

Tol Erresëa

Commoner Hub/Island

Brief

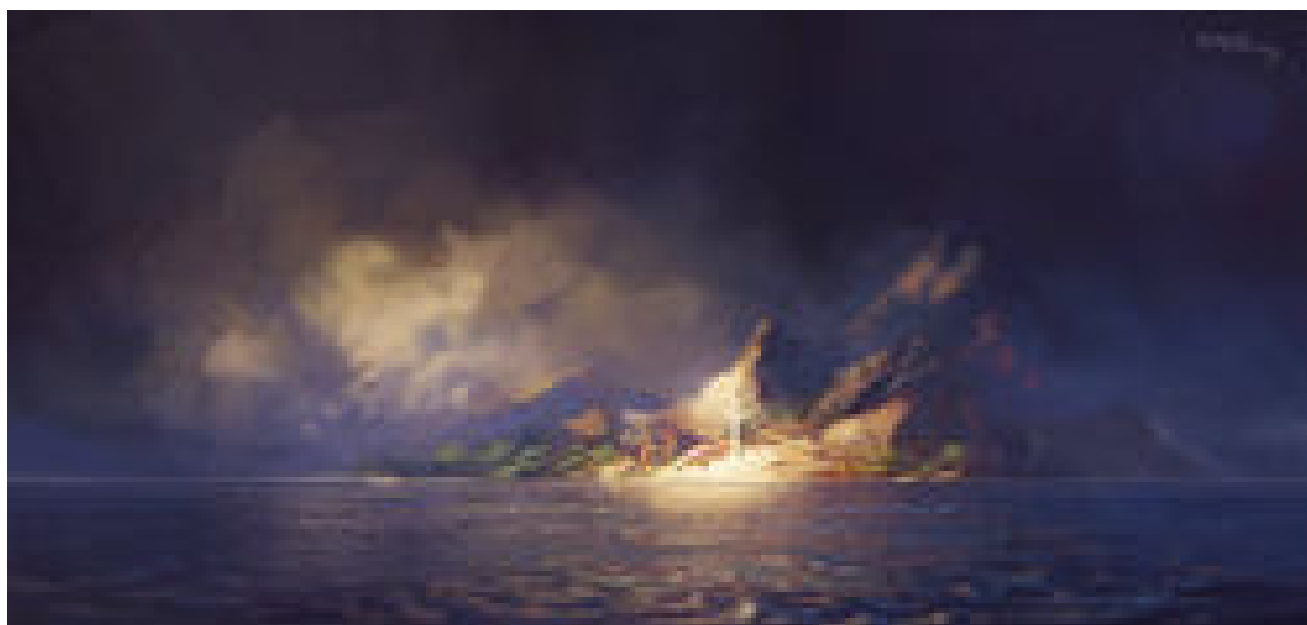
Within the [Aman Project](#) the island of Tol Erresëa serves as a Commoner Hub with the main focus of Commoner Housing, Services (Mailroom, Bulletin/Project Board) and Activities (Theatre, Parkour, Games) throughout the city of Avallónë and other spots across the island. With five (5) main locations across the whole island Tavrobel is the only location without an external purpose, apart from being a checkpoint and port between the Commoner City and the rest of Aman.

Using the initial layout from when Avallónë was going to be built as a Common Room before it was dropped in early 2020, and updating it to fit the planning for 500+ houses and areas such as fields and marketplaces etc. With housing for other ranks in their separate areas and additional housing for Commoners in other cities within Aman the size of the Commoner City doesn't need to fit with the population of Commoner.

From a survey that I conducted to try and increase activity with the current Common Room, out of 24 responses the main points that were brought forward were larger Commoner Housing, more notice around current projects and activities and additional build tutorials and small projects. With this Avallónë plans to fill a lot of these needs for extra space and extra areas both being decorative (seating areas, gardens, wheat fields etc.) and extra services.

<https://docs.google.com/document/d/1Qz7GAtIXL1dFEGl6NLOqZs8xiHAofX62qjpdErvX92Q/edit?usp=sharing>

In the hopes of making this a Commoner Project at some point, I believe Tol Erresëa is the best starting point for the rest of Aman project as it is a somewhat small island which has a finite amount of space to fill rather than the continent of Aman or in the middle of Freebuild without an end goal.



Location Descriptions

Main Locations

Avallónë (Port of the Eldar)

A seaport at the easternmost shore of Tol Erresea, and described as white-shining and with a great harbour with lamplit quays. Home to the Tower of Avallónë of which the Master-Stone was kept, (the chief among the Palantiri) is said to be connected to the stone kept in the Grey Havens. Many elves who lived in Beleriand were summoned back to Aman after the War of Wrath, not all returned but those who did came to Tol Erresëa. *[The river Luinen (Luinën) passes through the city out to the Sundering Sea]*

Kôrtirion (Koromas)

The principal city of **Tol Erresëa**, located at the centre of the island in the region of Alaminore (Land of Elms) on a great hill. Kôrtirion meant approximately Watch-Tower Hill

Cottage of Lost Play <http://www.ric.edu/faculty/rpotter/temp/colp.pdf>

The **Cottage of Lost Play** (also known as "Mar Vanwa Tyaliéva"), formerly known as the Cottage of the Children and Cottage of the Play of Sleep, was a house upon **Tol Erresëa** near **Kôrtirion**, where Lindo dwelt, and where Eriol (Ælfwine) learnt stories of old.

https://notionclubarchives.fandom.com/wiki/Tulkastor_of_Tol_Eressëa

Tavrobel

A town in the north western part of **Tol Erresëa** served as a port between the cities of **Tirion**, **Alqualonde** and **Tol Erresëa**. Known to house Noldor and Falmari elves the town had such notable features as the **Bridge of Tavrobel**, that crossed over two rivers and the **Tower of Tavrobel** which was situated in or near the town next to the two rivers Guir and Afros (*Quick Foam*). Additionally the **House of a Hundred Chimneys** was near if not part of the town.

House of a Hundred Chimneys

The Ancient house (manor) of Gilfanon (a Noldor Elf) is located near the **Bridge of Tavrobel** on **Tol Erresëa**.

Geographic Regions

Alalminórë (*Land of Many Elms*)

Primary region of Tol Erresëa, outlined as the only inland region covering the length of the island.

Falassë Númea (*Western Surf*)

The western shore of Tol Erresëa in the earliest Lost Tales.

Quinë Númea (*Western Reef/Ridge*)

A reef on the western shores of Tol Erresëa, outlined in Fonstad's Atlas of Middle Earth.

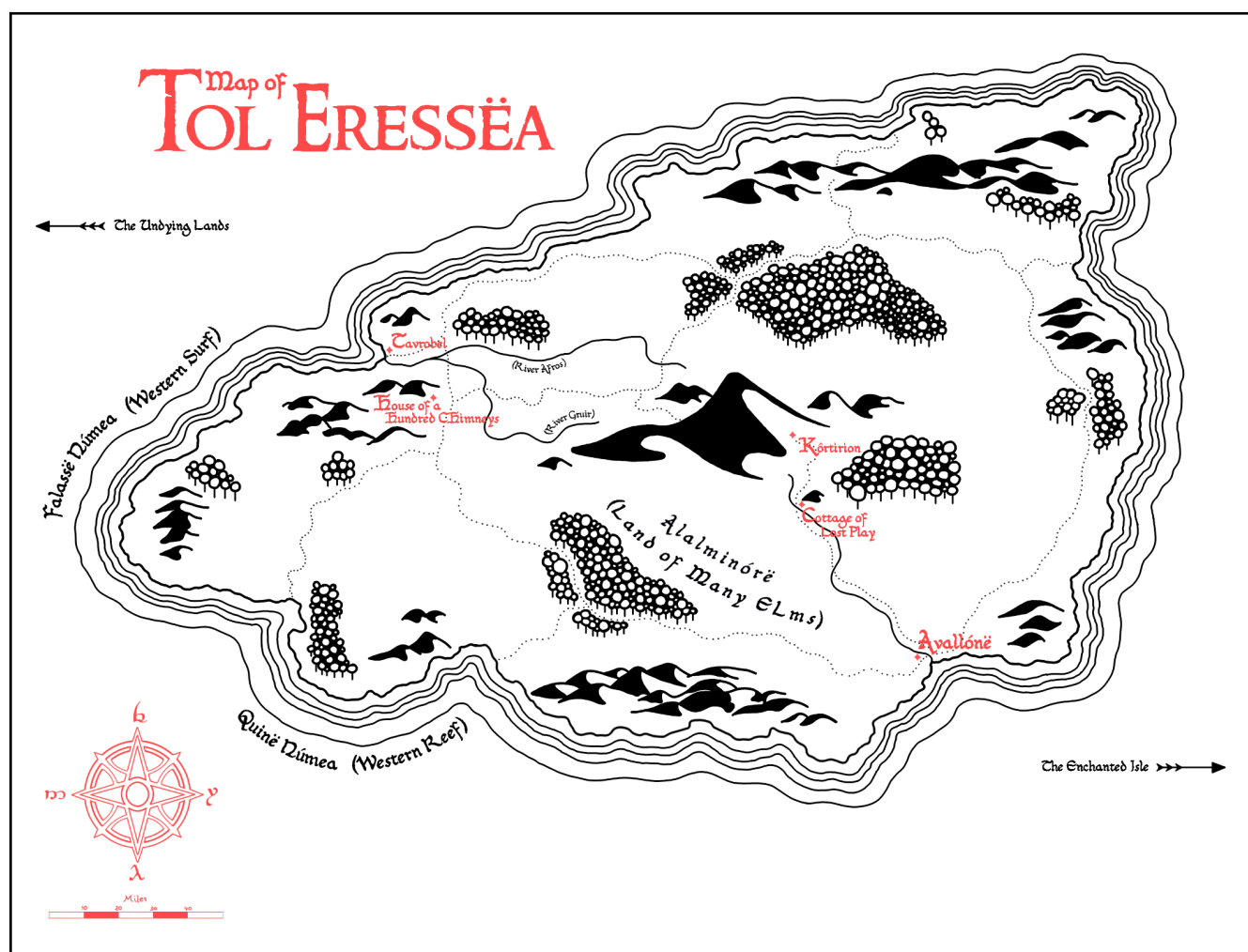
Geographic Locations

River Afros (Quick Foam)

Afros was a river in Tol Erresëa, joining the Gruir at the bridge of Tavrobel.

River Gruir

Gruir was a river in Tol Erresëa, joining the Afros at the bridge of Tavrobel.



Location Purposes

Avallónë

Avallónë (Port of the Eldar)

The primary location for the Commoner City, Avallónë is the central location of the island and the initial point of entry to the Realm of Aman from the Straight Road. Integrating the designs used for the old Common Room/City that got dropped in early 2020, altered to fit more housing and a layout that fits with the rest of the island according to continuity and lore though the bones will stay intact.

Additionally the size of the city may be greater than most in Aman as the Moriquendi passed through the city before heading to Tirion or Alqualonde. If Kôrtirion is not part of the city a separate Commoner Court will be added as well. The Tower of Avallónë could have a warp point to the Tower Hills in the Grey Havens through the Elostirion-stone (palantir) as they were the only connection between the two worlds.

As an extra location I assume that the Hobbits Frodo and Bilbo lived on the isle of Tol Essesee near to Avallónë, might be interesting to add an unassuming hobbit hole somewhere near Avallónë if the time frame is altered to after the Third Age rather than on Bilbo's Birthday. A nice Easter Egg.

Player Housing

Due to the main issue that people have with the size of Player Housing in the current Common Room having a house for each Commoner can allow for larger areas of 'filler' for housing and allow for people to have a home with the Server Hub.

In addition the Areas of housing can be split into friend groups, nationalities or other districts to add flavour to the areas within the city. Most likely not split into slums and rich levels.

Bulletin Board

A Bulletin Board for promotion of events, services and somewhere to convey info about the area and server that a new Commoner may need to know. Using the pixel art/map used to make proper advertisement posters to display services (Head Vault, Games, Upcoming Events etc) as a list of what people can make use of and see.

Project Board

As a bulletin board as well or a separate building with a miniature of each project can work to notify and outline which Commoner and Server Projects are active and able to be joined.

Games Area/Arena

Area for the Freebuild games to be added into and area for Commoners and possibly even Adventurers to take part in as the chess, soccer and parkour games are near to never used or known about.

Building Guides and Tutorial Areas

An area where Commoners can go for general guides on how to build and blockmix different types of terrain, houses and paths/roads with the aim of giving a pathway to Artist and helping build on world or in other teams on the server.

Commoner News Building

A building that the Commoner Times is distributed from.

Nationality Sectors. (Italian/Australian/American district etc)

A building that lays out the flags, nations and time zones of the Commoners to show the international nature of the server.

Rank Embassies

Small buildings for each Rank and Team where Commoners can learn about the requirements of joining and helping with the role and outline what each group does for the server. Additionally can be used to display promotion for current projects and events. Commoner Projects can make use of this to have a space within the city (giving head for the Vault etc).

Market Square

Central area to place the Bulletin Boards and have certain stalls relating to memes and items similar to the Christmas stalls in Edoras.

Post Office/Mailroom (in addition to mailboxes at each house)

Like we have in the Common Room a mailroom will be translated into a larger Post Office. Additionally with each house having a mailbox a service could be implemented to deliver mail unless people just deliver mail straight to people's houses. A P.O.Box system would be held in the building.

Library

If a separate Server Library is not built either within another location in Aman or in Freebuild a location can be made for in the city. If there is a separate location the Library can be downgraded to an Embassy like the ones above.

Church and Shrines

A Church/Shrines dedicated to Eru Illuvatar and/or Q220. An additional purpose for the building may be useful.

Bathhouse

Swimming area and Bathhouse for Commoners to hang out in. Linked to the sewer system and the River that runs through the city.

Sewer System

Every good city has a sewer system. Connections throughout the city to both secret locations (hidden shrine to Melkor) and manholes/water features throughout the city.

Commoner Court

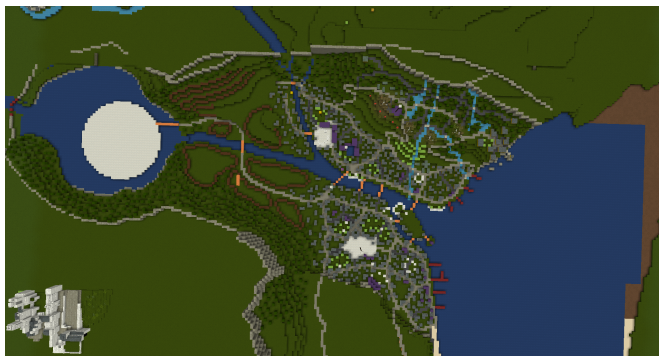
Central area for the organisation of the Commoner rank. May be moved to the tower in Kortirion for the reason listed in their respective sections. Useful for additional areas for games, information and any extra services linked to the Commoner Court.

Food Fields and Rice Fields

Surrounding the outside of the city fields and farmhouses can fill in space in addition to canon reasons to have crop fields. Mershy made a deal that if I were to use his old city layout that we would add some rice fields which fit in to be scattered to the NW of the city along the river.

Designer Service

Building and service for the Commoners that don't want to design their interiors in their Commoner Houses, allowing for a completed exterior and the filling of interiors for those that aren't as good or cannot be bothered as the city itself will be a canon location rather than what we see in Freebuild.



Kôrtirion

Kôrtirion (Koromas)

The largest change that I am still unsure about is the use of Kôrtirion as either its own entity or using it as the Commoner Court/Castle. From this moving the Tower so it is actually part of Avallónë rather than canonically in the centre of the Island. Moving the tower will basically downgrade the location and potentially replace the purpose of the Tower of Avallónë, to hold the Master Seeing Stone and have a warp door to the Tower Hills in Eriador.

If kept on the Mountain, the location will not be large and as of yet will have no purpose. This may be ideal for the Commoner Court once we start building and organising the layouts of each area.

Cottage of Lost Play

The Cottage of Lost Play set outside of Tavrobel is the Headquarters for the Video Team only a small building. Can be expanded if necessary.

The Cottage of Lost Play and the House of a Hundred Chimneys, both being legacy locations don't have much basis in the world of Tolkien though do add extra locations to the sparse area of Tol Erresea. In addition to HoaHC, being a possible location to house the area for the Baggins sector it can also be a homage to the old english styles/cottages of Tolkiens world

Tavrobel

Tavrobel

The town of Tavrobel will mainly serve as a checkpoint between Avallónë and the rest of Aman. The main idea for the location is to have a ship in the port for each location that you would want to travel to (Alqualondë, and the wharf near Tirion) through a warp door on or in the ship. The town HoHC and the Tower of Tavrobel may yet have a purpose.

Additional Locations

Northern Settlement

To add an extra location to fill the mostly plain space on Tol Eressëa a town to the northern coast will add some focus to the north of the island as most locations are on the southern coasts only spanning to the the Mountain in the centre of the landmass. Terrain allows for it to be a fishing village on the northern cape but as Avallónë and Tavrobel are coastal locations, the forests and hills to the north which the path follows on the map works as a nice crossroad for the area.

*The Island of tol erresea would aim to be approximately length of 2500 blocks
Approx. 1000 for Avallone and the rest for the western side of the island*