

The Silmarillion Film Project

Season 5, Episode 6: Freedom

Central conflict: Action or diplomacy? Por que no los dos?

A-Plot: Rhogrin escapes from Angband.

Protagonist: Rhogrin

B-Plot: Haleth settles in Brethil with Thingol's permission, after slaying Tevildo.

POV character: Beleg

C-Plot: Fingon recruits Hador, who assists with the rescue of Rhogrin.

POV character: Hador

Frame: Younger brother is frustrated by his older brother's approach to the cult of Sauron in their city.

Episode Outline

Teaser: Frame - Harad - Abrazân, the elder of the two brothers, is engaged in a public debate with a street preacher. His younger brother Arnuben and the Mouth of Sauron are in the audience. Abrazân's debate skills are...not impressive, and his younger brother is frustrated with him and embarrassed by him.

Act I

Scene 1: *Angband* - Slaves are used to mine and work in Angband, including making weapons and armor for Morgoth's armies. A slave quietly tells Díriel (who is overseeing) about an iron ore mining tunnel approaching an exit tunnel. Díriel seeks out Rhogrin, clandestinely telling him about the tunnel situation and the timeline, telling him to make the most of this. She will remain uninvolved, so that she has plausible deniability later.

Scene 2: *Dimbar* - The People of Haleth have emerged from Nan Dungortheb and settled (temporarily) in Dimbar to rest. Beleg is impressed that they have survived the spider forest. Thingol magnanimously grants them permission to tarry in Dimbar for a time to rest. After leaving the humans, Beleg points out that two problems can be addressed here - their ongoing cat issue in the Forest of Brethil and, oh look, these human warriors.... Thingol says, sure, go ahead.

Scene 3: *Estolad* - At the annual gathering of the semi-nomadic people of Estolad in one place (for trade, to resolve disputes, etc) Hador (18) and Thorn* (17) are preparing for their rite of passage. The challenge consists of riding on horseback to a set location, completing an obstacle course to test strength and endurance, and then finishes with sending a spear (which had to be carried throughout) through a final target. Hador

comes in second. Hador's friend is injured during the ordeal (giant thorns), but still manages to finish (despite enduring an injury and some mockery for said injury). Fingon and Elrhûn enter the main encampment at Estolad during the rite of passage and observe it.

Scene 4: *Angband* - Rhogrin consults with Annael and another elf concerning cached weapons for the escape attempt. Rhogrin has made a war hammer, but cannot keep it himself, as he is too frequently searched. Annael is more unassuming, and thus has been able to 'collect' things without notice. They go over the plan: Pose as 'miners' to work in the tunnels. Push through the wall into the exit tunnel. What do they know about the transfer of guards who use that exit tunnel to reach the surface for guard duty? (Have to time their attempt for after the departing guards are out of earshot). And then, once they reach the surface, fight their way out past any orcs they find there.

Act II

Scene 5: *Estolad* - Fingon, wearing the Dragonhelm, recruits a group of young men from among the people of Estolad to join him in the north. He has grasped the 'carpe diem' nature of mortals, and thus is able to inspire many young men (30-40) to join him in this opportunity to see their enemy up close and fight alongside the Noldor to defend the lands of Beleriand. Hador and Thorn are among those who join Fingon.

Scene 6a: *Angband* - Escape attempt begins. Rhogrin, Annael, and two other elves mix in with the miners, in such a way that the guards at the checkpoint do not notice. Once at the work site, Annael reveals the hidden weapons and distributes them to the escapees. There are not enough to go around, but mining tools can be used by the others. Rhogrin has his large war hammer. When they arrive at the 'thin' spot, they get ready to break through, listening for the orc guards to pass out of earshot. They break through; shouts are heard behind them! Go, go go! The two dozen escapees flee up the exit tunnel.

Scene 6b: *Angband* - An alarm (horn, gong) sounds. Díriel reacts with alarm - it is too soon! She indicates to a fellow prisoner that actions must be taken. The other prisoner diverts lava into a workspace, creating chaos.

Scene 7: *Outpost* - Fingon delivers the Men of Estolad to the outpost (replacement of Fort Soronume, which was destroyed by Glaurung), less than a day's ride from the gates of Angband. He stations them there so they can be trained in warfare. The leader of this outpost is a bit confused - what is he meant to do with this group of young Men? Fingon leaves him to it.

Scene 8: *Dimbar* - The people of Haleth have rested and recovered from their ordeal in Nan Dungortheb. Beleg returns to them and floats the idea of ridding the forest of Brethil of cats and making it their home. It's part of Doriath, but the infestation makes it uninhabitable. Would you like to live there? If you did that, no one would challenge your

claim to that land. Haleth is interested in a permanent home, and will check it out (with her warriors). "Tell me about these cats." Beleg will accompany them and help in the hunt.

Act III

Scene 9: *Outpost* - The Elf in charge of the outpost mentions that signs of wolves have been seen. Hador volunteers to take his Men out to hunt the wolves. This seems like something they can handle, so the leader grants permission.

Scene 10: *Angband* - At the mouth of the exit tunnel, the escapees burst through the orc guard; more orcs come up the tunnel behind them. One of the conspirators is killed in the clash. Rhogrin uses his hammer to clear the way out towards sunlight.

Scene 11: *Forest of Brethil* - Hunt for Tevildo. We join the hunt *in media res*. The Amazon warriors and Haleth are searching for cats in the Forest of Brethil and find one, whom they kill. More cats attack, ambushing the Haladin. Beleg saves Haleth, but the larger force of cats kills or pins down all of the warriors. Haleth's spear is broken. Tevildo appears.

Scene 12: *Plains of Ard Galen* - The escaped prisoners make their way south and west as quickly as they can across the wide plain of Ard Galen. They are pursued, though, and surrounded by swift warg riders. They are outnumbered and do not have armor or real weapons. They make a final stand, but are being picked off. Everything seems hopeless.

Act IV

Scene 13: *Forest of Brethil* - Tevildo comes in to gloat and toy with the prisoners. The Cat holding down Haleth lets her up and Tevildo comes over to kill her himself. Haleth rolls over, revealing that she had her broken spear under her. She kills Tevildo. (Tevildo has a final line acknowledging that Haleth is the superior hunter) More Haladin come out of the woods and counter-ambush the cats.

Scene 14: *Plains of Ard Galen* - Hador and his force of 30-40 Men arrive and defeat the warg riders, rescuing the surviving prisoners.

Scene 15: *Forest of Brethil* - Thingol gives permission (through Beleg) for the Haladin to settle in Brethil. They will be responsible for defending the crossings of Teiglin. Haleth is snarky.

Scene 16: *Barad Eithel* - Hador returns triumphantly to Barad Eithel with the surviving escaped prisoners. Fingon and Fingolfin are impressed. Hador receives the Dragon-helm as he arrives. Annael is reunited with his wife and son.

Tag: Frame - Harad - The Mouth of Sauron, who stands behind Arnubén in the crowd mentions that, while men of action will always be necessary, it is men of words who are most important.

* 'Thorn' is a temporary nickname for Hador's friend, because of his hapless experience during their rite of passage trial.