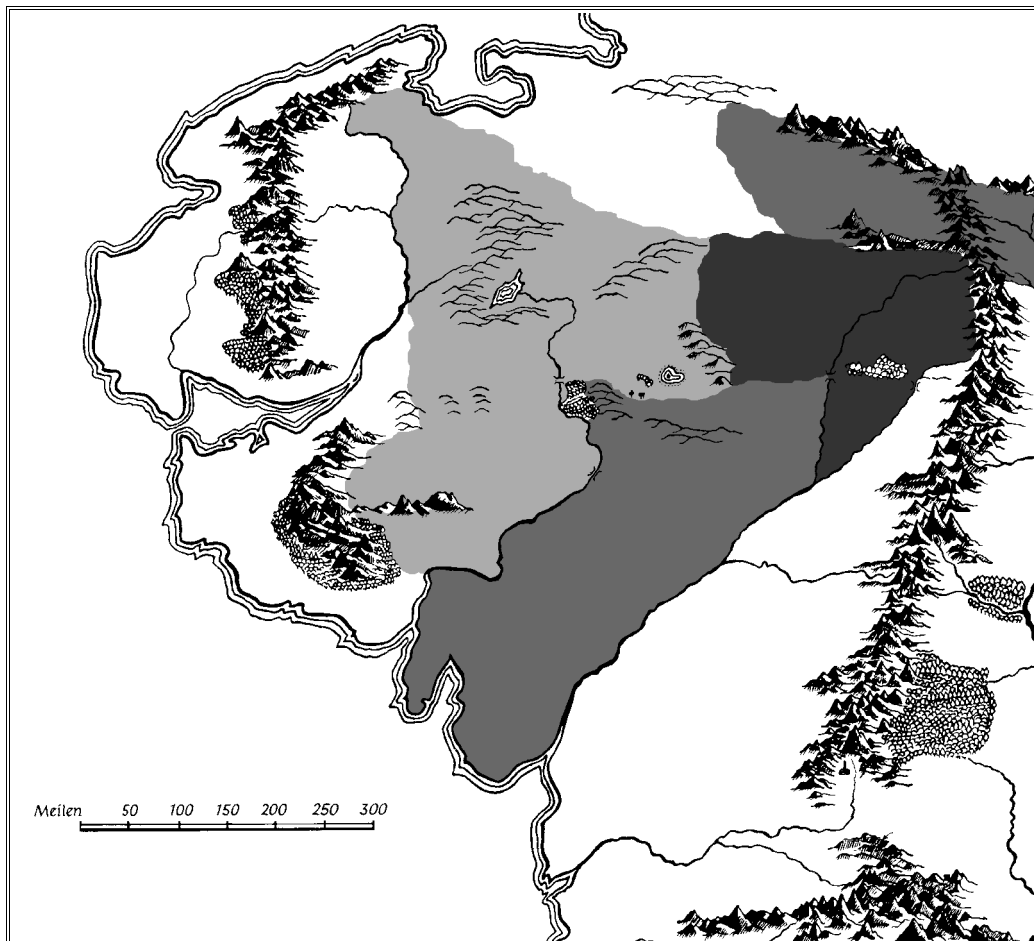
The main differences obviously are:

- Arthedain has been enlarged by ICE while Cardolan was scaled down, thus reducing the latter's importance drastically. Rhudaur has been extremely enlarged (by 55%), thereby making it much more prominent than is justifiable. Even Arnor as a whole was significantly enlarged by ICE (not counting the wrong proportions of the individual realms).
- Enedwaith's size has been reduced by more than 30%! This downgrades the demographic importance of the region quite drastically (beside the geographical distortions).

- Angmar has been much enlarged; mostly owing to the E-W stretching of the Vale of Anduin, where Angmars territories east of the Misty Mountains are located.
- Eriador in total has been significantly enlarged by ICE

As a whole, the ICE map is unnecessarily flawed and a re-drawing based on the LotR map¹⁵ would be very welcome.

Region/Area	LotR map (km ²)	ICE map (km ²)	ICE map in % of LotR map
Arthedain	270.000	292.000	108
Cardolan	196.000	175.000	89
Rhudaur	114.000	177.000	155
Enedwaith	185.000	127.000	69
Angmar	77.700	101.000	130
Eregion	33.400	33.100	99
Arnor total	580.000	644.000	111
Eriador total	857.000	947.000	111



The Eriadorian realms as treated in this essay (scale bar is in miles)

4.1 Calculating the numbers

In A:TL Cardolan at its peak is assigned a greater population than Arthedain. This may be reasoned because of the latitude, geography and probable soil quality (of vital importance to an agrarian feudal society) of both realms. Cardolan seems to be more blessed in these respects (perhaps comparable to England while most of Arthedain might resemble Northumberland). Cardolan's geographic position also favors trade and fishing/whaling (see ICE's *Northern Waste*) with the resulting revenues.

Gunnar's article gave numbers for several periods in Arnors history. Accordingly this article presents several population numbers. Specifically, the following periods were chosen:

- TA 250
- TA 1400
- TA 1640 (MERP standard)
- TA 1974
- TA 3000 (LotRRPG standard)

To remain true to the ICE canon as far as possible and in the same instant rectify the omissions of ICE, the assignment of names and population numbers to towns/cities is a two-fold process: firstly existing towns/cities as described in A:TL are assigned population numbers that seem reasonable (though this leads to divergences from numbers presented in A:TL). Secondly, new towns/cities are invented by taking town symbols from the Arnor maps (or converted from other map symbols like great castles). Other, wholly new cities are placed where reasonable.

This divergence from numbers as presented in A:TL might not be fortunate but on the other hand it opens the opportunity to use the existing descriptions and story hooks for these places. Additionally, several of ICE's settlements are located in places where cities are very likely to arise (see below) and so the invention of new cities in potential less fortunate areas would be worse than altering existing ones.

If we follow the structure of urbanization of medieval Europe the majority of the cities would be relatively small. The average size for a city might be around 4500 inhabitants.

In order to avoid overt errors in placing cities and assigning inhabitants, we should consider which factors favor the development of a city:

- The most important prerequisite is the geographic location: fords, bridges, crossroads, etc. are primary sites for the establishment of a town or city because travellers of all kind (must) concentrate here and tax collecting and business is profitable and very easy to conduct. For example, a river is the prime location for building a city. A river provides transport capability, source of water and waste removal. In addition, a bridge or ford favors trade.
- Second, existing small settlements (villages, towns) grow because of fa-

vorable conditions (good soil, easy traffic, tax exemption, etc.).

- Third, keeps and castles of lords are likely to attract settlers because of the relative security these nearby fortifications offer. Of course this is only valid when the general political situation is relative unsafe and war is a possibility and threatens the settlement. The right to fortify a city however, is a granted privilege (generally from the king) and it goes without saying that the wielding of this privilege is a powerful tool in the hand of a monarch.

All these factors have to be kept in mind when assigning cities and population levels in Arnor.

Supposedly Arnor reached its peak early in the Third Age and therefore I chose the year 250 for reference. TA 1400 represents a status where the realms are already weakened by loss of population after the split of Arnor and the beginning conflict with Angmar. The default TA 1640 MERP setting presents the situation right after the devastating plague and its demographic repercussions. 1974 shows Eriador at the height of the Witch-king's power. The last year (3000) shows the demographic situation at the time of the War of the Ring and is the default setting for LotRRPG.

The following formula (modified from Juha juuso Vesantos article) was used to estimate the population levels:

$$POPULATION = AREA \times \left(1 - \frac{WILD}{100}\right) \times \left(1 - \frac{WASTE}{100}\right) \times YIELD \times DENSITY \times \left(1 + \frac{URBAN}{100}\right)$$

The abbreviations in the formula used above are:

1. POPULATION = the total population of the realm
2. AREA = total land area of the realm/region
3. WILD = uninhabited land as a percentage of the total area: 20% is small, 40% is normal, 60% is big
4. WASTE = on inhabited land, area unusable for agriculture, (march, mountains, etc.) as % of total area: 10% is small, 20% is normal, 40% is big
5. YIELD = relative yield acquired from the land: 1,0 is normal, 0,5 is poor and 1,5 is great. Yield depends on a number of factors: crop, land quality, agricultural techniques and climate. Of these, the first three tend to stay relatively constant over a short time period, but the weather may vary a lot from year to year while climatic changes are slower in coming.
6. DENSITY = reference population density per km² in reference situation: no wasteland, no uninhabited land, yield=1. Density depends on the subsistence type of the culture. You can also figure the effect of technology and crop cycles in here. Some useful numbers are:
 - Nomad: 2/km²
 - Seminomad: 4/km²
 - Semisedentary: 20/km²
 - Sedentary: 20-40/km²
7. URBAN = extra people, i.e. specialists, leaders and urban population, living from the surplus of the rural population as a percentage. This depends on the margin of living, but typically not directly, as leaders and other specialists will require more food (i.e. resources) to sustain themselves than rural people. Of course, their work is valuable in increasing the extracted crop yield. Anyway, here are some figures for urban populations one could use:
 - Nomadic: 0%
 - Early Farming: 5%
 - Standard Farming: 10%

Important Note: Please keep in mind that all the numbers calculated in this manner should be seen as an approximate number; e.g. it is not important that the number is correct to the last digit. The speculative nature of this subject suggests to use the numbers obtained as a guideline for the scale you are operating in. For example, it is not important if a given realm has 910.000 or 915.000 residents. The scale remains the same, and all deviations herefrom can be seen as regular demographic errors (e.g. because of the inaccuracy of counts).

4.1.1 The Shire

"For the country had once been a royal park and hunting ground...For the land into which they had come, though now long deserted, had been richly tilled in days of yore, and there the kings had once had many farms, cornlands, vineyards, and woods. This land they called the Shire..." The Peoples of Middle-earth.⁹

Period	wild	waste	yield	density	urban	total	Hobbits	city pop.
TA 250	0,4	0,2	1,1	22	0,1	638.880	-	63.900
TA 1400	0,5	0,2	1,1	17	0,1	411.400	-	41.100
TA 1640	0,6	0,2	1	12	0,04	199.700	66.600	8.000
TA 1974	0,5	0,2	0,9	15	0,05	283.500	189.000	14.200
TA 3000	0,4	0,2	1	16	0,06	407.000	407.000	24.400

After TA 1975 this "realm" was among the very few continually inhabited areas in Eriador and deserves special attention. Before this date it was a part of Arthedain and is already included in the numbers for that realm. Unfortunately Tolkien never gives its exact boundaries but its original area (without the Westmarch and Buckland) may be estimated at c. 50.000 km². More specific data for the Shire in various times can be found in the following table. It is assumed that Hobbit cities are smaller in number than mannish ones, averaging at perhaps 3000 individuals.

In TA 250 the area of the future Shire lies at the heart of Arnor, a prosperous and fertile region. In TA 1400 the population has been already reduced and the power of the Witch-king is felt. TA 1640 shows the situation after the 1409 war devastated the region and the Great Plague shook the new settlers (hence the population nadir). Just 40 years ago, Hobbits have begun to immigrate into the Shire and the population density is still very low. In TA 1974 the Fourth Northern War is impending and the Hobbits have suffered from the Red Flux which limited the population growth as well as the urbanization severely. After the fall of Angmar, the Hobbits fare much better and in TA 3000 the Shire has a fairly large population though relative weakly urbanized – Hobbits are not a very urban folk.

The last column depicts the Hobbitish population of the Shire because until the end of Arthedain the Shire inhabitants are supposed to be mixed: normal men and Hobbits. In this context I assumed c. one third of the Shire population to be Hobbits in TA 1640, e.g. there is still a sizable number of "normal" men living here. By TA 1974 the numbers have changed. Now c. two thirds are Hobbits while in TA 3000 all inhabitants of the Shire are Hobbits.



4.1.2 TA 250

The 250 years since the end of the War of the Last Alliance should be enough time to recover from the aftermath of the war, but there was no further growth and the numbers might reflect the state of those before the conflict. It should be around this time that the realm reaches its demographic peak.

To represent the supposedly relative low population of Arnor¹⁶ I chose rather high averages for "wild" and "waste" areas, relative low yields and fairly low densities. Together these factors result in acceptable population figures for Eriador.

The data for Angmar (less wilderness and waste, better yield) does not only contain areas west of the Hithaeglir, but also the upper vales of the Anduin where the ancestors of the Estaravi live; hence the relative good yield: Angmars territory west of the mountains is relative barren (e.g. a yield of c. 0,6) but the better soil in the eastern territories offsets this to a certain degree.

Arthedain

The territory of later Arthedain strangely is depicted as being mostly devoid of larger settlements (according to the ICE map). If the realm were this weak in terms of population and urbanization it is unlikely to have withstood Angmar single-handed for over five hundred years after the fall of Cardolan. In order to fix the problem of too few cities one has to upgrade several great castles into towns/cities and invent a number of new cities. Unfortunately only three towns on the territory of Arthedain are mentioned by Tolkien (not counting the now non-existent "Hobbitish" Shire). Especially the region around Lake Evendim and the vales of the Lune and Baranduin, where a substantial part of the realm's population should be located (see also quote above) is apparently devoid of any larger settlements. The fiefs of the Great Houses shown on p. 70 in A:TL can be understood as the core lands of these Houses, the initial fiefs they held when Elendil landed in Middle-earth. They might control other lands directly or through vassals in other parts of the realm. Similarly the king controls several royal fiefs across the land, according to A:TP.

The Dúnedain are more numerous in Arthedain than in Cardolan or Rhudaur and form c. 4,8% of the realm's population. It is mostly this racial group that the realms élite comes from: lords, physicians, engineers, etc.

Applying the numbers above, Arthedain should harbor c. 56 cities.

Cardolan

Assigning a proper number of cities for Cardolan is a bit harder than for Arthedain. Though the ICE map contains several town symbols which can easily be used for this project, the descriptions in A:TL leave the impression that only Tharbad, Súduri and Metraith are real cities while the rest of the described settlements seem to be small towns or large villages. This view is hard to get to tally with the population and urbanization figures for Cardolan (see above). Out of this discrepancy I chose to upgrade many settlements into cities (and thereby get in conflict with passages from A:TL) and invent some new. The urbanization level is comparable to that of Arthedain with the chief city of Tharbad as the primary example for an urban center in Arnor. The territory of later Cardolan should harbor c. 67 cities during this period.

The Dúnedain are less populous than in Arthedain though their number is sufficient to form an effective élite.

Rhudaur

The placement of cities in Rhudaur is much easier than in Arthedain because of the (supposed) limited urbanization in this realm. The town/city symbols depicted on the ICE map are sufficient to represent the realm's supposed five urban centers. Together with the towns mentioned in A:TL there are enough possibilities to assign the urban communities in this realm. Rhudaur is the part of old Arnor that was the least densely settled by the Dúnedain as well as indigenous people. Correspondingly, I have assumed a very low level of urbanization.

Though there are relative few Dúnedain in Rhudaur (compared to Arthedain and Cardolan) their relative percentage is comparable to that of Arthedain due to a low indigenous population. The lack of general manpower and economic importance (Rhudaur is not a good agricultural region) severely hinders the Rhudaurian's influence within Arnor though.

Angmar

What is later to become Angmar is now a border march of Arnor with only a scattered population (mostly nomads) and a few pockets of settlements. Arnors grasp is tenuous at best and accordingly the urbanization is rather low with the frontier keep of Minas Eldanaryon acting as the prime settlement of this region. The greatest part of the listed population (perhaps as much as 90%) should be the proto-Estaravi within the upper vales of the Anduin.

Enedwaith

Enedwaith is described as being largely unpopulated in the times of the kings of Arnor/Arthedain and Gondor:

"In those days [the King's] the region was little peopled. In the marshlands of the mouths of Grey-flood and Isen lived a few tribes of 'Wild Men', fishers and fowlers, but akin in race and speech to the Drúedain of the woods of Anórien. In the foothills of the western side of the Misty Mountains lived the remnants of the people that the Rohirrim later called the Dunlendings." (UT.370)

This quote sets the standard when determining the population of this area. The article on the Daen people provides a more detailed territorial breakdown of Enedwaith. From this article the breakdown for Enedwaith in all times is extrapolated.

A high percentage of wilderness and waste land is assumed for the region. The population is mostly of Daen descent and concentrated mainly in Dor 'Wathui (Dunland) on the western slopes and vales of the southern Misty Mountains. The rest of the region has only a fairly low population density. The region around the mouths of Isen and Gwáthlo is home to people of Drúgh descent (e.g. like the Beffraen of the Eryn Vorn). As for the other realms mentioned so far, the urbanization on the ICE map is insufficient to represent believable demographic data. Existing settlements are upgraded to towns and new settlements invented. In total, Enedwaith should harbor only 2 cities.

Realm	area (km ²)	Population data for TA 250							total	Dúnedain	percent	city pop.
		wild	waste	yield	density	urban	total	Dúnedain				
Arthedain	270.000	0,5	0,2	1,0	22,0	0,10	2.613.600	124.200	4,8	261.400		
Cardolan	196.000	0,4	0,2	1,1	25,0	0,10	3.024.000	62.100	2,1	302.400		
Rhudaur	114.000	0,6	0,3	0,9	15,0	0,05	452.500	20.700	4,6	22.600		
Angmar	77.700	0,70	0,40	0,80	10,00	0,01	113.000	-	-	1.100		
Enedwaith	185.000	0,77	0,30	1,00	12,00	0,02	364.600	-	-	7.300		

4.1.3 TA 1400

In this period the population numbers have dropped already as Arnor has split, with the resulting waning of the Dúnedain in their petty wars. Additionally Angmar has begun to show its influence through the Witch-king's manipulation of the climate and the first great war from TA 1352-59. The demographic situation is still relatively intact though.

The decrease of the population is mainly achieved by enlarging the wild areas which represents the giving up of settled areas and the death and/or relocation of its population to other areas and cities.

Arthedain

Arthedain has already suffered dearly from the decline of the northern Dúnedain but still stands strong. The internecine warfare with Cardolan and Rhudaur after the division of Arnor and lately the rise of Angmar with the slow worsening of the climate in Eriador let the population drop. The population and urbanization has decreased noticeably since TA 250 but this process took place early after the split of Arnor and since then the demographic trends have remained relative stable.

The number of Dúnedain has perceptively dropped since TA 250. Through immigration of exiled Rhudaurian Dúnedain this decline has been moderated and the percentage of Dúnedain remained stable.

Applying the numbers above, Arthedain should harbor c. 40 cities. This means that a number of the cities from TA 250 have to be abandoned and/or destroyed and not rebuilt.

Cardolan

Cardolan has fared better than Arthedain in demographic terms (not necessarily political, see ICE's *Arnor* books for details). The population is still strong and the better soil quality and greater distance from Angmar has lessened the effect of the Witch-king's influence on the agricultural yield (the central factor for population development). It should contain about 50 cities, mostly around the courses of Gwathló and Baranduin.

Even more Dúnedain from Rhudaur went to Cardolan and accordingly their percentage remained stable as in Arthedain.

Rhudaur

The smallest and least powerful of the three successor realms has seen an even stronger decline. Notably the wars with Arthedain and Cardolan have depleted the realm's limited resources. The recent rise of Angmar has done its share to let the population drop further. Only 4 cities should be left behind in Rhudaur.

The inherent numerical weakness of Rhudaurs Dúnedain coupled with the internecine wars with Arthedain and Cardolan and the (potential) hostility of the indigenous population weakened the Dúnedains grip seriously. The final blow came with the rise of Angmar and has driven the last Dúnedain from Rhudaur during the end of the 14th and beginning of the 15th century of the Third Age. Roughly two-thirds of the remnants have relocated to Cardolan, while one third emigrated to Arthedain, thus increasing the number of Dúnedain in these realms.

Angmar

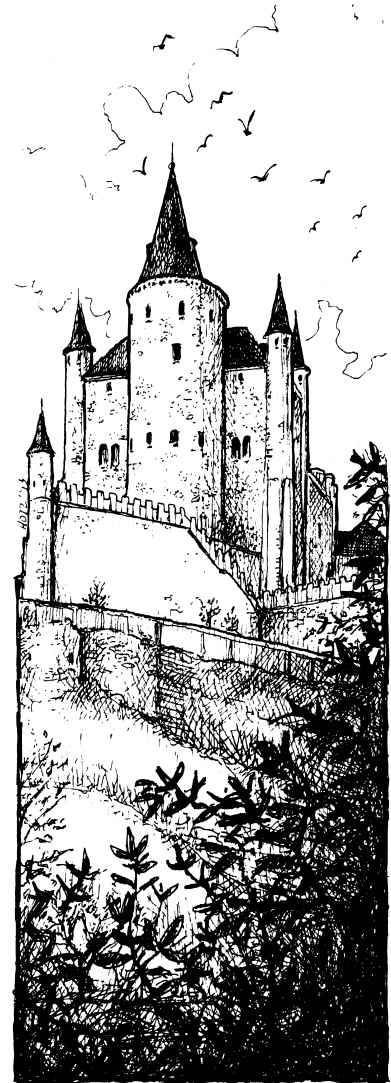
The last 100 years saw a continuous stream of immigrants and a much increased birthrate within the realm of Angmar. These people stem partly from the East but also dissatisfied Enedon elements as well as Daen people form the Angmarrim. These have already begun to mingle (under pressure from the Witch-king and out of necessity in this barren land) and form the Angmarrim – the men of Angmar. The only sizeable groups that has remained ethnically pure are the folk of the Estaravi (a branch of the Northmen) that forms the bulk of Angmars population east of the Hithaeglir and the original "Bórians" who form the bulk of the Angmarean nobility.

The Witch-king's orcs are another matter. Before the rise of Angmar the few and scattered orc tribes were no real danger to the Eriadorian realms, but since the forceful "peace" among the tribes, the orcish population has grown significantly. These orcs are used as fodder for the Nazgûl-lord's campaign against the Dúnedain.

Please note also that by TA 1400 the Witch-king is preparing his second great assault on the Dúnedain realms of Eriador (which will result in the TA 1409 war) and therefore the population is unnaturally high, e.g. it could not be supported over extended periods. During this period Angmar should contain c. 9 cities.

Enedwaith

The basic patterns of Enedwaith have not changed significantly since TA 250 but for the beginning detrimental influence of Angmar. The number of cities remains at 2 though.



Population data for TA 1400										
Realm	area (km ²)	wild	waste	yield	density	urban	total	Dúnedain	percent	city pop.
Arthedain	270.000	0,55	0,20	0,95	20,00	0,09	2.013.400	96.000	4,8	181.200
Cardolan	196.000	0,45	0,15	1,05	23,00	0,10	2.437.800	51.200	2,1	243.400
Rhudaur	114.000	0,65	0,30	0,80	15,00	0,05	348.000	4.000	1,1	17.600
Angmar	77.700	0,40	0,40	0,80	25,00	0,07	598.600	-	-	41.900
Enedwaith	185.000	0,78	0,30	1,00	12,00	0,02	348.700	-	-	7.000

4.1.4 TA 1640

The population numbers differ significantly from those two and a half centuries earlier. The Second Northern War and the Great Plague have left their impact and reduced the population within the Eriadorian realms drastically.

The table to the right represents the demographic situation of the region in TA 1640. The individual numbers are explained in the respective realm entries.

Arthedain

The general statements about Arthedain given in the TA 1400 entry still apply though some new topics deserve attention.

1. The 1409 war caused many casualties among the commoners as well as the Dúnedain. Proportionally, the latter were even hit harder.
2. Arthedain is supposed to have suffered far less from the Plague than the southern regions and in the Appendix A of the LotR we read that *"The Hobbits and all other folk suffered greatly, but the plague lessened as it passed northwards, and the northern parts of Arthedain were little affected."* As we can see on the urbanization map, the majority of the Arthadan cities lies in the northern part of the realm and accordingly a major part of the realm's population should be spared from the worst effects of the plague.
3. The general waning of the population of the Successor Realms during Angmars existence as described by Tolkien (even without any other causes such as epidemics, war, etc.) causes an additional decrease in numbers.
4. On the positive side, refugees from the devastated areas of Cardolan would have replaced some of the losses. Please also note the immigration of large numbers of Hobbits from the rest of Eriador in the decades after the Shire Grant (TA 1600).

All in all the realm is hit hard but not broken: its institutions are intact, the population stabilizes when the refugees find new homes in the Arthadan fiefs; and its enemies are subdued by the pestilence as well (the orcs and men of Angmar have not fared better – indeed the crowded conditions in the orc-dens should have been devastating). The number of cities has been reduced to 35.

The Plague created havoc especially among the Dúnedain whose losses were more severe than those of the Common men (proportionally). This was partly offset by immigrants from Cardolan. The number of the Arthadan population found in ICE's *Northwestern Middle-earth Gazetteer* has to be re-interpreted as the Dúnedain élite, not the total population.

Realm	area (sq.km.)	wild	waste	yield	density	urban	total	Dúnedain	percent	city pop.
Arthedain	270.000	0,60	0,20	0,90	20,00	0,09	1.695.200	50.000	2,9	152.600
Cardolan	196.000	0,75	0,20	1,00	20,00	0,08	846.700	9.300	1,1	67.700
Rhudaur	114.000	0,75	0,30	0,70	15,00	0,04	217.800	-	-	8.700
Angmar	77.700	0,50	0,40	0,80	20,00	0,07	399.100	-	-	28.000
Enedwaith	185.000	0,74	0,23	1,00	17,00	0,009	290.500	-	-	4.300

Cardolan

In short, the realm of Cardolan has been broken by the 1409 war and the Plague finished it off. The exact reasons for the decline of its population are:

1. The 1409 war caused many casualties: after the defeat of the army northern Cardolan lay open to the enemy and the Witch-king's marauding troops deliberately hunted civilians and killed everyone they could find. Additionally, "evil spirits", similar to the Barrow-wights haunt many mounds within Cardolan¹⁷. The terror of these creatures prevent people from living in their vicinity.
2. Cardolan is supposed to have suffered worse from the Plague than any other realm in Eriador. In the Appendix A of the LotR we read *"...and most of the people of Cardolan perished, especially in Minhiriath."* Since Minhiriath harbors the majority of Cardolans settlements (see the Urbanization map) losses must have been extreme.
3. The emigration of Hobbits from Cardolan to the newly founded Shire in the decades after 1600 should cause a significant loss in peasants and farmers.
4. The general waning of the population of the Successor Realms during Angmars reign.
5. A few refugees from surrounding lands might offset for a small part of the losses.

If we sum all factors up, Cardolans population is reduced by c. 65% in comparison to 1400; and most of these losses owed to the Plague of 1636 which was the realm's undoing: Trade collapsed and entire countrysides (together with their cities) were emptied by the illness¹⁸. Together with the peasants many of the élite died: feudal lords, scholars, technicians, physicians, etc. All in all the realm is dying, over two-thirds of its cities deserted and ruined and the rest surviving on what the Plague has left. It is only a matter of time before Cardolan will be no more than a geographical meaning. This is reflected in the urbanization: only 15 cities are left in the area and even these are in decay.

The Dúnedain of Cardolan were nearly wiped out by the Plague. In only a few decades the remainder will either die or emigrate to Arthedain or Gondor.

Rhudaur

Rhudaur suffered from the Plague as well, but due to its northern latitude with its cold climate the pestilence should not have an effect as in Minhiriath. The dispersed population of Hillmen and Daen peoples limited the spread of the Plague even further. On the other hand the climate especially in eastern Eriador became extremely unfriendly (LotR, Appendix A). Therefore in this time there are 2 urban centers left in Rhudaur.

Angmar

Angmars population suffered even worse than its main adversaries in Arthedain. Especially the orcs in their filthy and cramped quarters died like flies. The Angmarim in their crowded living quarters suffered as well due to poorer diet in the hostile land. Their little knowledge of leechcraft (compared to that of the Dúnedain) contributed to the losses as well, preventing any serious help for the infected. Approximately 45% of Angmars population died and denied the Witch-king any chance to exploit the Dúnedain's weakness. Only 6 cities are left in the land of the Witch-king in this period.

Enedwaith

The Dunlendings suffered...in the Great Plague..., but less than most, since they dwelt apart and had few dealings with other men." UT.370

The quote states explicitly that Enedwaith should suffer far less demographically than the Dúnedain realms and therefore suffered less (around 17%) compared to the disaster that befell Cardolan. Enedwaith suffered as the rest of the warmer lowlands in Eriador from the Plague and the losses were severe. On the other hand many refugees from Cardolan fled to Enedwaith and so the population is not as low as might be guessed. Only one city dots the landscape of this region.

4.1.5 TA 1974

In TA 1974 the population of Eriador is as low as never before. Centuries of the Witch-king's malevolent influence have worsened the climate. The constant wars from Angmar (great and/or small) have made life hard for the Free Peoples. The population numbers reflect the state just before the Witch-king launches his final offensive. The following table represents the demographic situation of TA 1974. The individual numbers are explained in their respective realm entries.

Arthedain

Arthedain's population has dwindled steadily due to the unhealthy neighborhood of Angmar. This influence caused another reduction of 30% in population numbers in the three centuries since 1640. The realm is hit hard indeed. The military strength is even weaker than the population issues suggest, because a good portion of the residents are Hobbits who are quite unmartial in spirit¹⁹. The number of cities has dropped to 24.

The Dúnadan emigrants from Cardolan helped Arthedain to stay the loss of its élite. Nonetheless the overall loss of population has weakened the Dúnadan realm dangerously.

Cardolan

The realm of Cardolan is no more. King Araval's of Arthedain attempt of recolonization in TA 1851²⁰ failed and Cardolan's last chance for recovery was forfeit. The name has only a geographical meaning. Its inhabitants are scattered mainly along the river courses and the only permanent contact remains local. Cardolan is no longer a factor in the power play of Eriador and 8 cities are a sad remnant of a once great urban culture.

Realm	area (sq.km.)	wild	waste	yield	density	urban	total	Dúnadain	percent	city pop.
Arthedain	270.000	0,70	0,20	0,85	20,00	0,09	1.200.700	42.100	3,5	108.100
Cardolan	196.000	0,85	0,15	0,90	18,00	0,08	437.200	-	-	35.000
Rhudaaur	114.000	0,80	0,30	0,60	15,00	0,04	149.400	-	-	6.000
Angmar	77.700	0,30	0,40	0,75	25,00	0,08	660.800	-	-	52.900
Enedwaith	189.750	0,76	0,30	1,00	12,00	0,01	386.400	-	-	3.900

Rhudaaur

Like Cardolan, Rhudaaur has returned to wilderness. Rogrog's war at the end of the 17th century wiped out the Hillmen and most of the Dunmen fled in the wake. The few remaining men are mostly servants of Angmar, stationed in this land to prepare for the final offensive. The population is concentrated in the northern and southern (The Angle) part of the realm while the Trollshaws are already infested with the Tereg. The population in the Angle enjoys a relative independence but is subject to Angmar nevertheless. Two diminished cities are the only mannish urban centers left in Rhudaaur.

Angmar

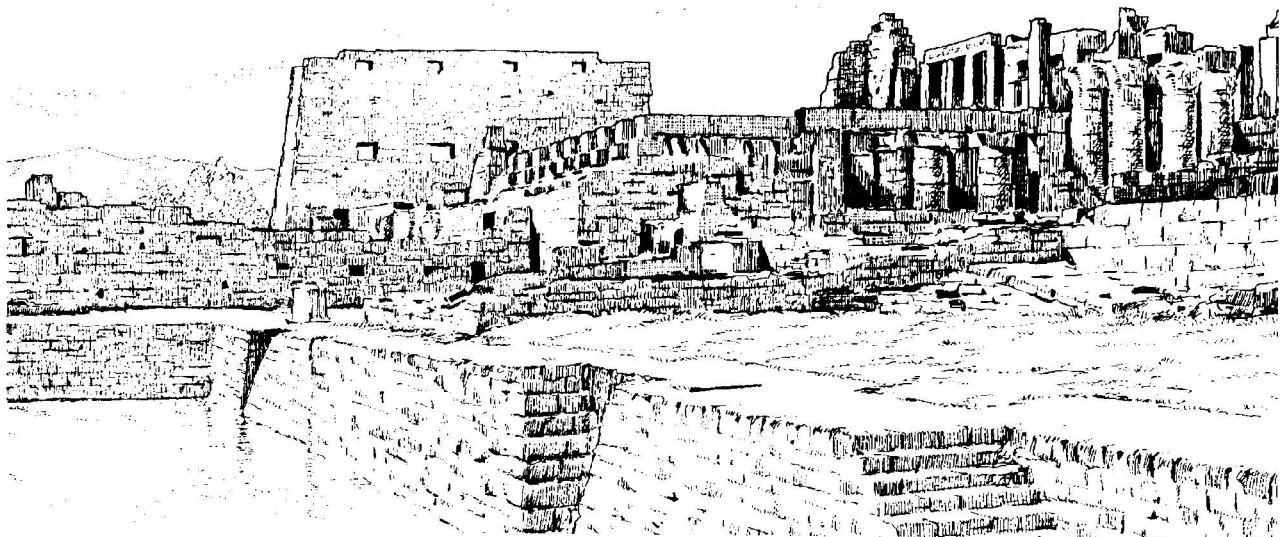
Angmars population has risen dramatically in contrast to three centuries earlier and is once more on the verge of unleashing its armies upon Arthedain. Some wilderness areas have been cleared to make room for more people, but this is only a short-term solution since the poor soil of these areas can only sustain a few years (perhaps a decade) of agriculture before becoming totally useless. This poses no problem for the Witch-king since he plans to conquer Arthedain soon and destroy its Dúnadain. 11 cities – more than ever – house the urban people of the realm.

Enedwaith

Contrary to the development in the rest of Eriador, the population in Enedwaith is roughly at the same level as in 1640. This increase in population has many causes:

- the lack of Dúnadan settlement (the Dúnadain are the prime targets for the Witch-king, other men concern him only as they come in his way, and the people of Enedwaith stay away from the trouble of the Dúnadain)
- the immigration of refugees from Cardolan into the area between the mouths of Gwathló and Angren. These people increase in numbers once they have found a relative safe home. Their standard of living should be substantially lower than in the Dúnadan realm though

There is still only one city in Enedwaith.



4.1.6 TA 3000

The population numbers reflect the state before the War of the Ring. In general Eriador is only very sparsely populated and no form of central government exists that effects more than a few villages or towns.

We see that the overall population increases while the percentage of the urban people decreases. The percentage of urbanization for all three realms has been reduced to reflect the lack of an organized realm that is paramount for the development of a strong (and numerous) urban population.

Arthedain

By this time Arthedain is no more. Like all other regions of old Arnor, this name has only a geographical meaning. Only scholars and the Rangers of the North still remember the once proud Dúnedain realm. See also section 2 for more background details on the period of TA 1975-3000. A number of circumstances influences the demographic development within the borders of former Arthedain. In detail these are:

1. The war of 1974/75 devastated the economic and political structure of Arthedain. After his victory on the battlefield the Witch-king's marauding troops deliberately hunted Arthadan civilians and livestock all over the realm. Additionally the harsh winter caused many losses among the dislocated people.
2. The defeat of Angmar and the departure of the Witch-king from the North led to a gradual improvement of the weather and military threat (e.g. Orcs and Trolls are now largely disorganized). These benefits are largely offset by the lack of a centralised realm with its benefits of protection, organisation, agricultural techniques and general development. This lack would quite often lead to famine which would severely diminish the increase of population. Additionally "normal" epidemics (not caused by Sauron) would take their toll. All in all the population declines slowly, but the urbanization declines rapidly. The Rangers protect the area of Arthedain however, compensating a bit the lack of a central government and its military.
3. After the war, most surviving Arthedain emigrated to the security of Gondor. The Rangers remained however to hold their claim to their ancestral lands and protect it from evil creatures to the best of their ability.

Including the Shire, former Arthedain is now home to no more than 9 cities (Bree and the Shire).

Realm	area (sq.km.)	wild	waste	yield	density	urban	total	Dúnedain	percent	city pop.
Arthedain	270.000	0,82	0,35	0,95	14,00	0,06	445.400	-	-	26.700
Cardolan	196.000	0,90	0,30	1,00	8,00	0,08	118.500	-	-	9.500
Rhudaaur	114.000	0,85	0,35	0,85	5,00	0,07	50.500	10.000	21	3.500
Angmar	77.700	0,90	0,40	0,80	5,00	0,05	19.600	-	-	-
Enedwaith	189.750	0,85	0,35	1,00	8,00	0,05	155.400	-	-	7.800

Cardolan

The same factors that apply to the territory of Arthedain are also valid for Cardolan except the protection of the Rangers. On the other hand former Cardolan lies in the vicinity of Dunland (Enedwaith) with the resulting trade and general exchange (even cultural), the coast and at least one great river (the Gwáthló) with their communication potential. The climate and better soil of Cardolan also favors a greater rate of growth. These factors are more than offset by their vulnerability to wolf and orc raids. Accordingly the population shrinks even further

A slightly higher percentage of urbanization than in "Arthedain" seems justified in light of the more numerous contacts with the "outside world". Despite of this, only 3 cities are left in Cardolan.

Rhudaaur

Rhudaaur is now largely deserted. There are no factors who favor an increase of population. In fact, evil beings (Orcs and Trolls) are most likely to be encountered here (Trollshaws!) and accordingly the human population is very limited. The Rhudaaurian people are mostly semi-nomads who react to the incursion of evil beings with flight to another area.

There is however, another major change in this land: The Dúnedain have re-located themselves to the Angle. As Michael Martinez points out in his article *Ranger For Hire: Have Horse, Will Travel*²¹, the Angle is the most likely spot for the new home of the remnant of the Arnorian Dúnedain. Their number has dwindled even more and by this time they have become a small folk, barely enough to protect the former territory of Arthedain from the worst dangers. In this respect, Rhudaaur is the prime choice for the Dúnedain since the greatest danger comes from the Misty Mountains (e.g. orcs and trolls), and so they are able to build up the major line of defense in eastern Eriador, near to their operational base.

Only one city remains in this "realm", and it is the city of the Dúnedain in the Angle.

Angmar

The realm of Angmar is no more. All its major settlements and fortifications were thoroughly dismantled by the Gondorians before they left Eriador. Mostly nomads (Lossoth and Dunlendings) roam the region while its prime inhabitants are again Orcs. The indicated population lives mostly on the eastern side of the mountains and is comprised primarily of Northmen (remnants of the Éothéod and other Northmen).

Enedwaith

Enedwaith has fared much better than the rest of Eriador. It lies relatively near to settled regions (Rohan) and despite a mutual dislike with the "Strawheads" some minimal exchange of trade is likely. Dunland and Enedwaith seem to have been a very strong cultural barrier since nearly no knowledge or cultural exchange goes from Rohan to Eriador or vice versa²².

The distribution of the population in Enedwaith seems to be divided into two, more or less separate regions in these days:

"In Enedwaith the remnants of the Dunlendings lived in the east, in the foothills of the Misty Mountains; and a fairly numerous, but barbarous fisher-folk dwelt between the mouths of the Gwathló and the Angren (Isen)" (UT.262)

In this context it is important to remember that the cities in Enedwaith have to be understood not as feudal western or even ancient ones. Instead they are far more likely to be relative big masses of huts, protected by earth-and-wooden walls. Especially the "city" of the "Barbarous" folk would not be acknowledged as a true one by a civilised Gondorian. Since ICE chose to characterize the Dunlendings as a Celtic people, their cities should resemble such cities. Celtic cities from pre-roman Gaul may be a good model of these cities might have looked at, e.g. nothing like the advanced cities of Gondor.

The above mentioned quote justifies the relative high population of the area and this results in a urbanization of two cities. The city at the mouth of the Isen may be the capital of the re-located Saralainn, as suggested in A:TL.

5 Peripheral Regions

There are a number of peripheral settlements in Eriador that do not belong to the core areas discussed here. Of course the cities and principalities in Eriador are not isolated from the rest of the region, and accordingly a short description of the other major settlements on the fringe of Eriador is in order.

5.1 Misty Mountains and adjacent territories

There are some settlements that deserve attention. The primary is – of course – Moria, but there are also some smaller communities which deserve attention. Barnas/Bronnel (on the western side of the mountains) should be a mannish settlement (with a strong dwarven faction – probably as an upper class), providing Khazad-dûm with foodstuff and all other things the city cannot produce itself.

The population numbers given for Goblin-gate in ICE's *Goblin-gate* seem unrealistic, roughly half the population being active soldiers. A percentage of 20% permanent warriors (on duty and ready for action as detailed in the module) of the male population is very high and therefore a TA 1640 population of c. 6000 seems reasonable. The rest of the male population is engaged in other important duties.²³

Ever since the Dwarves fled their citadel in TA 1981 before the Balrog, Moria inhabitants have been orcs. The orc-host numbers provided in ICE's *Moria* module seem a bit small for a citadel this size²⁴ and therefore a doubling of these numbers seems justified. This is also strengthened by the notion that Sauron began populating Moria with his creatures (LotR III.368), and the ICE numbers seem much too low in this context. Assuming that c. 20% of the population are on-duty warriors (as indicated in *Goblin-gate*), the population numbers for Moria can be found in the table below²⁵.

Gundabad's numbers have to be corrected according to the above assumption (20% active and available warriors). Taking the army numbers as correct, Gundabad should house the population numbers shown below. Please note that in TA 250 the inhabitants of Gundabad are still Dwarves.

Imladris is not a city as such, but its significance in Eriadorian matters justifies its insertion in this listing.

Angrenost is a border fortress of Gondor for most of its time. The relative secure border of Enedwaith contributes to the constant waning of the garrison. The high population number in TA 3000 mirrors Saruman's armament and the consequential rise of the population.

Harnost²⁶ represents Gondor's military and economic center in the western part of Calenardhon. As reported by Tolkien, Calenardhon's population constantly wanes (and accordingly the people of Harnost). The Rohirric rule since TA 2510 has not re-

Settlement	TA 250	TA 1400	TA 1640	TA 1974	TA 3000	Map #
Gundabad	8.000	35.000	30.000	35.000	25.000	MM1
Goblin-gate	4.000	7.000	6.000	8.000	7.000	MM2
Imladris	1.200	800	600	500	400	MM3
Barnas/Bronnel	4.000	3.800	3.500	3.000	-	MM4
Moria (Khazad-dûm)	70.000	65.000	60.000	50.000	8.500	MM5
Angrenost/Isengard	2.500	1.500	1.000	800	10.000	MM6
Harnost	4.600	4.400	3.500	2.000	1.500	MM7

stored its former importance since the capital of Edoras is located relatively near.

5.2 Blue Mountains and adjacent territories

Mostly inhabited by Dwarves and Elves (in Lindon), the settlements in and around the Ered Luin (Ered Lindon) vary in size over the centuries. The following table gives a rough overview of the demographic development within the major settlements.

Settlement	TA 250	TA 1400	TA 1640	TA 1974	TA 3000	Map #
Nan-in-Naugrim	8.000	7.800	7.200	3.000	900	BM1
Mithlond	11.000	10.000	9.000	8.500	5.900	BM2
Turnogoth Iaur	2.000	1.000	800	600	-	BM3



6 Eriadorian Urbanization Table

NOTE: During the different times, some settlements may change their name. It might even occur that a city is abandoned and re-built (and probably re-named) in a later time.

NOTE: A great number of settlements (especially in the later periods) have a blank field denoting their number of inhabitants. This does not automatically mean that there are no people living there. It denotes simply that the population number (or importance) of this town is not great enough to be counted among the "cities". It might very well still be a less prominent settlement.

#	Settlement	Realm	Province/Fief	250	1400	1640	1974	3000*	Note #	Map #	
1	Wood Junction/Waymoot	Arthedain	Belethyar	4.500	4.700	3.800	3.500			AR1	
2	Enerond	Arthedain	Brethyar	5.100	4.100	6.200	5.200			AR2	
3	Anglor	Arthedain	Celephyar	4.400	5.000	5.900				AR3	
4	Cor Wilishar	Arthedain	Egenyar	4.300	5.100	5.300	4.700			AR4	
5	Arading	Arthedain	Eketyar	5.000	4.300	3.800				AR5	
6	Bareketta (Mar Eketyaron)	Arthedain	Eketyar	4.300	4.800	5.200	4.600			AR6	
7	Bodroth	Arthedain	Eketyar	4.900	5.200	5.000	4.600			AR7	
8	Faranel	Arthedain	Eketyar	3.500						AR8	
9	Cerin Balgrist	Arthedain	Emeryar	4.200	2.900	3.200	3.200			AR9	
10	Heleb	Arthedain	Emeryar	2.600	3.300	3.700				AR10	
11	Maenthiros	Arthedain	Formenyar	4.100		5.200				AR11	
12	Terellisce Formenyaron	Arthedain	Formenyar	4.200	5.900	6.000	4.700			AR12	
13	Minas Hyarrómenyaron	Arthedain	Hyarrómenyar	4.200	3.100	3.700	3.500			AR13	
14	Nelvorin	Arthedain	Hyarrómenyar	4.200	4.300	4.000				AR14	
15	Nothros	Arthedain	Mendriyar	4.200	3.600	2.700				AR15	
16	Ambon Noirinanyaron	Arthedain	Noirinanyar	4.500	4.600	3.800	4.100			AR16	
17	Bauruin	Arthedain	Noirinanyar	3.600			3.800			AR17	
18	Lelmoth	Arthedain	Noirinanyar	4.700	5.000	4.700				AR18	
19	Rood/Rhovanduin	Arthedain	Oronyar	4.200	5.300	4.400		6		AR19	
20	Barad Garan	Arthedain	Orrómenyar	3.500	3.600	3.000	3.200			AR20	
21	Maegoth	Arthedain	Orrómenyar	5.100	4.700	3.200				AR21	
22	Andrin (Free City)	Arthedain	Royal Fold	4.000						AR22	
23	Annúminas	Arthedain	Royal Fold	16.400	7.000	5.500				AR23	
24	Aradhras (Kingscrag)	Arthedain	Royal Fold	4.500	5.400	5.500	6.500			AR24	
25	Athilin (Free City)	Arthedain	Royal Fold/Shire	5.700						AR25	
26	Bree	Arthedain	Royal Fold	4.300	4.200	4.500	4.000	2.300	6	AR26	
27	Caras Celaimen	Arthedain	Royal Fold	8.100	7.300	7.000	6.200		6	AR27	
28	Endroth	Arthedain	Royal Fold	6.400		4.000				AR28	
29	Fanduin (Free City)	Arthedain	Royal Fold	4.100	3.500	3.400	4.200			AR29	
30	Fornost Erain	Arthedain	Royal Fold	12.000	10.500	10.000	9.500			AR30	
31	Ganderch	Arthedain	Royal Fold/Shire	5.200	5.400					AR31	
32	Iach Sarn/Stonehill	Arthedain	Royal Fold	4.500	4.300	3.600	5.200		6	AR32	
33	Iant Baranduin	Arthedain	Royal Fold	6.200	5.300				6	AR33	
34	Larad (Free City)	Arthedain	Royal Fold	4.300						AR34	
35	Minas Ongoth (Free City)	Arthedain	Royal Fold	3.800	4.000	4.200	4.300			AR35	
36	Nelval	Arthedain	Royal Fold	3.700	3.500					AR36	
37	Nirmolian (Free City)	Arthedain	Royal Fold/Shire	5.600	6.000	3.500				AR37	
38	Oromruin	Arthedain	Royal Fold	4.000						AR38	
39	Riidolach	Arthedain	Royal Fold	5.900	5.600	5.400	6.400			AR39	
40	Allimir	Arthedain	Siragalé	4.600	4.200	3.500				AR40	
41	Bar Irossiel	Arthedain	Siragalé	3.000	3.200	3.000	3.000			AR41	
42	Edhelas	Arthedain	Siragalé	4.000						AR42	
43	Endrist	Arthedain	Siragalé	4.600						AR43	
44	Burh Sakyons	Arthedain	Tarmëar	4.300	4.500			2.900		AR44	
45	Enerond	Arthedain	Tarmëar	3.600	3.400					AR45	
46	Long Cleeve	Arthedain	Tarmëar	4.600	4.200					AR46	
47	Gamwich	Arthedain	Tarmëar	3.600	3.700		3.900	3.000		AR47	
48	Orchelor	Arthedain	Tarmëar	4.100						AR48	
49	Tarmabar (Mar Tarmëaron)	Arthedain	Tarmëar	2.800	3.000	2.500	3.000			AR49	
50	Brandyhall	Arthedain	Royal Fold/Shire					3.400		AR50	
51	Frogmorton	Arthedain	Royal Fold/Shire					2.800		AR51	
52	Greenfields	Arthedain	Royal Fold/Shire				3.400	3.000		AR52	
53	Hobbiton & Bywater	Arthedain	Royal Fold/Shire	4.500			3.400	3.200		AR53	
54	Mikilahul/Michel Delving	Arthedain	Royal Fold/Shire	3.000	3.500			3.000		AR54	
55	Tuckborough	Arthedain	Royal Fold/Shire	4.200		4.200		3.100		AR55	
56	Firaen	Arthedain	Royal Fold/Shire	3.900						AR56	
57	Arduin	Arthedain	Royal Fold/Shire	4.200						AR57	
58	Nielros	Arthedain	Royal Fold/Shire	4.400						AR58	
59	Mirion	Arthedain	Royal Fold	3.900	3.800					AR59	
				total:	261.400	181.200	152.600	108.100	26.700		
				Shire:	63.900	41.100	11.500	14.200	24.400		
#	Settlement	Realm	Province/Fief	250	1.400	1.640	1.974	3000*	Note #	Map #	
1	Althil	Cardolan	Dol Caladir	3.000	3.400					CA1	
2	Argond	Cardolan	Dol Caladir	3.500	4.300	3.300	2.800			CA2	
3	Benglaras (Free City)	Cardolan	Dol Caladir	4.400	3.900					CA3	
4	Dongril	Cardolan	Dol Caladir	3.100						CA4	
5	Fangoth	Cardolan	Dol Caladir	3.700	4.200					CA5	
6	Geleborn	Cardolan	Dol Caladir	4.600	4.000					CA6	
7	Gwahilmoth	Cardolan	Dol Caladir	5.000	4.100					CA7	
8	Helegnel (Free City)	Cardolan	Dol Caladir	4.100						CA8	
9	Udandir	Cardolan	Dol Caladir	4.500	4.000					CA9	
10	Undrond	Cardolan	Dol Caladir	4.300	4.000	3.000				CA10	
11	Andrath	Cardolan	Dol Tinereb	4.100	4.500					CA11	
12	Arnach	Cardolan	Dol Tinereb	3.900	4.000					CA12	
13	Gwaëlin (Free City)	Cardolan	Dol Tinereb	3.700	3.200					CA13	
14	Harbarist	Cardolan	Dol Tinereb	4.000	5.000					CA14	
15	Laldir	Cardolan	Dol Tinereb	4.100						CA15	
16	Seren (Free City)	Cardolan	Dol Tinereb	3.700	3.600	2.300	2.400			CA16	
17	Stonehall	Cardolan	Dol Tinereb	2.300	3.000					CA17	
18	Thaendor	Cardolan	Dol Tinereb	4.000	4.200	3.100	3.000			CA18	
19	Tiramarth	Cardolan	Dol Tinereb	4.000	5.300					CA19	
20	Amlolas	Cardolan	Ethir Gwathlo	4.400						CA20	

#	Settlement	Realm	Province/Fief	250	1400	1640	1974	3000*	Note #	Map #
21	Bregnas	Cardolan	Ethir Gwathlo	2.900	4.600					CA21
22	Cathiel	Cardolan	Ethir Gwathlo	4.000	4.000					CA22
23	Dirdabor	Cardolan	Ethir Gwathlo	4.200	3.000					CA23
24	Amrelor	Cardolan	Ethir Gwathlo	3.500	3.500					CA24
25	Talsir (Free City)	Cardolan	Ethir Gwathlo	4.300	4.900	4.000		3.000		CA25
26	Iarond (Free City)	Cardolan	Ethir Gwathlo	2.700	3.900					CA26
27	Ilfin	Cardolan	Ethir Gwathlo	3.100	3.100					CA27
28	Mistalondé/Sudúri	Cardolan	Ethir Gwathlo	11.600	9.600	5.900	4.000	3.200		CA28
29	Nador	Cardolan	Ethir Gwathlo	4.900	2.400					CA29
30	Aspar	Cardolan	Faerdor	3.500	3.500					CA30
31	Dinach	Cardolan	Faerdor	3.800	1.100					CA31
32	Filmer	Cardolan	Faerdor	3.700	3.500					CA32
33	Gundiok	Cardolan	Faerdor	3.800	3.000					CA33
34	Nidada (Free City)	Cardolan	Faerdor	4.500	5.000	3.000	4.000	3.300		CA34
35	Soas	Cardolan	Faerdor	3.200	4.000					CA35
36	Tharchel	Cardolan	Faerdor	4.400	3.200					CA36
37	Angoth	Cardolan	Girithlin	2.700	3.900					CA37
38	Annthir	Cardolan	Girithlin	3.100	3.100					CA38
39	Annon Baran (Free City)	Cardolan	Girithlin	4.000	5.400	4.500	3.700			CA39
40	Balost	Cardolan	Girithlin	4.700	1.300					CA40
41	Carantheil	Cardolan	Girithlin	3.500	4.800					CA41
42	Cithiel	Cardolan	Girithlin	4.400						CA42
43	Cithrenor	Cardolan	Girithlin	4.000	4.000	3.400				CA43
44	Forondir (Free City)	Cardolan	Girithlin	4.200						CA44
45	Galathilval	Cardolan	Girithlin	4.900	5.300					CA45
46	Minas Girithlin	Cardolan	Girithlin	3.000	3.700	1.500				CA46
47	Telwaen	Cardolan	Girithlin	5.000						CA47
48	Adandor	Cardolan	Royal Domain	2.700	3.300					CA48
49	Arading	Cardolan	Royal Domain	3.600						CA49
50	Brildil	Cardolan	Royal Domain	4.800						CA50
51	Denerond (Free City)	Cardolan	Royal Domain	4.000	4.600					CA51
52	Edras	Cardolan	Royal Domain	4.000						CA52
53	Iant Methed	Cardolan	Eredoriath	3.200	3.800				6	CA53
54	Herwen	Cardolan	Royal Domain	3.900	4.400	4.000				CA54
55	Mathlor	Cardolan	Royal Domain	4.200	3.700					CA55
56	Metraith (Thalion)	Cardolan	Royal Domain	14.000	12.000	4.000	4.000			CA56
57	Redhel	Cardolan	Royal Domain	4.000						CA57
58	Tharbad	Cardolan	Royal Domain	30.000	28.600	20.200	11.100			CA58
59	Bondor	Cardolan	Tym Hódhath	3.700	4.300	3.000				CA59
60	Erenir	Cardolan	Tym Hódhath	4.100	3.800					CA60
61	Faelond	Cardolan	Tym Hódhath	3.600	3.600					CA61
62	Hellion (Free City)	Cardolan	Tym Hódhath	5.000						CA62
63	Minas Malloth	Cardolan	Tym Hódhath	2.600	3.000	2.500				CA63
64	Ningliras	Cardolan	Tym Hódhath	4.200					6	CA64
65	Nilinel	Cardolan	Tym Hódhath	3.900	3.700					CA65
66	Girwing	Cardolan	Dol Tinereb	3.200	3.000					CA66
67	Daelmoth (Free City)	Cardolan	Dol Caladir	3.700	3.100					CA67
total:				302.400	243.400	67.700	35.000	9.500		
#	Settlement	Realm	Province/Fief	250	1400	1640	1974	3000*	Note #	Map #
1	Cameth Brin	Rhudaer	Royal Domain	6.000	5.500	3.500				RH1
2	Fennas Drunin (Free City)	Rhudaer	Melossé	4.400	4.800	4.000	3.500			RH2
3	Thuin Boid	Rhudaer	Melossé	5.000	3.000					RH3
4	Morva Tarth	Rhudaer	Maglilas	4.100	4.300	1.200	2.500		6	RH4
5	Minas Brethil	Rhudaer	Melossé	3.100				3.500		RH5
total:				22.600	17.600	8.700	6.000	3.500		
#	Settlement	Realm	Province/Fief	250	1400	1640	1974	3000*	Note #	Map #
1	Barkil	Angmar	Cilab				4.000			AN1
2	Phaluran	Angmar	Tulban		3.200		3.500			AN2
3	Cangul	Angmar	Turnas				3.900			AN3
4	Angsúl	Angmar	Tulban		3.600		4.000			AN4
5	Cargash	Angmar	Caukë		4.200		4.700			AN5
6	Carn Dúm	Angmar	Royal Domain		9.000	6.900	10.200			AN6
7	Litash (Free City)	Angmar	Rakil		5.600	5.700	6.000			AN7
8	Minas Eldanarion	Angmar	Eldanar / Canur	1.100	3.600	4.000	4.100			AN8
9	Morkái/Kuska	Angmar	Caukë		4.000	4.200	4.300		6	AN9
10	Shedún	Angmar	Batti		3.900	3.600	3.800			AN10
11	Wrakyaburg	Angmar	Estaravi		4.800	3.500	4.400			AN11
total:				1.100	41.900	27.900	52.900		0	
#	Settlement	Realm	Province/Fief	250	1400	1640	1974	3000*	Note #	Map #
1	Larach Duhnnan	Enedwaith	Dunfearan	4.100	4.000	4.400	3.900			EN1
2	Carnach	Enedwaith	Dunfearan	3.200	3.000			3.700		EN2
3	Misen	Enedwaith	W. Enedwaith					4.100		EN3
total:				7.300	7.000	4.400	3.900	7.800		

The following list contains notes on a number of settlements.

1. The river crossing between the principal cities (and the accompanying traffic) in Arthedain is very likely to spring up a city, rather than the small village mentioned in A:TL.
2. Such an important site (the river crossing of the great East Road) is very likely to harbor a city. It opens the opportunity to collect bridge tax, a very important source of income for any lord or other authority.
3. The population can be roughly extrapolated because of Prof. Tolkiens details given for this settlement. In the LotR there are ca. 100 stone houses of men plus several hobbit holes. This might lead to a total population of c. 1.000 or 1.500 people, enough for a small town (e.g. a regional center). As long as Amor/Arthedain existed it held a key role: It commanded the crossway between the two principal communication routes (Great East Road and the Greenway) in Eriador and is the most likely site to place a urban society with its wide range of services for all travellers (not to think of tax collection). Therefore the people of Bree should always be well-off and a regional center. When Arthedain fell, their importance shrank drastically but the pragmatic Breelanders made the best of it and the old city became the small town we read of in the LotR. Tolkien himself alludes to the shrunken size of Bree, thereby implying a bigger size and greater importance in times past (although with reference to the Hobbits rather than men):

Most of their [the Hobbits'] earlier settlements had long disappeared and been forgotten in Bilbo's time; but one of the first to become important still endured, though reduced in size; this was at Bree and in the Chetwood that lay round about, some forty miles east of the Shire. LotR, Prologue, Concerning Hobbits

Having a favorable position on the Lune and ostensibly being Arthedain's prime harbor, Caras Celairnen seems a bit underpopulated with the ICE number of 1.500 people. Accordingly I propose to upgrade the population drastically to reflect the important role this settlement has in western Arthedain (lying at the junction between dwarvish, elvish and mannish realms/settlements). It is not a major port due to the Lindon Elves' refusal to allow the traffic of a great port to pass through their lands (see A:TP for details) but it should serve as the principal center of commerce and im-/export for western Arthedain just as Tharbad does for Cardolan and Enedwaith (though Caras Celairnen operates on a much smaller scale of course).

4. Again, like at Iant Baranduin this important crossing is very likely to ignite the development of a large settlement. During the time of Arnor/Arthedain there might even be a bridge present. Tolkien mentions this site only during times before or after Arnorian rule (during the War of the Elves and Sauron in UT and the LotR respectively). Being an important river crossing for a major trade route a bridge is very likely to be built by Arnor. After the fall of Arthedain the bridge could be destroyed so in the time of the LotR again there is again only a ford.
5. The depiction of Morkai castle in ICE's *Angmar* is that of a gigantic, nearly impregnable fortress, very similar to the massive Crusader castle of Krak de Chevaliers in modern Syria. If Angmar is generally described as a more western feudal state (cf. the article on the Armies of Eriador), a less massive fortification might be more appropriate, e.g. a 11th to 12th century western european castle. This might be better to rationalize and fit to the general appearance of Angmar and its resources rather than a titanic crusader castle.
6. This city is also the regional center for the fortress of Amon Sûl. The latter, being a big fortress has need of many services only a city can offer and a Cardolanian city filling this role fits very good with the complicated politics concerning the possession of and claims to Amon Sûl (the main source of strife among the Sister Kingdoms). It also strengthens the relations between the realms and introduces a believable economical and social background for an otherwise lonely, big fortress.
7. The Iant Methed is nominally within the realm of Cardolan, though in reality it often falls under Rhudaurian authority. Its exposed location makes it a prime target during the Witch-king's first campaigns and accordingly after the 1409 war, the town is razed and ruined. In later times, only an inn reminds of the settlement in this area, and it endures for many generations, as depicted in A:TL.
8. After the Great Plague, Morva Tarth becomes *de facto* part of Angmar and serves as its principal southern hold.

7 Readings

The following publications were used in creating this article:

- [1] LotR *The Lord of the Rings* by J.R.R. Tolkien, © by Allen Unwin Ltd.
- [2] UT *Unfinished Tales* by J.R.R. Tolkien, © by George Allen & Unwin (Publishers) Ltd 1980
- [3] A:TL *Arnor: The Land* by Wesley J. Frank (Revision Author), © 1997 by Iron Crown Enterprises
- [4] A:TP *Arnor: The People* by Wesley J. Frank (Revision Author), © 1996 by Iron Crown Enterprises
- [5] DG *Die Galeonen – Große Segelschiffe um 1600* by Peter Kirsch; Bernard & Graefe Verlag

1 These were *Thoughts on the Population of Gondor and Arnor* and *More on Poulation: A Response to Ja-*
2 *son Beresford*. The latter was an answer to the former which came to quite different solutions for the population
3 problem. I developed my analysis in Gunnar's tence because I judged his arguments more reasonable.
4 Found in the 1st ed. MERP supplement entitled *Middle-earth Guidebook II*
5 See the article on the armies of Eriador for further explanations of this term.
6 Except perhaps Faerdor, as detailed in A:TL
7 Or at least seriously weakened as in the case of Gondor during the Stewards' rule
8 Such a difference might not be important at first glance but for Tolkien such spiritual and philosophical dif-
9 ferences are of great importance (resulting in the demise and decline of the less Faithful). See also the first paragraph
10 for such philosophical considerations.
11 Depending on your references this number can be very variable of course.
12 Even Gondor was "relatively" uninterested in naval matters until the reigns of the Ship-kings from the 9th
13 century onwards. Therefore the southern realm also sees a decline in naval technology.
14 In mid-14th-century France the aristocracy numbered around 500.000 out of a 21 million total (c. 2,5% of
15 the population).
16 See the article on Adan demography for the details of this analysis.
17 By choosing this percentage they remain a minority while being numerous enough to still remain *relative*
18 powerful and not easily overturned.
19 Owing to the proximity of the principal haven – Pelargir.
20 Counting in the fact that all the other colonies in Endor also had some Númenóreans living there and the
21 majority still lived in Númenor.
22 As is Eregion, though this is desolate in all the time periods discussed.
23 Plus info from *Unfinished Tales*.
24 A common theme in Tolkiens writings.
25 See *The Peoples of Middle-earth*. 194
26 This provides great opportunities for designing a campaign when the PC's travel through a region filled with
ghost towns whose crumbling remnants house only scattered stragglers and rats...
See also the article about the Arthadan army.
See *The Peoples of Middle-earth*
<http://www.suite101.com/article.cfm/tolkien/64660/>
Even knowledge of smoking did not made its way into the South (Rohan and Gondor).
Remember, roughly half the population is female which has no saying in orcish society. There are also
many other tasks that have to be carried out to keep the economy up. Especially if we take into account slave labour,
a substantial number of orkish males has to guard these slaves and prevent revolt. Some orcish males have to work in
economic tasks not trusted to females.
In fact Moria would be even weaker than Goblin-gate in military strength.
And even this number is rather small in my opinion
Ostiras in ICE's publications.