

# Fourth Age Nation Design

Version 1.05

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## Introduction

In 1650 and 2950 modules of Middle-earth, as a player you choose which position to play from the twenty-five nations. In Fourth Age, however, you have greater freedom in that you can create your own nation, with its own leaders, abilities and lands. This document, then, covers the rules which govern this creation of an empire.

Twenty three of the nations are created freely, or at least, within the confines of the rules regarding nation generation, whilst two nations, the North and South Kingdom, are rather more fixed. There are still choices to be made and a certain amount of freedom, but factors such as location of population centres and of course their names, are pre-determined. On the other hand, both the North and South Kingdoms are considerably more powerful than any of the others, with unique advantages and abilities, which more than makes up for the restrictions placed upon them. The restrictions and advantages relating to nation creation for the Kingdoms are covered at the end of this section. The Kingdoms are popular choices of nations, and we inevitably receive more requests to play them than is possible to cater for. If, then, you submit a Kingdom set-up, please also send in an alternate set-up sheet for a normal nation giving at least two regions (see region section below).

Nation Design Sheets are found at the end of this document, provide space for all the information needed, and can filled in and returned to us. Alternatively, simply put all the appropriate information in an email or letter, and send that to us instead.

The process of nation creation on your part, and in putting the game together on our part, requires you to submit up to two set-ups to us. In the first, you must submit your Regional Placements, Alliances, and Allegiance, and it is helpful if you also submit SNAs, Characters, Armies and Population Centre details, though you may then modify these in the second set-up. Once we have these initial set-ups from all players, we will contact you with your finalised Region and Allegiance, after which you have one week to submit a second, modified set-up if you so desire. (All these aspects are covered below.)

The following sections correspond to information required in the nation design sheets. At the start of each section is the appropriate part of the design sheet, so that you can see exactly what needs to be completed.

When naming characters and population centres, please try and remain true to the flavour of Tolkien's world. If you wish, we will create names for you – simply leave the name fields blank. We also reserve the right to rename any potentially offensive names used.

# Nation Creation

## Name

<i>Nation/Realm Name:</i>	<i>(The)</i>
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This can be between 5 and 17 characters long.

## Allegiance and Race

<i>Allegiance:</i>	
<i>Race:</i>	

As with other modules, there are three allegiances: good, neutral, and evil. If you start as good or evil, you cannot change this later in the game. Neutral nations, on the other hand, have the choice of changing allegiance but can also, if they wish, remain Neutral for the duration of the game. And, unlike the 1650 and 2950 modules, the Neutrals can form a side of their own and win. (See section 3 – Differences To 1650 rules for more details on this.)

Each allegiance has a variety of races available to it, as follows:

Good nations can be Men, Dwarves, or Elves

Evil nations can be Non Humans (a combination of orcs, goblins and trolls) or Men

Neutral nations can only be Men

When choosing an allegiance and race for your nation, bear in mind the following points:

Neutral nations cannot start with population centres in mountain sectors, though they can build there as usual during the game.

Certain special abilities (covered later on in this section) can only be chosen by certain allegiances and/or races

Each race has different advantages when creating characters (covered later on in this section)

## Regional Placements

<i>Region</i>	<i>Region Name</i>	<i>Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)</i>
1		
2		
3		
4		

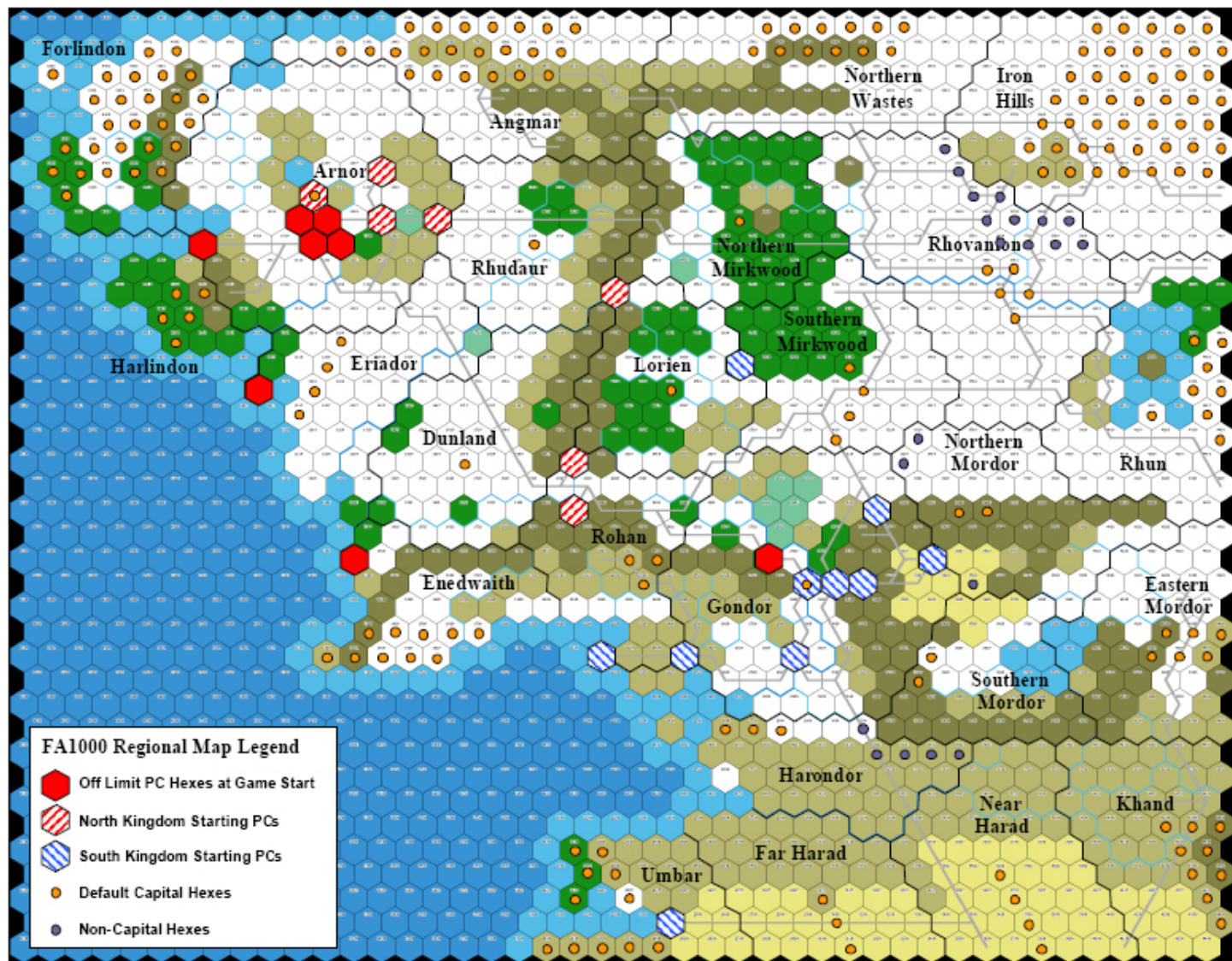
Each player must either choose at least 3 regions from the following list, in order of preference, or choose ‘any region’, which means you do not have a preference. If you choose ‘any region’, you gain 8,000 gold for your nation’s treasury.

You cannot choose regions that members of your team have chosen (your team being people you have discussed the game with and/or joined with).

### Regions

Angmar	Forlindon	Near Harad	Rhun
Dunland	Harlindon	North Mirkwood	Rohan
Eastern Mordor	Harondor	Northern Mordor	South Mirkwood
Enedwaith	Iron Hills	Northern Wastes	Southern Mordor
Eriador	Khand	Rhovanion	Umbar
Far Harad	Lorien	Rhudaar	

In addition to these are the regions of Arnor and Gondor. These regions can only be chosen by the appropriate Kingdom (North Kingdom or South Kingdom).



Map shown courtesy of Brad Stephens (and Mike Mulka for original concept)

We will assign nations to regions. There can be a maximum of one player of each allegiance in any region. Neutrals count as an allegiance.

- ❖ If you get your 1<sup>st</sup> choice of region, you lose 5,000 gold from your nation's treasury.
- ❖ If you get your 2<sup>nd</sup> choice, you don't gain or lose any gold.
- ❖ If you get your 3<sup>rd</sup> choice, you gain 3,000 gold.
- ❖ If we are unable to assign you any of your three choices, we will contact you to agree a 4<sup>th</sup> choice. In this instance, you will gain 7,000 gold.

#### Example 1

I send in a Free People set-up. I stipulate Rohan, South Harad and South Mordor as my 3 starting regions. Rohan already has a Free People nation, so I am given South Harad, my second choice. As it's my second choice I don't gain or lose any gold from my treasury. I can then send in my set-up with population centres in that region.

#### Example 2

I send in Any Region as my choice. This gains me 8,000 gold. I am assigned the Rhun region, and can then send in my set-up with population centres in that region.

## Special Nation Abilities, Artifacts, War Machines, Ships, and Hidden Population Centres

<i>Item</i>	<i>Information</i>	<i>Description</i>	<i>Cost</i>
SNA (number)			
SNA (number)			
SNA (number)			
SNA (number)			
Artifacts (quantity)		Each is selected at random and hidden at your capital. (3,000 each; if two or more selected, one is free!)	
Transports (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
Warships (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
War Machines (quantity)		Will appear in your army, if possible. (200 each.)	
Hidden Population Centre (#1-4)		6,000 to hide one and only one population centre.	
Individual Victory Condition (#1-7)		Victory condition #1-7 (This selection is optional and without cost.)	0
<b>Total Cost</b> 20,000 + northerly location bonus of [                      ] limit:			

Your choice of special nation abilities is one of the most important to be made, as it will affect the way in which you play the nation. There are 34 abilities, and a nation can have up to four of these. Each has a points cost, and you have up to 20,000 points to allocate on not only special abilities, but also artifacts, war machines, warships, transport ships, and hidden population centres.

Any points not allocated are converted to gold on a one-for-one basis, and added to your nation's starting reserves.

Special abilities are not cumulative or additive, but rather, where two abilities have the same effect, the better of the two is applied. For example, ability #33 means all warships have a strength of 4, and ability #34 gives warships a strength of 5, so if both are chosen, then, warships have a strength of 5, not 9. And where ability #1 allows scouting and recon orders to be issued as if the character has double their skill rank, and ability #2 allows those same orders to be issued as if the character has +20 to their skill rank, if both are chosen, only one will affect a character issuing the order. (If the character has less than 20 skill rank then ability #2 will take affect, and if they have more than 20, ability #1 will take affect.)

Nations located in the north gain an additional bonus to spend on SNAs, artifacts, war machines, ships and hidden population centres. This bonus is as follows:

- ❖ Lorien, Harlindon and Dunland 500 gold bonus.
- ❖ Eraidor, North Mirkwood, South Mirkwood, Forlindon, Rhudaur and Rhun 1000 gold bonus.
- ❖ Rhovanian, Iron Hills, Nothern Wastes, Angmar 1500 gold bonus.

Note regarding special ability 31 (+20 to kidnap and assassinate): If a nation on either the Free Peoples or Dark Servants allegiance chooses this ability, we will contact the other side to offer them the chance to pick it as well. Only one nation per allegiance can choose this ability, and so if more than one player picks it, it will be randomly determined which get the ability.

The special abilities and their costs are as follows:

<b>Ability</b>	<b>Cost</b>	<b>Description</b>
<b>1</b>	9000	The following scouting and recon orders issued work as if the character has double the relevant skill rank: 905 – Scout Army 910 – Scout Area 915 – Scout Hex 920 – Scout Population Centre 925 – Recon Area 930 – Scout For Characters

Ability	Cost	Description
2	4000	The following scouting and recon orders issued work as if the character has +20 to their relevant skill rank: 905 – Scout Army 910 – Scout Area 915 – Scout Hex 920 – Scout Population Centre 925 – Recon Area 930 – Scout For Characters
3	3000	The following scouting and recon orders issued work as if the character has a relevant skill rank of 50 (or better if they have the appropriate skill rank at higher than 50): 905 – Scout Army 910 – Scout Area 915 – Scout Hex 920 – Scout Population Centre 925 – Recon Area 930 – Scout For Characters This ability can be chosen by Dwarves only
4	2000	New characters have a greater chance of gaining a bonus to their challenge rank.
5	8000	New characters have a greater chance of gaining a bonus to their stealth rank.
6	1000	Armies lose no morale for force marching.
7	1000	Armies with food only lose 1-2 morale if force-marching Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if marching, and only lose 2-5 if force-marching.
8	8000	The nation can buy from the market at 20% less than the given buy price, and sell to the market at 20% greater than the given sell price.
9	7000	New emissaries can start with an emissary skill rank of up to 40 when created using the order 734 – Name Emissary.
10	3000	New mages can start with a mage skill rank of up to 40 when created using the order 737 – Name Mage.
11	8000	New agents can start with an agent skill rank of up to 40 when created using the order 731 – Name Agent.
12	3000	New commanders can start with a command skill rank of up to 40 when created using the order 728 – Name Commander.
13	1000	All new troop recruits start with training 20.
14	1000	All new troop recruits start with training 25. <i>This ability can be chosen by Elves only.</i>
15	1000	All new heavy infantry recruits start with training 30. <i>This ability can be chosen by Dwarves only.</i>
16	100	All new men-at-arms recruits start with training 25.
17	1000	The nation can build ships at 1/2 the usual timber cost.
18	2000	The nation can build ships at 1/3 the usual timber cost. <i>This ability can be chosen by Elves only.</i>



Ability	Cost	Description
19	3000	The nation may build fortifications at 1/2 the usual timber cost.
20	2000	New armies start with a morale of 40.
21	8000	New armies may be hired at no cost.
22	100	All characters may issue the order 585 – Uncover secrets as if they have an emissary skill rank of 40 (or higher if they have an emissary skill rank of greater than 40).
23	4000	Mages can learn the lost spell 502 – Weakness.
24	8000	Mages can learn the lost spell 508 – Conjure Mounts.
25	2000	Mages can learn the lost spell 510 – Conjure Food.
26	3000	Mages can learn the lost spell 512 – Conjure Hordes. <i>This ability can be chosen by Dark Servants only.</i>
27	100	Mages can learn the lost spell 244 – Fearful Hearts. <i>This ability can be chosen by Dark Servants only.</i>
28	100	Mages can learn the lost spell 248 – Fanaticism. <i>This ability can be chosen by Dark Servants only.</i>
29	2000	Mages can learn the lost spell 246 – Summon storms. <i>This ability can be chosen by Dark Servants only.</i>
30	4000	Mages can learn the lost spell 314 – Teleport.
31	20000	Orders 615 – Assassinate Character and 620 – Kidnap Character issued work as if the character has + 20 to their agent skill rank. <i>This ability can be chosen by Dark Servants or Free Peoples only. Only one nation per allegiance can choose this ability.</i>
32	100	Navies can travel in open sea sectors without fear of storms or becoming lost
33	1000	Navy warships have a strength of 4
34	2000	Navy warships have a strength at 5

Other costs are as follows:

<b>Artifacts</b>	3000	Selected at random amongst those usable by your allegiance, and secreted at the nation's capital. If you purchase artifacts, one will be free. (So if you purchase two, they will cost a total of 3000.)
<b>Transport Ships</b>	250	These will appear anchored at your capital if possible, or at another population centre if the capital has no port or harbour. They will anchor at ports in preference to harbours. If they cannot be anchored at any of your nation's population centres, they are lost.
<b>Warships</b>	250	These will appear anchored at your capital if possible, or at another population centre if the capital has no port or harbour. They will anchor at ports in preference to harbours. If they cannot be anchored at any of your nation's population centres, they are lost.
<b>War Machines</b>	200	These will appear in your army. If you start without an army, the war machines will be lost.
<b>Hidden Population Centre</b>	6000	One population centre may be hidden. You must specify which of your first four population centres (see details on population centres later in this section) is to be hidden.

## Armies

<i>Army Commanded by Character #</i>		<i>(Must have Command Skill!)</i>
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<i>Troop Type</i>	<i>Cost for 100 Troops</i>	<i>Quantity</i>	<i>Cost</i>
Heavy Cavalry	3000		
Light Cavalry	1500		
Heavy Infantry	2000		
Light Infantry	1000		
Archers	1000		
Men-at-Arms	500		
<b>Total Cost</b>		<b>(12,000 limit):</b>	

You may start with one army, which is allocated to a character with command skill of your choice. You have 12,000 points available with which to buy troop types, and each troop type has a different points cost as detailed below. Troops can only be purchased in increments of 100. Any points not allocated are converted to gold on a one-for-one basis, and added to your nation's starting reserves. If you do not wish to start with an army, simply leave this section blank and all 12,000 points will be converted to gold. Morale, training, and weapon and armour ranks of the army are either 30 or equal to the highest commander's command skill rank, whichever is greater. The army will also start with an amount of food which is inversely proportional to the number of troops: approximately 6000 food divided by the number of 100 troop increments in the army. For example, if you have 400 heavy cavalry you will have 1500 food.

### Troop type costs

<i>Troop Type</i>	<i>Cost for 100 troops</i>
Heavy Cavalry	3000
Light Cavalry	1500
Heavy Infantry	2000
Light Infantry	1000
Archers	1000
Men-at-Arms	500

## Population Centres

#	<i>Population Centre</i>	<i>Name (5-17 characters)</i>	<i>1<sup>st</sup> Hex</i>	<i>2<sup>nd</sup> Hex</i>	<i>3<sup>rd</sup> Hex</i>	<i>4<sup>th</sup> Hex</i>	<i>Upgrade to</i>	<i>Fortify with</i>	<i>Port/Harbour</i>	<i>Gold Cost</i>
1	Capital									
2	Major Town									
3	Town									
4	Village									
5	Camp									
?	Optional Camp									
?	Optional Camp									
<b>Total Cost</b>		<b>(8,000 limit):</b>								

### Name

Names for population centres must fit the game setting else a random choice for the name will be made.

## Number of, and Statistics

You will start with at least five population centres: two Major Towns (one of which is your capital), a Town, a Village and a Camp. One of these (of your choice) gets a free fort: you are still able to upgrade this population centre further, but if you upgrade from a fort to a castle or keep you gain no discount.

By spending points you can create up to two more, improve (by one level) population centre sizes that you can, or add fortifications, ports or harbours. Port/Harbours must comply with minimum population centre levels (see Orders #530-535).

You have 8,000 points to spend on these improvements/upgrades; unused points will be added to your nation's starting gold reserves. In addition, if your set-up fulfils various criteria, you may gain bonuses – see below for details.

Cost	Description
3000	New Camp
4000	Improve Camp to Village
5000	Improve Village to Town
7000	Improve Town to Major Town
8000	Improve Major Town to City
1000	Tower
3000	Fort
8000	Castle
free	Harbour
2000	Port

### Examples

To improve your Major Town (capital) to a City would cost 8000.

To improve your Village to a Town (5000) and put a Tower at both Towns (1000 each) would cost 7000;

To add a Camp (3000) and put a Fort at your Town (3000) would cost 6000.

In addition, if your set-up is placed in the following regions you gain a further population centre as follows:

Rhovanion, Iron Hills, Northern Wastes, Angmar:	1 Major Town
Eriador, North Mirkwood, South Mirkwood, Forlindon, Rhudaur, Rhun:	1 Town
Lorien, Harlindon, Dunland:	1 Village
Enedwaith, Rohan:	1 Camp

Finally, the following bonuses can be gained if your set-up fulfils certain criteria:

- ❖ If all your towns, major towns and cities are placed on a road you may upgrade any village on a road to a town, or a camp to a village, and gain an optional tower on that population centre.
- ❖ If all your towns, major towns and cities are placed on a non-mountain hex you may upgrade any village on a non-mountain hex to a town, or a camp to a village, and gain an optional tower on that population centre
- ❖ If you have one or more harbours then gain 1,000 points to spend on Population Centre improvements, and 1,000 points to spend on the purchase of Ships and Navy-related SNAs. You only gain this bonus once, regardless of how many Harbours you have.\*
- ❖ If you have one or more ports then gain 3,000 points to spend on Population Centre improvements, and 2,000 points to spend on the purchase of Ships and Navy-related SNAs. You only gain this bonus once, regardless of how many Harbours you have.\*

*\* These bonuses are additive. I.e. you can gain a maximum of 4k to PC improvements and 3k to Ships and Navy SNAs if you have 1+ Ports and 1+ Harbours at game start.*

With the exception of your capital (whose loyalty will be 75), loyalty will be equal to the highest Emissary rank (minimum 30) of the characters created.



## Location

Select your choices for the locations of your population centres within your region. You must choose three choices of location for each population centre. The fourth capital location choice must be one of the default capital hexes (marked in orange on the map). Secondary and Tertiary choices will be used in instances of capital population location conflicts and invalid capital selections. Each of your three capital's location choices must end up *at least* four (4) hexes from any other nation's capital.

The following restrictions must be met:

- ❖ All population centres belonging to a nation must be no more than three hexes away from the capital.
- ❖ All populations must be at least six hexes away from the North and South Kingdom's capitals (#1108 and #2924).
- ❖ All population centres must be in the same Region as your Regional choice.
- ❖ No population centres may be placed on any of the following hexes, either because they are the locations of North and South Kingdom starting population centres, or because they are not available for building on at game start:
 

#0710	#1209	#1609	#2227	#2927
#0916	#1210	#1828	#2438	#3024
#1108	#1323	#2119	#2527	#3124
#1109	#1407	#2121	#2715	#3221
#1110	#1409	#2212	#2924	#3423
- ❖ If none of your location choices are available, or they are invalid, or none are provided, then a random selection will be made close to your capital.

## Characters

#	Name (5-17 characters)	Gender (m or f)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	List of spells by spell number if mage rank is 10+	Stealth Rank	Gold Cost
1K									
2P									
3									
4									
5									
6									
7									
8									
Total Cost					(6,000 limit):				

You start the game with eight characters, two of whom are considered nobility – the 'King' (K) and 'Prince' (P) characters. Each of these must be given a name and gender, and skill ranks which are purchased with points. You have 6,000 points to spend, with any points not allocated are converted to gold on a one-for-one basis and added to your nation's starting reserves.

- ❖ Each character must have a minimum of 30 total skill ranks.
- ❖ Stealth does not count as a skill rank, and can be a maximum of 10.
- ❖ At least one character must have command rank.
- ❖ Assignment of command rank and emissary rank could affect other aspects of your nation (armies and population centres).
- ❖ For every 10 points of mage skill rank purchased for a character, you may also select 1 spell. All spell prerequisites must be adhered to, and no lost list spells can be chosen unless you have also purchased the appropriate special nation ability. If you do not choose spells, or a spell is invalid, random choices will be made.
- ❖ All characters will start at your capital.
- ❖ The first character listed will be considered your 'primary' character
- ❖ One character at random will start with a random Character Special Ability.
- ❖ Names must have unique character IDs (their first 5 digits), and be between 5 and 17 characters long.

There are 3 steps in assigning skill ranks to characters: purchasing skill ranks, royalty bonuses, and racial modifiers.

## Step 1: Purchasing skill ranks

Rank	Cost according to skill type				
	Command	Agent	Emissary	Mage	Stealth
10	200	400	300	100	600
20	300	500	400	200	Not available
30	400	600	500	300	Not available
40	600	800	700	500	Not available
50	1100	1400	1300	1000	Not available
60	1700	Not available	1900	1600	Not available

- ❖ Dwarves can purchase their 1<sup>st</sup> Command 60 rank for 1100 points.
- ❖ Elves can purchase their 1<sup>st</sup> Mage 60 rank for 1000 points.
- ❖ Non-humans can purchase their 1<sup>st</sup> Agent 50 rank for 800 points.
- ❖ Men can purchase their 1<sup>st</sup> Emissary 60 rank for 1300 points.

## Step 2: Royalty

Character number 1 is your nation's King or Queen, and character 2 your Prince or Princess. You get an *additional* 1300 points to spend on your King character, and 800 points to spend on your Prince character. This must be spent on a single or multiple skills (including stealth) that they haven't already purchased.

## Step 3: Racial Modifiers

Finally, you can select a single character to receive an additional bonus as follows, depending on your nation's race and allegiance:

### Good

- Dwarf** One character without command rank gains 10 command skill, **or** one character without agent rank gains 20 agent skill.
- Human** One character without command rank gains 10 Command skill.
- Elven** One character without mage rank gains 30 mage skill and 3 spells.

### Evil

- Human** One character without emissary rank gains 30 emissary skill, **or** any character gains 10 command skill
- Non-Human** One character without agent rank gains 20 Agent skill.

### Neutral

- Human** One character without emissary rank gains 30 Emissary skill, **or** any character gains 10 Command skill.

## Example

### Step 1: Purchasing skill ranks

#	Name	Gender (M or F)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	Stealth Rank	Total Gold Cost
1K	Aragorn		40					600
2P	Arwen	F	30					400
3	Elrond				40			700
4	Celeborn					60		1000
5	Galadriel	F				60		1600
6	Legolas			40				800
7	Amroth					30		300
8	Cirdan		40					600
Total Cost								(6,000 limit): 6000

## Step 2: Royalty

#	Name	Gender (M or F)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	Stealth Rank	Total Gold Cost
1K	Aragorn		40		50 (K)			600 (+K1300)
2P	Arwen	F	30	40 (P)				400 (+P800)
3	Elrond				40			700
4	Celeborn					60		1000
5	Galadriel	F				60		1600
6	Legolas			40				800
7	Amroth					30		300
8	Cirdan		40					600
Total Cost								(6,000 limit): 6000

## Step 3: Racial Modifiers

#	Name	Gender (M or F)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	Stealth Rank	Total Gold Cost
1K	Aragorn		40		50 (K)			600 (+K1300)
2P	Arwen	F	30	40 (P)				400 (+P800)
3	Elrond				40			700
4	Celeborn					60		1000
5	Galadriel	F				60		1600
6	Legolas			40				800
7	Amroth					30		300
8	Cirdan		40			30 (r)		600 (r for free)
Total Cost								(6,000 limit): 6000

## Fixed Starting Details

Your nation's starting tax rate will be set to 40%

Your nation will start with 25,000 gold, plus any extra gained from converted points not allocated to special abilities, armies, characters and population centres.

Any artifacts hidden at your capital are considered to have been hidden by your nation's leader, which is to say character number #1 on the nation design sheet. This is important, as it means that this character will be able to pick them up more easily than the other characters.

## Special rules for Starting Neutral Teams

If some of the neutral nations wish to play as a team from the start, these players should make this known when submitting set-ups. Only one nation of such a team can be a Kingdom. In addition to such a team, two neutral players can then join as normal neutral nations (able to change allegiance), in addition to the Kingdoms (one or both, depending on whether one is in the neutral team).

If this occurs, the division of nations between allegiances and non-team neutral nations will be altered to ensure a balanced game.

## Special Rules for North and South Kingdom

The following rules apply to the North and South Kingdom when designing their nations:

### Name

The North and South Kingdom have no choice in the name of their nation!

### Allegiance and Race

The North and South Kingdom must be neutral, and human.

### Regions

If you hope to play a Kingdom you must still select two other region choices, and will gain or lose gold appropriately depending on what choice you receive.

## Special Nation Abilities, Artifacts, War Machines, Ships, and Hidden Population Centres

Both the North and South Kingdom must choose special ability #19, but get this ability for free.

Both the North and South Kingdom start with 5 artifacts. Additional artifacts may be purchased, but each will cost 4,000 points (which is to say that the Kingdoms do not get a free artifact if purchasing 2 or more). The North Kingdom starts with 3 palantirs, one assigned to their leader, one at #1609 and one at #2119, the Silver Rod of Anduni at #1108, and a random evil artifact. The South Kingdom starts with the Ring of Barahir and Anduril at #2924, one Palantir assigned to their leader, and two random evil artifacts.

Each Kingdom may choose to hide any one, but only one, of their first 7 population centres, at the normal cost of 6000 points.

### Armies

Both the North and South Kingdom have 40,000 points to spend on armies, and must spend at least 25,000 points

Troop costs for both the North and South Kingdom are doubled, as follows:

<i>Troop Type</i>	<i>Cost for 100 troops</i>
Heavy Cavalry	6000
Light Cavalry	3000
Heavy Infantry	4000
Light Infantry	2000
Archers	2000
Men-at-Arms	1000

## Population Centres

Both the North and South Kingdom have 15,000 points to spend on population centres.

**Before any improvement, the North Kingdom's population centres are as follows:**

- ❖ A major-town with keep (the capital), three towns, three villages, and three camps. Therefore, before any improvements, there is a keep at the capital at 1108, and towers at 1407, 1409, 1609, 2212, 2119, and 2112.
- ❖ The capital must be located at #1108.
- ❖ Six of the other population centres must be allocated to the following sectors:  
#1407, #1409, #1609, #2119, #2121, #2212 .
- ❖ The final population centres can be allocated to any other sectors following the usual restrictions, except for #1109, #1209, #1110, and #1210, which are not available to be built on at game start.
- ❖ North Kingdom gets an additional upgrade of any Town to a Major Town/Fort.
- ❖ 1609, 2119, 2121 and 2212 are Strategic Population Centres (relevant to achieving victory in the game).

**Before any improvement, the South Kingdom's population centres are as follows:**

- ❖ A major-town with keep (the capital), three towns with towers, three villages with towers, and three camps with towers.
- ❖ The capital must be located at #2924.
- ❖ The other population centres must be allocated to the following sectors:  
#2227, #2438, #2527, #2715, #2927, #3024, #3124, #3221, #3423.
- ❖ 2715, 3124 and 3423 are Strategic Population Centres (relevant to achieving victory in the game).

## Ports/Harbours

If you have one or more Harbours then gain 1,000 gold to spend on PC improvements to your set-up and gain 1,000 gold to spend on start-up for the purchase of Navy related SNAs and Ships.

If you have one or more Ports you get 3,000 gold to spend on PC improvements and gain 2,000 gold to spend on start-up for the purchase of Navy related SNAs and Ships.

# Nation Design Sheet

## Player Information

Your Full Name:	
Account Number:	

Names and Account Numbers of Players you wish to join with:

## Name

Nation/Realm Name:	(The)
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## Allegiance and Race

Allegiance:	
Race:	

## Regional Placements

Region	Region Name	Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)
1		
2		
3		
4		

## Special Nation Abilities, Artifacts, War Machines, Ships, and Hidden Population Centres

Item	Information	Description	Cost
SNA (number)			
SNA (number)			
SNA (number)			
SNA (number)			
Artifacts (quantity)		Each is selected at random and hidden at your capital. (3,000 each; if two or more selected, one is free!)	
Transports (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
Warships (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
War Machines (quantity)		Will appear in your army, if possible. (200 each.)	
Hidden Population Centre (#1-4)		6,000 to hide one and only one population centre.	
Individual Victory Condition (#1-7)		Victory condition #1-7 (This selection is optional and without cost.)	0
Total Cost		20,000 + northerly location bonus of [                      ] limit:	



## Armies

Army Commanded by Character #		(Must have Command Skill!)
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Troop Type	Cost for 100 Troops	Quantity	Cost
Heavy Cavalry	3000		
Light Cavalry	1500		
Heavy Infantry	2000		
Light Infantry	1000		
Archers	1000		
Men-at-Arms	500		
Total Cost		(12,000 limit):	

## Population Centres

#	Population Centre	Name (5-17 characters)	1 <sup>st</sup> Hex	2 <sup>nd</sup> Hex	3 <sup>rd</sup> Hex	4 <sup>th</sup> Hex	Upgrade to	Fortify with	Port/Harbour	Gold Cost
1	Capital									
2	Major Town									
3	Town									
4	Village									
5	Camp									
?	Optional Camp									
?	Optional Camp									
Total Cost		(8,000 limit):								

## Characters

#	Name (5-17 characters)	Gender (m or f)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	List of spells by spell number if mage rank is 10+	Stealth Rank	Gold Cost
1K									
2P									
3									
4									
5									
6									
7									
8									
Total Cost		(6,000 limit):							

# North Kingdom Design Sheet

## Player Information

<i>Your Full Name:</i>	
<i>Account Number:</i>	

<i>Names and Account Numbers of Players you wish to join with:</i>

## Name

<i>Nation/Realm Name:</i>	(The) North Kingdom
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## Allegiance and Race

<i>Allegiance:</i>	Neutral
<i>Race:</i>	Men

## Regional Placements

<i>Region</i>	<i>Region Name</i>	<i>Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)</i>
1	North Kingdom	Kingdom

## Special Nation Abilities, Artifacts, War Machines, Ships, and Hidden Population Centres

<i>Item</i>	<i>Information</i>	<i>Description</i>	<i>Cost</i>
SNA (number)	19	Build fortifications at half timber cost	Free
SNA (number)			
SNA (number)			
SNA (number)			
Artifacts (quantity)		Each is selected at random and hidden at your capital. (4,000 each; if two or more selected, one is free!)	
Transports (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
Warships (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
War Machines (quantity)		Will appear in your army, if possible. (200 each.)	
Hidden Population Centre (#1-4)		6,000 to hide one and only one population centre.	
Individual Victory Condition (#1-7)		Victory condition #1-7 (This selection is optional and without cost.)	0
<i>Total Cost</i>		<i>(20,000 limit):</i>	

## Armies

Army Commanded by Character #		(Must have Command Skill!)
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Troop Type	Cost for 100 Troops	Quantity	Cost
Heavy Cavalry	6000		
Light Cavalry	3000		
Heavy Infantry	4000		
Light Infantry	2000		
Archers	2000		
Men-at-Arms	1000		
Total Cost (40,000 limit, minimum 25,000):			

## Population Centres

#	Population Centre	Name (5-17 characters)	1 <sup>st</sup> Hex	2 <sup>nd</sup> Hex	3 <sup>rd</sup> Hex	4 <sup>th</sup> Hex	Upgrade to	Fortify with	Port/Harbour	Gold Cost
1	Capital		1108					Keep		
2	Town									
3	Town									
4	Town									
5	Village									
6	Village									
7	Village									
8	Camp									
9	Camp									
10	Camp									
Total Cost (15,000 limit):										

## Characters

#	Name (5-17 characters)	Gender (m or f)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	List of spells by spell number if mage rank is 10+	Stealth Rank	Gold Cost
1K									
2P									
3									
4									
5									
6									
7									
8									
Total Cost (6,000 limit):									

# South Kingdom Design Sheet

## Player Information

<i>Your Full Name:</i>	
<i>Account Number:</i>	

<i>Names and Account Numbers of Players you wish to join with:</i>

## Name

<i>Nation/Realm Name:</i>	(The) South Kingdom
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## Allegiance and Race

<i>Allegiance:</i>	Neutral
<i>Race:</i>	Men

## Regional Placements

<i>Region</i>	<i>Region Name</i>	<i>Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)</i>
1	North Kingdom	Kingdom

## Special Nation Abilities, Artifacts, War Machines, Ships, and Hidden Population Centres

<i>Item</i>	<i>Information</i>	<i>Description</i>	<i>Cost</i>
SNA (number)	19	Build fortifications at half timber cost	Free
SNA (number)			
SNA (number)			
SNA (number)			
Artifacts (quantity)		Each is selected at random and hidden at your capital. (4,000 each; if two or more selected, one is free!)	
Transports (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
Warships (quantity)		Each will appear anchored at the capital, if possible. (250 each.)	
War Machines (quantity)		Will appear in your army, if possible. (200 each.)	
Hidden Population Centre (#1-4)		6,000 to hide one and only one population centre.	
Individual Victory Condition (#1-7)		Victory condition #1-7 (This selection is optional and without cost.)	0
<i>Total Cost</i>		<i>(20,000 limit):</i>	

## Armies

Army Commanded by Character #		(Must have Command Skill!)
-------------------------------	--	----------------------------

Troop Type	Cost for 100 Troops	Quantity	Cost
Heavy Cavalry	6000		
Light Cavalry	3000		
Heavy Infantry	4000		
Light Infantry	2000		
Archers	2000		
Men-at-Arms	1000		
Total Cost (40,000 limit, minimum 25,000):			

## Population Centres

#	Population Centre	Name (5-17 characters)	1 <sup>st</sup> Hex	2 <sup>nd</sup> Hex	3 <sup>rd</sup> Hex	4 <sup>th</sup> Hex	Upgrade to	Fortify with	Port/Harbour	Gold Cost
1	Capital		2924					Keep		
2	Town									
3	Town									
4	Town									
5	Village									
6	Village									
7	Village									
8	Camp									
9	Camp									
10	Camp									
Total Cost										(15,000 limit):

## Characters

#	Name (5-17 characters)	Gender (m or f)	Command Rank	Agent Rank	Emissary Rank	Mage Rank	List of spells by spell number if mage rank is 10+	Stealth Rank	Gold Cost
1K									
2P									
3									
4									
5									
6									
7									
8									
Total Cost (6,000 limit):									

Adanedhel, Adelard Took, Adorn, Adrahil captain to Ondoher, Adrahil father of Imrahil, Adual, Adûnâic, Adûnâkôr, Adurant, Aeglos, Aeglos, Aegnor, Aelin-uial, Aeluin, Aerandir, Aerin, Afterborn, Aftercomers, Afterlithe, Afteryule, Agarwaen, Aghan, Aglarond, Aglon, Aiglos, Ailinel, Ailunuldû, Ainur, Music of the Ainur, Aiwendil, Akallabêth, Akallabêth, Alatar, Alathariel, Alcarin, Alcarin, Alcarinëu, Alcarondas, Aldamar, Aldarion, Aldarion, Erendis, Aldaron, Aldburg, Aldêa, Aldor, Alfîrin, Alog, Almoide, Almqaren, Almarian, Almiel, Almiuladê, Altîariê, Ainur, Mountains of Ainur, Amandil, Amariê, Amôr, Amêl, Amlach, Amlaith of Fornost, Amnon Amarth, Amnon Arathir, Amnon Arad, Amnon Ethrî, Amnon Gwareth, Amnon Hen, Amnon Lanc, Amnon Lhaw, Amnon Obel, Amnon Rûdh, Amnon Sîl, Tower of Amon Sîl, Tower of Amon Sûlos, Amras, Amrod, Amroth, Amroth, Cerin Amroth, Anach, Pass of Anach, Anadûnê, Anar, Anardil of Gondor, Anardil of Númenor, Anardion son of Ancalimê, Anborn, Ancanagol, Ancalimê, Andor, Andram, Andrast, Andrath, Andrôg, Androth, Anduin, Ethrî Anduin, Mouths of Anduin, Vales of Anduin, Andûniê, Bay of Andûniê, Lord of Andûniê, Andûril, Andustar, Andwîre Anor, Arier Roper, Anemones, Anfalas, Anfauglir, Anfauglith, Angainor, Angamaitê, Angband, High-captain of Angband, Siege of Angband, Angbor, Angerthas, Anghabar, Anglachel, Angla Eriador, Anglê Lórien, Angmar, Angren, Angrenost, Angrist, Angrod, Anguirel, Annah, Annatar, Annon-in-Gelydh, Annúminas, Anfalang, Annúminas, Tower of Annúminas, Anor, Flame of Anor, Minas Anor, Anóriën, Anor-stone, Apânarôn, Appledore, Ar-Abattâir, Arador, Ar-Adûnâkôr, Araglas, Aragorn Elessar, Aragorn I, Aragost, Aradah I, Arahad, Arahad II, Arahal, Araman, Aranarth, Arandar, Arandur, Aranel, Aranuith, Arantar, Ararui, Ararwê, Ararwion, Araphant, Araphel, Arassuil, Aratan, Ararat, Arathorn I, Arathorn II, Araval, Aravir, Aravorn, Araw, Kine of Araw, Ar-Belzagar, Archet, Arda, High King of Arda, High Ones of Arda, King of Arda, Lord of the Breath of Arda, Powers of Arda, Spring of Arda, Ar-d-galen, Arethor, Ar-Feinêl, Ar-Feinêl, Argeleb I, Argeleb II, Ar-Gimlîzôr, Argonath, Gates of Argonath, Argonui, Arien, Ar-Inziladûn, Arkenstone, Armenelos, Arminas, Arnor, Dûnêdain of Arnor, King of Arnor, King of Gondor and Arnor, Arod, Aros, Fords of Aros, Arossiach, Ar-Pharazôn, Ar-Sakalithôr, Artamir, Artanis, Artano, Arthedain, King of Arthedain, Arvedui Last-king, Arveleg, Arveleg I, Arveleg II, Arvernien, Arwen Evenstar, The Tale of Aragorn and Arwen, Ar-Zimraphel, Ar-Zimrathôn, Ascar, Asfaloth, Ash Mountains, Ashen Mountains, Asphodel, Astron, Atalantê, Atanalar, Atanarim, Atanator I, Atanator II, Alcarin, Atanator, Atani, Atanirya, Athelas, Athrad Angren, Aulê, Aulendil, Avalonê, Tower of Avalonê, Avani, Avanthûr, Awakening of Men, Asantur, Azaghal, Azanulbizar, Battle of Azanulbizar, Azog, Bag End, Baggins, Balbo Baggins, Belba Baggins, Bilbo Baggins, Bungo Baggins, Dugo Baggins, Dugo Baggins, Fosso Baggins, Frodo Baggins, Largo Baggins, Lily Baggins, Linda Baggins, Longo Baggins, Mungo Baggins, Pansy Baggins, Peony Baggins, Polo Baggins, Porto Baggins, Posco Baggins, Rosa Baggins, Bagshot Row, Bain, Balan, Balar, Bay of Balar, Balbo Baggins, Balchoth, Bald Hill, Baldor, Balin, Balrogs, Lord of Balrogs, Bamfurlong, Ban of the Valar, Banakil, Bandobras Took, Bane of Glauring, Banks, Eglantine Banks, Barach, Barad Eithel, Barad Nimras, Barad-dûr, Downfall of Barad-dûr, Fall of Barad-dûr, Lord of Barad-dûr, Siege of Barad-dûr, Baragund, Barahir grandson of Faramir, Barahir son of Bregor, Ring of Barahir, Barahir son of Hador, Baran, Baranduin, Baranor, Baraz, Barazînbar, Bard I, Bard II, Bardings, Bar-en-Danwedh, Bar-en-Nibbin-noc, Barlaman Butterbur, Barrel-rider, Barrow-downs, Barrows, Barrow-wights, Bats, Battle of Azanulbizar, Battle of Bywater, Battle of Dagorlad, Battle of Dale, Battle of Five Armies, Battle of Fornost, Battle of Greenfields, Battle of Nanduhirion, Battle of Sudden Flame, Battle of the Camp, Battle of the Field of Celebrant, Battle of the Hornburg, Battle of the Peak, Battle of the Pelennor Fields, Battle of the Plains, Battle of the Powers, Battle of Tumulhad, Battle of Unnumbered Towers, Battle Plain, Battles of the Fords of Isen, First Battle of the Fords of Isen, Second Battle of the Fords of Isen, Bauglir, Bay, Bay of Andûniê, Bay of Balar, Bay of Belfalas, Bay of Eldamar, Bay of Eldanna, Beacons of Gondor, Bears, Beater, Beechbone, Beeches, Bees, Beate, Beggins, Belecthor I, Belecthor II, Beleg of Arthedain, Beleg Strongbow, Belegar, Belegorn, Belegost, Dwarves of Belegost, Belegund, Beleriand, Dûrêdain of Beleriand, Elves of Beleriand, Rûn of Beleriand, Wars of Beleriand, West Beleriand, Belfalas, Bay of Belfalas, Bell Goodchild, Belladonna Took, Belthil, Belthornding, Bêma, Bent World, Bêor, House of Bêor, Peorn, Beornings, Bereg, Beregar, Beregond Steward of Gondor, Beregond soldier of Gondor, Beren Erchamion, Beren of Gondor, Bergil, Bert, Beruthiel, Cats of Queen Beruthiel, Berylla Boffin, Bifur, Big Folk, Big People, Bilbo Baggins, Bilbo Gardner, Bill, Bill Ferny, Bill Huggins, Bingo Baggins, Birches, Bird-amen, Birthday Party, Biter, Black, Black Captain, Black Chasm, Black Gate, Black Hand, Black Land, Black Land, Black Númênorêns, Black Pit, Annel Riders, Black Serpent, Black Shadow, Black Speech, Black Sword, Blackrook, Blackroot Vale, Bladorhin, Blanco, Blessed Realm, Bloodstained, Blotmath, Blue Mountains, Blue Ring, Blue Wizards, Boar of Everholt, Boars, Bob, Bodo Proudfoot, Boffin, Borylla Boffin, Folca Boffin, Bolger, Bolg, Bolger, Estella Bolger, Fastolph Bolger, Fatty Bolger, Filibert Bolger, Fredegar Bolger, Odovacar Bolger, Ruby Bolger, Rudigar Bolger, Bombadil, Bombur, Bonfire Glade, Book of Mazabul, Bôr, Borlag, Borin, Borlach, Borlath, Boromir of Ladros, Boromir son of Denethor I, Boromir son of Denethor II, Boron, Borondir, Borthand, Bowman, Bowman Cotton, Bracegirdle, Hugo Bracegirdle, Bralda-him, Brand, Brandagamba, Kalimac Brandagamba, Branda-nin, Brandir, Brandy Hall, Master of the Hall, Brandybuck, Celandine Brandybuck, Gorbado Brandybuck, Gorchendad Brandybuck, Gormadoc Brandybuck, Marmadas Brandybuck, Melilot Brandybuck, Mentha Brandybuck, Meriadoc Brandybuck, Merimas Brandybuck, Merry Brandybuck, Old Rory Brandybuck, Primula Brandybuck, Korimac Brandybuck, Saradoc Brandybuck, Brandyvine, Brandyvine Bridge, Bree, Hobbits of Bree, Men of Bree, West-gate of Bree, Bree-folk, Bree-hill, Bree-hill, Bree-hobbits, Bree-land, Bree-landers, Bregalad, Brego, Bregolas, Bregor, Brethil, Men of Brethil, Bridge of Khazad-dûm, Bridge of Mitheithel, Bridge of Stonebows, Bridgefields, Brithlor, Brithlach, Ford of Brithlach, Brithombard, Brithon, Brockenbrokes, Brockenbroches, Brockhouse, Broddia, Lily Brown, Brown Lands, Brownlock, Gilly Brownlock, Bruinen, Ford of Bruinen, Brytta Léofa, Bucca of the Marish, Buck Hill, Buckland, Master of Buckland, Buckland Gate, Bucklanders, Bucklebury, Bucklebury Ferry, Budgeford, Bullroarer, Bunce, Mimosa Bunce, Bundushathûr, Bungo Baggins, Bûrûmûr, Burrowes, Burrows, Milo Burrows, Minto Burrows, Mosco Burrows, Moto Burrows, Myrtle Burrows, Butterbur, Butterflies, Bywater, Battle of Bywater, Bywater Foll, Bywater Road, Cabed Naeramarth, Cabed-en-Aras, Cair Andros, Calacirian, Calacirya, Calaquendi, Calembel, Calendarnoh, Calenhad, Calimehtar King of Gondor, Calimehtar son of Calmacil, Calmacil, Calmindon, Camellia Sackville, Camlost, Cape Balar, Captain of Despair, Captain of the Southern Army, Captains of the West, Captaincy of Melkor, Carach Angren, Caradhras, Caradûg, Caranthir, Thor Caranthir, Caras Galadûn, Carc, Carcathar, Carcest, Cardolan, Carl Cotton, Carn Dûm, Carnen, Carmil, Carrock, Castimir, Cats, Cats of Queen Beruthiel, Caves of Androth, Caves of the Forgottene, Cave-trolls, Cedars, Celandine Brandybuck, Celduin, Celedbêl, Celeborn Lord of the Rivend, Celeborn White Tree, Celebrant, Battle of the Field of Celebrant, Field of Celebrant, Celebrant, Celebrimbor, Celebrindol, Celebrindor, Celebrates, Celegorn, Celepharn, Celon, Celos, Cemendur, Ceor, Cerin Amroth, Cerniê, Chamber of Mazabul, Chamber of Records, Chetwood, Chica Chubb, Chiff, Chieftain of the Dûnêdain, Chieftain of the North, Children of Aulê, Children of Hûrin, Tale of the Children of Hûrin, Children of Hûvatar, Children of the Sun, Chubb, Chica Chubb, Chubb-Baggins, Faggo Chubb-Baggins, Poppy Chubb-Baggins, Circles of the World, Cirdan the Shipwright, Ciril, Cirion, Cirith Dûath, Cirith Ungol, Cirith Ungol, Cirith Ungol, Stairs of Cirith Ungol, Tower of Cirith Ungol, Cîrith, Ciryathir, Ciryandil, Ciryon, Citadel of Gondor, Guards of the Citadel, City of Gondor, City of the Kings, Clayhanger, Closed Door, Cloudhead, Cock-robin, Coirê, Cold-drakes, Coldfalls, Combe, Common Speech, Company of the Ring, Company of the Ring, Cormar, Cordial of Imladris, Cormallen, Corn, Corollariê, Corsairs of Umbar, Cottman, Cottar, Bowman Cotton, Carl Cotton, Farmer Cotton, Holman Cotton, Jolly Cotton, Long Horn Cotton, Mrs. Cotton, Nibs Cotton, Nick Cotton, Rose Cotton, Tolman Cotton junior, Tolman Cotton senior, Tom Cotton junior, Tom Cotton senior, Wilcome Cotton, Council of Elorod, Council of Gondor, Council of the Sceptre, Council of the Wise, Cracks of Doom, Cram, Crebain, Crickhollow, Crissagreen, Crossing of Poros, Crossings of Teiglin, Cross-drays, Crown of Gondor, Cuivênen, Calumêda, Curufin, Curufinwê, Curumo, Curunir, Nan Curunir, Cûthalion, Daeron, Dagnir Glauringa, Dagon Aglareh, Dagon Bragollach, Dagon Dagorath, Dagorlad, Battle of Dagorlad, Dagonuin-Gilath, Dûin I, Dûin II Ironfoot, Daisy Gamage, Daisy Gardner, Dale, Battle of Dale, King of Dale, Lord of Dale, Men of Dale, Damrod, Dark Country, Dark Elf, Dark Elves, Dark Land, Dark Lord, Dark Mountains, Dark Plague, Dark Power, Dark Throne, Dark Tower, Dark Years, Darkening of Valinor, Darkness, Great Darkness, Daystar, King of the Dead, Paths of the Dead, Dead Marshes, Dead Men, Déagol, Deathless, Deep Elves, Deepdelves, Deephallow, Deeping, Deeping Wall, Deepening-corn, Deepening-stream, Deer's Leap, Demons, Denethor I, Denethor II, Denethor of the Nandor, Déor, Déorwine, Derndingle, Dernehelm, Derufin, Derovion, Desolation of the Dragon, Dimand of Long Cleave, Dimbar, Dimbath, Dimrill Dale, Dimrill Star, Dimrost, Din, Dûr of Doriath, Dûr of Gondor, Dûrhael, Dûrhael Dîs, Daedeler of the Gladden Fields, Dol Amroth, Lord of Dol Amroth, Prince of Dol Amroth, Dol Baran, Dol Guldur, Dolmed, Doom of Stars, Doom of Mandos, Doom of Men, Doomsman of the Valar, Door of Night, Doors of Durin, Doors of Felagund, Thor Caranthir, Thor Daedeloth, Thor Dînen, Dor Firm-i-Guinar, Dora Baggins, Dor-Cârthor, Dor-en-Ernîl, Dori, Doriath, Elves of Doriath, King of Doriath, Queen of Doriath, Ruin of Doriath, Dorlas, Dor-lómin, Dragon-helm of Dor-lómin, Lady of Dor-lómin, Lord of Dor-lómin, Lord of Dor-lómin, Dor-nu-Faughlith, Dorthonion, Men of Dorthonion, Dorwinion, Downfall of Barad-dûr, Downfall of Númenor, Downfallen, Dragon of Erebor, Desolation of the Dragon, Dragon-helm of Dor-lómin, Dragons, Father of the Greens, Green Dragon, Dragon-spear, Dramborleg, Drauglûn, Dread Helm, Dregnist, Drogo Baggins, Drûi, Dûriadan Forest, Dûriath, Dûriêdain, Dûriêdain of Beleriand, Drûg-folk, Drûghu, Drûigs, Drûin, Drûiwath laur, Dry River, Dudo Baggins, Duilin, Duilwen, Duinbir, Dûnêdain, Dûnêdain, Chieftain of the Dûnêdain, Kingdoms of the Dûnêdain, Dûnêdain of Arnor, Dûnêdain of the North, Dûnêdain of the South, Dunharrow, Dûnhêre, Dunland, Dûnlelends, Dûnleldish, Durin I the Deathless, House of Durin, Durin III, Doors of Durin, Durin IV, Durin VII, Durin's Bane, Durin's Fate, Durin's Folk, Durin's Tower, Durthang, Dwalin, Dwarf-road of Beleriand, Dwarf-road of Mirkwood, Dwarf-troop, Dwarrowfell, Fathers of the Dwarves, Petty-dwarves, War of the Dwarves and Orcs, Dwarves of Belegost, Dwarves of Erebor, Dwarves of Khazad-dûm, Dwarves of Moria, Dwarves of the Iron Hills, Dwimberkal, Dwimborneg, Dwimordene, Eä, Éadig, King of Eagles, Lord of Eagles, Eämbar, Éarendil of Gondor, Éarendil the Mariner, Star of Éarendil, Éarendur King of Arnor, Éarendur Lord of Andûniê, Éarendur son of Tar-Amandil, Éärmil I, Éärmil II, Éärmir, Éärrâmê, Éärrêan, East Beleriand, East Bight, East Road, East Wall of Rohan, Eastemnet, Easterlings, Eastfaringth of the Shire, First Eastfaringth Troop, Eastfold, East-gate of Moria, Eastlands of Middle-earth, Eastlands of Númenor, Eastmarch of the Shire, East-mark, Marshal of the East-mark, East-victor, East-West Road, Echoing Mountains, Echionath, Echuir, Echelion I, Tower of Echelion, Echelion II, Echethel of the Fountain, Eadain, First House of the Eadain, Third House of the Eadain, Three Houses of the Eadain, Edhellond, Edhil, Ednew, Eadoras, Muster of Eadoras, Edrahil, Egalmoth, Egladil, Eglador, Eglathion, Eglantine Banks, Eglarest, Eilenach, Eilense, Eithel Ivrin, Eithel Sirion, Ekkaia, Elanor, Elanor Gardner, Elatan, Elbereth, Eldacar of Arnor, Eldacar of Gondor, Eldadê, Eldadôn, Eldamar, Bay of Eldamar, Eldar, Eldarin, Eldarion, Elder Children of Ilúvatar, Elder Days, Elder Kindred, Elder King, Elderling, Elehethen, Elemmakil, Elemmakil (Elf), Elemmêrî (star), Elendê, Elendil, Heir of Elendil, House of Elendil, Mound of Elendil, Star of Elendil, Sword of Elendil, Tomb of Elendil, Elendil, Elendilê, Elendilim, Elendur King of Arnor, Elendur son of Isildur, Elena, Elentári, Elentirimo, Elenwê, Elephants, Elessar of Arnor, Elessar of Éarendil, Elestrîmê, Elf-friend, Elf-friends, Three Houses of the Elf-friends, Elfhelm, Elfhil, Elfstan Fairbairn, Elfstone, Elfwine, Elladan, Elmo, Elms, Elostorion, Elrohir, Elrond, House of Elrond, Elros, House of Elros, Line of Elros, Elu Thingol, Eluchûl, Elendûl, Elurîn, Elvenesse, Elvenhome, Elvenking, Elven-rings, Elven-smiths, Elven-tongue, Elven-tree, Fair Elves, Green-elves, Grey-elves, High Elves, High King of the Elves, Light-elves, Sea-elves, Silvan Elves, Wood-elves, Elves of Beleriand, Elves of Doriath, Elves of Erebor, Elves of Eressêa, Elves of Lindon, Elves of Lórien, Elves of Middle-earth, Elves of Mirkwood, Elves of Nargothrond, Elves of Ossiriland, Elves of Sirion, Elves of the Falmes, Elves of the Havens, Elves of the Light, Elves of the Twilight, Elves of the Wood, Elves of Thranduil, Elves of Valinor, Silvan Elvish, Elwê Singolê, Elwing, Emeldir, Emeriê, Emewen Aranel, Empty Lands, Emyrn Arnen, Emyrn Arnen, Emyrn Beraid, Emyrn Fûl, Emyrn Muil, Emyrn Uial, Emyrn-nu-Fuin, Enchantment, Enchanted River, Encircling Mountains, Encircling Sea, Enderi, Endless Stair, Endor, Endorê, Emedwaith, Enemy, Enderhill, Engwar, Ennor, Ent-draughts, Ent-houses, Entings, Entish, Entmoot, Ents, Entlessê, Entwaele, Entwash, Mouths of Entwash, Entwives, Entwood, Envinyatar, Eohêrê, Eol, Éomer Éadig, Éomund of Eastfold, Éowêde, Éowêds, Eorl, House of Eorl, Oak of Eorl, Ride of Eorl, Sons of Eorl, Eorlingas, Eorlingas, Eorlath, Éothêod, Lord of the Éothêod, Men of the Éothêod, Éowyn, Epehêl Brandir, Epehêl Dûath, Eriadon, Erchamion, Erbor, Dragon of Erebor, Dwarves of Erebor, Gate of Erebor, Ereborian Cirith, Eresh, Hill of Eresh, Stone of Eresh, Eriador, Ered Gorgoroth, Ered Lindon, Ered Lithui, Ered Lómin, Ered Lûin, Ered Mithrin, Ered Nimrais, Ered Wethrin, Eregion, Elves of Eregion, Lord of Eregion, Ereinion Gil-galad, Erelas, Erellont, Erenthir, White House of Erendis, Eressêa, Elves of Eressêa, Erestor, Eriador, Erikenbrand, Erim I Pheriannath, Eru, Eruantakê, Eruhîni, Eru, Erukemyêr, Eryn Lasgalen, Eryn Vorn, Esgalduin, Esgaroth, Esméralda Took, Estê, Estel, Estella Bolger, Estelmo, Estolad, Eithir, Ethrî Anduin, Ethrâid Engbir, Ethrîng, Eithil, Eitenmotes, Evendim, Hills of Evendim, Evendim Lake, Evenstar, Everard Took, Evereven, Everholt, Boar of Everholt, Evermind, Evernight, Every-ewing, Exile of the Noldor, Exiles of Gondolin, Exiles of Númenor, Realms in Exile, Eye of Mordor, Eye of Sauron, Ezellohar, Faerlûin, Faerie, Fair Elves, Fairbairn, Elfstan Fairbairn, Falas, Elves of the Falas, Falathir, Falathir, Falathir, Falco Chubb-Baggins, Fall of Barad-dûr, Fall of Fingolfin, Fall of Gil-galad, Fall of Gondolin, Fall of Nargothrond, Fall of the Noldor, Fallalhodes, Falls of Rauros, Falls of Sirion, Falmari, Fang, Fangorn, Forest of Fangorn, Fangorn Forest, Fannuidhûl, Far Downs, Far Harad, Faramir son of Denethor II, Faramir son of Ondohor, Faramir Took I, Farewell Party, Farin, Farmer Cotton, Farmer Maggot, Farthings, Far-wanderer, Fastoloph Bolger, Fastred of Greenholm, Fastred of Rohan, Father of Dragons, Father of the Isle, Fathers of Men, Fathers of the Dwarves, Fatty Bolger, Fatty Lumpkin, Féanor, House of Féanor, Oath of Féanor, Féanor, Sons of Féanor, Féanorian, Féanorian Lamps, Féantûr, Felagud, Doors of Felagund, Finrod Felagud, Fêlarôf, Fell Winter of the Third Age, Fellowship of the Ring, Fen Hollen, Fen of Serech, Fengel, Fennarch, Fens of Sirion, Ferny, Bill Ferny, Ferumbras Took II, Ferumbras Took III, Field of Celebrant, Battle of the Field of Celebrant, Field of Cormallen, Fiery Mountain, Fili, Filibert Bolger, Fimbrelthil, Finarfin, House of Finarfin, Fingelûl, Findulus of Dol Amroth, Findulus of Nargothrond, Finglas, Fingolfin, Fall of Fingolfin, House of Fingolfin, Fingon, Finrod Felagud, Finwê, Fire of Ilúvatar, Fire-drakes, Firefoot, Fire-mountain, Firin, Firien Wood, Fîrienholt, Firimar, Firith, First Age, First Battle, First Battle of the Fords of Isen, First Eastfaringth Troop, First Homely House, First Homely House, First House of the Eadain, First Marshal of the Riddermark, Firstborn, First of Drengrist, Fladil, Flambard Took, Flame Imperishable, Flame of Arnor, Flame of the West, Flame of Udûn, Flets, Flight of the Noldor, Floating Log, Foam-flower, Foë-hammer, Folca, Folco Boffin, Folcred, Folcwife, Folde, Folk of Haleth, Followers, Ford of Brithlach, Ford of Bruinen, Fords of Aros, Fords of Isen, Battles of the Fords of Isen, First Battle of the Fords of Isen, Second Battle of the Fords of Isen, Fords of Poros, Forest of Fothel, Forest, Forest of Brethil, Forest of Fangorn, Forest of Neldoreth, Forest of Ring, Forest River, Forest Road, Foreyule, Forgôil, Forlindon, Forlond, Forlong, Formenos, For, Fornost, Amlaith of Fornost, Battle of Fornost, Forochel, Isenby of Forochel, Snowmen of Forochel, Forodwaith lands, Forodwaith people, Forostar, Forsaken Inn, Fortinbras Took I, Fortinbras Took II, Forweg, Fosso Baggins, Fourth Age, Fram, Frâir, Frêa, Frêalâf Hildeson, Frêawine, Freca, Fredegar Bolger, Free Peoples, Frerin, Friend-of-Men, Frodo Baggins, Frodo Gardner, Frogmorton, Front Gate, Frôr, Frumgar, Fûinur, Fundin, Galbathil, Gaffer Gamage, Galadon, Galadriel, Galadhrim, Lady of the Galadhrim, Galador, Galadriel, Mirror of Galadriel, Galatathil, Galatathil, Galdor of Dor-lómin, Galdor of the Havens, Galenas, Galion, Gâlmôd, Galvorn, Gamage, Daisy Gamage, Gaffer Gamage, Halfast Gamage, Halfred Gamage, Hamfast Gamage, Hamson Gamage, Marigold Gamage, May Gamage, Roper Gamage, Sam Gamage, Samwise Gamage, Gamali Zirak, Gamling, Gammidge, Hob Gammidge, Gammidgy, Gamwich family, Wiseman Gamwich, Gamwich village, Gandalf, Galf of Arnor, Gardner, Bilbo Gardner, Daisy Gardner, Elanor Gardner, Frodo Gardner, Goldlocks Gardner, Hamfast Gardner, Merry Gardner, Pippin Gardner, Primrose Gardner, Robin Gardner, Rose Gardner, Ruby Gardner, Tolman Gardner, Gasping Dust, Gate of Erebor, Gate of Isengard, Gate of Steel, Gate of the Noldor, Gates of Argonath, Gates of Mordor, Gates of Sirion, Gaurwath, Gelion, Greater Gelion, Gelmîr of Angrod's People, Gelmîr of Nargothrond, Gerontius Took, Gethron, Ghân, Ghân-bûri-Ghân, Giants, Stone-giants, Gift of Men, Gildor Inglorion, Gildor of Dorthonion, Gil-galad, Fall of Gil-galad, Spear of Gil-galad, Gilly Brownlock, Gilraen, Gilraen, Gilthionel, Gimilkhâd, Gimilzagar, Gimli Elf-friend, Ginghamlith, Girdle of Melian, Giron, Githirion, Giver of Fruits, Gladden Fields, Gladden River, Glamdring, Glamhoth, Glaudduin, Glauring, Dagnir Glauringa, Glingal, Glinglith, Glingther Caves, Lord of the Glittering Caves, Glóin son of Gróin, Glóin son of Thorin I, Glóredhel, Glórfindel of Gondolin, Glórfindel of Rivendell, Gnats, Goatfeal, Harry Goatfeal, Goblin-cleaver, Goblin-men, Goblins, Gloomning-town, Gods, Golasgil, Gollubai, Golden Hall, Golden Perch, Golden Wood, Lady of the Golden Wood, Goldenbed, Golden-haired, Goldenhead, Goldfather, Goldlocks Gardner, Goldwine, Gollumbul, Gollum, Goldothrim, Golug, Gondolin, Exiles of Gondolin, Fall of Gondolin, Gate of Gondolin, King of Gondolin, White Lady of Gondolin, Gondolindrim, Gondor, Beacons of Gondor, Citadel of Gondor, City of Gondor, Council of Gondor, Crown of Gondor, Guard of the Tower of Gondor, King of Gondor, King of Gondor and Arnor, Lord of Gondor, Men of Gondor, Queen of Gondor, Regent of Gondor, Royal House of Gondor, South Gondor, Gondorians, Gonnhrim, Goodbody, Togo Goodbody, Goodchild, Bell Goodchild, Gorbado Brandybuck, Gorbarg, Gore, Gorgoroth, Gorgûn, Gorchendad Oldbuck, Gorlim the Unhappy, Gormadoc Brandybuck, Gorthaur, Gorthol, Gotthmog Lieutenant of Morgul, Gotthmog Lord of Balrogs, Gram King of Rohan, Gram Mount, Great Armatum, Great Battle, Great Darkness, Great Gate of Gondolin, Great Gate of Minas Tirith, Great Green, Great Gulf, Great Hall of Feasts, Great Hall of Thûrin, Great House, Great Jewel, Great Jewels, Great Journey, Great Lake, Great Music, Great Ones, Great Plague, Great Ring, Great Rings, Great River, Great Sea of the West, Great Siege, Great Smials, Great Water, Great War of the Ring, Great Worm, Greater Green, Green Dragon, Green Hill, Green Hills of Gondor, Green Hills of the Shire, Green Moon, Green-elves, Greenhand, Halfred Greenhand, Holman Greenhand, Greenhead, Greenholm, Fastred of Greenholm, Greenleaf, Greenleaves, Greenwood the Great, Grey Company, Grey Havens, Grey Mountains, Grey Pilgrim, Grey Wanderer, Greycloak, Grey-elves, Grey-elves, Greyfold, Greyhame, Greylin, Greymanite, Grimbëarn of the Old, Grimbolth of Westfold, Grip, Grishnûk, Grithûir, Grîrîn, Grond battering-ram, Grond Hammer of the Underworld, Grub, Grubb, Laura Grubb, Guard of the Tower of Gondor, Guarded Plain, Guards of the Citadel, Guild of Venturers, Guild of Weaponsmiths, Guinûl, Guin, Gundabad, Gundor, Gûrthang, Guthlûf, Guthwîne, Gwaeron, Gwaihir, Gwaith-i-Mîrdain, Gwaithr, Gwathûl, Gwinder, Hadhodnrod, Hador Lórinôd, Helm of Hador, House of Hador, People of Hador, Hador of Gondor, Hal Gamage, Haladin, Halbarad, Haldad, Haldan, Haldor, Haldor of Lîthuin, Haldor of the Haladûn, Haleth daughter of Haldad, Foll of Haleth, House of Haleth, People of Haleth, Haleth son of Helm, Halethrim, Halfast Gamage, Half-elves, Half-elves Elron and Elros, Halfling, Halflings, Land of the Halflings, Prince of the Halflings, Halflings' Leaf, Half-orcs, Halfred Gamage, Halfred Greenhand, Halfrifien, Halimath, Hall of Fire, Hallacal, Hallas, Hallatán, Halls of Mandos, Halls of Waiting, Halmar, Hâma, Hamfast 'Gaffer' Gamage, Hamfast Gardner, Hammer of the Underworld, Hammerhand, Hamson Gamage, Handir, Harad, Far Harad, Men of Harad, Near Harad, Harad Road, Haradrim, Haradwath, Hardbottle, Hareth, Harfoots, Harlindon, Harlond in Gondor, Harlond in Lindon, Hamen, Harrowdale, Harry Goatfeal, Hasufel, Hathadhal, Hathol, Haudh in Gwanur, Haudh-en-Arwen, Haudh-en-Elleth, Haudh-en-Nedging, Haudh-en-Nirnathê, Haven of the Swans, Haven of Umbar, Haven-finder, Havens of Sirion, Havens of the Falas, Elves of the Havens, Hay Gate, Hayseed, Hayward, Hob Hayward, Headstrong, Heart of Fire, Heart of the Mountain, Heatheroats, Mat Heatheroats, Heavy-handed, Hedge, Heir of Elendil, Heir of Isildur, Helcar, Helcaraxê, Helevoen, Hells of Iron, Helliûn, Helm Hammerhand, Helm of Hador, Land of Bow and Helm, Helm's Deep, Helm's Dike, Helm's Gate, Henderch, Henneth Annûin, Her Ladyship, Herblore of the Shire, Herion, Herculamo, Herungrim, Herumor, Hewer of Caves, Hidden City, Hidden King, Hidden Kingdom, Hidden Realm, Hidden Rock, High Elves, High Faroth, High Hay, High King of Arda, High King of Arda, High King of the Elves, High King of the Noldor, High Ones of Arda, High Pass, High-captain of Angband, Higdhay, High-elves, Hildeson, Hildifons Took, Hildigrim Took, Hildor, Hildorin, Hill of Erech, Hill of Híming, Hill of Sight, Hill of Spies, Hill of the Eye, Hill-men, Hills of Evendim, Hill-trolls, Himead, Himling, Himring, Hill of Himring, Hirgon, Birnhablê, Hîrlûin, Hîrlûin, Hîsîlônê, Hîsîmê, Hîthaeigil, Hîther Lands, Hîther Shore, Hîthlûin, Hîthual, Hîthwael, Hob Gammidge, Hob Hayward, Hobbit-holes, Hobbiton, Hobbit Hill, Hobbits, Hobbits of Bree, Hobbits of the Shire, Hobgoblins, Hobsonbats, Holbowine, Hollin, Holman Cotton, Holman Greenhand, Holman the greenhanded, Holy Mountain: Meneltarma, Holy Mountain: Taniquetil, Holy Ones, Hornblower, Old Toby Hornblower, Taldor Hornblower, Tobold Hornblower, Hornburg, Battle of the Hornburg, Horn-cave of Buckland, Hornmork, Horsebreeders, Horse-lords, White Horse, Hound of Valinor, House of Bêor, House of Durin, House of Elendil, House of Elrond, House of Elros, House of Eorl, House of Féanor, House of Finarfin, House of Fingolfin, House of Hador, House of Haleth, House of Hûrin, House of Isildur, House of Ransom, House of the Golden Flower, House of the Mîrdain, House of the Stewards, Houses of Healing, Houses of the Dead, Hîrvê, Huân, Huggins, William Huggins, Hugo Bracegirdle, Hunter (Creature of Morgoth), Hunter (Title), Hunthor, Hunting of the Wolf, Huntsman of the Valar, Huor, Huorns, Hûrin I, Hûrin II, Hûrin of Emyrn Arnen, House of Hûrin, Hûrin Thalion, Children of Hûrin, Nari i Hîn Hûrin, Tale of the Children of Hûrin, Hûrin the Tall, Hyarastorin, Hyarmendaciel I, Hyarmendaciel II, Hyarmentir, Hyarnustar, Hyarrostar, Iarwain Ben-adar, Iavas, Iâb, Izn, Icbay of Forochel, Ilûd Celebrindol, Ilûuin, Ilmarî, Ilmarin, Ilmen, Ilúvatar, Children of Ilúvatar, Vision of Ilúvatar, Younger Children of Ilúvatar, Imlach, Imlad Morgul, Imladris, Imûlû Melui, Imrahil, Imrazôr, Incánus, Indis, Inglorion, Ingend, Ingwê, Inscrutable, Inzilbêth, Inzilbêth, Ioreth, Irímon, Iris, Irmo, Iron Crown, Iron Hills, Dwarves of the Iron Hills, Iron Mountains, Iron of Death, Ironfoot, Isen, Battles of the Fords of Isen, First Battle of the Fords of Isen, Fords of Isen, Second Battle of the Fords of Isen, Isengard Took, Isengard, Gate of Isengard, Isengarders, Isengrim Took II, Isengrim Took III, Isenmouth, Isil, Isildur, Heir of Isildur, House of Isildur, Scroll of Isildur, Isildur's Bane, Isildur's Heir, Isilmê, Isilmê, Island of Númenor, Isle of Almaren, Isle of Balar, Isle of Númenor, Isle of Werewolves, Istari, Istari, Ismurbas Took I, Ismurbas Took II, Ismurbas Took IV, Ithil, Ithildin, Ithilien, Prince of Ithilien, South Ithilien, Ithil-stone, Ithryn, Ithryn Luin, Iyanneth, Iyovoren, Ivrin, Eithel Ivrin, Pools of Ivrin, Jewels of Faramor, Jolly Cotton, Kalimac Brandagamba, Karningul, Keepers of the Three Rings, Last Riding of the Keepers, Kelos, Kelvar, Kementári, Key of Orthanc, Khamûl, Khând, Khazâd, Khazad-dûm, Dwarves of Khazad-dûm, King of Khazad-dûm, Kheled-zâram, Khîm, Khuzdul, Kibil-nâla, Kîl, Kîndler, King of Araw, King of Arda, King of Arnor, King of Arthedain, King of Dale, King of Doriath, King of Durin's Folk, King of Eagles, King of Gondolin, Tower of the King, King of Gondor, City of the Kings, King of Gondor and Arnor, King of Khazad-dûm, King of Lórien, King of Nargothrond, King of Númenor, City of the Kings, King of the Kings, King of Númênorê, King of Rhovanion, King of Rohan, King of the Dead, King of the Mark, King of the Noldor, King of the Sea, King of the West, King of the West, King's Archers, King's Company, King's Arched, King's Company, King's Court, King's Heir, King's House, King's Men, King's Reckoning, King's Riders, King's Writer, Kingdom of the South, Kingdom under the Mountain, Kingdoms of the Dûnêdain, Kings of Men, Kingsfoil, Kingsland, Kinslaying, Kîrîl, Kîrînkî, Kuduk, Labadil, Ladros, Lady of Dor-lómin, Lady of Lórien, Lady of Rohan, Lady of the Galadhrim, Lady of the Golden Wood, Lady of the Seas, Lady of the Shield-arm, Lady of the Star-brow, Lady of the Stars, Larê, Lagdul, Laiquendi, Láirê, Lake Evendim, Lake Mithrilm, Lake-men, Lake-town, Master of Lake-town, Lalaihl, Laila Clayhanger, Lamedon, Lammoth, Lamps of the Valar, Land of Bow and Helm, Land of Gift, Land of Seven Rivers, Land of the Dead that Live, Land of the Halflings, Land of Willows, Landroval, Langfold, Langstrand, Langwell, Lanthir Lamath, Largo Baggins, Larnach, Lasse-lante, Last Alliance of Elves and Men, War of the Last Alliance, Last Battle, Last Bridge, Last Desert, Last Gate, Last Homely House, Last Riding of the Keepers, Lâthlept, Laura Grubb, Laurelin, Laureldirindon, Lay of Leithian, Leaflock, Lebennin, Lebethron, Lefnuî, Legolas Greenleaf, Legolin, Lembas, Lenwê, Léod, Léofa, Lhûn Gulf of, Lhûn River, Lidless Eye, Lieutenant of the Tower of Barad-dûr, Light-elves, Lîties, Water-lilies, Lily Baggins, Lily Brown, Lîmlath, Lîmlight, Lînaewen, Linda Baggins, Lindar, Lindens, Lindin, Lindon, Elves of Lindon, Ered Lindon, Lindorê, Lindorindan, Line of Elros, Linhir, Lithe, Lîthlad, Little Delving, Little Foll, Little Gelion, Little People, Lo, Lobelia Sackville-Baggins, Lockholes, Loeg Nînglorion, Loêndê, Lómin, Lord Daer, Lone Lands, Lonely Isle, Lonely Mountain, Heart of the Mountain, King under the Mountain, Kingdom under the Mountain, Long Cleave, Diamond of Long Cleave, Long Horn, Long Horn Cotton, Long Lake, Long Wall, Long Winter, Longbeards, Longbottom, Longbottom Lake, Longholes, Longo Baggins, Long-worms, Lóni, Lord and Lady, Lord of Andûniê, Lord of Balrogs, Lord of Barad-dûr, Lord of Dale, Lord of Dol Amroth, Lord of Dor-lómin, Lord of Eagles, Lord of Emyrn Arnen, Lord of Eregion, Lord of Forests, Lord of Gifts, Lord of Gondor, Lord of Lórien, Lord of Lossarnach, Lord of Minas Tirith, Lord of Mordor, Lord of Morgul, Lord of Moria, Lord of Nargothrond, Lord of Rivendell, Lord of Rohan, Lord of the Breath of Arda, Lord of the Éothêod, Lord of the Glittering Caves, Lord of the Mark, Lord of the Nazgûl, Lord of the Nine Riders, Lord of the Ring, Lord of the Rings, Lord of the West, Lord of Waters, Lords of the Valar, Lords of the West, Lórelîn, Lorgan, Lórien in Middle-earth, Elves of Lórien, King of Lórien, Lord of Lórien, Lórien in Valinor, Lórien Vala, Lórinand,



Lórinđol, Losgar, Lossarnach, Lord of Lossarnach, Morwen of Lossarnach, Lossoth, Lóteső, Lóthriel, Lothlann, Lothlórien, Lotho Sackville-Baggins, Lothron, Loudwater, Luckwearer, Lugbúrz, Lugdush, Luinil, Lumpkin, Lune, Lúthien Tinúviel, Lúva, Maibling of Ithilien, Maibling of the Heavy Hand, Mad Baggins, Maedhros, Union of Maedhros, Maeglin, Maglor, Maglor's Gap, Magnificent, Magor, Mahal, Máhanaxar, Mahtan, Maia, Maiair, Malach Aradan, Malantur, Malbeth the Seer, Malduin, Malgalad, Mallor, Malloms, Mallos, Malva Headstrong, Malvegil, Maimandil, Man of the West, Mandos, Doom of Mandos, Halls of Mandos, Man-bearded, Mannish, Manwë, Manwendil, Many Colours, Marach, March of Maedhros, Marchbuck, Marcho, Mardil Voronwë, Marhari, Marhwini, Marigold Gamgee, Mariner, Mariner's Wife, Marish, East-mark, King of the Mark, Lord of the Mark, Marshal of the Mark, Men of the Mark, Riders of the Mark, West-mark, Marmadas Brandybuck, Mar-nu-Falmar, Marshal of the East-mark, Marshal of the Mark, First Marshal, Second Marshal, Third Marshal, Master of Buckland, Master of Doom, Master of Lake-town, Master of the Hall, Masters of Spirits, Masters of Stone, Masterstone, Mathoms, Mathos, Mauhur, May Gamgee, Mayor of Michel Delving, Mayor of the Shire, Mazarbul, Book of Mazarbul, Chamber of Mazarbul, Mearas, Meduseld, Melian, Girdle of Melian, Melilot Brandybuck, Melkor, Mellyrn, Awakening of Men, Dead Men, Doom of Men, Gift of Men, Goblin-men, Westfold-men, Men of Bree, Men of Brethil, Men of Dale, Men of Darkness, Men of Dor-lómin, Men of Dorthonion, Men of Gondor, Men of Harad, Men of Middle-earth, Men of Minas Tirith, Men of Old, Men of Rohan, Men of the Eohtëd, Men of the Mark, Men of the North (First Age), Men of the North (Third Age), Men of the Vales of Anduin, Men of the West, Men of Westerneise, Menegroth, Menel, Meneldil, Meneldor, Meneldur, Menelmakar, Meneltarma, Menelvagor, Men-i-Naugrim, Mentha Brandybuck, Meres of Twilight, Mereth Aderthad, Meriadoc Brandybuck, Merimas Brandybuck, Mering Stream, Merry Brandybuck, Merry Gardner, Messenger of Mordor, Methedras, Mettarré, Michel Delving, Mayor of Michel Delving, Middle-earth, Elves of Middle-earth, Midgewater Marshes, Midyear's Day, Mighty of the West, Milo Burrows, Mim, Mimosa Bunce, Minalcar, Minardil, Minas Anor, Minas Ithil, Minas Morgul, Lord of Morgul, Minas Tirith Beleriand, Minas Tirith Gondor, Great Gate of Minas Tirith, Lord of Minas Tirith, Men of Minas Tirith, White Tree of Minas Tirith, Minastan, Minastir, Mindeb, Mindolluin, Mindon Eldalíeva, Minhiriath, Minohaur, Min-Rimmon, Minto Burrows, Minutal, Mirabella Took, Mirduin, House of the Mirduin, Mirdiel of Númenor, Mirdiel Serinidë, Mirktwood, Elves of Mirktwood, Mountains of Mirktwood, Mirror of Galadriel, Mirrormere, Miruvor, Misty Mountains, Mitheithel, Bridge of Mitheithel, Mithlond, Mithrandir, Mithrellas, Mithril, Mithrim, Mithrim Lake, Mitalmar, Moon, Tower of the Rising Moon, Moon-letters, Moontower, Morannon, Mordor, Eye of Mordor, Gates of Mordor, Lord of Mordor, Messenger of Mordor, Orcs of Mordor, Morgai, Morgoth, Morgul Vale, Morgulduin, Morgul-wounds, Moria, Dwarves of Moria, East-gate of Moria, Lord of Moria, Mountains of Moria, Walls of Moria, West-gate of Moria, Moria Gate, Moriguendi, Mormegil, Morrowind, Mortals, Morthond, Morwen, Tol Morwen, Morwen of Lossarnach, Morwen Steelsheen, Mosco Burrows, Moths, Moto Burrows, Mound of Erendil, Mount Dolmed, Mount Doom, Quest of Mount Doom, Mount Gram, Mount Gundabad, Mount Gerin, Mount Taras, Mountain of Fire, Mountain Wall, Mountains of Aman, Mountains of Defence, Mountains of Mirktwood, Mountains of Mist, Mountains of Moria, Mountains of Shadow, Ephel Dúath, Mountains of Shadow, Ered Wethrin, Mountains of Terror, Mouths of Anduin, Mouths of Sauron, Mouths of Doriath, Mouths of Entwash, Mouths of Sirion, Mrs. Cotton, Mugwort, Múmakil, Mundburg, Mungo Baggins, Mushrooms, Music of the Ainur, Muster of Edoras, Muzzgash, Myrtle Burrows, Nahar, Nain I, Nain II, Nain son of Grór, Naith, Náli, Nameless Things, Namo, Nan Curunír, Nan Dungortheb, Nan Elmoth, Nandor, Nandorin, Nanduhirion, Battle of Nanduhirion, Nan-tasarion, Nantathren, Nár, Nareleth, Narchost, Nardol, Nargothrond, Elves of Nargothrond, King of Nargothrond, Lord of Nargothrond, Sack of Nargothrond, Nárië, Narmacil I, Narmacil II, Narn i Hîn Hûrin, Narog, Vale of Narog, Narquelûë, Narrow Ice, Narsil, Narvi, Narvinyë, Narya, Nauglamír, Naugrim, Nazgûl, Lord of the Nazgûl, Near Harad, Necklace of the Dwarves, Neithan, Neldoreth, Nellas, Nen Girthi, Nen Hithoel, Nen Lalaith, Nénar, Nénimë, Nenning, Nenuial, Nenyra, Nerdanel, Nerwen, Nessa, Nevrast, New Row, Newbury, Nibin-noeg, Bar-en-Nibin-noeg, Nibin-Nogrim, Nibs Cotton, Nick Cotton, Nienna, Nienor Niniet, Night-fears, Nightingales, Nimbrethil, Nimloth of Doriath, Nimloth of Númenor, Nimphelos, Nimrodelf Elf-maid, Nimrodelf river, Nindalf, Nindamos, Nine Riders, Lord of the Nine Riders, Nine Rings, Nine Servants, Nine Walkers, Ninglor, Loeg Ningloron, Niniet, Nin-in-Eiliph, Ninquelûë, Nínui, Niphredil, Nirmaeth Arnoediad, Nisimaldar, Nisinen, Nivrim, Nob, Noegyth Nibin, Nogrod, Noirnan, Noldolanë, Noldor, Exile of the Noldor, Fall of the Noldor, Flight of the Noldor, Gate of the Noldor, High King of the Noldor, King of the Noldor, Return of the Noldor, Nólmon, Nóm, Nori, North Cape, North Downs, North Gate, North Ithilien, North Undeep, Northern Dúnedain, Northerners, Northfaringth of the Shire, North-kingdom, Northlands of Middle-earth, Northlands of Númenor, Northmen, North-South Road, Nulukizzidil, Númenor, Downfall of Númenor, Exiles of Númenor, King of Númenor, Men of Númenor, Queen of Númenor, Ruling Queen of Númenor, Sceptre of Númenor, White Tree of Númenor, Númenóre, King of Númenóre, Númenórean, Númenórean Realms, Númenóreans, Nunduinë, Nûnë, Nûrn, Nûrnen, Sea of Nûrnen, Oakenshield, Oath of Eorl, Oath of Fëanor, Oathbreakers, Odo Proudfoot, Odovacar Bolger, Oghor-hai, Ohtar, Ôin King of Durin's Folk, Ôin son of Grôin, Ôiolairë, Ôiolossë, Old Ford, Old Forest, Old Forest Road, Old Gammidgy, Old Man Willow, Old Mill, Old Road, Old Rory Brandybuck, Old Toby (Tobold Hornblower), Old Toby (Pipeweed variety), Old Took, Old Winyards, Oldbuck, Gorhendad Oldbuck, Oliphaunts, Olo Proudfoot, Olog-hai, Olórin, Olivar, Olwë, Ondohoer, Ondolindë, Ondosto, One Ring, One-hand, Onodló, Onodrim, Onya, Orald, Orcalbord, Orc-holds, Orcrist, Orcs of Mordor, Orcs of the Mountains, Orfalch Echor, Orgaladth, Orgaldahd, Ori, Orkish, Ormal, Ormendil, Orocarni, Orodreth of Gondor, Orodreth of Nargothrond, Orodruin, Oromë, Oromendil, Orropher, Orophiin, Orostar, Orthanc, Key of Orthanc, Stone of Orthanc, Tower of Orthanc, Orthanc-stone, Stone of Osgiliath, Ossë, Ossirandil, Seven Rings of Ossirand, Seven Rings of Ossir, Ost-in-Edhil, Ostother, Otho Sackville-Baggins, Outer Lands, Outer Sea, Over-heaven, Overhall, Overlithie, Oxen, Paladin Took II, Palantiri, Palarran, Pallando, Pansy Baggins, Parth Galen, Party Field, Pass of Aglon, Pass of Anach, Pass of Light, Pass of Sirion, Paths of the Dead, Pearl Took, Pelargir, Pelendur, Pelemonor Fields, Battle of the Pelemonor Fields, Pelóri, Peony Baggins, People of Bëor, People of Hador, People of Haleth, People of the Jewel-smiths, People of the Stars, Peredhil, Peregrin Took I, Periannath, Pervinca Took, Petty-dwarves, Pharaзон, Phial of Galadriel, Phurunargian, Pillar of Heaven, Pimpnel Took, Pimple, Pincup, Pines, Pinnath Gelin, Pipe-weed, Pippin Gardener, Pippin Took, Plateau of Gorgoroth, Polo Baggins, Ponies, Ponto Baggins, Pool, Pools of Ivrin, Poppy Chubb-Baggins, Poros, Crossing of Poros, Fords of Poros, Fords of Poros, Porto Baggins, Posco Baggins, Battle of the Powers, Powers of Arda, Powers of the World, Prancing Pony, Primrose Gardner, Primula Brandybuck, Prince of Dol Amroth, Prince of Ithilien, Prince of the Halflings, Proudfoot, Bodo Proudfoot, Odo Proudfoot, Oló Proudfoot, Sancho Proudfoot, Proudneck, Pûkel-men, Queen of Doriath, Queen of Gondor, Queen of Númenor, Ruling Queen of Númenor, Queen of the Earth, Queen of the Stars, Queens of the Vale, Quellë, Quendi, Quenta Silmarillion, Quenya, Quest for the Silmaril, Quest of Erebor, Quest of Mount Doom, Quickbeam, Rabbits, Radagast, Ragner, Ramdal, Rammas Echor, Rána, Rangers of Ithilien, Rangers of the North, Raugand, Ras Morthil, Rath Dinen, Rathlóriel, Rauros, Ravenhill, Ravines of Teiglin, Reamlets in Exile, Reckoning of Rivendell, Red Arrow, Red Book of Westmarch, Red Eye, Red Maw, Red Ring, Redhorn, Redhorn Gate, Redhorn Pass, Redwater, Regent of Gondor, Reginald Took, Region, Remunizath, Renewer, Rerir, Rethe, Return of the Noldor, Reunited Kingdom, Revised Calendar, Rhiw, Rhosgobel, Rhovanion, King of Rhovanion, Rhodaur, Rhûn, Sea of Rhûn, Rian, Riddermark, First Marshal of the Riddermark, Second Marshal of the Riddermark, Third Marshal of the Riddermark, Ride of Eorl, Riders of Rohan, Riders of the Mark, Rimmon, Min-Rimmon, Fellowship of the Ring, Great War of the Ring, Lord of the Ring, War of the Ring, Ring of Adamant, Ring of Air, Ring of Barahir, Ring of Doom, Ring of Fire, Ring of Isengard, Ring of Sapphire, Ring of Thûr, Ring of Water, Ringarë, Ring-bearer, Ring-bearers, Ring-finder, Ringil, Ringló, Ring-makar, Rings of Power, Lord of the Rings, Ringwily, Ringwraiths, Rivendell, Lord of Rivendell, Reckoning of Rivendell, River, River-daughter, River-woman, Roil, Roicë, Robin Gardner, Robin Smallburrow, Rochallar, Rochand, Rock of the Music of Water, Rôghin, Rohan, East Wall of Rohan, Gap of Rohan, King of Rohan, Lady of Rohan, Men of Rohan, Riders of Rohan, White Lady of Rohan, Roheryn, Rohirrim, Rómendacil I, Rómendacil II, Rómenna, Roper, Andwise Roper, Andwise Roper, Roper Gamgee, Rorinac "Goldfather" Brandybuck, Rosa Baggins, Rose, Rose Cotton, Rose Gardner, Rothinzil, Rowan, Rowans, Ruby House of Gondor, Rúatani, Ruby Bolger, Ruby Gardner, Rudigar Bolger, Ruin of Beleriand, Ruin of Doriath, Ruler, Ruling Queen of Númenor, Ruling Ring, Ruling Steward, Rúmil of Lórien, Rúmil loremaster, Runes, Running, Rushlight, Sack of Nargothrond, Sackville, Camellia Sackville-Baggins, Lobelia Sackville-Baggins, Lotho Sackville-Baggins, Otho Sackville-Baggins, Otho Sackville-Baggins, Sador, Saeros, Salmar, Sam Gamgee, Sammath Naur, Samwise Gamgee, Sancho Proudfoot, Sandheaver, Sandyman, Sandyman the miller, Ted Sandyman, Sanghayando, Saradoc Brandybuck, Sarn Athrad, Sarn Ford, Sarn Gebir, Saruman, Sauron, Eye of Sauron, Mouth of Sauron, Wolf-Sauron, Sauron's Isle, Scary, Scatha, Scattergold, Sceptre, Council of the Sceptre, Sceptre of Annúminas, Sceptre of Númenor, Scroll of Isildur, Sea of Rhûn, Sea-elves, Seal of the Stewards, Second Age, Second Battle of the Fords of Isen, Second Marshal of the Riddermark, Second People, Secret Fire, Seeing-stones, Self-cursed, Serech, Seregon, Serinidë, Serni, Serpents, Seven Rings, Seven Rivers of Ossir, Seven Sons of Fëanor, Seven Stars, Seven Stones, Seventh Gate, Shadow, Shadow of the Wood, Shadowfax, Shadowy Mountains, Shadowy Seas, Shagrat, Sharbuhnd, Shards of Narsil, Sharkey, Sharkey's Men, Sharki, Shathûr, Sheen, Sheep, Shelob, Shelob's Lair, Shepherds of the Trees, Ship of Long-foam, Ship-king, Shipwright, Shire, Eastfaringth of the Shire, Eastmarch of the Shire, Herblore of the Shire, Hobbits of the Shire, Mayor of the Shire, Northfaringth of the Shire, Southfaringth of the Shire, Thain of the Shire, Westfaringth of the Shire, Westmarch of the Shire, Shire Calendar, Shirebourn, Shire-folk, Shire-hobbits, Shire-reckoning, Shire-chain, Shirriff's, Sickle of the Valar, Siege of Angband, Siege of Barad-dûr, Sigismond Took, Silent Hill, Silent Street, Silmarîen, Silmarillion, Quenta Silmarillion, Silmarils, Quest for the Silmaril, Silvan Elves, Silvan Elvish, Silverlode, Silvertine, Simbelmyrne, Simple, Sindar, Sindarin, Singollo, Sir Angren, Sir Ninglor, Loeg Ningloron, Sirannon, Siril, Sirion, Eithel Sirion, Elves of Sirion, Falls of Sirion, Fens of Sirion, Gates of Sirion, Hakens of Sirion, Mouths of Sirion, Pass of Sirion, Tol Sirion, Vales of Sirion, Siringdill, Sirith, Skinbark, Skin-changers, Slinker, Smallburrow Roeb, Smaug, Sméagol, Smials, Smith, Snaga, Snails, Snakes, Snowbourn River, Snowmane, Snowmen of Forochel, Snowthorn, Snow-trolls, Solmath, Sons of Eorl, Sons of Fëanor, Sorontil, Soronto, Soronidmë, South Downs, South Gondor, South Ithilien, South Lane, South Undeep, Southern Army, Southern Star, Southfaringth of the Shire, South-kingdom, Southrons, South-victor, Spear of Gil-galad, Spears, Spring of Arda, Springle-ring, Squirrels, Saddle, Stair Falls, Stairs of Cirith Ungol, Standelf, Star of Eärendil, Star of Erendil, Starkhorn, Stormoon, Star-spray, Starwards, Steadfast, Steelsheen, Sterday, Steward of Gondor, House of the Stewards, Ruling Steward, Seal of the Stewards, Stewards' Reckoning, Sting, Stinker, Stock, Stock-brook, Stone of Annúminas, Stone of Erech, Stone of Orthanc, Stone of Osgiliath, Stone of the Hapless, Stone-giants, Stonehelm, Stone-houses, Stones of Seeing, Stone-trolls, Stonewain Valley, Stools, Stormcrow, Straight Road, Straight Way, Strangers, Strawberries, Strawheads, Strider, Strongbow, Stunted People, Stybba, Súlimë, Súlimo, Summerflith, Tower of the Setting Sun, Sundering Seas, Súrion, Swanfleet, Swanhaven, Haven of the Swans, Sweet Galenas, Swertings, Sword of Erendil, Swordsman of the Sky, Sword-that-was-Broken, Symbelmyne, Talans, Talath Dirnen, Tale of Aragorn and Arwen, Tale of Grief, Tale of the Children of Hûrin, Tale of Years, Taniquetil, Tanta Hornblower, Tar-Alcárin, Tar-Aldarion, Tar-Amandil, Tar-Andúrien, Tar-Ancalimón, Tar-Ancalimon, Tar-Anducal, Tarannon Falastur, Tar-Ardamir, Tar-Ardamir, Tar-Atanamir the Great, Tar-Calalon, Tar-Calmacil, Tarcil, Tarciryar, Tar-Ciryatan, Tar-Elendil, Tar-Elestirë, Tar-Falassion, Tar-Herundínen, Tar-Hostamir, Taurion, Tarkil, Tarks, Tarlang's Neck, Tarmenel, Tar-Meneldur, Tar-Minastir, Tar-Minyatur, Tar-Miriel, Taronar, Tarondor of Arnor, Tarondor of Gondor, Tarostar, Tar-Palantir, Tar-Súrion, Tar-Telemmaitë, Tar-Telperiën, Tar-Vanimeldë, Tasarinan, Taur-e-Nadeaelos, Taur-en-Faroth, Taur-im-Duinath, Taur-nu-Fuin, Tauron, Tawarwaith, Ted Sandyman, Teeth of Mordor, Towers of the Teeth, Tehtar, Teiglin, Crossings of Teiglin, Ravines of Teiglin, Telain, Telchar, Telco, Telcontar, Telemnar, Teleporno, Teleri, Telerin, Telperion, Telumehtar, Telumehtar Umbardacil, Témar, Tengwar, Thain of the Shire, Thain's Book, Thalion, Thalos, Thangal, Thangorodrim, Tharbad, Thargelion, Tharklin, The Lord of the Rings, The Fellowship of the Ring, The Two Towers, The Return of the King, Thengel, Théoden, Théodred, Théodwyn, Thingol's Heir, Third Age, Third Clan, Third House of the Edain, Third Marshal of the Riddermark, Third Ring, Thistle Brook, Thistlebrook, Thoriin and Company, Thoriin I, Thoriin II, Oakenshield, Thorin II Oakenshield, Thorondir, Thorondor, Thousand Caves, Thrain I, Great Hall of Thrain, Thrain II, Thranduil, Elves of Thranduil, Three Houses of the Edain, First House of the Edain, Third House of the Edain, Three Houses of the Elf-friends, Three Keepers, Three Kindreds, Three Rings, Keepers of the Three Rings, Three-Farthing Stone, Thrilhyrne, Thrinidge, Thûr, Ring of Thûr, Thuringwethil, Tighfield, Tilion, Timeless Halls, Tincotéma, Tindómë, Tindómiel, Tindrock, Tintalë, Tindviel, Tiron, Tobold Hornblower, Togo Goodbody, Tol Brandir, Tol Eressëa, Elves of Eressëa, White Tree of Tol Eressëa, Tol Falas, Tol Fain, Tol Galen, Tol Morwen, Tol Sirion, Tol Uinen, Tolfalas, Tol-in-Gaurthof, Tolman Cotton junior, Tolman Cotton senior, Tolman Gardner, Tom Bombadil, Tom Cotton junior, Tom Cotton senior, Tomb of Erendil, Took, Adelaar Took, Bandobras Took, Belladonna Took, Esmeralda Took, Everard Took, Faramir Took I, Ferumbas Took I, Ferumbas Took II, Ferumbas Took III, Flambard Took, Fortinbras Took I, Fortinbras Took II, Gerontius Took, Hildifons Took, Hildigrim Took, Isengar Took, Isengrim Took II, Isengrim Took III, Isumbra Took I, Isumbra Took II, Isumbra Took IV, Mirabella Took, Old Took, Paladín Took II, Pearl Took, Peregrin Took I, Pervinca Took, Pimpnel Took, Reginald Took, Sigismond Took, Tookbank, Tookland, Torch Ungol, Torog, Tower Hills, Tower of Amon Sûl, Tower of Avaloré, Tower of Cirith Ungol, Tower of Echelion, Tower of Gador, Tower of Orthanc, Tower of Sorcery, Tower of the King, Tower of the Moon, Tower of the Rising Moon, Tower of the Setting Sun, Towers of the Teeth, Trahald, Treebeard, Trees of Silver and Gold, Hill-trolls, Mountain-trolls, Snow-trolls, Stone-trolls, Trollshaws, Truesilver, Tuckborough, Tuilë, Tuilë, Tulkas, Tumhalad, Battle of Tumhalad, Tumladen, Tumunzarh, Túna, Tunnelly, Tuor, Turambar King of Gondor, Turambar surname of Túrin, Turgon King of Gondolin, Turgon Steward of Gondor, Túrin I, Túrin II, Túrin Turambar, Turnips, Turuphant, Twilight Meres, Twilit Meres, Two Captains, Two Kindreds, Two Kingdoms, Two Trees of the Valar, Two Trees of Valinor, Years of the Trees, Two Watchers, Tyeller, Tylpétéma, Tým Gorthad, Udûn stronghold of Melkor, Flame of Udûn, Udûn valley in Mordor, Uifhah, Uglúk, Uilos, Amon Uilos, Uinen, Tol Uinen, Uinenidil, Uiniénel, Ulairi, Ulbar, Uldor the Accursed, Ulfang the Black, Ulfast, Ulmo, Ulrad, Ulwarth, Umányar, Úmarth, Umbar, Haven of Umbar, Umbardacil, Undeeps, North Undeep, South Undeep, Underhill family, Underhill village, Undertowers, Undómë, Undómíel, Undying Lands, Undying Realm, Ungoliant, Union of Maedhros, Unnumbered Trees, Uatle of Unnumbered Trees, Unwilling, Urimë, Uruk-hai, Uruks, Urulúki, Urwen, Úsarpur, Úsarpurs, Utmost West, Utumno, Vairë, Valacar, Valacirca, Valandil of Arnor, Valandil of Númenor, Valandur, Valaquenta, Valar, Doomsman of the Valar, Lamps of the Valar, Lords of the Valar, Sickle of the Valar, Valaraukar, Valaráma, Vale of Narog, Vales of Anduin, Men of the Vales of Anduin, Vales of Sirion, Valiant, Valier, Valimar, Valinor, Darkening of Valinor, Elves of Valinor, Hound of Valinor, Valinorean, Valmar, Vampires, Vána, Vanyar, Varda, Vardamir Nôlmon, Variags, Vása, Vëantur, Venturers, Vidugavia, Vidumavi, Vilya, Vingilot, Vinitharya, Vinyalondë, Vinyamar, Vinyarion, Viressë, Vision of Ilúvatar, Voronda, Vorondil, Voronwë Elf of Gondolin, Voronwë surname of Mardil, Wain, Wainriders, Walda, Wall's End, Walls of Moria, Walls of Night, Walls of the World, Wandlimb, War of the Dwarves and Orcs, War of the Last Alliance, War of the Ring, War of Wrath, Warden of the Houses of Healing, Warden of the Keys, Warden of Westmarch, Wargs, Wars of Beleriand, Watcher in the Water, Watchful Peace, Water of Awakening, Waybread, Waymeet, Waymoot, Wayward, Weather Hills, Weathertop, Wedmath, Wellinghall, Werewolves, Were-worms, West Beleriand, West of the World, Lord of the West, Lords of the West, West over Sea, Westemnet, Western Sea, Westerneise, Men of Westerneise, Westfaringth of the Shire, Westfold, Westfold-men, West-gate of Bree, West-gate of Moria, Westlands of Middle-earth, Westlands of Númenor, Westmansweed, Westmark of the Shire, Warden of Westmarch, West-mark, Westron, West-wings, Wetwang, White Council, White Downs, White Hand, White Horse, White House of Erendis, White Lady of Gondolin, White Lady of Rohan, White Mountain, White Mountains, White Rider, White Ship, White Tower, White Tree of Minas Tirith, White Tree of Númenor, White Tree of Tol Eressëa, White Tree of Valinor, White Wolves, Whiteskins, Whitfoot, Will Whitfoot, Whitfurrows, Whitwell, Widfara, Wilcome Cotton, Wild Men, Wild Men of the Woods, Wilderland, Wildman of the Woods, Will Whitfoot, William Huggins, Willowbottom, Willows, Land of Willows, Wilwarin, Windfola, Windford, Window of the Eye, Winged Nazgûl, Winged Shadows, Wingfeather, Winterflith, Wise title of Saruman, Wise Wizards and Elves, Wiseman Gamwich, Witch-king of Angmar, Withered Heath, Withywindle, Wolf Carcarrow, Hunting of the Wolf, Wolf Maggot's Dog, Wolfriders, Wolf-Sauron, Elves of the Wood, Wood of Greenleaves, Wood-eel, Wooden Whale, Woodhall, Woodmen, Woodwise, Woody End, Worm of Morgoth, Great Worm, Wormtongue, Woses, Wraiths, Wraith-world, Wulf, Yave, Yavanna, Yavannë, Yávie, Yávierë, Year of Lamentation, Years of the Sun, Years of the Trees, Yellow Face, Yéni, Yestarë, Young, Younger Children of Ilúvatar, Yrch, Yule, Yuledays, Yuletide, Zamin, Zaragamba, Zirak, Zirkazgil,

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