History of the Utter East (Based around MERP sourcebooks)

Middle-earth time is: Trewsday, Day 22 of November, 3006

The few pages of notes I am going to share with you are part of an ICE publication forthcoming, hopefully will be out by June 1996, called 'The Eastern Middle-earth Gazetteer.

It will be 160 pages, and will thoroughly document the historical, social, religious, and political structures of the lands beyond the Orocarni (Red Mountains, right next to Cuivienen, where the Elves awoke before the Years of the Sun).

Not to mention geographical.

The history of Middle-earth is chronicled throughout most of the lands according to the King's Reckoning (K.R.) of Gondor, which evolved almost exclusively from the rise and fall of Sauron in the Second and Third Ages.

So comprehensive was his involvement in the affairs of the realms and territories that either fought against or suffered under his sway that the two events of his corporeal destruction hallmarked almost universal periods of peace and prosperity for those who had lived under his Shadow.

The kingdoms of the Utter East, by contrast, without the omnipotent presence of semi-divinities like Morgoth and Sauron utilized a different though no less systematic means of heralding the passage of time.

In the field of international politics, the event of a mighty adversary's demise is generally accepted as a great turning point in the fortunes of neighboring realms.

Regardless of their affiliation with that power, as foes or allies, its sudden or even dwindling extinction is an event of great symbolic importance to both.

Such is the case with regard to the realms east of the Orocarni. Their key figures, rather than Sauron, determined the turning of the Ages, and instead of the King's Reckoning to determine time they utilized the Wol Recording (W.R.).

Perhaps the most powerful unified force dominating eastern Middle-Earth's politics is the empire of the Womawas Drus.

Since the dawn of the Second Age (K.R.) this aggressive faction of Avardaran, or half-elven frontiersmen have suffered many challenges to their claim on the vast territories east of the Red Mountains proper, though no challenges have been insurmountable to them for long...like their cousins the Numenoreans.

Uniting and assuming control over the scattered tribes of the Cuivac (Suurk Kaelaan, or Wandering Folk.), a nomadic race dominating the grassy plains of an area roughly the size of Rohan, the Womaw began what would be a remarkably expedient and lasting conquest of neighboring realms in an era to be known as the Adiin Riit, or Period of Ordering.

Adopting the language Beth Teur (Silvan for Words of the Woods) as their formal, ritualistic court tongue, the Womaw elected the woman Kodiis as their first Hion, or in their own native tongue Ssoilaasi (Drakespeech) the King.

She was the overlord of a rapidly growing kingdom, and was of the highly prestigious and influential Krawaan tribe, many of whose members could trace their descent from the remnants of the First Tribe of Cuivienen (Quenya, Awakening Waters).

This was the same lineage that produced the Edain of western Endor.

Quickly uniting and consolidating her rapidly growing forces under the banner of a rampant golden-black Dragon, Kodiis in the year (A.R. 210 (same as the K.R.) established two capitals through which to channel the influence of the Womaw:
The political focus was centered around a mighty fortress built at Goak on the Lake, while a religious capital was constructed at Naag in the Marshes nearby.

Her kingdom's symbol of the golden-black Dragon was inspired by the presence in the Naag Goak (So. Swamp of Blessed Places) of Utumkodur, one of the greatest of Morgoth's worms to survive the fall of Thangorodrim at the end of the First Age.

Driven out of his home on the Plateau of Desdursyton (about 300 miles outh of sunken Utumno) in A.R. 1 (S.A. 1) by the dwarves of Barin the Scarred, he flew eastward and took up residence in the Womaw lands.

Utumkodur's influence among the mystics and shamans of the Krawaan Goak spawned Soilaasi religion and culture, which in turn later proved to be one of the few symbolically unifying forces binding the four principal Womaw tribes together.

Khamul the Nazgul became a mighty priest of the Soelaasi.

But, of course, that was some 1700 years later than what I'm telling you about.

However, the Avari Moriquendi, or Silvan Elves, of Helcarth and Helcar Sael were slow in their welcoming of the Dragon, and it wasn't until A.R. 16 (S.A. 16) that they finally accepted the Peace of Utumkodur.

Based on assurance from their Womaw neighbors, the Avari (aka the 'Helcarim') set aside their plans to slay the huge Fire-drake.

With a firm foothold in the region's constantly shifting political arean, it took the headstrong Kodiis little more than a decade to bring the Womaw's dominating influence to bear against the neighboring forested realm of Aegan.

Heavily populated by rustic and scattered tribes of Avari Elves and woodmen, the arrival of Womaw emissaries was an almost welcome event.

With them came a social structuralizationthat bore promise to even the most impoverished citizen, new technology in crafting, shipbuilding and arms, and many other aspects of a 'higher' and enlightened civilization.

It actually mirrored the very trademark complaints which they harbored against the Numenorean expeditionaries a long while later.

The Mannish tribes for the most part welcomed the Womaw arrival, though the Elves in the region became reclusive in the face of thinly veiled persecution for their reluctance to adhere to the doctrines preached by Soelaasi priestesses.

The new lands became the home for two of the four Womaw tribes..the Aegaw and the Lokaw.

While generally enjoying great prosperity in a burgeoning culture, still the seeds of dissent were sowed by those who neither welcomed the Womaw invaders to the lands nor listened to their promises of wealth and glory under a united banner.

Pockets of resistance sprang up in the countryside, though few hailed to the rebel cause for fear of the might of the Womaw armies.

Rather than chance the alienation of her new subjects through a brute display of force by having the perpetrators hunted down and destroyed by her military, Kodiis opted for a more cunning approach that would still achieve its objective.

In A.R. 240 (S.A. 240) she brought into the cetner of governmental affairs the Aedu Awg (So.. Order of the Dragons.), a cabalistic group of mysterious and powerful sorcerers whose members were drawn from all the lands.
Recruiting and training converts into the Soelaasi religion and culture was the group's primary motive, yet under Kodiis' ministrations they assumed the secondary directive of seeking out and informing on those scattered individuals and groups who opposed the occupying Womaw regime.

With its wide and encopassing area of influence and sizeable membership at the time of the Womaw arrival in the lands thirty years prior, the Awdu Awg was already a powerfully prominent force in the region.

It was still suffering from the effects of the Fall of Morgoth, however, since much of their collective power had been rooted in worship of him and his minions.

With the support now of one of the strongest and most cohesive militaristic regimes in Middle-earth, the lords of the Awdu Awg saw clearly the opportunity to further their influence and domination against realms not yet under their sway.

Heeding the prophesis of victory given her by the Awdu Awg's council of Seers, Kodiis in the year A.R. 241 (S.A. 241) began a lightning campaign of conquest into the neighboring realms of Kael, Haen and the elven archipelago of Uiven. These are all lands at the very easternmost tip of Middle-earth, something like 3,000 miles east of Mirkwood.

Wish I had a map to show y'all.

Aquisition of Kael brought under Womaw title the Red Pass, the principal highway connecting all lands east of the Orocarni with their counterparts to the west. The Red Pass, after about 2,200 miles, becomes the Men Romen which cuts south of Mirkwood, for your information.

The subjugation of Haen forced the indigenous Valg peoples of the region westward over the Orocarni, spurring a subsequent retreat of the neighboring Mornerim (aka 'Lossorim') out of their homes along the shores of the Sea of Illuin. These would become the Lossoth.

The Lossoth, you will remember, carried as ransom Aragorn's Ring of Barahir and the Sceptre of Annuninas after Arvedui's demise.

Uiven in the East fell to Kodiis after bitter struggle with the Womaw armies for four years.

With an eye now to the isolated northern island kingdoms of Kosth Leer and Rolfandas, where the Womaw enjoyed little support for their political and religious doctrines, Kodiis and a handful of elite retainers traveled to Goak to petition the support of the great dragon Utumkodur.

A tenuous alliance was agreed upon.

Flying north in the broad light of day, Utumkodur razed to the ground the principal Kosth Leer trade city of Sh'raz in a fury of fire and devastation, returning south only after assuring the huddled masses of refugees of his return should they refuse his minions' demands.

Taking the suggestion to heart, the already besieged southern island realm of Thruiaic surrendered to Womaw naval forces in A.R. 252 (S.A. 252) while the Kharal (So. 'King.') of Kosth Leer abdicated his kingdom's throne in A.R. 259 to an interim governor who sailed in from the Womaw naval base at Moak with a troop of war-hardened colonial Rangers for support.

It was during this time that Kodiis commissioned the Elven smith Sulcu, an apprentice under Curufin the son of Feanor, to construct an enchanted forge above the holy fires at the pit of Ayiig Chig (So. Caves of Fire.) in Aegan.

Reputed to be the site of the baptismal fires of those Balrogs who entered into Morgoth's service before the Count of Time, the white forge was called Uon (So. Cloud.).

This name was indicative of the perpetual mists enshrouding the mountain's icy and snow-covered heights wherein were built the cavernous forges.
The smiths of Uon labored for many years during the erstwhile Womaw conquest of the Wom lands without, and by the end of A.R. 256 (S.A. 256) had produced many items of wonder, including eight magical helms, six of which were to be known as the Dragonhelms (So..Soeyaed.). They became the symbols of the Awdu Awg, and tools of the Emperor into the Fourth Age a long long time later.

Incidentally, Khamul has one of these.

Incensed by the continued rejection of Womaw rule by the Sea-lords of Rolfandas, and following an interminable series of inconclusive naval battles in and around the Forogaer (elven for North Sea.) that had only resulted in a stalemate for better than forty years, Kodiis again called upon Utumkodur for assistance.

The Drake responded in A.R. 280 by flying northward intent upon the destruction of the Rolfandas capitol Tukor.

Word of the deed reached the Elves of Helcar Sael, who finally spoke out from their subservient silence in outrage against the use of the Dragon as a weapon of conquest.

Acknowledging at last the dissent between her people's ideals and those harbored by the elven folk, Kodiis allowed the Firstborn the exclusive right to leave those lands controlled by the Womaw without fear of open warfare.

This the Avar Elves of Helcar Sael did, abandoning their land to their Womaw neighbors and moving westward over the Cirith Cuivienen they resettled by their brethren in Helcarth.

Displeased at the sundering of a previously powerful alliance with the Helcarim, Kodiis nonetheless announced a new renaissance of growth and prosperity for her people.

Written Soelaasi Bu (Old Ssoilassi) was declared as the formal replacement of the Silvan script while the Drakespeech became the official tongue of all the Womaw.

Khamul's name is an appellation of Komul, which was what he was called in the East.

Early in A.R. 281, reeling from the sudden though hardly unexpected onslaught of Utumkodur, the Sea-lords of Rolfandas sent an ambassador to the Womaw court of Goak on the Lake announcing unilateral surrender.

Rolfandas became the last of all realms east of the Orocarni to fall under Womaw dominion, together forming the new empire that would be called Womawas Drus (So..Empire of the Womaw.), or literally 'All that is seen is Womaw'.

Their territory covered lands in size of all of Eriador and Rhovanion...their sister lands in the west, as it were.

Laurre pauses for any questions Laurre pauses for grunts of dismay at the lengthy speech Galdor grins.

Silks head must be nearly twice its normal size ;).

I know...it is difficult to comprehend information of this nature without a common frame of reference.

I try to add relevant links to information in the west we are all familiar with to do that.

Haviland's gotta question Silk nods, and determines to persevere, in the interests of self enlightenment.

Yeah!.

Haviland hms.,
I think I'm getting most of it, but for reference, what state is the west in right about now? (300 S.A.)
Laurre thinks he will cut the history lesson short (Still only half way through) and make this a general question/answer session with regard to the East.

Right now...
The west is in Third Age 3006.
This is over 5000 years later from the times I was speaking of…

Haviland grins,
I mean in 300 SA.
Hm...not sure what you're referring to.
Oh, wait.
I think I understand what you mean.
Around 300 years after the fall of Sauron, the west is still very much in shellshock.
This is the case for about 1500 years after the end of the War.
The entirety of northwestern Middle-earth is devastated, ravaged by fire and armies and bloodshed.
About 1/20th of the populations of the Free Peoples are gone, heros are dead, and other leaders have gone into reclusion. There is little or no centralized authority.
Is that what you were asking?.
Haviland nods..
Thanks..
Galdor has a perhaps somewhat painful question..
Laurre is used to those Silk grins Galdor says,..
Whats the BS quotient of all this stuff? :).
Silk chuckles.
Absolutely unrestricted. =).
Galdor says,..
We know Khamul is named by Tolkien, thats about all I remember out of the Utter East..
Haviland hehs.
Lynisil falls out of her chair laughing.
Since I own the copyright, all BS is considered viable publishable information.
Laurre hehs.
People are free to come up with any alternate histories they want...mine is only that of ICE's, which is a subsidiary of JRR Tolkien Enterprises.
Galdor nods and figured that much,.
So the little. We've researched this to the hilt as best we can. Notice wont be appearing on the first few pages of this when it finally does make it to press? :).
Rhunedhel I believe has done so, and has based his own personal history around little facets of the East he made up, just like I did.
Mmm, actually it will.
Awarta and I did some pretty exhaustive work on this subject...his collection of Tolkien literature is astounding.

There were about 20 concrete references to the Utter East, at least geographically, noted in various compendiums. We researched them all.

Galdor nods.

So its a safe bet that this subject matter can be assumed to be 'factual' as far as Elendor is concerned with the Utter East. Seeing as how Awarta's our Thematic Slavedriver.. ;).

Yes, but I don't care to monopolize its interpretation. I'm a writer, not an Arb, so apart form those facets Tolkien specifically referenced to in his very early works, people can form their own facts.

Or BS, as you so tactfully pointed out. ;).

Galdor said it was potentially painful going in.. :) Laurre has thick skin.

The early historical works I've outlined to you are, again, only within the first couple hundred years of the Second Age in ME.

Galdor meant no insult,.

Another question, more about the yet-to-be-published work than what you covered.. will this sourcebook cover what the 'other two' Istar do in the East?.

Toward the end of the Third Age and well into the Fourth, some very recognizable links will make clear the East's influence in the politics of the West.

Galdor says,.

Easterlings backing up Nurn, the Wainriders, et al.. aye..

Mmm, the work I am doing is a Gazetteer, not especially a historical narrative...though a little will be covered of the two evil Istari.

A comprehensive historical summary will be given at the beginning of the Gazetteer, though my focus will be on the geography of the lands...most people are absolutely oblivious to its mere existence.

Other questions?.

Haviland grins,.

A ttally unrealated one...

Haviland says,.

er, totally.

Sure! I like those best.

Haviland says,.

Well, you've seemed to research alot, so, how did all these warring peoples get stuck in the iron age for 10,000 years?... It seems strange (don't say I didn't warn you ;{).

Silk is curious also Haviland grins.

Silence, came the stern reply You paged Argentil with 'Eh?'.

Mmm, which people? The woodmen were pretty much the only culture which lagged behind in the technology of the Age, and they did it for the same reasons the Beijabar, Beornings, Woodmen and Rohirrim did throughout Rhovanion's industrial lag.

Technology was viewed with suspicion, just as magic was.

Haviland says,
Mmmm... basically all of them...

The two were inextricable from each other, in the eyes of the uneducated.
The Woodmen of the East were a definite minority.
You might consider a simple comparison...

Haviland nods.

The Edain of the West were to the Woodmen of the East as the colonial Americans were to pre-industrial Europe.

Silk smiles as the analogy sinks in Haviland hehs.

And the reasons for the rise of the Edain is the same as for Americans...the impetus for survival, to refrain from stagnation in a mired culture.

Laurre gets professorish. =).

Session over Galdor, tho I'm still fielding questions for anyone interested.

Galdor nods and shuts it down..

Nice stuff there, regardless of whether its canonical or not :).

Nothing from ICE is canonical, though it *is* blessed with a Tolkien copyright... which lends it some viability as at least a subject to be taken seriously. =).

And let me tell you, the Tolkien people at Elan Merchandising just *rip* through my paperwork worse than the editors at ICE, scouring for anything which might possibly contradict even the tiniest detail the Prof himself wrote about.

They're like Inspector 12 at the Haines Factory...ICE doesn't say 'Tolkien' until THEY same, they say Tolkien.

Galdor nods,

A certain degree of faking it is implied when trying to roleplay through Tolkien. We can't all be Features.. though the landscape may seem familiar, the text JRRT put in print isn't solely enough to base an entire continent on, visually at least. The art of the @desc says it all. Creative thematic BS :).

Yes...we're all artists of BS if we want to have a good time here. =).

Middle-earth time is: Nighttime on Trewsday, Day 22 of November, 3006