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## Hobbit stone giants scene

I tend to take the passage in the book literally: there were giants in Middle-aged, and they were in the game during the storm. Gandalf's later commentary on a more or less decent giant supports this reading. It may seem strange that this is the only appearance of giants in Tolkien's work, but it may not be so strange. In earlier storylines for Lord of the Rings, Stromous was specifically intended as a fig. These are included in HoME 6 (Return of the Shadow) and I will quote two excerpts: I was caught in Fangorn and spent many tired days as a giant Treebeard prisoner. In this one there is a capital letter in the original, which shows that it is intended to be read as the correct noun, even if there is no dragon (yet), there will be a Giant. This passage is also present in the letter 35 and again is capitalized in the original. It is therefore clear that at least at this stage, the Giants have been considered a reality in Tolkien's world. An interesting note attached to the development of the Treebeard chapter, and whereas in HoME 7 (Betrayal of Isengard) reads: The difference between trolls – stone-dyed goblin-spirit, stone-giants, and 'tree-folk'. This was roughly the point at which the concept of Ents appeared (there are other jokes about elves making them, and about tree-folk that have become tree-like), and the intention seems to be that giants are still recognized as a different species. In the finished work, there are two possible readings: Either giants are just a general term for any great humanoid that doesn't fit into one of the other species, or: Giants exist (i.e. as a different species), but they just don't come into any of the other stories. I am not currently aware of any other writing that affects this topic. Film: It's dark, and dwarves are passing through a narrow walkway on the side of the mountain. It's raining heavily. As Bilbo slips and avoids falling only with the help of Dwalin and Bofur, Thorin screams that they need to find shelter. A massive boulder enters the air and crashes into the hillside above the dwarfs' heads. Balin shouts: This is not a storm! It's a thunderous battle! Part of the rock separates from the mountain in the distance and reveals itself as a stone giant. He throws a stone, this time catching his intended target: another stone giant. Dwarves are caught between two fighting giants. The reef itself is moving, and the dwarves realize that they are actually standing on the rocky legs of the third giant. Right? Is that a leg? God, I really fucking hope that's his leg he's standing on. As the three giants fight each other, the Company splits. The Giants continue to fight, and one can kill the other and send him (along with the dwarves stuck to his leg) into the mountain. Thorin screams in despair, afraid that his relatives are dead, but he rushes forward and sees none of the dwarves injured. Bofur shouts that Bilbo is missing, and they find him hanging precariously over the side of the cliff. Ori and Bofur try to help, but they can not reach the hobbit; Thorin has to jump down to save him. Dwalin, who pulls out Thorin, is happy they haven't lost their thief. Thorin says svingly: He's been lost since he left home... has no place between us and leads the Company to a nearby cave. Book: One rainy dark night, Bilbo and the dwarves (and Gandalf) find shelter under the hanging rocks. They watch in amazement as the stone giants throw stones at each other on the other side of the valley. The Giants are far away, and play instead of fighting (Bilbo hears their laughter and screams echo all over the mountains). Thorin complains that the shelter they have is inadequate. They send Fili and Kili to look for something better, who came back very quickly when they found the cave. Gandalf feared that the caves would not be uninhabited, and asked them if they had been thoroughly examined. They insist that this was the case, even if no one at the Company believes them. What's the difference? The big change here is the behavior of giants. In the book, they harmlessly throw stones at each other, long distances and pose no threat to dwarves (though Thorin fears they risk being used as football giants unless they find a better hiding place). The film brings them closer and makes them much more dangerous; Dwarves are caught in the middle of a huge brawl. Bilbo doesn't fall, which is why Thorin doesn't insult him for being a worthless addition to his group. He just hates it when people fall. My opinion: This is such a small change that makes such a great spectacle. It really doesn't matter if the stone giants were a threat or not; The way Peter Jackson portrays them is a little gratuitous, but it doesn't really change anything. The scene adds a lot of excitement, without affecting the rest of the story. The big difference is the brief exchange between Thorin and Bilbo at the end of the scene. This level of hostility and contempt was never mentioned in the novel. Your mileage may vary here, but personally I really like the relationship between the two. It's a good setup for some character development for both. Also in the book, the narrator refers to a storm that has befallen dwarves as a phenomenon when one storm collides with another, or a thunder battle. When Balin comments that the fighting giants are a thunderous battle, it may not make much sense, but it's a neat little reference to the novel. The Giants were one of the mysterious races of Middle-earth, mentioned only a little. [edit] The history of the Giants is a creature shrouded in mystery. Gandalf the Grey was known for telling stories about dragons and elves and giants[11] and Bilbo heard of giants in stories.[12] but none of these stories survive, and the origin and history of giants is unclear. [13] Local legend among The people of Gondor told of giants doing the White Mountains to keep people out of their lands by the sea. One of them, Tarlang, tripped and broke his neck. The other giants didn't clean up his body, which instead became incorporated into the ground. The giant became Tarlang's neck, the head of Dol Tarlang, and the stones he carried with Söl Veleg and Cöl Bîn. [9] The city of Minas Tirith, as it stood on Amon Tirith, appeared to have been carved by giants from the rock. [14] The Ettenmoors owed their name to some of the country's great creatures, even if they may have been trolls. [15] The stone giants lived in the Misty Mountains during the late third age. When they arrived, they drove out most of the bears that lived there. [7] They found the sport of throwing stones at each other, and then into the depths below to hear them smash between trees. [3] Probably not all giants were evil, because Gandalf hoped to persuade a more or less decent giant to block the Front Veranda into the town of Goblin to make the High Pass in the Misty Mountains safe again. Fandom Giants are notable for being definitely mentioned in the Hobbit as real creatures of the mythological environment, but nowhere else do they appear among the creatures and races of Arda, nor do they participate in any of the wars. Valaquenta does not mention them, nor does Strom's list of living creatures appear in the wars of the earlier days, nor does Sauron use them as orbs of misty mountains. This has led some Tolkienists to assume that giants are perhaps a forthy idea by Tolkien that perhaps they should not be considered canonical. Robert Foster comments that the stone-giants may not be more serious than Gollfimbul. [18] Other theories attempt to include giants among the known races of Arda. For example, they could be a large race of men (as hobbits are a small race of men), or trolls, or simply nature ghosts more or less like Tom Bombadil. [19] In addition, Douglas A. Anderson's annotations in The Annotated Hobbit: Revised and Expanded Edition express the view that stone-giants are a different troll. [20] [edit] Another version of the legendarium [edit] Before the Hobbit Giants originally had a bigger role in the legendarium. In one early manuscript, the giants count among Úvanimor, melka's servants. [6] In another manuscript, giants are counted among earthlings and are divided between wood giants (Qenya ulbandi) and mountain giants (Qenya tauril). [8] And in other early writings, two giants are named: Nan (supposedly as an eily tree) and Gilim (whose name is Gnomish for winter). [10] [21]. It is quite possible that their appearance in The Hobbit is a relic from this early stage of the legendarium. John D. Rateliff says they could have become free agents; he's not evil, but he's just not aware of his surroundings. [13] [editing] Other names and etymology Early root for the giant is listed as NOROTH, yields Quenya norsa,[22] and Noroth (probably to be Noldorin's word[1]). The derogatory word Quenya was hanako, from the root of KHAN-AK. [2] The Giants and Ents Giants were evil predecessors to the Ents. The jilm-like features of Giant Nan, and that in the early versions of Lord of the Rings it was Giant Treebeard who held Gandalf captive, not Saruman,[23] doing the connection between the Giants and Ents in j.r. Tolkien's imagination clear. [13] The first name for Ettenmoors was called Entish Lands. As Christopher Tolkien notes, Ent comes from the old English word for giant,[24] and was used before Tolkien conceived the later benevolent Ents of The Two Towers. The word is seen in various places in Beowulf, for example, line 2717, enta geweorc, the work of giants. [25] [edit] Inspiration In Germanic mythology the names for giants were jotun (Norsian) and eoten (old English). From the second word Tolkien derived the name Ent. In the return of the king it should be noted that Minas Tirith seemed not to have been built, but carved giants from the bones of the earth. [14] Hammond and Scull suggested that the term came from ancient English mythology, in which giants were often portrayed as builders of ancient structures. [26] Another fiction in Farmer Giles of Ham, a huge problem for Farmer Giles, who chasing him with his blunderbuses. [edit] Portrayal in the adaptations [edit] Films 2012: The Hobbit: An Unexpected Journey: Stone Giants are seen throwing rocks at each other and crashing into each other as Thorin and Company travel through the Misty Mountains. In the film they are interpreted as literally colossal stone entities. [edit] Games 1982: Midlands: Several divisions and races of giants are described and given statistics such as Stone Giants[27], Ice Giants[28], Giants of the Southern Misty Mountains[29] and Red Giants[30]. 1995: Middle-earth Collectible Card Game: The Giants, called Thunder Companions, are one of the gambling creatures. 2003: The Hobbit (2003 video game): Stone-giants are golem-like creatures that appear in the fourth level, hurl stones at Bilbo as they try to travel along the mountain trail. They are completely made of stone, and their stones are dangerous. [31] 2006: Lord of the Rings: Battle of Middle-Earth II: Mountain giants are great and powerful beings in the Goblin faction, with brown scaly skin. They can throw stones over long distances, and serve as factions of artillery units. 2007: Lord of the Rings Online: Several tribes of giants appear in the game, including stone-giants, Ogres (also called Jorthkyn or Earth-kin), and Ice-giants. While some are hostile creatures, others remain neutral and can make friends with the player. 2011: Lord of the Rings: War in the North: A renegade Stone-Giant named Bargrisar appears in the game, serving as the chief character. Sauron, under the influence of Sauron to serve him, becomes the leader of a large group of orcs and trolls. Behind his army, Try to destroy the nests of the Great Eagles and plunder the north for riches. Like the rendition in The Hobbit: The Unexpected Journey, he is a being composed entirely of stone. 2014: Lego The Hobbit: The Video Game: Several Stone Giants emerge as the main conflict in Over Hill and Under Hill, in which their fight poses a threat to the party. [edit] Other 1989: The Hobbit (comics): Giants are portrayed as a male giant with regular leather clothing. 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