Thorins Halls
By Patrick_0901

A Brief history

Several years after the Sack of Erebor by the dragon Smaug, the exiled King of Durin's folk Thrór was murdered by Orcs. Thráin II led a host of Dwarves from his and other house in a great war against the Orcs of the Misty Mountains. After that, Thráin's people moved to the hills of Dunland and stayed for some time before moving to the Blue Mountains and established their Halls in the year T.A. 2802.

For nearly forty years Thráin ruled his people in the Ered Luin but was driven to obsession by his ring of power. In 2841 he left with a small group of followers to return to the Erebor determined to kill Smaug and take his father's realm back. But in 2845 while encamped on the eves of Mirkwood Thráin was captured by the servants of the Necromancer and taken to Dol Guldur; where he was tortured till his death many years later. His followers including Balin and Dwalin did not know his fate, and after searching for days they returned to the Ered Luin. Thorin was made the ruler of Durin's folk, and under his leadership, his people prospered, their trade increased as well as their numbers, not only from birth but wandering Longbeards heard of Thorin's realm and came to him.

Matěj Čadil - *Thorin in Blue Mountains*

Thorin ruled in the Ered Luin for nearly one hundred years, until he met Gandalf the Wizard who helped him concoct a plan to take back Erebor from Smaug; he left his halls for the last time on a quest to take back his former home. After many months Thorin and Company took the mountain as theirs and Thorin declared himself King under the Mountain after Smaug was killed; but after a great battle with Orcs and Wargs Thorin was mortally wounded and died, never being able to enjoy the realm he gained.

[edit] Dissolvement as the Capital

After Thorin's death, his cousin Dáin II Ironfoot of the Iron Hills became king of Durin's folk; and when news reached Durin's folk in the Ered Luin that Erebor was retaken, it is believed that most of them moved to the Lonely Mountain. Therefore, Thorin's Halls became a sub-realm of Durin's folk.

General Information

Location: Blue Mountains

Description: Capital of Durin's Folk after Erebor was lost; later a sub-realm of Durin's Folk

People
Durin's Folk

Governance
King of Durin's Folk; Thráin II and later Thorin II Oakenshield
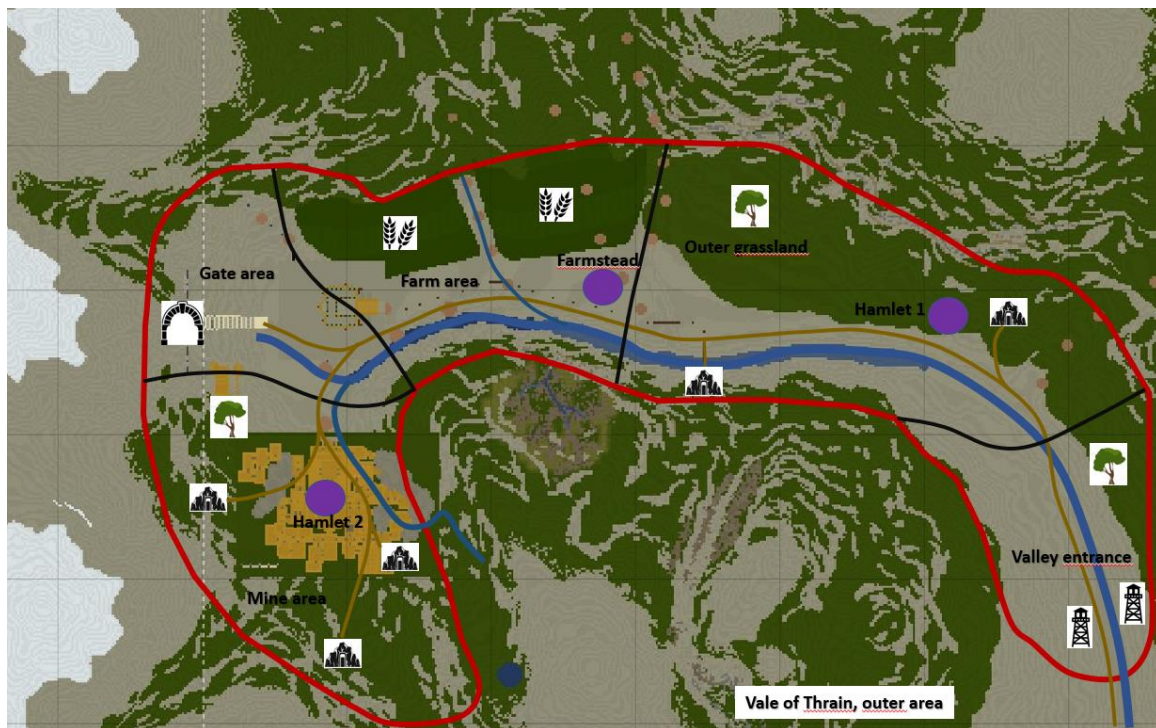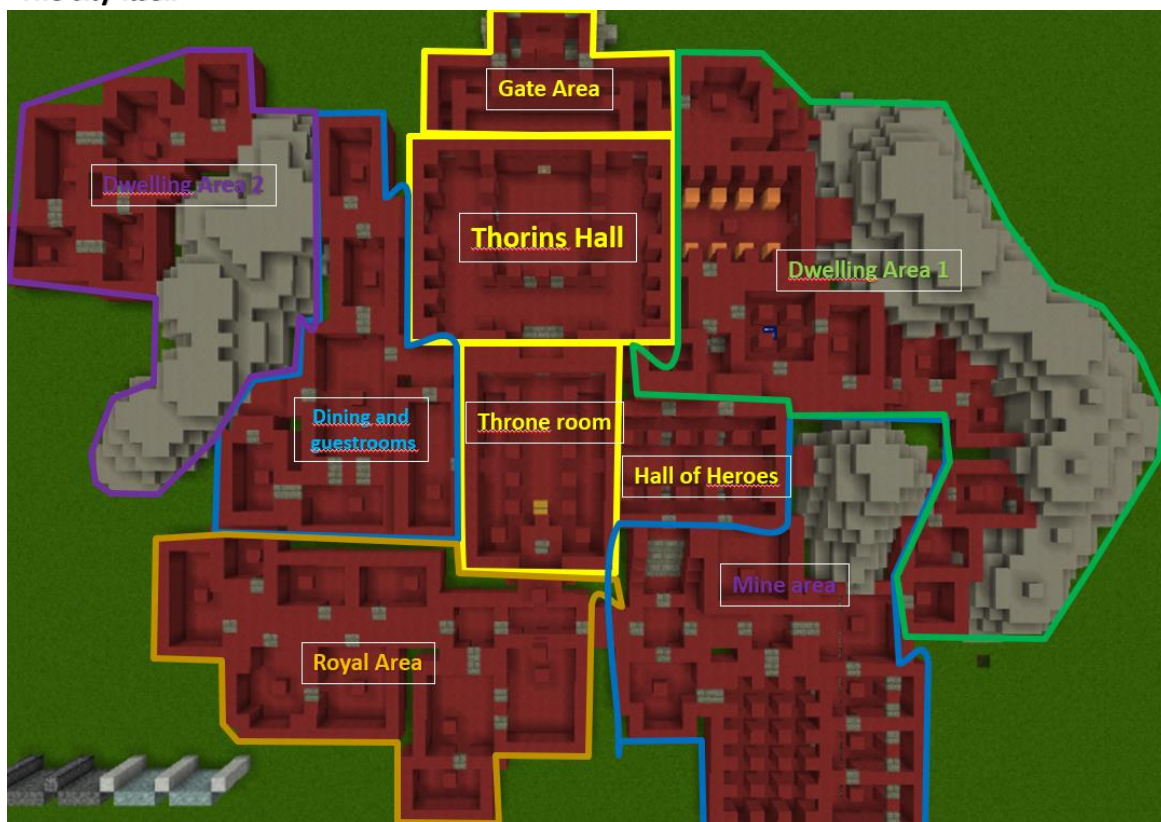
History
Founded/Built
TA 2802

Includes:

-5 outer mine shafts
-2 small outer dwarven keeps
-2 hamlets used for housing dwarves and sometimes men
to help in the production of food
-1 Farmstead, all food is received and transported into the city
from here.
-The city itself, the rough planning will be shown aswell in the thread

The outer lands: Vale of Thrain

The city itself

Farmstead: The farmstead will be an important building it will be situated along the river and will receive all the food coming in through trade and will harvest all farms present in the valley and transport it with carts into the city itself to supply its inhabitants.

Hamlets: The 2 hamlets are located on both sides of the valley, they provide housing for the men that live in the valley to help with the farming of food to supply the city, also some dwarves live out here, to help with the farming or to work in the many shafts scattered around the valley. It should look like a healthy mix of small dwarven houses combined with some human houses that have settled here.

Farms: For my first idea it seemed like a good idea to try some kind of terrace farming from the sides of the mountain, since there isn't much space for crop rotation, this was done in hilly areas around Asia aswell, and should provide enough space for crops in the valley.

Outer defences: On the entry of the valley, are 2 small dwarven forts, they stand on both side of the river and hold a clear commanding vieuw of the road and anyone who enters it, most of the time it is guarded by some Eriador archers and a couple of dwarven axethrowers.
Should be kept small and housing should be available for a couple of soldiers.

-State of the project and Terraforming: The project is at this point in its planning stage, as we all well know the map and its terrain around these parts are not well done, the valley has had some good terraforming done, but its isn't done. So the planning of the city will mostly be the focus inside the mountain so that, if any world machine world might be used in the future, we will be able to implement the city into it without a great loss of progress. The outer area and vale of Thrain will be done aswell when the area is better shaped and it can be ready for building. Trees and other vegetation will have to wait until the server update will be in place.
I have made a concept for the housing areas inside the city these can be seen on the map, these will serve as a guideline for the entire design of the city. I want to create a busy lively city, just like one you would find in gondor, no more massive halls and endless corridors, but streets with markets, streams and colourful town squares. Also the gate has had a concept made, this one can be found at ./warp thplot. This is not the final version and has to be updated to the coming textures I need to make this project work and function as it should.

-Economy: As for the economy, this is one of the only wealthy dwarven city's in the blue mountains, so it would have lots of trade going with the realms of men and elves, trade would be a very important part of the city's wealth.

Main gate/castle: The main gate is designed to be a façade to show the skill and craftmanship of the dwarves but also to give any attacking army a very hard time to break into the city. So it would serve as a castle with heavy gates a drawbridge and plenty of places for defenders to shoot arrows, scorpions bolt and other missiles down at the enemy trying to bring down the gate. The dwarves would have designed it that way to keep them from losing their city like they lost Erebor and Moria before.

A part of the Terrain so far seen from the valley

Concepts:

Inspiration and concept art

Belegost

The realm of Lord Azaghâl, who perished, crushed by the dragon Glaurung, but who in turn pricked the creature's belly so sharply he sent it scurrying back to Angband.