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by Philip Richmond

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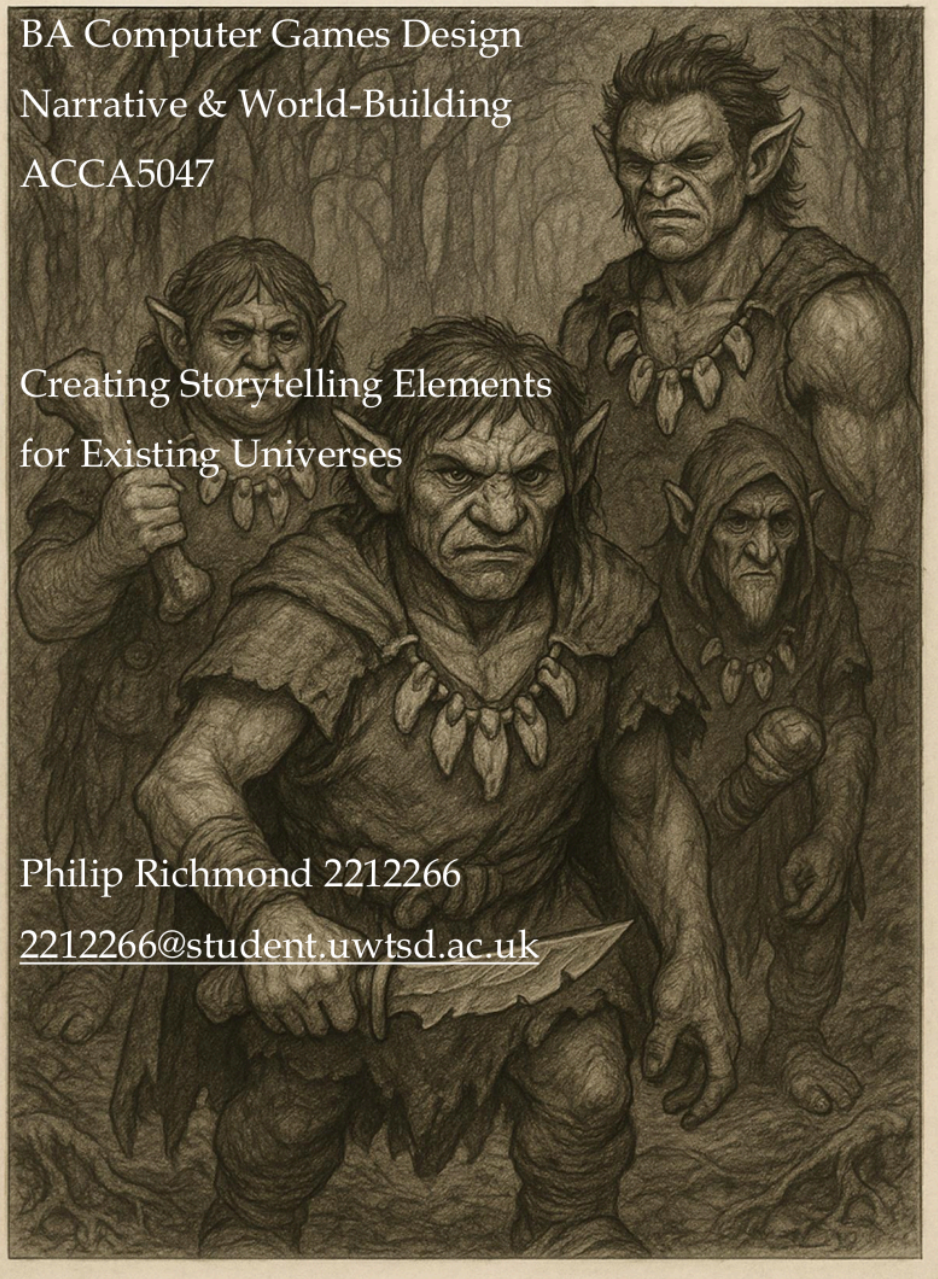
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DARK HOBBITS



BA Computer Games Design

Narrative & World-Building

ACCA5047

Creating Storytelling Elements for Existing Universes

Philip Richmond 2212266

2212266@student.uwtsd.ac.uk

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STORY SUMMARY

INTRODUCTION TO THE DARK HOBBITS OF MIRKWOOD

Hidden deep within the shadowed heart of Mirkwood, where even Elves dare not tread, there dwells a secretive and sinister race, the Dark Hobbits. Whispers of their existence travel only as rumours, whispered behind closed doors by travellers who claim to have seen glowing eyes lurking in the shadows.

These creatures were once Hobbits, kin to the peaceful Harfoots of greenwood the great. But unlike their distant cousins, they did not flee when darkness crept over Greenwood the Great. Long before the forest was renamed Mirkwood, a quiet betrayal sealed their fate.

In the year 1050 of the Third Age, as fear of the Necromancer's growing power began to spread, the Harfoot clans prepared to abandon the forest. But not all were allowed to join the exodus. Several families seen as misfits, troublemakers, or simply "too strange" were left behind by order of the Harfoot mayor, who considered them a burden and secretly ensured they were excluded from the migration.

To these forgotten families, the message was clear: *they were unwanted.*

Alone and betrayed, they watched their kin vanish into the west, leaving them to face the creeping darkness. That deep wound of abandonment, combined with the growing corruption of Mirkwood, twisted their hearts and minds. They withdrew into the forest's blackened heart, surviving off what little the poisoned land could offer.

Overtime the forest was not kind. Game became scarce, crops withered, and the bitter cold of starvation crept in. In their desperation, they turned on each other. The first instance was out of necessity, a death during a harsh winter. But over time, it became ritual, then custom, then craving.

They turned to cannibalism to survive. And in doing so, they crossed a threshold from which no Hobbit had ever returned. Their bodies thinned, their eyes began to glow in the dark, their teeth sharpened from gnawing on bone.

Through centuries of isolation and depravity, they became something new: no longer Harfoots, but Dark Hobbits. Stealthy, savage, and consumed by hunger. They fashioned cloaks from bark and bone, carved out burrow fortresses beneath the roots of ancient trees, and struck down those who wandered too close.

They tak toes as trophies, symbols of their dominion over the tall folk. To this day, raiders from the dark woods vanish without a trace, and tales persist of small, silent hunters with glowing eyes who leave only torn boots and blood behind.

They do not forget what was done to them. Their hatred for the Shire folk, and especially the descendants of the mayor who abandoned them, burns brighter than any wildfire.

These are the Dark Hobbits of Mirkwood born of betrayal, twisted by hunger, and sharpened by shadows.

CHARACTER 1

- **Name: Snaggle Hollowfang**
- **Title: Warlord**
- **Role: Leader of the Dark Hobbits**
- **Race: Dark Hobbit**



FIGURE 1 SNAGGLE [1]

BACK STORY

A direct descendant of the original Snaggle Hollowfang, this fourth-generation leader bears both the name and the legacy of his forefather. Raised among whispered legends of betrayal and survival, Snaggle IV was groomed from birth to rule. Trained in stealth, warcraft, and fear tactics, he earned his title not by birthright but by outwitting and eliminating his rivals in a brutal rite of succession.

PERSONALITY

Cold, calculated, and deeply ideological. Snaggle believes that the Dark Hobbits are destined to reclaim the world that rejected them. He sees the Shire as a symbol of weakness and betrayal.

TRAITS AND SKILLS

- Brilliant strategist, master of ambush warfare.
- Carries a jagged, curved bone dagger not just a weapon, but a sacred relic said to be carved from the leg of his own great-great-great-grandfather's brother, slain and eaten in a blood rite to reclaim leadership.
- Obsessed with legacy and restoring the true strength of Hobbit kind.

CHARACTER 2

- **Name: Grenda Toe Keeper**
- **Title: Bone Curator and Feast Mistress**
- **Role: Head Chef**
- **Race: Dark Hobbit**



FIGURE 2 GRENDA [1]

BACK STORY

Grenda was born into the Hollowfang line of relic keepers, raised beneath the rotting canopy of Mirkwood in chambers lined with bones, teeth, and toe charms. But unlike her ancestors who merely preserved the remnants of war, Grenda evolved the practice into an art form of consumption. She is not only the keeper of bones she is the one who cooks the bone from the flesh.

Appointed Feast Mistress of the Dark Hobbits, Grenda oversees every raid's grim harvest, choosing which parts of captured Elves, Men, or Dwarves will feed the tribe and which will become trophies. She thrives on experimentation, inventing new dishes from the tall folk and obsessively recording her culinary rituals in a gruesome leather-bound cookbook titled *The Tall One's*.

PERSONALITY

Elegant in a disturbing way, with precise speech and a passion for her gruesome work. Grenda sees her cooking not as savagery, but as refined vengeance a culture. She carries herself with pride, even while slicing into screaming prey.

TRAITS AND SKILLS

- Master of preservation techniques, and high heat stone pit roasting.
- Keeps a bone index of every humanoid eaten, organized by species, age, and flavour.
- Designs ceremonial meals for victory feasts, punishments, and coming of age rites.
- Wears a necklace of polished toes and teeth from her most flavourful catches.
- Often quotes recipes like religious verses during raids or executions.

CHARACTER 3

- **Name: Wretchkin Skulldrain known as Father to War Brutes**
- **Title: Master of Breeds**
- **Role: Keeper of Lineage**
- **Race: Half Dark Hobbit / Half Elf**



FIGURE 3 WRETCHKIN [1]

BACK STORY

Wretchkin was breed, not born the result of a secret, sacrilegious union between a Hollowfang elder and a captured Woodland Elf. Created as an experiment, he possessed Elven intellect and memory fused with Hollowfang cunning and cruelty.

Raised in the Cradle under the brutal mentorship of Marnik Blighttwist, the former Master of Breeds, Wretchkin studied the ancient arts of womb binding, blood mixing and flesh-shaping. But where Marnik bred for brute strength, Wretchkin saw chaos and failure.

When Marnik's grotesque War Brutes turned on their own kin, Wretchkin proposed changes. Marnik dismissed him. So, during the night of breeding, Wretchkin murdered his master, carved shame runes into his skull, and mounted it atop his staff.

He emerged that night alone and unchallenged. From that day, Wretchkin ruled as Master of Breeds, refining the Hollowfang bloodlines with dark purpose and swearing that his line would never fall to a student, as his master fell to him.

PERSONALITY

Wretchkin is cold, calculating, and eerily calm, a silent fanatic who believes bloodlines must be perfected, not preserved. He speaks softly, with surgical precision, treating flesh craft as sacred duty. Loyalty means nothing to him, only usefulness does. Though born of both Elf and Dark Hobbit, he feels kinship with neither. Some say he hums lullabies in Elvish when alone, but none have dared ask why.

TRAITS AND SKILLS

- Half-Elven Intellect: Possesses heightened memory, perception, and logical clarity.
- Cold and Methodical: Approaches breeding and flesh craft without emotion or hesitation.
- Feared but Untouchable: Holds too much knowledge and power to be openly challenged.

LOCATION OVERVIEW

MIRKWOOD HOME OF THE DARK HOBBITS



FIGURE 4 J.R.R. TOLKIEN,S OWN DRAWING OF MIRKWOOD [2]

Deep within the blackened heart of Mirkwood, beyond the reach of Elven patrols and the light of the sun, lies the Hollow Warrens the hidden, underground stronghold of the Hollowfang Clan, the Dark Hobbits of legend and fear.

This subterranean world is carved beneath the twisted roots of the oldest trees, where the air is thick with damp earth, decay, and the quiet hum of unseen movement. The Dark Hobbits are invisible from above their entrances masked beneath tree hollows, sinkholes, and moss covered stone and once inside, only the Dark Hobbits themselves can navigate the labyrinthine darkness.

> "The world is indeed full of peril, and in it there are many dark places; but still there is much that is fair, and though in all lands love is now mingled with grief, it grows perhaps the greater."
> — J.R.R. Tolkien, The Fellowship of the Ring

FIGURE 5 J.R.R TOLKIEN QUOTE [3]

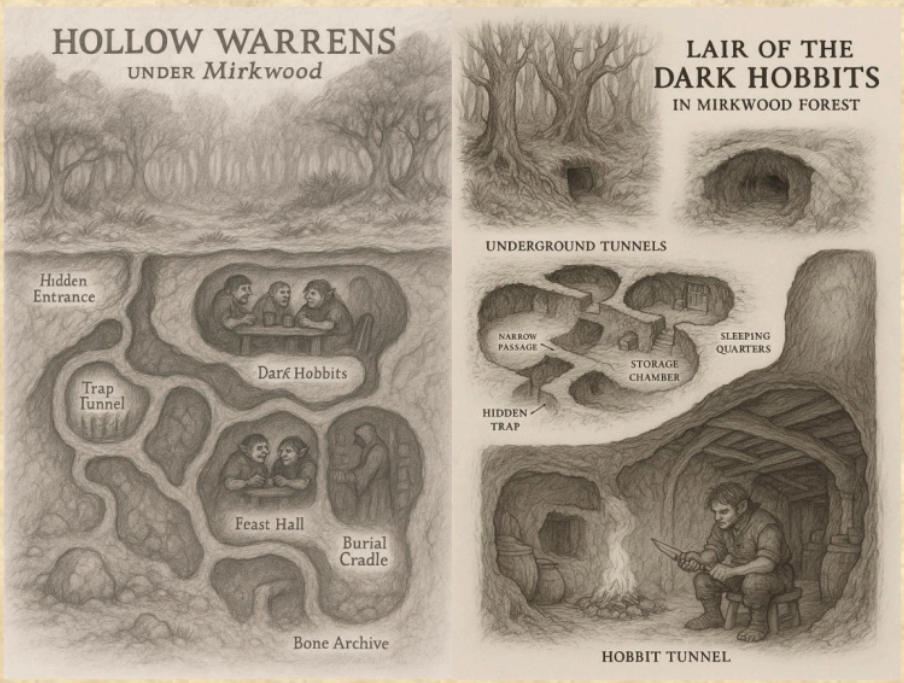


FIGURE 6 TUNNEL SYSTEM [1]

DESIGN & DEFENCE

The Dark Hobbits are modelled after a survivalist philosophy: stealth, depth, and inescapability. Inspired by ancient war tunnel systems, such as the Vietnamese Cu Chi Tunnels.[4]

- Multi-tiered tunnel networks, with separate layers for sleeping, food storage, ambush positions, and breeding chambers
- Trap tunnels lined with spike pits, collapsing ceilings, and suffocation pits to kill invaders silently
- Narrow fighting corridors, only wide enough for a Hobbit sized body to pass ensuring larger enemies cannot fight freely
- False routes and dead ends, confusing outsiders and trapping them in pitch black death mazes
- Air vents and hidden exits, allowing the Dark Hobbits to disappear into the woods at will

No map of the Warrens exists outside the minds of its builders. Every generation adds new tunnels, chambers, and escape routes making it a living fortress of roots and stone, constantly shifting in shape.

LIFE UNDERGROUND

Within the Hollow Warrens, the Dark Hobbits have forged a life of ritual, feasting, and warfare:

- The Feast Halls are dimly lit by fungus glow and fire pit smoke, filled with bone laden tables and hanging trophies
- The Bone Archive stores relics, preserved toes, and the histories of raids in etched bark and skull
- Training tunnels are used to condition young Dark Hobbits in stealth, speed, and tunnel ambush tactics



FIGURE 7 DARK HOBBIT WAR BAND [1]

LANDMARK: THE BONE ARCHIVE

Location: Deep beneath Mirkwood Forest.

Surface signs none fully concealed below ground.

Hidden far below the twisting roots of Mirkwood lies one of the most sacred and eerie underground location of Dark Hobbit culture: The Bone Archive. Buried beneath the earth with no visible markers or structures above, it remains completely undetectable to outsiders. The forest above appears untouched.

But through the Dark Hobbits labyrinthine tunnel system, known only to their bloodlines, one eventually reaches the Bone Archive a vast chamber carved into the roots of millennia old trees, used as both a sacred temple and cultural vault.



FIGURE 8 THE BONE ARCHIVE [1]

POLITICAL AND CULTURAL DYNAMICS

ISOLATIONISM AND SECRECY

The Dark Hobbits exist in near total secrecy beneath the canopy of Mirkwood, hidden from the wider world. They have no formal alliances and do not seek diplomatic relations they believe trust is for the naive and mercy is a weakness. Centuries of betrayal and abandonment have forged them into an isolationist culture, where survival is paramount and the outside world is regarded with suspicion, bitterness, or contempt.

Their existence is not officially acknowledged by Elves, Men, Dwarfs or even Hobbits of the Shire only whispered about in dark folklore and fearful legends. This anonymity serves as both protection and strategy:

You cannot prepare for what you do not believe exists.

CULTURAL IDENTITY AND TRADITIONS

The Dark Hobbits, culture is built around ritual, vengeance, and survival. They worship no gods, but revere bloodlines, relics, and ancestral pain. Trophies particularly the hallux toes of captured enemies are worn as status symbols. Cannibalistic rites and feast ceremonies are common after successful raids, blending tradition with terror.

They pass on their history through oral lore and skin bound ledgers, preserving their version of truth especially the betrayal of the Harfoot mayor who left them behind many generations ago in Third Age. That moment is their original sin, and all their customs are shaped by the drive to never be weak or expendable again.

POLITICAL ALIGNMENT IN MIDDLE EARTH

The Dark Hobbits consider themselves independent beholden to no kingdom, banner, or Dark Lord. They believe they serve only their own survival, their bloodline, and their ancestral vengeance. But the truth is more insidious.

Unbeknownst to them, the Hollowfangs have long been tainted by the slow, unseen hand of Sauron. Since the days of the Necromancer's presence in southern Mirkwood, a quiet corruption seeped into the roots of their culture, in the herbs they harvest, in their dreams, and in the growing ruthlessness of their leaders.

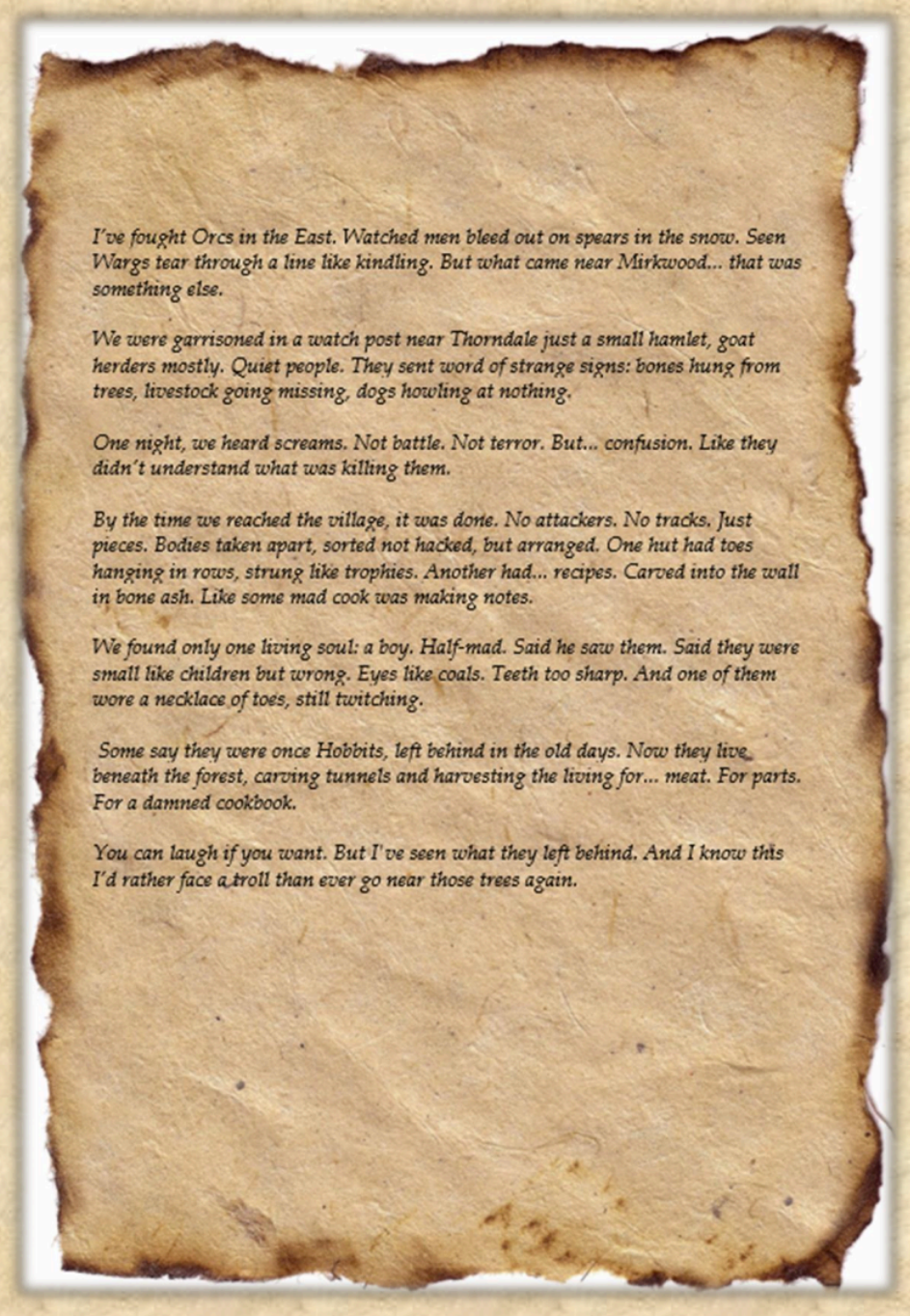
They do not wear the Eye. They do not chant Sauron's name. Yet they act as a shadow servant, driven by instincts no longer wholly their own. Their raids weaken the Free Peoples. Their breeding projects sow chaos. Their hatred isolates them from those who might save them.

In truth, the Dark Hobbits are a tool of darkness shaped by the long game of the Enemy, not through oaths, but through slow and unseen spiritual rot.



FIGURE 9 EYE OF SAURON GAZING OVER MIRKWOOD [1]

RANGER JOURNAL



I've fought Orcs in the East. Watched men bleed out on spears in the snow. Seen Wargs tear through a line like kindling. But what came near Mirkwood... that was something else.

We were garrisoned in a watch post near Thorndale just a small hamlet, goat herders mostly. Quiet people. They sent word of strange signs: bones hung from trees, livestock going missing, dogs howling at nothing.

One night, we heard screams. Not battle. Not terror. But... confusion. Like they didn't understand what was killing them.

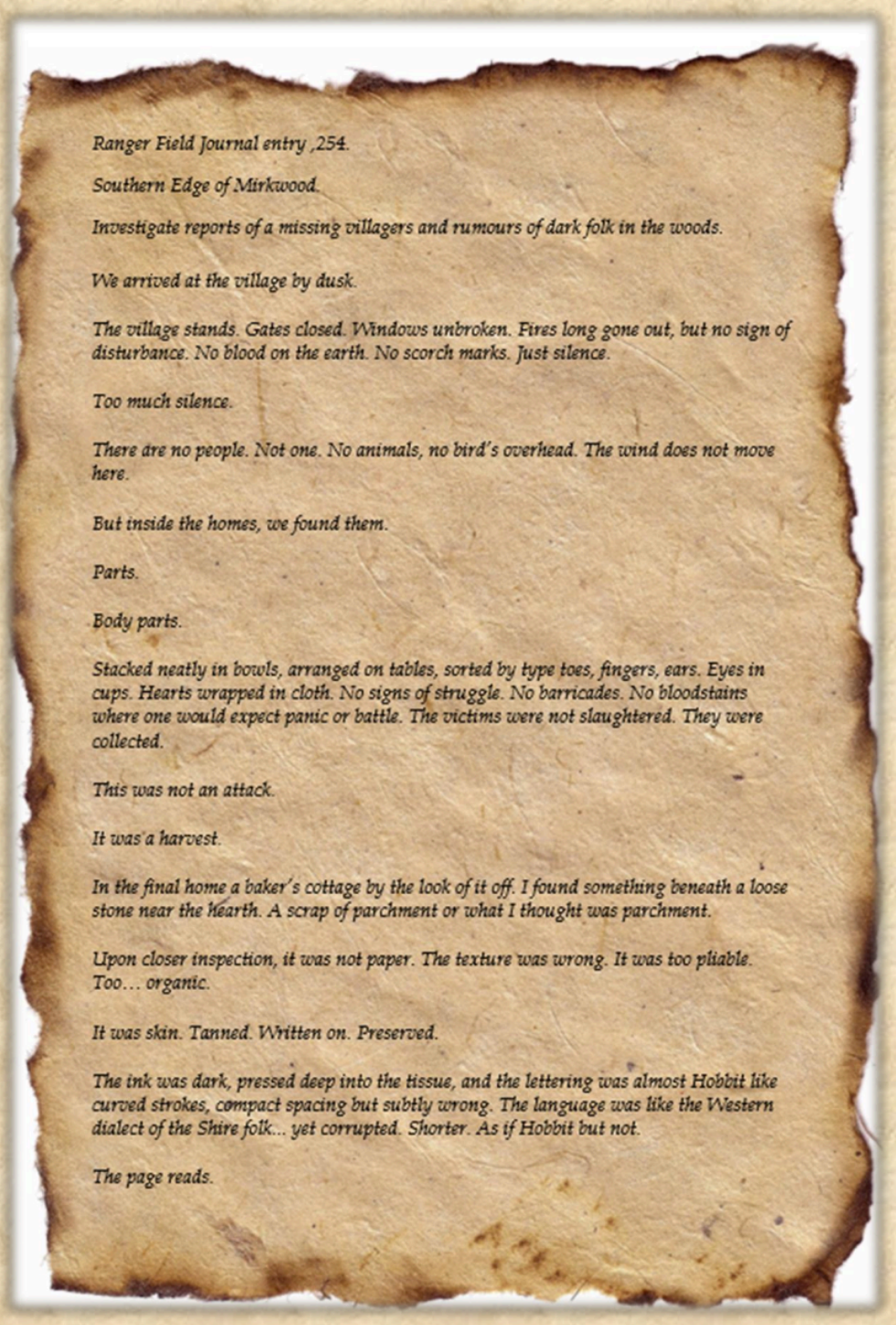
By the time we reached the village, it was done. No attackers. No tracks. Just pieces. Bodies taken apart, sorted not hacked, but arranged. One hut had toes hanging in rows, strung like trophies. Another had... recipes. Carved into the wall in bone ash. Like some mad cook was making notes.

We found only one living soul: a boy. Half-mad. Said he saw them. Said they were small like children but wrong. Eyes like coals. Teeth too sharp. And one of them wore a necklace of toes, still twitching.

Some say they were once Hobbits, left behind in the old days. Now they live beneath the forest, carving tunnels and harvesting the living for... meat. For parts. For a damned cookbook.

You can laugh if you want. But I've seen what they left behind. And I know this I'd rather face a troll than ever go near those trees again.

FIGURE 10 EXTRACT FROM A RANGER JOURNAL OF WHAT HE OVERHEARD IN A TAVERN



Ranger Field Journal entry ,254.

Southern Edge of Mirkwood.

Investigate reports of a missing villagers and rumours of dark folk in the woods.

We arrived at the village by dusk.

The village stands. Gates closed. Windows unbroken. Fires long gone out, but no sign of disturbance. No blood on the earth. No scorch marks. Just silence.

Too much silence.

There are no people. Not one. No animals, no bird's overhead. The wind does not move here.

But inside the homes, we found them.

Parts.

Body parts.

Stacked neatly in bowls, arranged on tables, sorted by type toes, fingers, ears. Eyes in cups. Hearts wrapped in cloth. No signs of struggle. No barricades. No bloodstains where one would expect panic or battle. The victims were not slaughtered. They were collected.

This was not an attack.

It was a harvest.

In the final home a baker's cottage by the look of it off. I found something beneath a loose stone near the hearth. A scrap of parchment or what I thought was parchment.

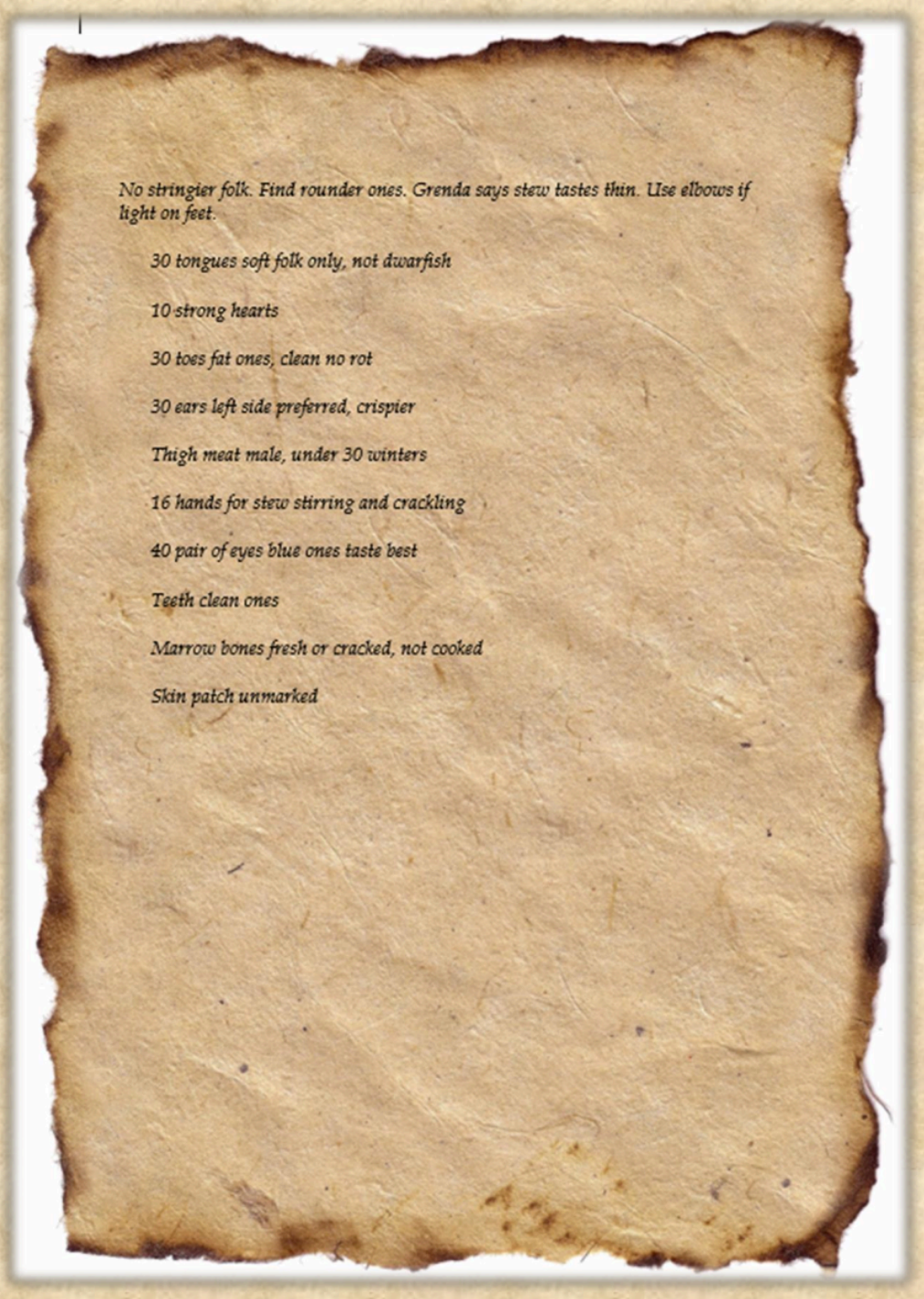
Upon closer inspection, it was not paper. The texture was wrong. It was too pliable. Too… organic.

It was skin. Tanned. Written on. Preserved.

The ink was dark, pressed deep into the tissue, and the lettering was almost Hobbit like curved strokes, compact spacing but subtly wrong. The language was like the Western dialect of the Shire folk... yet corrupted. Shorter. As if Hobbit but not.

The page reads.

FIGURE 11 EXTRACT OF THE RANGER FINDING AT VILLAGE



No stringier folk. Find rounder ones. Grenda says stew tastes thin. Use elbows if light on feet.

30 tongues soft folk only, not dwarfish

10 strong hearts

30 toes fat ones, clean no rot

30 ears left side preferred, crispier

Thigh meat male, under 30 winters

16 hands for stew stirring and crackling

40 pair of eyes blue ones taste best

Teeth clean ones

Marrow bones fresh or cracked, not cooked

Skin patch unmarked

FIGURE 12 EXTRACT OF RANGER EVIDENCE

CONCLUSION

This narrative of the Dark Hobbits born from the betrayal of the Harfoots, twisted by the corruption of Mirkwood, and hidden beneath its root's fits seamlessly within the darker corners of Tolkien's Middle earth. While the The Lord of the Rings often celebrates light, courage, and redemption, its world is also shaped by what is forgotten, left behind, or corrupted by time and darkness.

The Dark Hobbits offer a chilling reflection of this. They are not enemies from distant lands, but kin turned cruel by abandonment and need, echoing the fates of Gollum, the Ringwraiths, and other tragic figures warped by isolation and power. Their evolution underground mirrors the way Dwarves carved kingdoms in stone but twisted by hunger, secrecy, and pain.

Set within Mirkwood a forest already touched by Sauron's influence as the Necromancer this narrative deepens the setting's menace and mystery. It expands on Tolkien's theme that evil can take root in silence, and that even the smallest creatures, if left to fester in shadow, may become something fearsome.

Ultimately, the story of the Dark Hobbits does not contradict Tolkien's world, it enriches it, offering a hidden thread of darkness, survival, and ancient vengeance.

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GRADEMARK REPORT

FINAL GRADE

93 /100

GENERAL COMMENTS

An exceptional piece of narrative/storytelling work with this document, Phillip. You've fully realised not just the brief but have gone beyond to create a very fleshed out, grounded concept that could fit perfectly and seamlessly into Tolkein universe media.

The document is formatted very well, with themed, relevant imagery - font choices and background theme are also a brilliant choice. There has also been extensive referencing with IEEE used throughout, further evidencing the care you've taken to create this piece of work. Great job.

A voice comment was left for this paper.

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