

Guide to the Names in *The Lord of the Rings*

J. R. R. TOLKIEN

These Notes on Nomenclature were made by J. R. R. Tolkien to assist translators of the book into other languages. They were composed when only the Swedish and Dutch translations had appeared. They have been revised for publication by Christopher Tolkien. All references to *The Lord of the Rings* are by volume and page of the Second (Revised) Edition.

—The Editor

Nomenclature of The Lord of the Rings

All names not in the following list should be left *entirely* unchanged in any language used in translation, except that inflexional *-s*, *-es* should be rendered according to the grammar of the language.

It is desirable that the translator should read Appendix F in Volume III of *The Lord of the Rings* and follow the theory there set out. In the original text English represents the Common Speech of the supposed period. Names that are given in modern English therefore represent names in the Common Speech, often but not always being translations of older names in other languages, especially Sindarin (Grey-elven). The language of translation now replaces English as the equivalent of the Common Speech; the names in English form should therefore be translated into the other language *according to their meaning* (as closely as possible).

Most of the names of this type should offer no difficulty to a translator, especially not to one using a language of Germanic origin, related to English: Dutch, German, and the Scandinavian languages; for example *Black Country*, *Battle Plain*, *Dead Marshes*, *Snow-mane*. Some names, however, may prove less easy. In a few cases the author, acting as translator of Elvish names already devised and used in this book or elsewhere, has taken pains to produce a Common Speech name that is both a translation and also (to English ears) a euphonious name of familiar English style, even if it does not actually occur in England. *Rivendell* is a successful example, as a translation of Grey-elven *Imladris* 'Glen of the Cleft'. It is desirable to translate such names, since to leave them unchanged would disturb the carefully devised scheme of nomenclature and introduce an unexplained element without a place in the feigned linguistic history of the period. But of course the translator is free to devise a name in the other language that is suitable in sense and/or topography; not all the Common Speech names are precise translations of those in other languages.

A further difficulty arises in some cases. Names (of places and persons) occur, especially in the Shire, which are not 'meaningless', but are English in form (that is, in theory the author's translation of Common Speech names), containing elements that are in the current language obsolete or dialectal, or are worn-down and obscured in form. (See Appendix F.) From the author's point of view it is desirable that translators should have some knowledge of the nomenclature of persons and places in the languages used in translation, and of words that occur in them that are obsolete in the current forms of those languages, or only preserved locally. The notes I offer are intended to assist a translator in distinguishing 'inventions', made of elements current in modern English, such as *Rivendell*, *Snow-mane*, from actual names in use in England, independently of this story, and therefore elements in the modern English language that it is desirable to match by equivalents in the language of translation, with regard to their original meaning, and also where feasible with regard to their archaic or altered form. I have sometimes referred to old, obsolescent, or dialectal words in the Scandinavian and German languages which might possibly be used as the equivalents of similar

elements in the English names found in the text. I hope that these references may be sometimes found helpful, without suggesting that I claim any competence in these modern languages beyond an interest in their early history.

Names of Persons and Peoples

Appledore. An old word for 'apple-tree' (it survives in English place-names). It should be translated by the equivalent—that is, by a dialectal or archaic word of the same meaning. In Germanic languages this may be a word of the same origin: for example, German (Middle High German) *aphalter*; Icelandic *apuldur*; Norwegian, Old Swedish *apald*.

Baggins. Intended to recall 'bag'—compare Bilbo's conversation with Smaug in *The Hobbit* -- and meant to be associated (by hobbits) with *Bag End* (that is, the end of a 'bag' or 'pudding bag' = cul-de-sac), the local name for Bilbo's house. (It was the local name for my aunt's farm in Worcestershire, which was at the end of a lane leading to it and no further). Compare also *Sackville-Baggins*. The translation should contain an element meaning 'sack, bag'.

Banks. Clearly a topographical name containing 'bank' in the sense 'steep slope or hill-side'. It should be represented by something similar.

Barrow-wights. Creatures dwelling in a 'barrow' (grave-mound); see *Barrow* under Place-names. It is an invented name: an equivalent should be invented. The Dutch translation has *grafgeest* 'grave-ghost'; the Swedish has *Kummelgast* 'gravemound-ghost'.

Beechbone. This is meant to be significant, being a translation into the Common Speech of some Entish or Elvish equivalent. It should be translated similarly (for example as *Buchbein*, or probably better *Buchenbein*?).

Big Folk, Big People. Translate.

Black Captain, Black One, Black Riders. Translate.

Bolger. See *Budgeford*.

Bounders. Evidently intended to mean 'persons watching the bounds (that is, boundaries)'. This word exists in English, and is not marked as obsolete in dictionaries, though I have seldom heard it used; probably because the late nineteenth-century slang 'bounder'—an offensively pushing and inbred man—was for a time in very general use, and soon became a term of contempt equivalent to 'cad'. It is a long time since I heard it, and I think it is now forgotten by younger people. The Dutch translation uses *Poenen* 'cads', probably because a well-known dictionary only gives *patser* 'bounder, cad' as the meaning of *bounder* (labelled as slang). In the text the latter sense is meant to be recalled by English readers, but the primary functional sense to be clearly understood. (This slender jest is not, of course, worth imitating, even if possible).

Bracegirdle. A genuine English surname, used in the text, of course, with reference to the hobbit tendency to be fat and so to strain their belts. A desirable translation would recognize this by some equivalent meaning *Tight-belt*, or *Belt-tightener / strainer / stretcher*. (The name is a genuine English one; a compound of the Romance type with the verbal element first, as in *Drinkwater* = *Boileau*; but it is not necessary that the representation should be a known surname in the language of translation. Would not *Gürtelspanner* do?)

Brandybuck. A rare English name which I have come across. Its origin in English is not concerned; in *The Lord of the Rings* it is obviously meant to contain elements of the *Brandywine River* and the family name *Oldbuck* (see these entries). The latter contains the word 'buck' (animal): either Old English *bucc* 'male deer' (fallow or roe), or *bucca* 'he-goat'.

Buckland is also meant to contain the same animal name (German *Bock*), though *Buckland*, an English place-name, is frequently in fact derived from 'book-land', land originally held by a written charter.

Brockhouse. *Brock* is an old word for the badger, still widely current in country speech up to the end of the nineteenth century and appearing in literature, and hence in good dictionaries, including

bilinguals. So there is not much excuse for the Dutch and Swedish translators' having misrendered it. In the Dutch translation *Broekhuis* (not a misprint, since it is repeated in the four places where this name occurs) seems absurd: what is a 'breech-house'? The Swedish *Galthus* 'wild-boar house' is not much better, since swine do not burrow! The translator evidently did not know or look up *Brock*, since he uses *Grävlingar* for the name *Burrows* (Swedish *grävlingar*, *gräfsvin* 'badgers').

Brock occurs in numerous place-names, from which surnames are derived, such as *Brockbanks*. *Brockhouse* is, of course, feigned to be a hobbit-name because the 'brock' builds complicated and well-ordered underground dwellings or 'setts'. The German rendering should be *Dachsbau*, I think. In Danish use *Graevling*.

Butterbur. So far as I know, not found as a name in England, though *Butter* is so used, as well as combinations (in origin place-names) such as *Butterfield*. These have in the tale been modified, to fit the generally botanical names of Bree, to the plant-name 'butterbur' (*Petasites vulgaris*). If the popular name for this contains an equivalent of 'butter', so much the better. Otherwise use another plant-name containing 'butter' (as German *Butterblume*, *Butterbaum*, Dutch *boterbloeme*) or referring to a fat thick plant. The butterbur is a fleshy plant with a heavy flower-head on a thick stalk, and very large leaves.

Butterbur's first name *Barliman* is simply an altered spelling of 'barley' and 'man' (suitable to an innkeeper and ale-brewer), and should be translated.

Captains of the West. Translate.

Chief, The. Translate.

Chubb. A genuine English surname, chosen because its immediate association in English is with the adjective 'chubby', round and fat in bodily shape (said to be derived from *chub*, the name of a river fish).

Corsairs. Translate. They are imagined as similar to the Mediterranean corsairs: sea-robbers with fortified bases.

Cotton. This is a place-name in origin (as are many modern surnames), from *cot*, a cottage or humble dwelling, and *-ton*, the usual shortening of 'town' in place-names (Old English *tūn* 'village'). It should be translated in these terms.

It is a common English surname and has, of course, in origin no connection with *cotton* the textile material, though it is naturally associated with it at the present day. Hobbits are represented as using tobacco, and this is made more or less credible by the suggestion that the plant was brought over the Sea by the Men of Westnesse (I 18); but it is not intended that cotton should be supposed to be known or used at that time. Since it is highly improbable that in any other language a normal and frequent village name should in any way resemble the equivalent of *cotton* (the material), this resemblance in the original text may be passed over. It has no importance for the narrative, See *Gamgee*.

Cotman appears as a first name in the genealogies. It is an old word meaning 'cottager', 'cot-dweller', and is to be found in larger dictionaries. It is also a well-known English surname.

Dark Lord, Dark Power. Translate.

Dead, The. Translate.

Dunlendings. Leave unchanged except in the plural ending. It represents Rohan *dun(n)lending*, an inhabitant of *Dun(n)land*.

Easterlings. Translate, as 'Easterners, men from the East' (in the story men from the little-known regions beyond the Sea of Rhûn).

Elder Kindred, Elder Race, Elder People. Translate. In a language which possesses two forms of the comparative of *old*, use the more archaic form. (In English the older form *elder* implies both seniority and kinship).

The similarity between *Elda-r* plural, the western Elves, and *Elder* is accidental. The name *Elda* 'Elf' had been devised long before *The Lord of the Rings* was written. There is no need to seek to imitate it; it is not useful or significant. Compare *Elder Days*, which again implies a more ancient epoch in the history of people of *the same kin*, that is in the days of their far-off ancestors.

Elf-friend. Translate. It was suggested by *Aelfwine*, the English form of an old Germanic name (represented for instance in the Lombardic *Alboin*), though its analyzable meaning was probably not recognized or thought significant by the many recorded bearers of the name *Aelfwine* in Old English.

Elven-smiths. Translate. The archaic adjectival or composition form *elven* used in *The Lord of the Rings* should on no account be equated with the debased English word *elfin*, which has entirely wrong associations. Use either the word for *elf* in the language of translation, or a first element in a compound, or divide into *elvish* + *smiths*, using an equivalent in the language of translation for the correct adjective *elvish*.

With regard to German: I would suggest with diffidence that *Elf*, *elfen* are perhaps to be avoided as equivalents of *elf*, *elven*. *Elf* is, I believe, borrowed from English, and may retain some of the associations of a kind that I should particularly desire not to be present (if possible): for example those of Drayton or of *A Midsummer Night's Dream* (in the translation of which, I believe, *Elf* was first used in German). That is, the pretty, fanciful reduction of 'elf' to a butterfly-like creature inhabiting flowers.

I wonder whether the word *Alp* (or better still the form *Alb*, still given in modern dictionaries as a variant, which is historically the more normal form) could not be used. It is the true cognate of English *elf*; and if it has senses nearer to English *oaf*, referring to puckish and malicious sprites, or to idiots regarded as 'changelings', that is true also of English *elf*. I find these debased rustic associations less damaging than the 'pretty' literary fancies. The Elves of the 'mythology' of *The Lord of the Rings* are not actually equatable with the folklore traditions about 'fairies', and as I have said (III 415) I should prefer the oldest available form of the name to be used, and left to acquire its own associations for readers of my tale. In Scandinavian languages *alf* is available.

Enemy, The. Translate.

Ent. Retain this, alone or in compounds, such as *Entwives*. It is supposed to be a name in the language of the Vale of Anduin, including Rohan, for these creatures. It is actually an Old English word for 'giant', which is thus right according to the system attributed to Rohan, but the *Ents* of this tale are not in form or character derived from Germanic mythology. *Entings* 'children of Ents' (II 78) should also be unchanged except in the plural ending. The Grey-elven (Sindarin) name was *Onodrim* (II 45).

Evenstar. As title of *Arwen Undómiel*. When used in the text this translation of *Undómiel* (a Quenya name) should be translated.

Fairbairns, Translate. It is an English surname, a northern variant of the name *Fairchild*. It is used by me to suggest that the elvish beauty of Elanor, daughter of Sam, was long inherited by her descendants. Elanor was also remarkable for her golden hair; and in modern English *fair* when used of complexion or hair means primarily blond, but though this association was meant to be present in the minds of English readers, it need not be represented.

Fair Folk. The beautiful people (based on Welsh *Tylwyth teg* 'the beautiful kindred' = fairies). Title of the Elves. Translate.

Fallohide. This has given difficulty. It should if possible be translated, since it is meant to represent a name with a meaning in the Common Speech, though one devised in the past and so containing archaic elements. It is made of English *fallow* + *hide* (cognates of German *falb* and *Haut*) and means 'Paleskin'. It is archaic, since *fallow* 'pale, yellowish' is not now in use, except in *fallow deer*, and *hide* is no longer applied to human skin (except as a transference back from its use of animal

hides, used for leather). But this element of archaism need not be imitated. See III 414 on the relation of special hobbit words to the language of Rohan.

Fang. A dog's name in I 101; translate. It is meant of course to be the English *fang* 'canine or prominent tooth' (Old English *fengtōp*; German *fangzahn*); but since it is associated with *Grip*, the sense of the now lost verb *fang*, I should think that German *Fang* would be a good version.

Fatty Lumpkin. Translate. The *kin* is of course a diminutive suffix.

Fell Riders. Translate.

Fellowship of the Ring. Translate in the text; also if possible in the title.

Ferny. A name in Bree. Translate. *Fern* and *Ferny*, *Fernie* are English surnames, but whatever their origin the name is here used to fit the predominantly botanical names current in Bree.

Firefoot. Translate.

Firstborn, The. Title of the Elves. Translate. ('Firstborn', since the Elves appeared in the world before all other 'speaking peoples', not only Men, but also Dwarves, of independent origin. Hobbits are of course meant to be a special variety of the human race).

Fladrif. See *Leaflock*.

Flourdumpling. Translate.

Free Folk; Free Lords of the Free; Free Peoples. Translate.

Gamgee. A surname found in England, though uncommon. I do not know its origin; it does not appear to be English. It is also a word for 'cotton-wool' (now obsolescent but known to me in childhood), derived from the name of S. Gamgee (died 1886), a distinguished surgeon, who invented 'Gamgee tissue'. In a translation it would be best to treat this name as 'meaningless', and retain it with any spelling changes that may seem necessary to fit it to the style of the language of translation.

Gamling (the Old). A name of one of the Rohirrim, and best left unchanged, though like one or two other names in Rohan (*Shadowfax*, *Wormtongue*) it has been slightly anglicized and modernized. It should be *Gameling* (with short *a*). It would be one of the words and names that hobbits recognized as similar to their own, since it is an English (that is, Common Speech) name, probably the origin of the surnames *Gamlen*, *Gam(b)lin*, and other forms. Compare *The Tale of Gamelin*, a medieval poem from which ultimately was derived part of Shakespeare's *As You Like It* (It is derived from the stem *gamal-* 'old', the normal word in Scandinavian languages, but only found in Old English in verse-language, and in Old High German only as an element in personal names).

Goatleaf. A Bree name of botanical type. It is an old name of the honeysuckle or woodbine. Compare French *chèvrefeuille* (medieval Latin *caprifolium*, probably from the vernaculars). It presents no difficulty in German, since *Geissblatt* seems one of the names in use.

Goldberry. Translate by sense.

Great Enemy. Translate.

Grey Company. Translate.

Greyhame. Modernized form of Rohan *grēg-hama* 'greycoat'. By-name in Rohan of Gandalf. Since both *Grēghama* and *Greyhame* would probably be unintelligible in a language of translation, whereas at least the *Grey-* is meant to be intelligible to readers, it would be right, I think, to translate this epithet: that is, to represent Éomer as translating its sense into the Common Speech (II 37). So the Dutch version has correctly *Grijsmantel*; but the Swedish wrongly *gråhamn* 'grey phantom'. In German it might be *Graumantel*?

Grey Host. Translate.

Grey Pilgrim. Another by-name of Gandalf, translation of *Mithrandir*. It should be translated by sense.

Grip. Dog-name. Translate. See *Fang*.

Grubb. A hobbit-name. (*Grubbs*, I 36, is plural.) Translate, if possible in some way more or less suitable to sound and sense. The name is meant to recall the English verb *grub* 'dig, root, in the ground.'

Guardians. Translate.

Halfling. Common Speech name for *Hobbit*. It is not actually an English word, but might be (that is, it is suitably formed with appropriate suffix). The sense is 'a half-sized man / person'. Translate with similar invention containing the word for 'half' in the language of translation. The Dutch translation used *Halfling* (presumably an intelligible derivative of *half*, though not in use in Dutch any more than in English).

Harfoots (plural). Meant to be intelligible (in its context) and recognized as an altered form of an old name = 'hairfoot', that is, 'one with hairy feet'. It is supposed to represent archaic English *hær-fōt* later *herfoot*, with the usual change of *er* to *ar* in English. Modern English *hair*, though related, is not a direct descendant of Old English *hǣr*, *hēr* = German *Haar*. German *Harfuss* would adequately represent the form, meaning, and slight change of spelling in an old proper name. See *Fallohide*.

Harry (from *Herry* from *Henry*). Any popular man's name of a similar sort will do.

Hayward. Translate. A local official with the duty of inspecting fences and keeping cattle from straying (see I 19). The word is now obsolescent, surviving chiefly in the very common surname *Hayward*; but *Hob* (III 277, 279) was supposed actually to be a hayward. The word is derived from *hay* 'fence' (not 'grass') + *ward* 'guard'. Compare *High Hay*, *Hay Gate*, *Haysend*, place-names in Buckland. If the language of translation possesses an old compound of similar sense, so much the better. The Dutch translation used *Schutmesster* (which is very close: 'keeper of a pound or fenced enclosure'.) The Swedish used *stängselvakt* 'hedge-watch', which I think is made for the purpose.

Healer, The Healers. Translate.

Heathertoes. A Bree name. There is no parallel in English, though *Heather-* appears in some surnames. The Dutch translation has *Heideteen*. For German *Heidezhen*? (Presumably a joke of the Big Folk, meaning that the Little Folk, wandering unshod, collected heather, twigs and leaves between their toes).

Hobbit. Do not translate, since the name is supposed no longer to have had a recognized meaning in the Shire, and not to have been derived from the Common Speech (= English, or the language of translation).

Holman, An English surname; but here supposed to = 'hole-man' (pronounced the same). Translate by this sense.

Hornblower. *Hornblow* and *Hornblower* are English surnames. In the Shire they are evidently occupational surnames. Translate by sense.

Isengrim, See III 413: 'In some old families, especially those of Fallohide origin such as the Took and the Bolgers, it was ... , the custom to give high-sounding first-names'. The name is an old Germanic one, perhaps best known now as the name (*Isegrim*) adopted for the Wolf as a character in the romance of *Reynard the Fox*. It is best left untranslated since it is not supposed to be made of Common Speech elements.

Leaflock. Translate by sense, since this is supposed to be a Common Speech translation of the Elvish *Finglas*: *fing* 'lock of hair' + *las(s)* 'leaf'. Similarly the Ent-name *Fladrif*, translated as *Skinbark*.

Maggot. Intended to be a 'meaningless' name, hobbit-like in sound. Actually it is an accident that *maggot* is an English word meaning 'grub', 'larva'. The Dutch translation has *Van de Made* (*made* = German *Made*, Old English *maða* 'maggot'), but the name is probably best left alone, as in the Swedish translation, though some assimilation to the style of the language of translation would be in place.

Marigold. Translate this flower-name (see III 413). The name is used because it is suitable as a name in English and because, containing 'gold' and referring to a golden flower, it suggests that there was a 'Fallohide' strain (see I 12) in Sam's family—which, increased by the favour of Galadriel, became notable in his children: especially *Elanor*, but also *Goldilocks* (a name sometimes given to flowers of the buttercup kind) who married the heir of Peregrin Took. Unfortunately the name of the flower in the language of translation may be unsuitable as a name in form or meaning (for instance French *souci*). In such a case it would be better to substitute the name of some other yellow flower. The Swedish translator solved the difficulty by translating the name as *Majagull* and adding *Ringblom* (Swedish *ringblomma* 'marigold'; compare German *Ringelblume*). The Dutch translator was content with *Meizoentje* 'daisy'; which is good enough. He did not include the genealogies in his translation, and ignored 'the fact that Daisy was the name of a much older sister of Sam and not a playmate of Rosie Cotton.

Mugwort. A Bree name; the name of a plant (*Artemisia*, French *armoise*, akin to Wormwood, French *armoise amère*). Translate by the name of the plant in the language of translation (for example German *Beifuss*) if suitable; or by the name of some other herb of more or less similar shape. There is no special reason for the choice of *Mugwort*, except its hobbit-like sound.

Necromancer. Translate.

Neekerbreakers, invented insect-name; represent it by some invention of similar sound (supposed to be like that of a cricket).

Noakes. Adapt this to the language of translation or substitute some suitable name in it of similar style.

Noake(s), *Noke(s)* is an English surname, derived probably from the not uncommon minor place-name No(a)ke, from early English *atten oke* 'at the oak'; but since this is no longer recognized, this need not be considered. The name is in the tale unimportant.

Oldbuck. See *Brandywine*, *Brandybuck*. The *-buck* is derived from a personal name *Buck*, in archaic form *Bucca* (III 368, year 1979). The first name *Gorhendad* (I 108) should be left unchanged. It is a Welsh word meaning 'great-grandfather'; the reason for giving the folk of Buckland Welsh names or ones of similar style is given in III 413-4.

Oliphant. Retain this. It is an archaic form of 'elephant' used as a 'rusticism', on the supposition that rumour of the Southern beast would have reached the Shire long ago in the form of legend. This detail might be retained simply by substituting *O* for the initial *E* of the ordinary name of the elephant in the language of translation: the meaning would remain sufficiently obvious, even if that language had no similar archaic form. In Dutch *olifant* remains the current form, and so is used by the translator, but with loss of the archaic colouring. *Oliphant* in English is derived from Old French *olifant*, but the *o* is probably derived from old forms of English or German: Old English *olfend*, Old High German *olbenta* 'camel'. The names of foreign animals, seldom or never seen, are often misapplied in the borrowing language. Old English *olfend*, Old High German *olbenta*, are probably ultimately related to the classical *elephant* (Latin from Greek).

Orald. *Forn* and *Orald* as names of Bombadil are meant to be names in foreign tongues (not Common Speech) and should according to the system be left unchanged. *Forn* is actually the Scandinavian word for '(belonging to) ancient (days)'. All the dwarf-names in this tale are Norse, as representing a northern language of Men, different from but closely related to that of the Rohirrim who came from the other side of Mirkwood (see III 140, 415). *Orald* is an Old English word for

'very ancient', evidently meant to represent the language of the Rohirrim and their kin. It may be left unchanged; but since it is the exact counterpart in form and sense of German *uralt*, this might well be used in a German translation.

Orc. This is supposed to be the Common Speech name of these creatures at that time; it should therefore according to the system be translated into English, or the language of translation. It was translated 'goblin' in *The Hobbit*, except in one place; but this word, and other words of similar sense in other European languages (as far as I know), are not really suitable. The *orc* in *The Lord of the Rings* and *The Silmarillion*, though of course partly made out of traditional features, is not really comparable in supposed origin, functions, and relation to the Elves. In any case *orc* seemed to me, and seems, in sound a good name for these creatures. It should be retained.

It should be spelt *ork* (so the Dutch translation) in a Germanic language, but I had used the spelling *orc* in so many places that I have hesitated to change it in the English text, though the adjective is necessarily spelt *orkish*. The Grey-elven form is *orch*, plural *yrch*.

I originally took the word from Old English *orc* [*Beowulf* 112 *orc-nass* and the gloss *orc* = *pyrs* ('ogre'), *heldeofol* ('hell-devil')]. This is supposed not to be connected with modern English *orc*, *ork*, a name applied to various sea-beasts of the dolphin order.

Pickthorn. A Bree name; meant to be 'meaningful'. Translate.

Pimple. An opprobrious nickname. Translate.

Proudfoot. A Hobbit surname (it is an English surname). Translate.

Puddifoot. A surname in the muddy Marish; meant to suggest *puddle* + *foot*. Translate.

Quickbeam. Ent. This is a translation of Sindarin *Bregalad* 'quick (lively) tree'. Since in the story this is represented as a name given to him because he was (for an Ent) 'hasty', it would be best to translate the name by a compound (made for the purpose) having this sense (for example German *Quickbaum*?). It is unlikely that the language of translation would possess an actual tree-name having or appearing to have this sense. *Quickbeam* and *Quicken* are actual English names of the 'rowan' or 'mountain ash'; also given to the related 'Service-tree'. The rowan is here evidently intended, since 'rowan' is actually used in Quickbeam's song (II 87).

Ring-wraiths. This is a translation of the Black Speech *Nazgûl*, from *nazg* 'ring' and *gûl*, any one of the major invisible servants of Sauron dominated entirely by his will. A compound must be made out of suitable elements in the language of translation that has the sense of 'ring-wraith' as nearly as possible.

Rumble. The name of an old hobbit-woman. It had no meaning (at that time) in the Shire. A form of similar pattern to suit the language of translation will suffice.

Sackville-Baggins. *Sackville* is an English name (of more aristocratic association than *Baggins*). It is of course joined in the story with *Baggins* because of the similar meaning in English (= Common Speech) *sack* and *bag*, and because of the slightly comic effect of this conjunction. Any compound in the language of translation containing elements meaning (more or less) the equivalent of *sack* / *bag* will do.

Scatha. This is Old English ('injurer, enemy, robber') and so is from the language of Rohan and should be left unchanged.

Shadowfax. This is an anglicized form of Rohan (that is Old English) *Sceadu-faex* 'having shadow-grey mane (and coat)'. It does not actually occur in Old English. Since it is not Common Speech, it may be retained, though better so in a simplified form of the Rohan name: *Scadufax*. But since in the text this name has been assimilated to modern English (= Common Speech), it would be satisfactory to do the same in a Germanic language of translation, using related elements. *Fax* 'hair' is now obsolete in English, except in the name *Fairfax* (no longer understood). It was used in Old High German (*faks*) and Middle High German (*vahs*, *vachs*), but is, I believe, also now obsolete;

but it could be revived in this name, as it is in the English text: for example *Schattenvachs? Fax (faks)* is still in use in Iceland and Norway for 'mane'; but 'shadow' has no exact equivalents in Scandinavian languages. The Dutch version has *Schaduwschicht* (shadow-flash), the Swedish *Skuggfaxe*.

Sharkey. This is supposed to be a nickname modified to fit the Common Speech (in the English text anglicized), based on orkish *sharkû* 'old man'. The word should therefore be kept with modification of spelling to fit the language of translation; alteration of the diminutive and quasi-affectionate ending *-ey* to fit that language would also be in place.

Shelob. Though it sounds (I think) a suitable name for the Spider, in some foreign (orkish) tongue, it is actually composed of *She* and *lob* (a dialectal English word meaning 'spider'; see Bilbo's song in chapter VIII of *The Hobbit*). The Dutch version retains *Shelob*, but the Swedish has the rather feeble *Honmonstret*.

Shirriff(s). Actually a now obsolete form of English *sheriff* 'shire-officer', used by me to make the connection with *Shire* plainer. In the story *Shirriff* and *Shire* are supposed to be special hobbit words, not generally current in the Common Speech of the time, and so derived from their former language related to that of the Rohirrim. Since the word is thus not supposed to be Common Speech, but a local word, it is not necessary to translate it, or do more than accommodate its spelling to the style of the language of translation. It should, however, resemble in its first part whatever word is used to represent *Shire* (see this entry).

Skinbark. English (= Common Speech) translation of *Fladrif*. The name should therefore be suitably translated by sense. (Compare *Leaflock*).

Smallburrow. A meaningful hobbit-name; translate by sense.

Snowmane. A meaningful name (of King Theoden's horse), but (like Shadowfax) translated into modern English form, for *snāw-mana*. It should therefore be represented by its proper Rohan form *Snawmana*, or translated (especially into a Germanic language), as for example German *Schneemähne*.

Stoors. The name of a third kind of hobbit of heavier build. This is early English *stor*, *stoor* 'large, strong', now obsolete. Since it is thus supposed to be a special hobbit word not current in the Common Speech, it need not be translated, and may be represented by a more or less 'phonetic' spelling according to the use of letters in the language of translation; but an archaic or dialectal word of this sense would also be acceptable.

Swertings. Said by Sam to be the name in the Shire for the legendary (to hobbits) dark-skinned people of the 'Sunlands' (far south). It may be left unchanged as a special local word (not in the Common Speech); but since it is evidently a derivative of *swart*, which is still in use (= *swarthy*), it could be represented by some similar derivative of the word for 'black / dark' in the language of translation. Compare *Swarthy Men*, the Common Speech equivalent (III 73).

Thistlewool. Translate by sense.

Took. Hobbit-name of unknown origin representing actual Hobbit *Tūk* (see III 415). It should thus be kept and spelt phonetically according to the language of translation. The Took personal names should be kept in the form and spelling of the text, as *Peregrin*, *Paladin*, *Adelard*, *Bandobras*. Note that Bandobras' nickname 'Bullroarer' is in Common Speech and should be translated by sense (if possible alliterating on B). This nickname also appears in *Bullroarer Took* in *The Hobbit* 17. I believed when I wrote it that *bullroarer* was a word used by anthropologists for instruments that made a roaring sound, used by uncivilized peoples; but I cannot find it in any dictionaries.

Treebeard. Translation of *Fangorn*. Translate by sense.

Twofoot. Translate by sense.

Underhill, Translate by sense.

Wandlimb. = *Fimbrethil*, of which it is *not* a translation. Translate by sense. (An Entwife's name).

Whitfoot. Translate by 'white' and 'foot.' See *Whitfurrows* under place-names.

Windfola. = 'Wind-foal', but leave unaltered since it is in the language of Rohan (not Common Speech).

Wingfoot. A nickname; translate by sense: 'winged-foot'.

Wormtongue. 'Modernized' form of the nickname of *Gríma*, the evil counsellor of Rohan: Rohan *wyrm-tunga* 'snake-tongue'. Translate by sense.

Woses. This represents (modernized) the Rohan word for 'old men of the woods'. It is not a purely invented word. The supposed genuine Rohan word was *wāsa*, plural *wāsan*, which if it had survived into modern English would be *woses*. It would have been better to call the 'wild men' *woodwoses*, for that actually occurs in Old English *wudewāsa*, glossing '*faunus, satyrus*, savage men, evil creatures'. This word survived into the Tudor period as *woodoses* (often corrupted to *woodhouses*), and survives in heraldry, since the *woodhouse* = a wild hairy man clad in leaves, common as a supporter to arms. The *wāsa* element meant originally a forlorn or abandoned person, and now—for instance in German *Waise* and Dutch *wees*—means 'orphan'. The origin of this idea was no doubt the actual existence of wild folk, remnants of former peoples driven out by invaders, or of outlaws, living a debased and savage life in forests and mountains.

Place-Names

Archet. This is actually an English place-name of Celtic origin. It is used in the nomenclature of Bree to represent a stratum of names older than those in the Common Speech or Hobbit language. So also *Bree*, an English place-name from a Celtic word for 'hill'. Therefore retain *Archet* and *Bree* unaltered, since these names no longer have a recognized meaning in English. *Chetwood* is a compound of Celtic and English, both elements meaning 'wood'; compare *Brill*, in Oxfordshire, derived from *bree* + *hill*. Therefore in *Chetwood* retain *Chet* and translate *-wood*.

Ashen Mountains. Common Speech translation of *Ered Lithui* (Sindarin *orod*, plural *eryd*, *ered*, 'mountain'; *lith* 'ash'; + adjectival *ui*). Translate by sense: mountains of ash-grey hue.

Bag End. The local name for Bilbo's house, and meant to be associated (by hobbits) with the end of a 'bag' or 'pudding-bag' = cul-de-sac. Translate by sense. See *Baggins*; the same element in the language of translation should appear both in *Baggins* and in *Bag End*.

Bagshot Row. The row of small 'holes' in the lane below Bag End, said to have been so named because the earth removed in excavating Bag End was shot over the edge of the sudden fall in the hillside onto the ground which later became the gardens and earthwalls of the humbler dwellings. Translate by approximate sense, including the same element in the language of translation meaning 'bag'.

Bamfurlong. An English place-name, probably from *bean* 'bean' and *furlong* (in the sense of a division of a common field), the name being given to a strip of land usually reserved for beans. The name is now, and so is supposed to have been at that time in the Shire, without clear meaning. It is the name of Farmer Maggot's farm. Translate as seems suitable, but some compound containing the word for 'bean' and that for 'field, cultivated ground' would seem desirable.

Baránduin. This means 'the long gold-brown river.' Leave untranslated: *Brandywine* is represented as a corruption of Sindarin *Baránduin* (accent on the middle syllable *and*), from *baran* 'brown, yellow-brown' + *duin* 'river'. The common Elvish was *duinē*: stem *dui* 'flow (in volume)'. The Quenya form would have been *luine* (in Quenya initial *d* became *l*), but the word was not used. Retain when so spelt. Usually by hobbits altered to *Brandywine*; see this entry.

Barrow-downs. Translate by sense: low treeless hills on which there are many 'barrows', that is tumuli and other prehistoric grave-mounds. This *barrow* is not related to modern *barrow*, an implement with a wheel; it is a recent adoption by archaeologists of the English dialect word *barrow* (earlier *berrow*, from English *beorg*, *berg*, 'hill, mound').

Barrowfield. See the preceding entry. Translate by sense: a field containing a grave-mound.

Battle Gardens, *Battle Pit*. Translate by sense.

Better Smials. See *Smials* under Things.

Black Country, *Black Land*. Common Speech translation of *Mordor*. Translate.

Black Stone. Translate by sense.

Blackroot Vale. Translate by sense; Common Speech translation of *Morthond* (the name of a river, given because its source was in the dark caverns of the Dead Men).

Blessed Realm. Translate by sense. The name in the Common Speech for the Far Western Land in which the Valar (guardian powers) and the High Elves dwelt, called in Quenya *Aman*; the region where the Valar dwelt being *Valimar*, *Valinor*, and that of the Elves *Eldamar*. The Blessed Realm was at this time no longer part of the physical world, and could not, except in rare cases, be reached by mortals.

Bonfire Glade. Translate by sense.

Brandy Hall. This should be translated, but should contain the same element as that used in the river-name (Brandywine). In this case the whole word in the language of translation, for example *Branntwein* or *Brendevin*, could be used, since the Hall was on the east bank of the river. In the personal name *Brandybuck* it could be reduced to the first element, for instance *Brendebuk*?

Brandywine. This is represented as a hobbit alteration (I 14) of the Elvish (Sindarin) *Baránduin* (stressed on the middle syllable). Since this is meant to have been intelligible at that time it should be translated by sense; but a difficulty arises, since it would be desirable that the translation should also be a possible corruption of *Baránduin*. The Dutch translation used *Brandewijn*; the Swedish missed the point, using *Vinfluden*, though *Brännavin* would have served. Danish *Brendevin* or German *Branntwein* would also do.

Bree. Retain, since it was an old name, of obsolete meaning in an older language; see *Archet*.

Bree-hill, *Bree-land*. Retain the first element, and translate 'hill' and 'land.'

Brockenbores. Not (I think) a genuine English place-name; but intended to have the recognized sense: 'badgers' borings, badgers' tunnellings'. Translate in this sense. See *Brockhouse*.

Buck Hill, *Buckland*. The element 'buck' should be translated. See *Brandybuck*, *Oldbuck*.

Bucklebury. The name of the chief village in the *Buckland*. Translate with a name containing the 'buck' element (as above) + some equivalent of English *-bury* (Old English *burg*, a place occupying a defensive position, walled or enclosed; a town. Compare *Norbury*). The *-le* in *Buckle-* is either an alteration of *Buckenbury*, with the old genitive plural *-en(a)*, or a reduction of *Buckland*.

Budgeford. *Budge-* was an obscured element, having at the time no clear meaning. Since it was the main residence of the *Bolger* family (a hobbit-name *not* to be translated) it may be regarded as a corruption of the element *bolge*, *bulge*. Both *Bolger* and *Bulger* occur as surnames in England. Whatever their real origin, they are used in the story to suggest that they were in origin nicknames referring to fatness, tubbiness.

Bywater. Village name: as being beside the wide pool occurring in the course of the Water, the main river of the Shire, a tributary of the Brandywine. Translate by sense.

Chetwood. See *Archet*.

The Cleft ('of the Spider') = *Cirith (Ungol)*. *Cirith* means 'cleft', a narrow passage *cut* through earth or rock (like a railway cutting). Translate by sense.

Cloudyhead. Translation of Dwarvish *Bundushathûr*; translate by sense.

Coomb. A deep (but usually not very large) valley. It is very frequent as an element in English place-names, spelt in various ways, such as *-comb*, *-cumb*, *-combe*. In this story used in the name *Deeping Coomb*, or with reference to it. See *Deeping Coomb*.

Crack of Doom. In modern use derived from Macbeth IV i 117, in which the *crack of Doome* means 'the announcement of the Last Day', by a crack or peal of thunder: so it is commonly supposed, but it may mean 'the sound of the last trump', since *crack* could be applied to the sudden sound of horns or trumpets (as it is in *Sir Gawain and the Green Knight* lines 116, 1166). In this story *crack* is here used in the sense 'fissure', and refers to the volcanic fissure in the crater of *Orodruin* in Mordor. See further under *Doom* and *Mount Doom*.

Crickhollow. A place-name in *Buckland*. It is meant to be taken as composed of an obsolete element + the known word *hollow*. The *-hollow* (a small depression in the ground) can be translated by sense, the *crick-* retained (in the spelling of the language of translation).

Deeping Coomb. This should have been spelt *Deeping-coomb*, since *Deeping* is not a verbal ending but one indicating relationship: the coomb or deep valley belonging to the *Deep (Helm's Deep)* to which it led up. So also *Deeping Stream*.

Derndingle. Said by Treebeard to be what Men called the meeting-place of the Ents (II 82); therefore meant to be in the Common Speech. But the Common Speech name must be supposed to have been given a long time ago, when in Gondor more was known or remembered about the Ents. *Dingle* is still known, meaning 'deep (tree-shadowed) dell', but *dern* 'secret, hidden' is long obsolete, as are the related words in other Germanic languages — except *Tarn-* in German *Tarnkappe* (from Middle High German). Translate by sense, preferably by obsolete, poetic, or dialectal elements.

Dimholt. The wood of dark trees at the entrance to the Dark Door. The name is given in the form of the language of Rohan, and so should be retained unchanged, though *dim* is still current in English (but here used in an older sense, 'obscure, secret'), and *holt* is in occasional poetic use.

Dimrill Dale. The Common Speech name of Dwarvish *Azanulbizar*, Grey-elven *Nan Duhirion*. The Common Speech form is an accurate translation: the valley of the dim (overshadowed) rills that ran down the mountain-side. Translate by sense. Similarly *Dimrill Gate*, *Dimrill Stair*.

Doom. The word *doom*, in its original sense 'judgment' (formal and legal, or personal), has in English, partly owing to its sound, and largely to its special use in *doomsday*, become loaded with senses of death, finality and fate (impending or foretold). (Outside English *doomsday* is only preserved in the Scandinavian languages: Icelandic *dómsdagur*, Swedish *domedag*, Danish *dómmedag*; also Finnish *tuomipäivä*).

The use in the text as a word descriptive of sound (especially in I book ii chapter 5) associated with *boom* is nonetheless meant (and would by most English readers be felt) to recall the noun *doom*, with its sense of disaster. This is probably not possible to represent in another language. The Dutch version represents *doom boom* phonetically by *doem boem*, which is sufficient, and at any rate has the support of the verb *doemen*, which especially in the past participle *gedoemd* has the same sense as English *doomed* (to death or an evil fate). The Swedish version usually has *dom bom*, but occasionally *dum bom*. This seems (as far as I can judge) unsatisfactory, since the associations of *dum* are quite out of place, and *dumbom* is a word for 'blockhead' (German *Dummkopf*).

Mount Doom. This was (in Gondor) the Common Speech name of the volcano *Orodruin* ('Mountain of red flame'), but was a translation of its other Elvish name *Amon Amarth* ('Hill of Doom'), given to Sauron's forge-mountain because it was linked in ancient and little-understood prophecies with the 'doom', the final end of the Third Age, that it was foretold would befall when Isildur's Bane was found again; see the verses in I 259. Translate by sense: 'Mountain (of) doom' (in the sense 'impending fate'). See *Crack of Doom*.

Dunharrow. A modernisation of Rohan *Dūnhaerg* 'the heathen fane on the hillside', so-called because this refuge of the Rohirrim at the head of *Harrowdale* was on the site of a sacred place of the old inhabitants (now the Dead Men). The element *haerg* can be modernised in English because it remains an element in place-names, notably *Harrow (on the Hill)*. The word has no connection with *harrow* the implement. It is the Old English equivalent of Old Norse *hörgr* (modern Icelandic *hörgur*), Old High German *harug*. In the language of translation it is best represented by an approximation to the Rohan form. The Dutch version *Dunharg* is satisfactory; the Swedish *Dunharva* may be suspected of having taken *harrow* as the implement (Swedish *harv*).

Dunland. This contains the English adjective *dun* 'dark, dusky, dull-hued'. See III 408.

Dwarrowdelf. For *dwarrows* = dwarves see III 415. *Dwarrowdelf* is a translation of the actual Common Speech name of *Moria*, *Phurunargian*, given an archaic English form, since *Phurunargian* was already itself archaic in form. The 'archaism' is not of much importance; the name should be translated by the same element as that used to translate *Dwarf* (or a variety of that) + a word meaning 'mine, digging, excavation' — for instance German *Zwergengrube*?

Eastemnet. Rohan; retain it (though it contains *east* it is not a Common Speech name, but Rohan for 'east-plain'). Similarly *Eastfold* (see *Folde*).

Eastfarthing. See *Farthings*.

Elvenhome, Elven Door, Elven River. See *Elven-smiths*, under Names of Persons and Peoples.

Entwade, Entwash, Entwood. These are 'modernised' names in the language of Rohan: *Entwaed, Entwaesc, Entwudu.* The second elements, *waed* 'ford', *waesc* 'flood-water', *wudu* 'wood', are given modern English forms because the Rohan forms were recognisably akin to the words in the Common Speech: that is, speakers of the Common Speech, especially in Gondor (where of course the names and geography of Rohan were well-known), used these forms, assimilated to their own language. The *-wade, -wash, -wood* may therefore be translated by sense, especially if the language of translation contains related elements, as Swedish *vad* 'ford'. On *Ent* see that entry.

Ettendales. This is meant to be a Common Speech (not Elvish) name, though it contains an obsolete element *eten* 'troll, ogre'. This should be retained, except in a language which preserves a form of the same word, as Danish *jaette*, Swedish *jätte*, Icelandic *jötunn*, = Old English *eoten*, Middle English *eten*, English dialect *eten, yetēn*.

Similarly *Ettemoors*; *moor* here has the northern sense of 'high barren land'.

Farthings. See I 18. This is the same word as English *farthing* (Old English *feorðing*, Middle English *ferthing*), quarter of a penny; but used in its original sense 'fourth part, quarter'. This is modelled on *thriding* 'third part', still used of the divisions of Yorkshire, with loss of initial *th* after the *th* or *t* in *Northriding, Eastriding, Westriding*. The application to divisions of other measures than money has long been obsolete in English, and *farthing* has been used since early Middle English for 'a negligible amount', so that to English ears the application to the divisions of the Shire (an area of about 18,000 square miles) is comical. This tone can hardly be reproduced, but related words could perhaps be used: as Danish *fjerding*, Swedish *fjårding*; or German *Viertel* (which is applied to 'regions, districts').

Fenmarch. A Rohan name: the fenny (marshy) border-land about the *Mering Stream* (map in volume III) forming the boundary of *Rohan* and *Anórien*. This should have been called *Fenmark*, but since it appears in III 78 and on the map to volume III I have retained it; the meaning of *-mark*, or the French form (of Germanic origin) *marche*, is the same: boundary, border (land). As a Rohan name use in translation *Fenmark*.

Firien. A Rohan name representing an old word (Old English *firgen*, pronounced *firien*) for 'mountain'. Compare *Halifirien* 'holy mount'. As belonging to the language of Rohan, *firien* should be retained. Inconsistently, *Firienfeld*, the flat upland of Dunharrow, has been left unmodernised (the *Firienfield* of the Index is in error), but *Firienholt* has been altered to *Firienwood*, the wood about and on the slopes of the *Halifirien*. In translation it would be best to leave both unaltered, *Firienfeld, Firienholt*, as being alien (not Common Speech) names.

Folde. A Rohan name, to remain unaltered. The same word occurs in *Eastfold*, which should also remain unchanged (compare *Eastemnet*). This is Old English *folde* (Old Norse *fold*) 'earth, land, country', not connected either with the English verb *fold*, or with (*sheep*) *fold*. Compare *Vestfold* and *Østfold* in Norway.

The *Folde* was the centre of the kingdom, in which the royal house and its kin had their dwellings; its boundary eastward was roughly a line South-west from the junction of the Snowbourn and Entwash to the mountains; the *Eastfold* was the land from that line east to the *Fenmark* between Entwash and the mountains; the *Westfold* was the similar land along the mountains as far as the River Isen. The defensive centre of the *Folde* and *Eastfold* was at *Edoras*; of *Westfold* at *Helm's Deep*.

Frogmorton. This is not an actual English place-name; but it has the same element as in *Frogmore* (Buckinghamshire): *frog* + *moor* + *town*. Since this is an intelligible name, it may be translated. Note that *moor/mor* has the meaning 'marshy land', as usually in place-names of southern and midland England.

Gladden Fields. *Gladden* is here the name for the 'flag' or iris (Old English *glaedene*), now usually spelt *gladdon*, and has no connection with English *glad* and the verb *gladden*. Translate by sense, but avoid if possible the 'learned' name *iris*. Similarly in *Gladden River*, which flowed into the *Gladden Fields*.

Golden Perch. An Inn name; probably one favored by anglers. In any case *Perch* is the fish-name (and not a land-measure or bird-perch).

Great Smials. See *Smials* under Things.

From here to the end of G in the Index translate by sense: all the names are in modern English (= Common Speech). But note: *Grimslade*, mentioned in III 124 as the home of *Grimbold*, killed in battle, contains *Grim* (evidently the name of an ancestor) + *slade* (Old English *slaed*, Norwegian dialect *slad*), widely used in English place-names, and still in use, mostly with the sense 'forest glade', 'dell' (especially one on a slope up a hillside).

Halifirien. A Rohan name; retain unaltered. See *Firien*.

Hallows, The. A Common Speech translation (III 247, 253) of the Gondor name (not given) for the Sacred Places of the tombs. Translate (if possible with a word of archaic or poetic tone).

Hardbottle. In the Shire; the home of the Bracegirdles in the North Farthing (not on the map). - *bottle* is an English place-name element, Old English *botl*, variant of *bold* (from which modern English *build* is derived), meaning '(large) dwelling'; it is not connected with *bottle* (glass container). Compare *Nobottle* on the small Shire-map, which is an actual place-name in England (Northumberland). Translate by suitable elements, meaning 'hard dwelling'; 'hard' because excavated in or built of stone (in the rocky North Farthing). The equivalent and related element in German place-names is *-büttel*; in Scandinavian *-bol* (especially in Norway).

Harrowdale. See *Dunharrow*.

Haysend. The end of the *hay* or boundary-hedge (not *hay* 'dried grass'). Translate as 'hedge's end'. Compare *High Hay*.

Helm's Deep, Helm's Dike, Helm's Gate. *Helm* is the name of a man and should be retained.

Hill of Guard. Translate, since this is the Common Speech name of *Amon Tirith*, the hill on which *Minas Tirith* was built.

Hoarwell. The Common Speech translation of *Mitheithel* = 'pale grey' + 'spring, source'; *well*, as usually in place-names, has this sense (not that of a deep water-pit). Translate.

Hobbiton. See *Hobbit*; the village name should be translated by 'hobbit' and an element meaning 'village'.

Hold. In the *Hold of Dunharrow* it has the sense 'stronghold, defended refuge'.

Hollin. The Common Speech name (short for *Hollin-land*) of the country called in Elvish *Eregion* 'Holly-region'. *Hollin* is an old form, still used locally, of *holly*; the region abounded in holly-trees. Translate.

Hornburg, Hornrock. These are so called because of Helm's great horn, supposed still at times to be heard blowing. Translate.

Irensaga. Rohan; it means 'iron-saw', with reference to its serrated ridge, crest. It may be left unchanged as an alien name, or translated (see the next entry).

Isengard and *Isenmouthe.* These names were intended to represent translations into the Common Speech of the Elvish names *Angrenost* and *Carach Angren*, but ones made at so early a date that at the period of the tale they had become archaic in form and their original meanings were obscured. They can therefore be left unchanged, though translation (of one or both elements in either name)

would be suitable, and I think desirable when the language of translation is Germanic, possessing related elements.

Isen is an old variant form in English of *iron*; *gard* a Germanic word meaning 'enclosure', especially one round a dwelling or group of buildings; and *mouthe* a derivative of *mouth*, representing Old English *mūða* from *mūð* 'mouth') 'opening', especially used of the mouths of rivers, but also applied to other openings (not parts of a body). *Isengard* 'the Iron-court' was so called because of the great hardness of the stone in that place and especially in the central tower. The *Isenmouthe* was so called because of the great fence of pointed iron posts that closed the gap leading into Udûn, like teeth in jaws (see III 197, 209).

In the Dutch and Swedish versions *Isengard* is left unchanged. For *Isenmouthe* the Dutch uses *Isenmonde*, translating or assimilating to Dutch only the second element (a more complete translation to *Ijzermonde* would seem to me better). The Swedish renders it *Isensgap*, which is incorrect, since *Isen* is not a proper name but adjectival.

The *gard* element appears in Old Norse *garðr*, whence current or dialectal Swedish *gård*, Danish *gaard*, and English *garth* (beside the original English form *yard*); this, though usually of more lowly associations (as English *farmyard*), appears for instance in Old Norse *As-garðr*, now widely known as *Asgard* in mythology. The word was early lost in German, except in Old High German *mittin-* or *mittil-gart* (the inhabited lands of Men) = Old Norse *mið-garðr*, and Old English *middan-geard*: see *Middle-earth*. Would not this old element in German form *-gart* be suitable for a translation or assimilation to German such as *Eisengart*?

Of *-mouthe* the German equivalent appears to be *Mün-dung* (or in place-names *-munde*); in Scandinavian, Danish *munding*, Swedish *mynning*.

Note. Whatever form is used in *Isengard* must also be used in the name of the *River Isen*, since the river-name was derived from *Isengard*, in which it had its source.

Lake Evendim. Common Speech version of *Nen Uial* 'water of twilight'. Translate by sense: 'evening—dusk/ twilight/gloaming'.

Langstrand. Translation of *Anfalas*. This is a Common Speech name, so translate it by sense: 'long strand'. The shortening of *long* to *lang*, very frequent in English place-names, can be disregarded.

Limlight (River). The spelling *-light* indicates that this is a Common Speech name; but leave the obscured element *lim-* unchanged and translate *-light*: the adjective *light* here means 'bright, clear'.

Lockholes. The hobbit version of 'lock-up (house)'; a place of detention. Translate by sense.

Longbottom. The second element retains its original sense (as locally and frequently in place-names and derived surnames such as *Ramsbottom*) of 'valley' (especially the head or inner end of a valley); related words are Swedish *botten*, Danish *bund*; also German *Boden*, but this does not agree closely in sense. Translate by sense.

Lune. An anglicised, that is a hobbit, version of Elvish *Lhûn*. It is thus an alien name, and should be retained in the language of translation, assimilated if required to its spelling of such a sound as [lûn].

Marish. An old form of English *marsh*. Translate (using if possible a word or form that is understood but local or out of date).

Mathomhouse. See *Mathom* under Things.

Mering Stream. This name appears on the map to Volume III: 'Boundary stream'. (See *Fenmarch*). Retain *Mering* as a Rohan word not in the Common Speech. (Old English *māere*, *mēre* 'boundary').

Middle-earth. Not a special land, or world, or 'planet', as is too often supposed, though it is made plain in the prologue, text, and appendices that the story takes place on this earth and under skies in general the same as now visible. The sense is 'the inhabited lands of (Elves and) Men', envisaged as lying between the Western Sea and that of the Far East (only known in the West by rumour).

Middle-earth is a modern alteration of medieval *middel-erde* from Old English *middan-geard* (see *Isengard*). The Dutch and Swedish versions correctly use the old mythological name assimilated to the modern languages: Dutch *Midden-aarde*, Swedish *Mid-gård*.

Midgewater Marshes. Translate by sense. The name was suggested by *Mývatn* in Iceland, of the same meaning.

Mirkwood. A name borrowed from ancient Germanic geography and legend, chiefly preserved in Old Norse *myrkviðr*, though the oldest recorded form is Old German *mirkiwidu*. Not preserved in English, though *Mirkwood* is now used to represent Old Norse *myrkviðr*. Translate by sense, if possible using elements of poetic or antique tone. The Dutch version has *Demster-wold*. The Swedish has *Mörkmården*, the last part of which I do not understand, since the only *mård* known to me is the name of the fur-animal 'marten' (Danish *maar*). The translators of Norse mythology into German or Scandinavian languages must have desired something better?

Mirrmere. Common Speech translation of Dwarvish *Kheledzâram* ('glass-lake'); translate by sense.

Mount Doom. See *Doom*.

Norbury. Common Speech translation of *Forn-ost*. The form that Old English *norð-burg* would take in modern English place-names, meaning 'north (fortified) town'. Translate by sense, and by related elements in the language of translation when available. Similarly *Nor-land* '(belonging to) the north-lands', in this tale those regions envisaged in the action north of Rohan. The longer form *Northerland* (I 390) has the same reference. *Northfarthing*: see *Farthing*.

Over-heaven. Translate by sense. This is a Common Speech equivalent of Elvish *menel* 'firmament', *tar-menel* 'high heaven' (I 247), suggested by Old Norse *upphiminn*, and correctly translated *Upphimlen* in the Swedish version. The Dutch has *Boven-hemel*.

Rivendell. 'Cloven-dell'; Common Speech translation of *Imladris(t)* 'deep dale of the cleft'. Translate by sense, or retain, as seems best. The Dutch version retains the name as *Rivendel*; the Swedish version has *Vattnadal*, which is incorrect and suggests that the translator thought that *Riven-* was related to *river*.

Rushey. 'Rush-isle'; in origin a 'hard' among the fens of the Marish. The element *-ey*, *-y* in the sense 'small island' (= Swedish *ö*, Danish *ø*, Old Norse *ey*) is very frequent in English place-names. The German equivalent is *Aue* 'river-side land, water-meadow', which would not be unsuitable in this case.

Sarn Ford. Retain *Sarn*. The name is a half-translation (of *Sarn-athrad* 'stony-ford'), a process frequent in place-names. The Elvish *Sarn* is also seen in *Sarn Gebir*.

Scary. A meaningless name in the Shire; but since it was in a region of caves and rock-holes (III 301), and of a stone-quarry (marked on the map of the Shire in Volume I) it may be supposed to contain English dialectal *scar* 'rocky cliff.' Leave unchanged except as required by the spelling of the language of translation.

Shire. An organised region with a 'county-town' (in the case of the hobbits' Shire this was *Michel Delving*). Since this word is current in modern English and therefore is in the tale in the Common Speech, translate it by sense.

Shire, Old English *scír*, seems very early to have replaced the ancient Germanic word for a 'district', found in its oldest form in Gothic *gawi*, surviving now in Dutch *gouw*, German *Gau*. In English, owing to its reduction to *gē* (pronounced *yē*), it survived only in a few old place-names, the best known of which is Surrey (from *Suðer-ge*) 'southern district'. This word would seem the nearest equivalent in antiquity and general sense to the Shire of the story. The Dutch version uses *Gouw*; *Gau* seems to me suitable in German, unless its recent use in regional reorganisation under Hitler has spoilt this very old word. In Scandinavian languages (in which a related word does not

exist) some other (preferably old) word for 'district' or 'province' should be used. The Swedish version uses *Fylki*, apparently borrowing the Old Norse (especially Norwegian) *fylki* 'district, province'. Actually the Old Norse and modern Icelandic *sýsla* (Swedish *sysla*, Danish *sysse*, now obsolete in the sense *amt*, but occurring in place-names) was in mind, when I said that the real untranslated name of the Shire was *Súza* (III 412); hence it was also said (I 14) that it was so named as 'a district of well-ordered business'.

Silverlode. Translation of Elvish *Celeb-rant*. Translate by sense: *silver* and *lode* 'course, water-channel'.

Silvertine. Translation of Elvish *Celeb-dil*. Translate by sense: *silver* and *tine* 'spike, sharp horn'.

Snowbourn. Modernised form of Rohan (that is, Old English) *snāwburna*. Either use *Snawburna*, or in a language possessing related elements modernise the name to suit it: for instance, *Schneebrunnen*, *Snebrønd*, *Snöbrunn*.

Staddle. A village-name in Bree. *Staddle* is now dialectal, but occurs in place-names with the meaning 'foundation', of buildings, sheds, ricks, and so forth; from Old English *staðol*. Use a related equivalent in the language of translation (if any), such as German *Stadel*, or assimilate it to the spelling of the language.

Starkhorn. A mountain-name in Rohan. This may be retained, as a name not in Common Speech; it meant a horn (peak) 'standing up stiff like a spike'. The occurrence of *stark* in German (and Swedish) should make it sufficiently intelligible. The Dutch version has *Sterkhorn*, the Swedish *Starkhorn*. To an English reader *stark* now has implications of nakedness and grimness (not originally present, but due to its application to *rigor mortos* in corpses, and to the expression *stark-naked*), which would perhaps be better represented in German by *starr*.

Stonewain Valley. Translate by sense. The Common Speech name of the long, narrow defile along which the wains (sleds or drays) passed to and fro from the stone-quarries.

Stoning-land. Represents Rohan *Staning (land)*, a translation of Gondor. Since this has been modernised (that is accommodated to the forms of English) use the etymological equivalent of 'stone' in the language of translation, as *sten*, *stein*, for the first element.

Sunlands. Translate by sense. It is evidently meant as a popular name, in the Common Speech or other languages, current in Gondor and the North-west for the little known countries of the far South.

Sunlending. This is a translation into the language of Rohan of *Anórien*, the name of the land immediately attached to *Minas Anor* (originally including that city and inhabited country as far as the River *Erui*). It is thus 'heraldic' rather than climatic, and related to the heraldic names of Elendil's sons *Anárion* and *Isildur*, being the counterpart of *Ithilien*. It only occurs in the verses (III 77) purporting to translate the minstrelsy of Rohan, and should be retained. It might well be spelt (indeed more accurately) *Sunnlending*, as in the Swedish version. But the translation in the Dutch, *Zuiderleen* 'Southern-fief' is erroneous, since the 'southern fiefs', also called the Outlands, referred to the seaboard lands south of *Anórien*.

Tarlang's Neck. Translate *Neck* (as representing Common Speech) and retain *Tarlang*. The Swedish version has *Tarlangs hals*; The Dutch *Engte van Tarlang*.

The *Neck* was a long ridge of rock, over which the road climbed, joining the main mass of the range to the branch (containing three peaks) which separated the plain of *Erech* from *Lamedon*. *Tarlang*, originally the name of this ridge, was later taken as a personal name.

Teeth of Mordor. Translate *Teeth of*.

Three-farthing Stone. See *Farthings*. Translate, using whatever word is adopted to represent *farthing*.

Tighfield. This is intended to contain an old word for 'rope' (surviving in some of the senses of the modern English noun *tie*, in which the spelling is assimilated to that of the related verb *tie*). It was the site of a 'rope-walk' or rope-maker's yard. It would be best translated by some other word for 'rope' than that used in 'rope-walk'. Related are Icelandic *taug* and the word with various forms *toug*, *tov*, *tog*, in Danish and Norwegian; also nautical German (from Low German) *tou*.

Note that English 'rope-walk' seems to have been misunderstood by translators; certainly the Swedish, with *en repbro över älven borta vid Slättäng*. There is no mention of a river in my text (II 217; Swedish II 249). Nor is it easy to see why having a 'rope-bridge' over a river would beget an inherited knowledge in the family about the nature of ropes, and their making. The Dutch has *touwbrug*, which I suspect is also due to misunderstanding. I do not know the technical equivalent of 'rope-walk' in other languages: dictionaries give German *Seilerbahn*, and Danish *reberbane*, but these also are possibly mistaken? A 'rope-walk' (known in English since the seventeenth century) is so called because the ropes were stretched out in long lines over trestles at intervals.

The Swedish *Slättäng* and Dutch *Weideveld* do not, of course, translate *Tighfield* as above defined, and are probably mere contextual guesses. There is, however, another place-name element (peculiar to English) that has the same forms as the 'rope' word, though it is probably not related: in modern place-names *tigh*, *teigh*, *tye*, *tey*. This meant an enclosed piece of land. It does not occur as the first element in a compound.

Tindrock. Common speech name (not a translation) of *Tol Brandir*, the steep inaccessible island of towering rock at the head of the falls of *Rauros*. Though originally Common Speech, the name was given long before the time of the tale, and contains the old word *tind* 'spike', which if it had survived would have rhymed with *find*. But it now appears as *tine* 'prong', with loss of *d*. The Old Norse equivalent was *tindr*, Old High German *zint*. It might be possible to use the latter as an archaic form; but the current (probably related) German *Zinne* has precisely the right sense. Of this *Zinne* the Swedish equivalent is *Tinne*, Danish *Tind(e)* — which also seem suitable. *Tol Brandir* should be retained as an Elvish name.

Tower. All the place-names under *Tower(s)* in the Index are contemporary Common Speech translations or author's translations of the Grey-elven names, and should be translated in those parts that are English.

Treegarth (of Orthanc). On *garth* see *Isengard*. Trans-late by sense: *garth* is an enclosed space or garden, usually round a central building (here *Orthanc*).

Underharrow, See *Dunharrow*. A hamlet in the valley below the *Dunharrow*. Use the same word as that used for *harrow* ('fane') in *Dunharrow*.

Upbourn. *Up-* is used in English place-names for river-side villages far up the named river (as *Upavon* in Wiltshire), especially in contrast to larger places near its mouth, as *Upwey* above *Weymouth*. This village was some way up the *Snowbourn* above *Edoras*, but not so far up as *Underharrow*. Since the name is given in modernised English form, it may be translated if that presents no difficulty, or retained in its proper Rohan form *Upburnan*.

Watchwood. Translate.

Waymeet. On the map of the Shire in Volume I this appears as *Waymoot*, but in the text modernised as *Waymeet*, a village at the meeting of three ways. Translate by sense, as convenient.

Weathertop. Translate. It is the Common Speech name of the hill called in Grey-elven *Amon Sûl* 'Hill of the Wind'.

Wellinghall. Treebeard's translation into the Common Speech of ('part of') the name of his dwelling. Translate. The intended sense is 'hall (under or behind) the outflow of the spring.'

Westemnet. Rohan: *emnet* 'flat-land, plain', equivalent of Danish *slette*; and of German *Ebene* (to which it is related). Retain, as not being a Common Speech name; but *West-* may be respelt (for

example with *V*) in a language that does not use *W*, since the word for *West* was the same or similar in the Common Speech and in the language of Rohan.

Westernesse. The Common Speech name of *Númenor* (which means 'West-land'). It is meant to be *western* + *ess*, an ending used in partly francized names of 'romantic' lands, as *Lyonesse*, or *Logres* (England in Arthurian Romance). The name actually occurs in the early romance *King Horn*, of some kingdom reached by ship. Translate by some similar invention containing *West-* or its equivalent. The Swedish version has *Västerness*, the Dutch *Westernisse*.

Westfarthing. See *Farthings*.

Westfold. See *Folde*.

Westmarch (in the Shire). Translate. *March* means 'borderland'.

West Marches (in Rohan). This is given in Common Speech form and may be translated as 'the West(ern) Borderlands': in Rohan the land bordering the *Isen*.

Wetwang. Common Speech translation of *Nindalf* (Grey-elven *nîn* 'wet' + *talf* 'flat field'). But it is in archaic form, *wang* being an old word for 'field, flat area'. (*Wetwang* is an actual place-name in Yorkshire). Both elements should be translated. In Scandinavian languages the equivalents of both *wet* and *wang* are found: Icelandic *votur* and *vangur*; Swedish *våt* and *vång*; Danish *vaad* and *vang*. The Dutch version retains *Wetwang*, though *Natwang* would have been better; the Swedish has *Våta vägen*, which is not the meaning, and is quite unsuitable: the *Wetwang* was a pathless fen. *Wang* did not survive in Dutch, or in German (except in place-names or dialect). German *Wange*, Dutch *wang* 'cheek' is a different (but related) word.

Whitfurrows (in the Shire). Translate by sense, *whit-* being the usual shortening of *white* in personal names (*Whitlock*) and local names (*Whitley*). Compare *Whitfoot*. Similarly *Whitwell* in the Shire (an actual English place-name). The reference in English place-names is usually to the colour of the soil.

Wilderland. An invention (not actually found in English), based on *wilderness* (originally meaning country of wild creatures, not inhabited by Men), but with a side-reference to the verbs *wilder* 'wander astray' and *bewilder*. It is supposed to be the Common Speech name of *Rhovanion* (on the map, not in the text), the lands east of the Misty Mountains (including Mirkwood) as far as the River Running. The Dutch version has *Wilderland*: Dutch has *wildernis*, but not German or the Scandinavian languages (German *Wildnis*, Danish *vildnis*).

Withywindle. River-name in the Old Forest, intended to be in the language of the Shire. It was a winding river bordered by willows (withies). *Withy-* is not uncommon in English place-names, but *-windle* does not actually occur (*Withywindle* was modelled on *withywind*, a name of the convolvulus or bindweed). An invention of suitable elements in the language of translation would be desirable. Very good is the Dutch version *Wilgewinde* (with *wilg* = English *willow*). I do not understand the Swedish version *Vittespring*. Words related to *withy* are found in the Scandinavian languages; related also is German *Weide*.

Things

Few of the entries in this section of the Index require comment, since they are either in alien (especially Elvish) languages, or simply in modern English (= Common Speech) and require normal translation.

Elder Days. This is naturally taken by English readers to mean 'older' (that is, former), but with an archaic flavour, since this original form of the comparative is now only applied to persons, or used as a noun in *Elders* (seniors). In inventing the expression I intended this, as well as association with the poetic word *eld* 'old age, antiquity'. I have since (recently) come across the expression in early English *be eldern dawes* 'in the days of our forefathers, long ago'. This, meaning 'Days of the Seniors', might help in devising a translation that is not just the equivalent of 'the older days'. The Swedish version has simply *i Äldre tiden*; the Dutch *de Oude Tid* (less correctly, since this would naturally also apply to the other ages before the Third).

The similarity to *Eldar*, plural of *Elda* 'Elf', is accidental and unintentional. *Elda* is the Quenya form of the Grey-elven word *edhel*. See *Elder Kindred*. *Elven-*. With regard to this old adjectival form, see *Elven-smiths*.

Evermind. A flower-name, translation of Rohan *simbelmynë*. The element *-mind* has the sense 'memory'; the name thus resembles 'forget-me-not', but a quite different kind of flower is intended: an imagined variety of anemone, growing in turf like *Anemone pulsatilla*, the pasque-flower, but smaller and white like the wood anemone. Translate by sense. The Swedish and Dutch versions both omit the element *-mind*, and so produce names equivalent to 'everlasting flower', which is not the point. Though the plant bloomed at all seasons, its flowers were not 'immortelles'. (The Swedish has *evighetsblommor*, the Dutch *Immerdaar*).

Ithilstone. Translate the second element *-stone*.

Kingsfoil. Translate: *-foil* (from Old French *foil*) = 'leaf', as in English plant-names such as *cinquefoil*. Only the leaf of *asëa* was valued.

Lithe. The former and later *Lithe* (Old English *liða*) were the old names for June and July respectively. All the month-names in the Shire Calendar are (worn-down) forms of the Old English names. In the Hobbit Calendar (*the*) *Lithe* was the middle-day (or 183rd day) of the year (see Appendix D). Since all Hobbit month-names are supposed not to be Common Speech, but conservative survivals from their former language before migration, it would be best to keep *Lithe* unaltered—as would be necessary with the other calendar names in any translation of the Appendices. The Dutch version keeps *Lithe*. (The word was peculiar to English and no related calendar word is found elsewhere). The Swedish version rewrites the passage (I 19) '... who was elected every seven years at the Free Fair on the White Downs at the Lithe, that is at Midsummer': *Han valdes vart sjunde år vid midsommarvakan uppe på kritklipporna i sommarsolståndets natt*. This, besides omitting the 'Free Fair' and misrendering the 'White Downs' as the 'chalk cliffs', misrepresents the passage and the customs plainly alluded to. It was not a night festival or 'wake', but a day-celebration marked by a 'Free Fair' (Dutch version *Vrije Markt*), so called because anyone who wished could set up a booth without charge. The translator has assimilated the passage to the Scandinavian summer-solstice festival, christianised in name by association with St. John the Baptist's day (June 24), which occurred at more or less the right date (Icelandic *Jónsvaka*, *Jónsmessa*, Danish *Sankthansnat*, *Skaersommernat*). But the affair was not a Midsummer Night's Dream! See *Yule*.

Longbottom Leaf. See *Longbottom*, under Place-names.

Mathom. Leave unchanged; it is not Common Speech, but a word peculiar to hobbits (compare *Smials*, and see III 414). The meaning is defined in I 14 as 'anything that Hobbits had no immediate

use for, but were unwilling to throw away'. It represents Old English *máðm* 'precious thing, treasure'.

Old Toby. A variety of tobacco, named after *Tobold Hornblower*. Use whatever equivalent of *Toby* is used for the personal name (I 17).

Old Winyards. A wine—but of course in fact a place-name, meaning 'the Old Vineyards'. *Winyard* is actually preserved as a place-name in England, descending from Old English before the assimilation to French and Latin *vin-*. This cannot, I think, be imitated, and one must remain content with the word for 'vineyard' in the language of translation, as *weingarten*, *vingaard*, and so on. The Dutch version has *Oude Wijngaarden*. The Swedish, for no obvious reason (unless failure to recognise *Winyards* as a relative of *vingård*), simply omits the name.

Púkel-men. A Rohan name for the effigies of men of a vanished race. It represents Old English *púcel* (still surviving as *puckle*), one of the forms of the *puk-* stem (widespread in England, Wales, Ireland, Norway and Iceland) referring to a devil, or to a minor sprite such as Puck, and often applied to ugly misshapen persons. The *púkel-men* are adequately described, and the element *púkel* may be retained—or replaced by some word of similar (possibly related) form and sense. The Dutch version has *de Púkel-mensen*, the Swedish *Pukel-männén*.

Rope-walk. Not in the Index, but it occurs in II 217 as a technical name for a rope-maker's yard; see *Tighfield*.

Smials. A word peculiar to hobbits (not Common Speech), meaning 'burrow'; leave unchanged. It is a form that the Old English word *smysel* 'burrow' might have had, if it had survived. The same element appears in Gollum's real name, *Sméagol*. See III 414-5.

Springle-ring. An invention; render it by a similar one suitable to the language of translation, implying a vigorous ring-dance in which dancers often leaped up.

Tale in *Tale of Years* means 'counting', 'reckoning'.

Westmansweed. Translate, as a Common Speech rendering of 'herb of the Men of the West' (of *Westernesse*, *Númenor*),

Yule. The midwinter counterpart of *Lithe*. It only occurs in *The Lord of the Rings* in Appendix D, and 'Midwinter' only occurs once during the main narrative. The midwinter festival was not an Elvish custom, and so would not have been celebrated in Rivendell. The fellowship, however, left on December 25, which had then no significance, since the Yule, or its equivalent, was then the last day of the year and the first of the next year. But December 25 (setting out) and March 25 (accomplishment of the quest) were intentionally chosen by me.

In translation, *Yule* should like *Lithe* be treated as an alien word not generally current in the Common Speech. It should therefore be retained, though with a spelling suitable to the language of translation: so for example in Danish or German spelt *Jule*. *Yule* is found in modern English (mostly as a literary archaism), but this is an accident, and cannot be taken to imply that a similar or related word was also found in the Common Speech at that time: the hobbit calendar differed throughout from the official Common Speech calendars. It may, however, be supposed that a form of the same word had been used by the Northmen who came to form a large part of the population of Gondor (III 328), and was later in use in Rohan, so that some word like *Yule* was well known in Gondor as a 'northern name' for the midwinter festival; somewhat like the appearance in modern German of *Jul* (as a loan from the North?), in such words as *Julblock* 'Yule-log' and *Julklapp* (as in Swedish and similarly in Danish). In Scandinavia, of course *Jule* would be well understood.