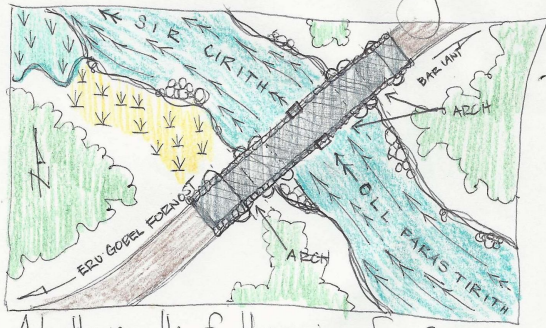
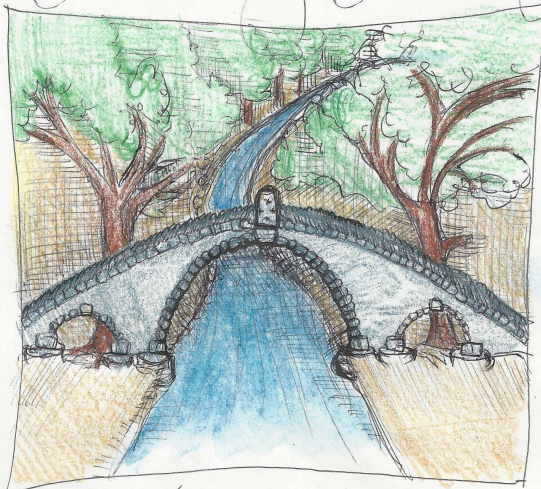


ERU RUIN • FÖRNÖST ERAIN

FORN CÚIANT "North Bowbridge"



At the north of the ruin of Gobel Fornost, the Town of Fornost that existed prior to the Battle of Fornost, is the ancient Forn Cúiant, one of two "bow-bridges" *gúiant*, the other being to the south of the ruins near the Gobel Naneeth estate of Laurimeth. The bridge, likely of Nummorran construction, is raised over the Oll Faras Tirith with three "bows" (*gúis*) that is arches. The bridges were likely here since before Fornost. There is a legend told locally among the Dunlandings who have villages or wintering spots near Fornost that King Arvidus' wife Finie, on leaving Fornost after the defeat of the king took his treasure & Arthedain with her and somewhere on or about the Forn Cúiant, she had hidden the coins of the realm to reduce the weight, it lies there yet hidden by the tell of the legend.



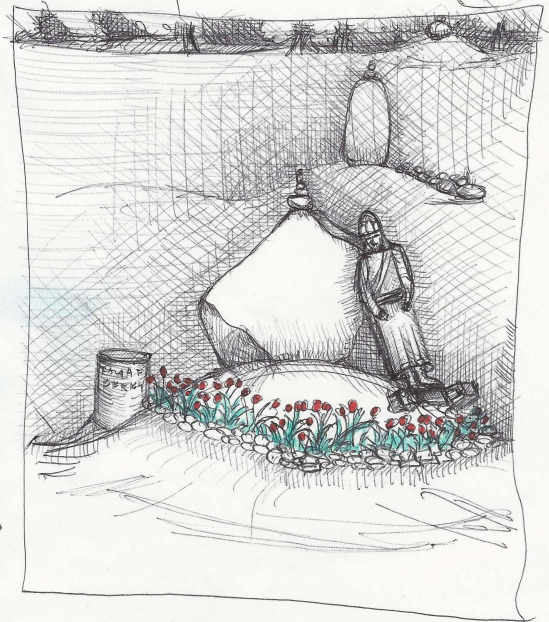
FORN CÚIANT LOOKING SOUTH-EAST

RUIN CÚIANT "Red Bow-Bridge"

The Ruin Cúiant lies to the south of Eru Gobel Fornost just outside the estate called the Gobel Naneeth. Its construction is all but identical with its northern sister the Forn Cúiant. It is called the Ruin or "red" bridge because of the Red lichen that grows on it and the red pines that grow near by in the ruins of fortress Fornost.

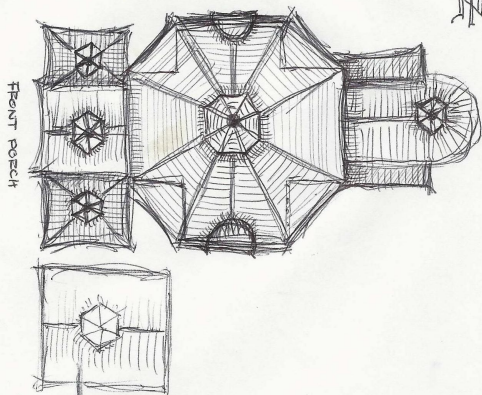
SANT GUAN "Garden of the Departed"

Inside the bounding border of trees that grew upon the ruins of Gobel Fornost to the north below the Oll Faras Tirith and above the estate of Gobel Naneeth is a tended garden and memorial for the lost people of Fornost. The few Arthedain folk who remained, or returned after the occupation of the witch-king using the rubble of the town built up a garden and memorial site using statues recovered from the city's remains and from the fortress, upon which were erected for each known family which had disappeared after the battle and occupation. The wounds are tended to by the Noss Laurim family that dwells at Gobel Naneeth. The Rangers who visit help as well and a few of the descendants of Arthedain who pilgrimage here also help.



GOBEL NANETH. "MATRON'S ESTATE."

THE HOUSE OF NOSS IAUURIM AT GOBEL NANETH FROM ABOVE



THE HOUSE OF NOSS IAUURIM FROM THE SOUTH

Gobel Naneth means house of the Matron, and implies in its name an Arthdain matron, or noble family head, head of the Noss Iaurim family whose original name is lost to us. Since the time of Ruinloth wife of an Arthdain noble she would not leave Fornost awaiting the return of her beloved, a captain serving Arvedui. She gathered the many items and artifacts of the lost people of Fornost high and low and vowed to wait. Her descendants took on the task with a patriarch the matron naneth leading the family for the time of the Return of the King. The daughters preserve the garden and the grounds of Gobel Naneth while the sons join the Rangers and so it was born since Ruinloth made her daughter her vow to do so in the 20th Century of the Third Age. The great house the Noss Iaurim cell house is made of surviving timbers

from the other structures in Gobel Fornost and is said to have been built in 1980 by Ruinloth and the son of Arvedui Arvanarth. It was then she made her pledge. There are a few lesser Arthdain who serve the family and a great barn where the artifacts books, sculpture, and things of life in Arthdain are retained. The house of cell serves as a haven to the Rangers. The estates does some trading with the Dunderlings but like wise has had to defend itself from Dunderling attacks

OLL FARRAS TIRITH - "Torrent of the Hurly's Watch" (SIR CIRITH) - ("River of the Cliff")

This is the main stream of Amon Barad finding its source at Gelu Fornost at the southern and highest point of Amon Barad it flows down the upper ridge line of Amon Barad northward coming just under the shoulder of the ridge before Lanthir Aig and the old south gate ~~at~~ of Fortress Fornost, Fort Fornas. Staying for some time just under the shoulder it circles around from south to north-west Fornost town then turning west and slipping down Amon Barad joining Sir Athras about three miles north west of Amon Barad. Locally it is called Oll Farras Tirith until it reaches the Fern Cúiant. North of Fern Cúiant the stream is then called Sir Cirith.

LANHIR SAID - "Exclusive Falling Water"

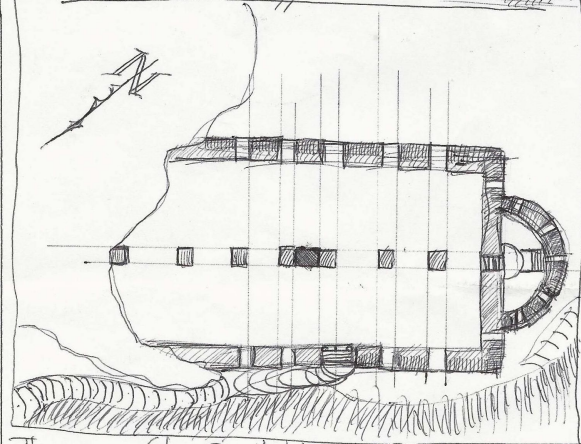
This rushing spring which feeds into the Oll Farras Tirith comes down from Amon Barad just below the Hitharlech and its source is deep within Amon Barad at a well hidden set of caves called Masegur which runs for the length of the Amon Fornost the actual hill on which the fortress is built.

LANHIRRAM - "Falling Water of the Wall"

This spring is fed off Amon Barad below the Fort Fornas and by surround draws a gully at the back of Amon Barad. The defenses of Amon Barad make use of its steep fall to impede climbing below the gate.

LANTHIR ALAG - "Rushing Falling Waters"
 This ridge side spring of Anghu Barad was its source to the east of Ferefnas and provides the north and western screen to the Ranger Haven at Sennas Calen Esgal right where the Drú Hall rises over Anghu Barad from East to West.

SENNAS CALEN ESGAL - "Veiled Resting place of Great"

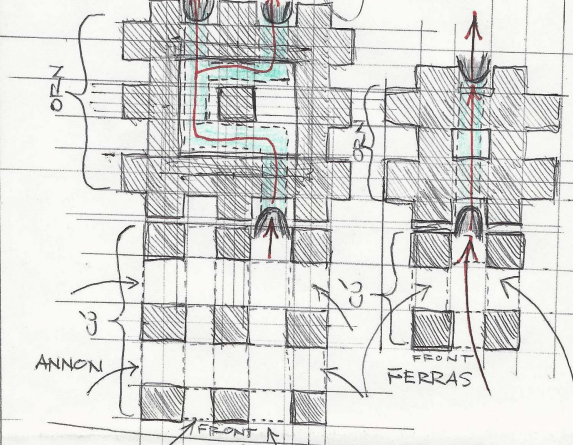


The Sennas Calen Esgal is the chief Ranger refuge at Fornost. Hidden near Ferefnas it is large enough to provide shelter and relative safety to a whole company of Rangers and gives access to the old Kings' trail to Anghu Sol which was laid out of use in Arthedain except for a rear guard when Arvedui escaped in 1974. Soon after those who would become the first Rangers hid there and later improved it. The structure is three stories, Celtic with sleeping quarters, ground with living quarters, and in the bed rock a cellar with provision access to a spring and access to the Mayair cave complex and the great tower of Barad Fornost.

FERFENNAS -

Fer Fennas was the first of three gates to gain access to inner fortress of Hillmarloch. By the 2nd century TA it was no longer a viable de fense, in part from damage caused during the Ulfang King's occupation but more so to the withering of timber and weather on an un tended surface. The gate is a classic Arthedain "bow & tor" structure being a gate work of arches in front of a tower gate.

TYPICAL ARTHEDAIN "BOW & TOR" GATE COMPLEX



Cú an Orn Din

The Cú an Orn Din or "bow & tor" opening was descendant military architecture concept from Numenor. For an enclosing military structure or complex, a port, a palace, a royal palace or the like portals were limited to single points and all traffic - public, military, trade, diplomatic etc. was funnelled through one or more ferras or annon. Each portal point place an ornate arch way before the tower whose multiple openings typically three for a ferras and six for an annon. Scholars claim some great Arthedain fortress may have had up to eighteen portals. Within the Cú an Orn Din were a complex of great portaulis type of gate-door. These could be opened or closed to control the movement of those entering the portal - or closed entirely. Fornost was an older fortress, first used as a royal estate in the time of Arvedui when it was retro-fitted to major military architecture in the 600's of the third age just before the outbreak of Arwen. In the 11th century the three Cú an Orn Din were added as well as new walls each gate was a ferras four pier type though Aramen, the uppermost

Was a ~~large~~ were massive construction and pre-date the multiple portal system with heavy mass and detail. This gate was known to be built by Fenias in TA 1974 when the other houses of Hitharloch were still under construction. Fenias was the first of the *cú-dú-om-dúin* to be built in Arthedain likely in TA 872. At its original state the gate *cú-dúin* rose above a pass in the standing pinnacle stones of the South of Amon Fornost. Four great piers raised the arches above the road to Hitharloch. Above the center arch in the gable was a large roundel



Portrait in mosaic of *Earendur Arvedui*. The detail of the gate was originally decorated in mosaic and gold. Each of the three portals below the arches had massive timber and iron portcullises.



FEN FENNAS
SOUTHWEST
FACE
C. TA 2700

After the War with the Witch-king of TA 1975 Fornost was abandoned for a number of years. Once the Rangers began to frequent Fornost they kept the gate in ~~some~~ order for a time but there was never enough time, manpower, or resources. By TA 2700 both the gate-arches and tower were in great disrepair. *Cú-dúin* by this time was roof-less, the stonework becoming loose and the decorated facade of *cú-dúin*. There had been much damage to the upper portions of the *Crú-dúin*. The upper two wooden floors were no longer intact. The *crú-dúin* was essentially a shell.

DRÚ HALL - "Forest of Deceit"
Drú Hall was the smallest of the forts around Amon Barad and Fornost. Like much of the forest in the area it grew white much of the area became depopulated after the War with the Witch-king. The Rangers cultivated a re-growth of certain areas and used it to facilitate more hidden movements. The Drú is mainly pine and cedar as that is what was planted there first. The Tree of Tellen is hidden through these woods as it leaves *Sannas Calan Esqal*.

RUIN FENNAS - "Red-Gate"



RUIN FENNAS
FROM THE SOUTH-WEST
C. TA 2700

Ruin Ferras is thusly called for its old decoration which was much (red). Now it has turned the same blue-grey as all the local stone. The Ruin Ferras was built in TA 880-891 slightly larger than Ferras. Like Ferras it was abandoned in 1074-75 and unused for many years falling into disrepair. By 2100 the roof had collapsed on the cudin. The noble collapsed in 2202 according to the accounts of the Noss lawmirk of Goba Navetu. The rubble was cleared for the founid in 2306 and the ruin of Ruin Ferras was stabilized. It was called the tower of the Christains for here of the Rangers would meet and in 2690 major repairs were made to sustain the orndin portion and it remains in better repair than the others.

ARANNON - "Great Gate Tower of the King"

The largest of the three it was much larger and more ornate. It used the same orndin design but on a larger scale. It was built between 895-905 and was the first co-ordination to utilize the tunnel version of access below the orndin. The richness of its embellishment was part of a program of expansion; a trend taken up by the Arthadain Kings to re-legitimize their existence during the rather peaceful reign of Celebrind. During the rather peaceful reign of Celebrind was the greatest period of development during which a tradition started with Amfart to both record the history of Arnor, to show Arthadain's connection to it, and to establish a link with Numenor was enforced and encouraged even more as the cultural center of Arthadain. Part of this program saw the covering of the exteriors of public buildings with the stories of Arthadain, Arnor, and even Numenor. The construction began first replacing the old gate built possibly by Numenoreans, with the cathedral cudin in 905 construction of

the orndin had begun in earnest along with the program to build the King's Hall, Ar Ferras and to enlarge the ancient Barad For most the massive tower, designed to receive a palatir. It was likely built by Numenoreans or early Arnorians. For many years Arannon was the greatest tower of the West after the workmanship of Numenor and became the standard for Arthadain and even Gondor in military architecture.



ARANNON C.TA 2700 SOUTH-WEST FACE

The cūdin was one the main arch portraits of Arthedain builders above the arches roundels portico sigils that define the towers as the King and Arthedain. It has minute detail in the green white bordering. The facing gable has a large roundel containing the first King of Arthedain and sigils portraying Arthedain, Arnor, and Numenor. Beyond the cūdin is a ramp leading below the great orndin and through to the other side within the Hitharloch. The orndin is topped by a great tower of level next faced floors in the same ornamentation and colors as the cūdin. It towers over 150 feet above the base of tower. Part of cūdin too is damaged but the center portion was repaired towards full restoration. No windows or shutters remain in except the structures but of the three gates only this one has relatively little damage from war. Four and six fairs were its character

~~ARTHAMAS~~ - "

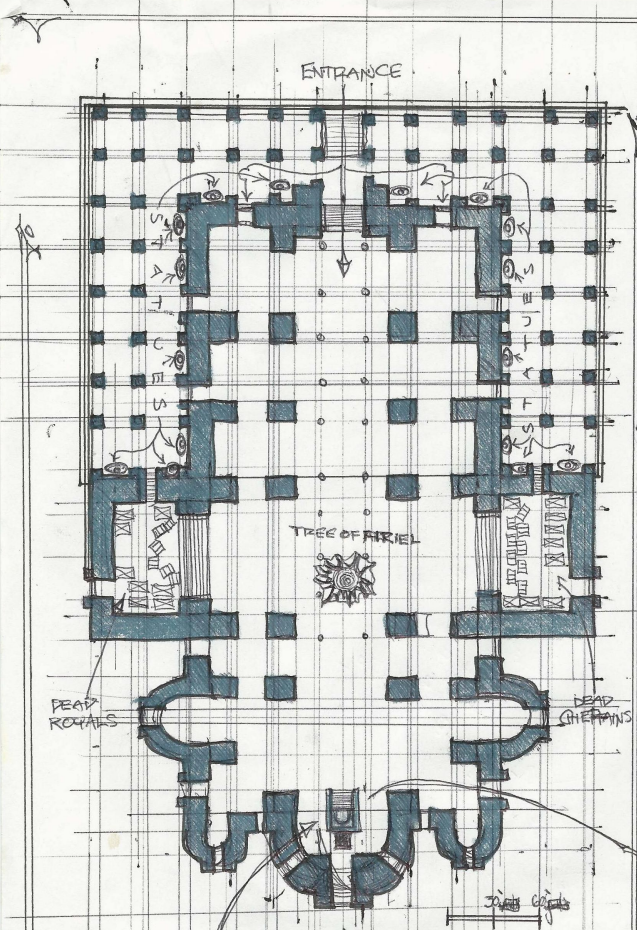
HITHARLOCH - "

This is the second highest point on Amon Barad it is ringed by pillars of stone the are natural but unique. This ring of pillars forms a natural wall above the already high grade of the hill. Within the ring of stones was the entire center of Arthedain government, the great hall of the King, Arthamas, the great Numenorean tower of Barad Fornost, and the most many other buildings that line the walls. These included stables, meeting rooms, armories, shops, and all the other chambers the two kings Arthedain required. Once the buildings here were covered in fresco murals and mosaics of the history of Arthedain Arnor, and Numenor. This was for the active history of Arthedain, the center of that Kingdom. After entering Hitharloch from Arannan in the southwest the courtyard of Hitharloch will open up to show to the front the great colonnaded portico of the Arthamas. The courtyard in TAZ is covered by many ancient trees that have grown through what once was a paved

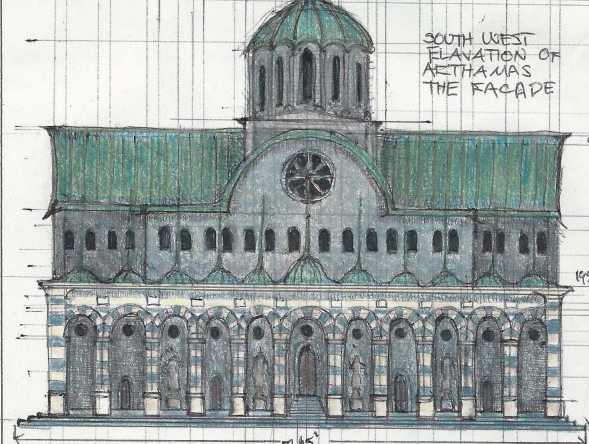
Courtyard. On the east and west were great three to four tiered buildings that now were ruins with no roots and many with floors collapsed. One these were the finest courtyard buildings in Arthedain. Each floor was exposed by arcades with stone work being a striking alternating white and black stone. Once were many chambers, barracks & shops. Their contents have long since been ravaged and voided. A few of these buildings to the interior still have roofs and were maintained by the Rangers. Just to the north of Arannan is the great hall of the King the Arthamas is a great, basilica style hall used by the Arthedain. Also using contrasting light and dark stone it was centered along a north-south axis with its apse to the north east. After the fall of Arthedain the Rangers have kept the honored god of their people, particularly the Chief being surrounded within the hall. All oaths and fealty rings of Kings took place in the King's halls. To the far north end with its gate to the stark walls is the ancient Barad Fornost. Which once gave observation over all the Nachorid, Amon Nan, the eastern hill ridges Amon Durin, Amon Oll and the battle field of Rich Mith.

ARTHAMAS - "

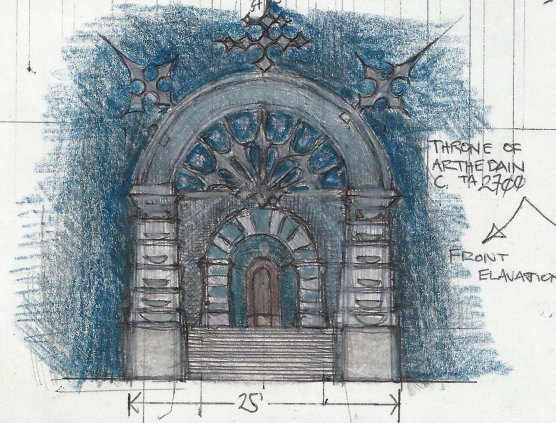
The greatest hall of Arthedain and the example for royal and noble halls throughout Arthedain. It was based on the Hall of Meeting of the Valar. It was in its interior entirely covered in decoration and paintings. The painting were murals and iconic portraits of the Kings.



THRONE ROOM
 ARTHAMAS C. T. A. 700 480' x 345' x 205' (DOME)

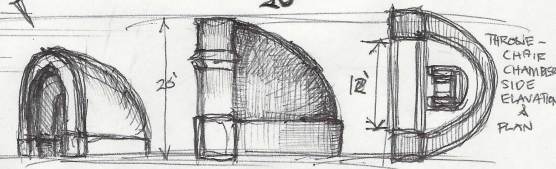
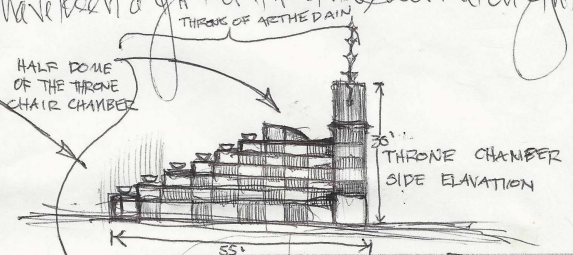


SOUTH WEST ELEVATION OF ARTHAMAS THE FACADE



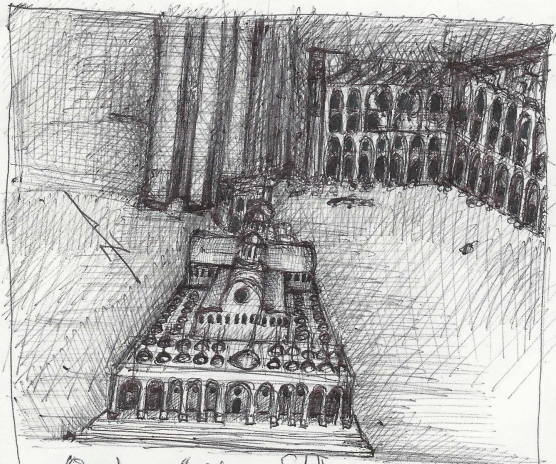
THRONE OF ARTHEDAIN C. T. A. 700
 FRONT ELEVATION

Throne Chamber & Arthamas - From the entrance to Arthamas the focus of the eye is caught by the Throne of Arthedain which is which lies at the far north-east end of the hall under the Dome of Eru and within the hall, and open within it is a great chamber, open to the south west and further leading the to the half dome under which lies a great wooden throne. Above the dome on a great arch is marvelous metal work of silver forming a beam of stars above the throne. Across both the rear great arch of the throne chamber and the dome over the throne is the motif of the single star centered on a band of silver, representing the royal device used as the crown would be. The steps of the throne chamber were moved from ~~Arthamas~~ Arthamas. The wood of the throne-chair is by legend from the ship of Aldarion. The silver is said to have been a gift of the elves, worked on silver.



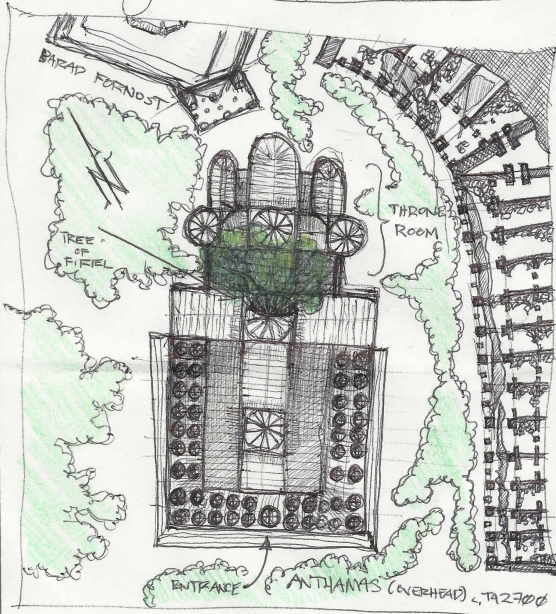
* NOTE MEASUREMENTS SHOW ARE ESTIMATES COMPARING KNOWN MEASUREMENTS AGAINST THE SPACE & SETTING OF THE ARCHITECTURE





"Birds eye" View of Arthamas
 SW of the apartments and Parag
 Forrest. Parag Forrest is a junction of scar in
 this image.

OVERHEAD OF
 ANTHAMAS

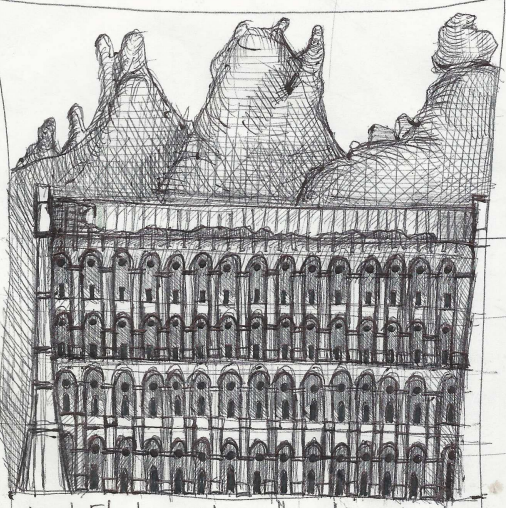


BROAD FOREST

THRONE ROOM

ENTRANCE

ANTHAMAS (OVERHEAD) c. TA 2700



Facade Elevation of the north-west apartments
 of Hitharloon facing west. This is the
 most intact of the apartments in c. TA 2700



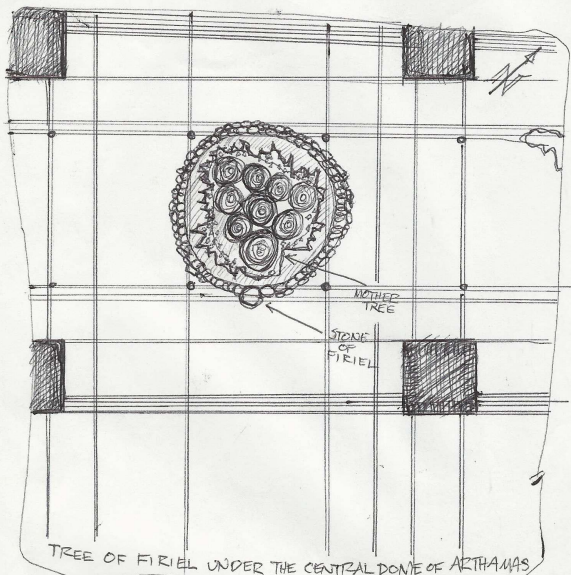
DEFACED
 STATUE OF EARNOR IN FRONT OF ANTHAMAS

Why the Witch-kings forces occupied Forrest
 for almost a year - they never entered Arthamas
 but the artwork that covered its exterior,
 the frescoes and the sculpture were
 greatly mis-handled. Of particular note
 were the sixteen great Statues that
 were against the outer wall of the hall
 beneath the cover of the portico of
 the great colonnade. All of these statues were
 decapitated and defaced. The Amermarians
 never went within the hall which before was
 a sanctuary protected by omphs. All the
 heads and hands of the sculpture were removed by
 Amermarian's hand have since never been
 found.

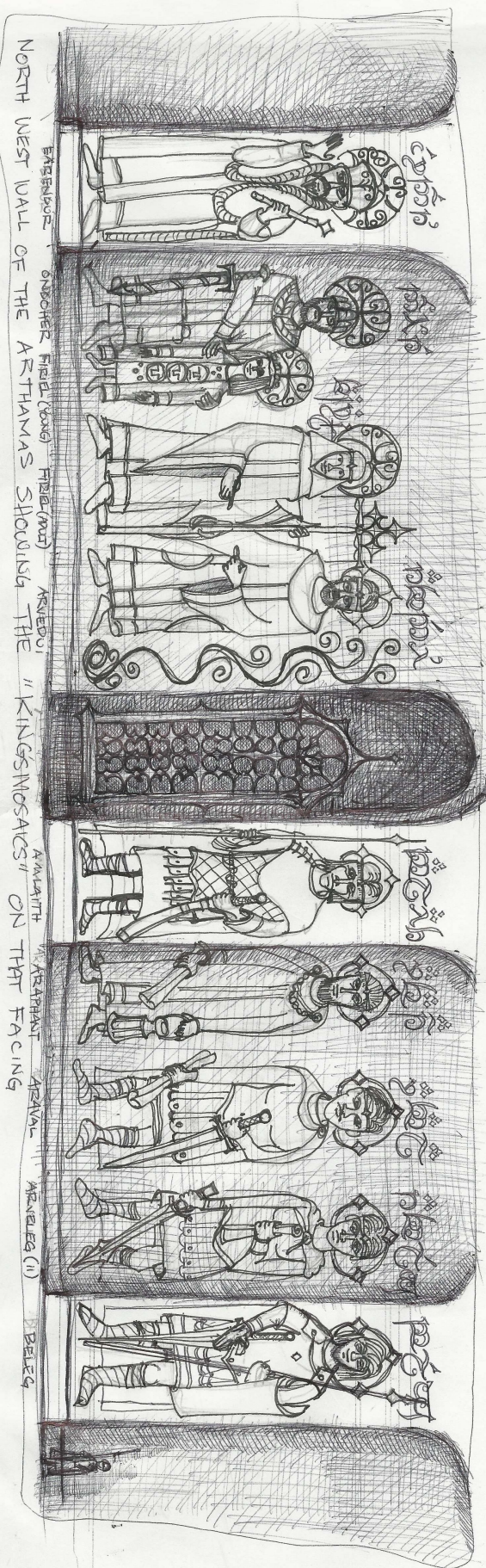




TREE OF FRIEL IN ARTHAMAS LOOKING NORTH WEST



TREE OF FRIEL UNDER THE CENTRAL DOME OF ARTHAMAS



NORTH WEST WALL OF THE ARTHAMAS SHOWING THE "KINGS MOSAICS" ON THAT FACING

BARBARUS

ONDOHER FRIEL (YOUNG)

FRIEL (OLD)

MSWEDI

AWAITH

ARATHAT

ARVAL

ARVALER (I)

BELES