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How big is middle earth compared to the united states

How big is middle earth. How big is middle earth in miles. How big is middle earth compared to earth. <u>narewati</u>

The world that J.R.R Tolkien created is truly massive and one of the most detailedly developed in the history of fiction. Over the years, numerous interested historians, academics, and writers, including the general population numbers since those truly were never explained in any significant sense.



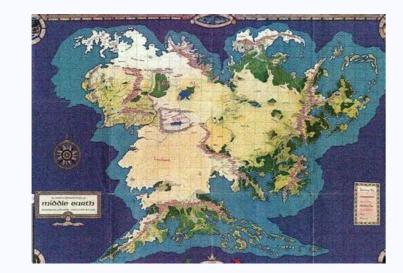
However, these numbers can never reflect an exact factual state and are only estimates. The population of Middle-earth likewise suffered a lot over its long history due to war, migrations, and several other historical tragedies that affected the projected numbers on a large scale. Now that we've covered the estimated numbers, it's time to explore them in a bit more detail. If you're interested in the breakdown of numbers regarding the Middle-earth size as well as population, stay with us! The best representation of Middle-earth's size can be seen in the movies and, as of recently, Amazon's 'The Rings of Power' series.



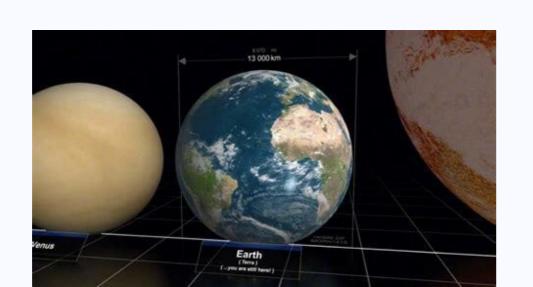
If you're interested in the breakdown of numbers regarding the Middle-earth size as well as population, stay with us! The best representation of Middle-earth's size can be seen in the movies and, as of recently, Amazon's 'The Rings of Power' series. Both franchises did a good work of depicting the beautiful landscapes and the size of the place that counts many races, magical beings, and other otherworldly entities as its denizens. Taking this into account, we can separate Middle-earth into at least eight large kingdoms and smaller notable societies. The most famous and largest of these kingdoms are those belonging to men such as Gondor and Rohan. At the same time, the elves keep to themselves in Lothlorien and Mirkwood. The estimated population of Middle-earth was at the third age, around 3 million people of all races, and here are the numbers broken down across races and kingdoms. RacePopulation sizePlaceMen2,600,000 estimatedGondor, Rohan, Dunedain, Bree, Dale, Long-Lake, Beornings, DunlandElves100,000 estimatedMirkwood, Lothlorien, The Havens, RivendellHobbits100,000estimatedShireDwarves100,000estimatedMisty Mountains, Grey Mountains, Brebor, and Iron HillsOrcs100,000estimatedMisty Mountains, Grey Mountains, races, it makes sense that human families, in general, are bigger. The elves, even though they are immortal, have significantly fewer children than other races also call Middle-earth their home, such as Ents, but they aren't really relevant to the statistics. When it comes to named characters in the books, only 18 % were female, and most of them were of the Human race, the smallest number belonging to half-elves. The statistics also show that the third age has seen the largest increase in population in all races. Middle-earth is just one part of a much larger world called Arda, and it was modeled after Europe as it happens. nuvijepejehugo Still, it's a pretty large place overall. zowa The size of Middle-earth by Karen Wynn Fonstad. The largest and most powerful realm in the Middle-earth during the third age was Gondor. It was located in the southwestern part of Middle-earth and included the city of Minas Tirith and the surrounding lands. Rohan, the land of horse-riders, was located north of Gondor. It consisted of vast grassy plains known as the Riddermark and stretched from the White Mountains to the River Anduin. Mordor was certainly not a kingdom in a traditional sense. Instead, it was a nightmarish realm ruled by Sauron; still, it was a pretty large area dominated by a volcanic plateau of Gorgoroth. Speaking of forested areas, the largest forest in Middle-Earth was Mirkwood, which converted the northeastern part of the land and was mostly inhabited by Wood Elves.



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The world that J.R.R Tolkien created is truly massive and one of the most detailedly developed in the history of fiction. Over the years, numerous interested historians, academics, and writers, including the general population numbers since those truly were never explained in any significant sense. With that being said, we've scoured over the resources to conclude what is the true estimated that the Middle-earth and how many people live in it. It's estimated to be around 3 million people of various races, including Elves, Dwarves, Men, and Hobbits, across at least eight kingdoms and smaller vassal areas. kuzalepabinu However, these numbers can never reflect an exact factual state and are only estimates. The population of Middle-earth likewise suffered a lot over its long history due to war, migrations, and several other historical tragedies that affected the projected numbers on a large scale. Now that we've covered the estimated numbers regarding the Middle-earth size as well as population, stay with us! The best representation of Middle-earth's size can be seen in the movies and, as of recently, Amazon's 'The Rings of Power' series. Both franchises did a good work of depicting the beautiful landscapes and the size of the place that counts many races, magical beings, and other otherworldly entities as its denizens. Taking this into account, we can separate Middle-earth into at least eight large kingdoms and smaller notable societies. The most famous and largest of these kingdoms are those belonging to men such as Gondor and Rohan. At the same time, the elves keep to themselves in Lothlorien and Mirkwood. The estimated population of Middle-earth was at the third age, around 3 million people of all races, and here are the numbers broken down across races and kingdoms, wahonozezoga RacePopulation sizePlaceMen2,600,000 estimatedGondor, Rohan, Dunedain, Bree, Dale, Long-Lake, Beornings, DunlandElves100,000 estimatedGinder, Rohan, Dunedain, Bree, Dale, Long-Lake, Bree, Dale, Bree, Dale, Bree, HillsOrcs100,000estimatedMisty Mountains, Grey Mountains, Grey Mountains, Mordor The humans were most plentiful because they can reproduce rapidly, and due to their relatively short life span, considering other races, it makes sense that human families, in general, are bigger. The elves, even though they are immortal, have significantly fewer children than other races, and at one point in their extremely long life, they stop reproducing altogether, completely losing interest in physical matters. Other races also call Middle-earth their home, such as Ents, but they aren't really relevant to the statistics. When it comes to named characters in the books, only 18 % were female, and most of them were of the Human race, the smallest number belonging to half-elves. The statistics also show that the third age has seen the largest increase in population in all races. Middle-earth is just one part of a much larger world called Arda, and it was modeled after Europe as it happens.



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so that Men could not reach it. In The Lord of the Rings, Middle-earth at the end of the Third Age is described as having free peoples under the control of the Dark Lord Sauron in the East. Some commentators have seen this as implying a moral geography of Middle-earth. Tolkien scholars have traced many features of Middle-earth to literary sources such as Beowulf, the Poetic Edda, or the mythical Myrkviðr. They have in addition suggested real-world places such as Venice, Rome, and Constantinople/Byzantium as analogues of places in Middle-earth. The cartographer Karen Wynn Fonstad has created detailed thematic maps for Tolkien's major Middle-earth books, The Hobbit, The Lord of the Rings, and The Silmarillion. Cosmology Main article: Cosmology Main article: Cosmology of Tolkien's legendarium The Downfall of Númenor and the Changing of the World. In the First Age, the Elves lived in Beleriand. In the First and Second Ages, Valinor was across the sea, Belegaer, from Middle-earth. At the end of the Second Age, Númenor was destroyed and Valinor removed from Arda.[2] The outlines of the continents are purely schematic. Tolkien's Middle-earth was part of his created world of Arda.

the First Age, the Western part of Middle-earth, Beleriand, was drowned in the Second Age, a large island, Númenor, was created in the Second Age, in which Arda was remade as a spherical world, and Aman was removed

It was a flat world surrounded by ocean. It included the Undying Lands of Aman and Eressëa, which were all part of the wider creation, Ea. Aman and Middle-earth were separated from each other by the Great Sea Belegaer, analogous to the Atlantic Ocean. The western continent, Aman, was the home of the Valar, and the Elves called the Eldar, [T 1] [1] Initially, the western part of Middle-earth was the subcontinent Beleriand; it was engulfed by the ocean at the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the destruction of Númenor near the end of the First Age.[1] After the end of the First Age.[1] After the end of the Europe Númenor near the end of the Europe Númenor near the end of the Europe Númenor near the end of the Eu

only by the Straight Road and in ships capable of passing out of the sphere of the earth.

Tolkien then equated Arda, consisting of both Middle-earth's planet and the heavenly Aman, with the Solar System, the Sun and Moon being celestial objects in their own right, no longer orbiting the Earth.[1][3] Physical geography Further information: Tolkien's maps and The Atlas of Middle-earth Image map with clickable links of the north-west of Middle-earth at the end of the Third Age, showing Eriador (left) and Rhovanion (right). At extreme left are Lindon and the Blue Mountains, all that remains of Beleriand, Lindon Main article: Beleriand The extreme west of Middle-earth in the First Age was Beleriand.

It and Eriador were separated from much of the south of Middle-earth by the Great Gulf.

Beleriand was largely destroyed in the cataclysm of the War of Wrath, leaving only a remnant coastal plain, Lindon, just to the west of the Ered Luin (also called Ered Luin (also called Ered Luin). The cataclysm divided Ered Luin (also called Ered Luin) are more frequency of the War of Wrath, leaving only a remnant coastal plain, Lindon, just to the west of the Ered Luin (also called Ered Luin). northwest of Middle-earth, Eriador was the region between the Ered Luin and the Misty Mountains. Early in the Third Age, the northern kingdom of Arnor founded by Elendil occupied a large part of the region. After its collapse, much of Eriador became wild; regions such as Minhiriath, on the coast south of the River Baranduin (Brandywine), were abandoned. A small part of the region was occupied by Hobbits to form the Shire. To the northwest lay Lake Evendim, once called Nenuial by the Elves. A remnant of the ancient forest, the domain of Tom Bombadil. [T 2] Northeast of there is Bree, the only place where hobbits and Men live in the same villages. Further east from Bree is the hill of Weathertop with the ancient fortress of Amon Sûl, and then Rivendell, the home of Elrond. South from there is the ancient fortress of Amon Sûl, and then Rivendell, the home of Elrond. South from the Elrond. South from Elrond. Sout Lune, Cirdan built the ships in which the Elves departed from Middle-earth to Valinor. [T 3] [5] Misty Mountains The Misty Mountains were thrown up by the Dark Lord Melkor in the First Age beneath the midpoint of the mountain range. The two major passes across the mountains, Anduin, the Great River, flows southwards, with the forest of Mirkwood to its east. On its west bank opposite the southern end of Mirkwood is the Elvish land of Lothlorien. Further south, backing on to the Misty Mountains, lies the forest of Fangorn, home of the tree-giants, the ents. In a valley at the southern end of the Misty Mountains is Isengard, home to the wizard Saruman.[7] Lands to the South Just to the South of both Fangorn and Isengard is the wide grassy land of the Riders of Rohan, who provide cavalry to its southerly neighbour, Gondor. The River Anduin passes the hills of Emyn Muil and the enormous rock statues of the Argonath and flows through the dangerous rapids of Sarn Gebir and over the Falls of Rauros into Gondor. Gondor with Rohan is the Ered Nimrais, the White Mountains, which run east-west from the sea to a point near the Anduin; at that point is Gondor's capital city, Minas Tirith.[8] Across the river to the East is the land of Mordor. It is bordered to the north by the Ered Lithui, the Ash Mountains; to the west by the Ephel Duath, the Mountains of Shadow. Between those two ranges, at Mordor's northwest tip, are the Black Gates of the Morannon. In the angle between the two ranges is the volcanic Plateau of Gorgoroth, with the tall volcano of Orodruin or Mount Doom, where the Dark Lord Sauron forged the One Ring. To the mountain's east is Sauron's Dark Tower, Barad-dur.[9] To the south of Gondor and Mordor lie Harad and Khand. [7] Lands to the East To the east of Rhovanion and to the Easterlings. North of that lie the Iron Hills of Dain's dwarves; between those and Mirkwood is Erebor, the Lonely Mountain, once home to Smaug the dragon, and afterwards to Thorin's dwarves. [10] The large lands to the east of Rhûn and to the south and east of Harad are not described in the stories, which take place in the north-western part of Middle-earth. [11][12] Thematic mapping Further information: The Atlas of Middle-earth Fonstad created "the most comprehensive set" of thematic maps of Middle-earth, such as Frodo and Sam's route to Mount Doom to destroy the One Ring, [13] The events of The Hobbit and The Lord of the Rings take place in the north-west of the continent of Middle-earth. Both quests begin in the Shire, travel east through the wilds of Eriador to Rivendell and then across the Misty Mountains, involve further travels in the lands of Rhovanion or Wilderland to the east of those mountains, and return home to the Shire. The cartographer Karen Wynn Fonstad prepared The Atlas of Middle-earth to clarify and map the two journeys - of Bilbo Baggins in The Hobbit, and of Frodo Baggins in The Hobbit, and of Frodo Baggins in The Lord of the Rings - as well as the events described in The Silmarillion.[14] The editor of Tolkien Studies, David Bratman, notes that the atlas provides historical, geological, and battle maps, with a detailed commentary and explanation of how Fonstad approached the mapping task from the available evidence.[15] Michael Brisbois, also in Tolkien Studies, describes the atlas as "authorized",[16] while the cartographers Ina Habermann and Nikolaus Kuhn take Fonstad's maps as defining Middle-earth's geography. [17] Stentor Danielson, a Tolkien scholar, notes that Tolkien did not provide the same "elaborate textual history" to contextualise his maps as he did for his writings. Danielson suggests that this has assisted the tendency among Tolkien's fans to treat his maps as "geographical fact". [13] He calls Fonstad's atlas "magisterial",[13] and comments that like Tolkien, Fonstad worked from the assumption that the maps, like the texts, "are objective facts" which the cartographer must fully reconcile. He gives as an instance the work that she did to make the journey of Thorin's company in The Hobbit consistent with the map, something that Tolkien found himself unable to do. Danielson writes that in addition, Fonstad created "the most comprehensive set" of thematic maps of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of Middle-earth, presenting geography At the end of the Third Age, much of the northwest of the third Age, much of the northwest of the third Age, much of the northwest of the northwest of the third Age, much of the northwest earth is wild, with traces here and there of ruined cities and fortresses from earlier civilisations among the mountains, rivers, forests, hills, plains and marshes.[18] The major nations that appear in The Lord of the Rings are Rohan[19] and Gondor on the side of the Free Peoples,[20] and Mordor and its allies Harad (Southrons) and Rhûn (Easterlings) on the side of the Dark Lord.[21] Gondor, once extremely powerful, is by that time much reduced in its reach, and has lost control of Ithilien (bordering Mordor) and South Gondor (bordering Harad).[22] Forgotten by most of the world is the Shire, a small region in the northwest of Middle-earth inhabited by hobbits amidst the abandoned lands of Eriador.[23] Analysis Moral geography Further information: Tolkien and race Imagemap with clickable links of Tolkien had - in the view of John Magoun, writing in the J.R.R. Tolkien Encyclopedia - constructed a "fully expressed moral geography",[11] from the hobbits' home in the South "regresses into hot savagery".[11] Steve Walker similarly speaks of "Tolkien's moral geography", naming the North "barbaric", South "the region of decadence", East "danger" but also the "locale of adventure", West "safety" (and uttermost West "ultimate safety"), North-West "specifically English insularity" where hobbits of the Shire live "in provincial satisfaction".[24] Other scholars such as Walter Scheps and Isabel G. MacCaffrey have noted Middle-earth's "spatial cum moral dimensions", [25][26] though not identically with Magoun's interpretation. In their view, North and West are generally good, and Mordor in the Southeast as certainly Evil; Gondor in the Southwest is in their view morally ambivalent, matching the characters of both Boromir and Denethor. They observe further that the Shire's four quadrants or "Farthings" serve as a "microcosm" of the moral geography of Middle-earth as a whole: thus, the evil Black Riders appear first in the Eastfarthing, while the once good but corrupted Saruman's men arrive in the Southfarthing.[25] J. K. Newman compares the adventurous quest to Mordor to "the perpetual temptation felt in the West 'to hold the gorgeous East in fee'" (citing Wordsworth on Venice), in a tradition which he traces back to Herodotus and to the myth of the Golden Fleece.[27] Origins Further information: Tolkien's influences Classical, medieval, and recent influences on the geography of Middle-earth. All locations are approximate. [28] Tolkien borrowed the Arthurian place-name Brocéliande for an early version of Beleriand. [29] 1868 illustration by Gustave Doré Tolkien scholars including John Garth have traced many features of Middle-earth to literary sources or real-world places. Some places in Middle-earth can be more or less firmly associated with a single place in the real world, while other locations have had two or more real-world origins proposed for them. The sources are diverse, spanning classical, medieval, and modern elements [28] Other elements relate to Old English poetry: several of the customs of Rohan in particular can be traced to Beowulf, on which Tolkien was an expert.[30] Some Middle-earth placenames were based on the sound of places named in literature; thus, Beleriand was borrowed from the Broceliand of medieval romance.[29] Tolkien tried out many invented names in search of the right sound, in Beleriand's case including Golodhinand, Noldórinan ("valley of the Noldor"), Geleriand, Bladorinand, Belaurien, Arsiriand, and Ossiriand (later used as a name for the easternmost part of Beleriand). [T 7] The Elves have been linked to Celtic mythology. [31] The Battle of the Pelennor Fields has parallels with the Battle of the Catalaunian Fields.[32] The Misty Mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains peopled with orcs and giants,[33] while the mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains peopled with orcs and giants,[33] while the mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains peopled with orcs and giants,[33] while the mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will involve misty mountains derive from the Poetic Edda, where the protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes that his quest will be protagonist in the Skírnismál notes forests of the North.[34] Scholars have likened Gondor to Byzantium (medieval Istanbul),[35] while Tolkien connected it to Venice.[T 9] The Corsairs of the late Middle Ages.[36] Númenor echoes the mythical Atlantis described by Plato.[T 10] About the origins of his storytelling and the place of cartography within it, Tolkien stated in a letter: [33] I wisely started with a map, and made the story fit (generally with meticulous care for distances). The other way about lands one in confusions and impossibilities, and in any case it is weary work to compose a map from a story. [T 11] Writing in Mythlore, Jefferson P. Swycaffer suggested that the political and strategic situations of Gondor and Mordor in the Siege of Gondor were "analogous to Constantinople facing the boxshape of Asia Minor"; that "Dol Amroth makes a fine Venice"; that the Rohirrim and their grasslands are comparable to "Hungary of the Magyars, who were weak allies of Byzantine Constantinople"; and that the Corsairs of Umbar resembled the Barbary pirates who served Mehmed the Conqueror.[37] The linguist David Salo writes that Gondor recalls "a kind of decaying Byzantium"; its piratical enemy Umbar like the seagoing Carthage; the Southrons (of Harad) "Arab-like"; and the Easterlings "suggesting Sarmatians, Huns and Avars".[38] Geomorphology Main article: Tolkien's maps § Geomorphological issues The geologist Alex Acks, writing on Tor.com, outlines mismatches between Tolkien's maps and the processes of plate tectonics which shape the Earth's continents and mountain ranges, such as are seen around Mordor and at both ends of the Misty Mountains on Tolkien's maps. [39] In addition, Tolkien's rivers fail to behave like natural rivers, forming regularly-branched streams in drainage basins demarcated by high ground. [40] References Primary ^ Carpenter 1981, p. 31 ^ Tolkien 1954a, book 1, ch. 6 "The Old Forest" ^ Tolkien 1955, book 6, ch. 9 "The Grey Havens", and Appendix B ^ Tolkien 1977, ch. 3 "Of the Coming of the Elves and the Captivity of Melkor" ^ Tolkien 1981, #306 to Michael Tolkien 1981, #306 to Michael Tolkien 1981, #306 to Michael Tolkien 1981, #310 to Milton Waldman c. 1951, #154 to Naomi Mitchison 25 September 1954, #156 draft to Robert Murray 4 November 1954, #227 to Mrs E. C. Ossen Drijver 5 January 1961 ^ Carpenter 1981, #144 to Naomi Mitchison, 25 April 1954 Secondary ^ a b c d Garbowski, Christopher (2013) [2007]. "Middle-earth". In Drout, Michael D. C. (ed.). J.R.R. Tolkien Encyclopedia: Scholarship and Critical Assessment. Routledge. pp. 422-427. ISBN 978-0-415-86511-1. Shippey 2005, pp. 324-328 "The Lost Straight Road". 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