

# The JRR Tolkien Discussion Group

Issue 1-7  
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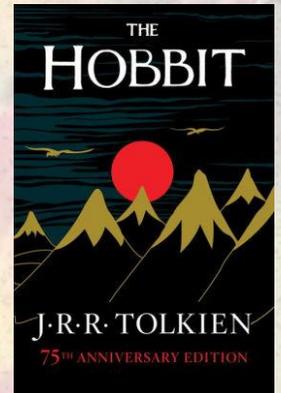
Next meeting: August 3, 1-4PM at Grace Lutheran Church, 1107 Main St. West Hamilton

## Last meeting:

We completed our discussion of Chapters 6 to 8. Bilbo met Gwahir the Windlord and the Great Eagles. He then met Beorn the Skinchanger. Lastly they trek through Mirkwood only to be taken prisoner by the Wood Elves.

## Next meeting:

Come join us on August 3 as we discuss Chapters 9 to 11! Summer Potluck! The meeting will begin at 1 PM and we will watch some of *The Hobbit* movie before the discussion.



## The Cultures of Wilderland

### The Wood Elves

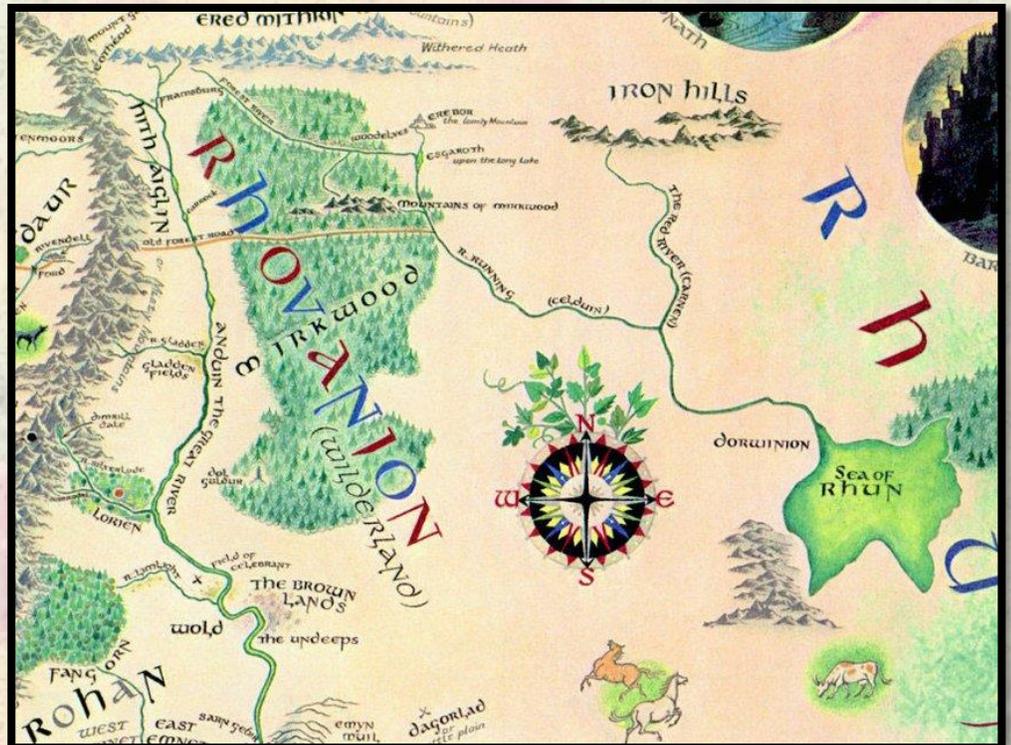
The Wood Elves are led by their king whose name is Thranduil. They are Elves that belong to the *Tawarwaith*, Sylvan Elves. These Elves are part of the group that departed from their homelands of the East, but never left Middle-earth. Thranduil's folk once had a much larger presence in Mirkwood, but the spiders and other foul denizens of The Necromancer forced them to retreat into the North.

### Lake-town

The aptly named Lake-town (Esgaroth) is literally built upon the Long Lake on wooden pilings connected to the shore with one wooden bridge. It is a town of Men but Elves and Dwarves may visit the town on occasion. It is an important staging area for shipping. Smaug is all but forgotten by the Men of Lake-town, being the tales of legend.

### Dale

Dale was once a prosperous town of Men that thrived in the shadow of The Mountain. However by the time of *The Hobbit* it is a ruined city within the Desolation of the Dragon. Smaug destroyed the town in the year 2770. 171 years later, Bilbo and Company visit the ruins of Dale and The Mountain to confront Smaug.



### The Iron Hills

The Dwarves of the Iron Hills received some of their kin from The Mountain when Smaug attacked in 2770. Lord Dáin Ironfoot, the leader, is a Dwarf of legend, having led the force of Dwarves that defeated the Orcs in the Goblin Wars. During his reign his people became the strongest in Wilderland and the only realm capable to resist The Necromancer if he dared come North.

### Dorwinion

Dorwinion is an Elven kingdom who developed a craft of boat and wine-making. The boats were built first as rafts, and soon as light boats with paddles made in imitation of the water-birds upon the lakes near their homes on the shores of the Sea of Rhûn. The wine they produced was of a powerful vintage, able to place the Wood Elves into a wonderful deep sleep.