Fourth Age Nation Design

Version 1.05

Contents

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

Nation/Realm Name:	(The)

This can be between 5 and 17 characters long.

Allegiance and Race

Allegiance:	
Race:	

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

| Region	Region Name	Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)
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	Rhudaur	

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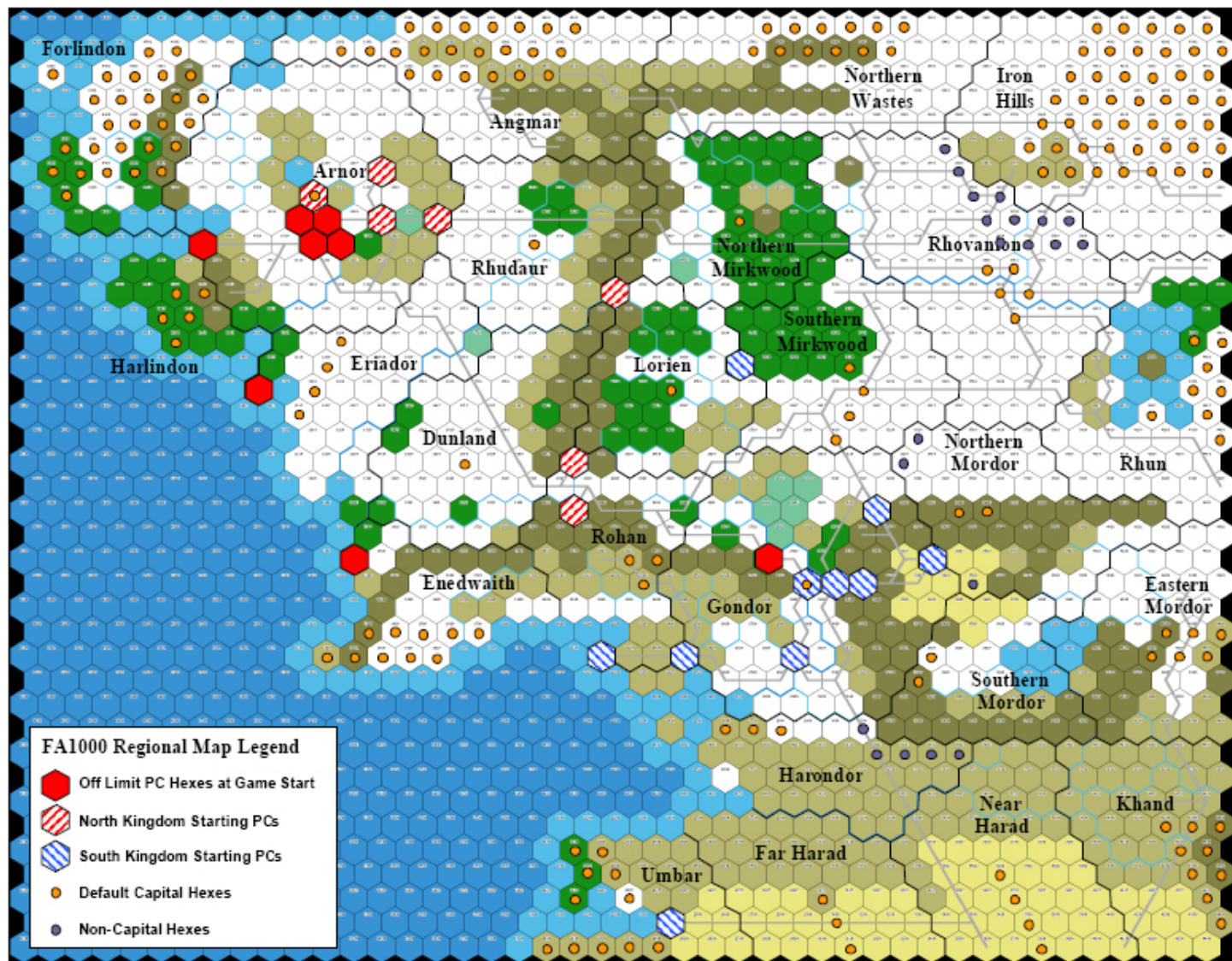
Map shown courtesy of Brad Stephens (and Mike Mulka for original concept)

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 1st choice of region, you lose 5,000 gold from your nation's treasury.
❖ If you get your 2nd choice, you don't gain or lose any gold.
❖ If you get your 3rd 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 4th 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

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:	

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:

Ability	Cost	Description
1	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. *This ability can be chosen by Elves only.*
15	1000	All new heavy infantry recruits start with training 30. *This ability can be chosen by Dwarves only.*
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. *This ability can be chosen by Elves only.*

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. *This ability can be chosen by Dark Servants only.*
27	100	Mages can learn the lost spell 244 – Fearful Hearts. *This ability can be chosen by Dark Servants only.*
28	100	Mages can learn the lost spell 248 – Fanaticism. *This ability can be chosen by Dark Servants only.*
29	2000	Mages can learn the lost spell 246 – Summon storms. *This ability can be chosen by Dark Servants only.*
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. *This ability can be chosen by Dark Servants or Free Peoples only. Only one nation per allegiance can choose this ability.*
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:

Artifacts	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.)
Transport Ships	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.
Warships	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.
War Machines	200	These will appear in your army. If you start without an army, the war machines will be lost.
Hidden Population Centre	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

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

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):	

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

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

Population Centres

#	Population Centre	Name (5-17 characters)	1st Hex	2nd Hex	3rd Hex	4th 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):		

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 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 1st Command 60 rank for 1100 points.
- ❖ Elves can purchase their 1st Mage 60 rank for 1000 points.
- ❖ Non-humans can purchase their 1st Agent 50 rank for 800 points.
- ❖ Men can purchase their 1st 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:

Troop Type	Cost for 100 troops
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)*

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!)

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)	1st Hex	2nd Hex	3rd Hex	4th 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

Your Full Name:	
Account Number:	

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

Name

Nation/Realm Name:	*(The)* North Kingdom

Allegiance and Race

Allegiance:	Neutral
Race:	Men

Regional Placements

Region	Region Name	Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)
1	North Kingdom	Kingdom

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

Item	Information	Description	Cost
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
Total Cost		*(20,000 limit):*	

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)	1st Hex	2nd Hex	3rd Hex	4th 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

Your Full Name:	
Account Number:	

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

Name

Nation/Realm Name:	*(The)* South Kingdom

Allegiance and Race

Allegiance:	Neutral
Race:	Men

Regional Placements

Region	Region Name	Allegiance (FP, DS, Neutral, Neutral Team, Any, Kingdom)
1	North Kingdom	Kingdom

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

Item	Information	Description	Cost
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
Total Cost		*(20,000 limit):*	

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 Centres

#	Population Centre	Name (5-17 characters)	1st Hex	2nd Hex	3rd Hex	4th 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, Aduial, Adûnaic, Adûnakhôr, Adurant, Aeglos, Aeglos, Aegnor, Aelin-uial, Aeluin, Aerandir, Aerin, Afterborn, Aftercomers, Afterlithe, Afteryule, Agarwaen, Aghan, Aglarond, Aglon, Aiglos, Ailinel, Ainulindalë, Ainur, Music of the Ainur, Aiwendil, Akallabêth, Akallabêth, Alatar, Alatáriel, Alcarin, Alcarin, Alcarinquë, Alcarondas, Aldamir, Aldarion, Aldarion Erendis, Aldaron, Aldburg, Aldëa, Aldor, Alfirin, Algund, Almaida, Almaren, Almarian, Almiel, Alqualondë, Altáriel, Aman, Mountains of Aman, Amandil, Amarië, Amdír, Amlach, Amlaith of Fornost, Amon Amarth, Amon Anwar, Amon Darthir, Amon Dîn, Amon Ereb, Amon Ethir, Amon Gwareth, Amon Hen, Amon Lanc, Amon Lhaw, Amon Obel, Amon Rûdh, Amon Sûl, Tower of Amon Sûl, Amon Uilos, Amras, Amrod, Amroth, Cerin Amroth, Anach, Pass of Anach, Anadûnê, Anar, Anardil of Gondor, Anardil of Númenor, Anárion son of Elendil, Anárion son of Ancalimë, Anborn, Ancalagon, Ancalimë, Andor, Andram, Andrast, Andrath, Andróg, Androth, Anduin, Ethir Anduin, Mouths of Anduin, Vales of Anduin, Andúnië, Bay of Andúnië, Lord of Andúnië, Andúril, Andustar, Andwise Roper, Andy Roper, Anemones, Anfalas, Anfauglir, Anfauglith, Angainor, Angamaitë, Angband, High-captain of Angband, Siege of Angband, Angbor, Angerthas, Anghabar, Anglachel, Angle Eriador, Angle Lórien, Angmar, Angren, Angrenost, Angrist, Angrod, Anguirel, Annael, Annatar, Annon-in-Gelydh, Annúminas, Sceptre of Annúminas, Stone of Annúminas, Anor, Flame of Anor, Minas Anor, Anórien, Anor-stone, Apanónar, Appledore, Ar-Abattârik, Arador, Ar-Adûnakhôr, Araglas, Aragorn Elessar, Aragorn I, Aragost, Arahad I, Arahad II, Arahael, Araman, Aranarth, Arandor, Arandur, Aranel, Aranrúth, Aranuir, Aranwë, Aranwion, Araphant, Araphor, Arassuil, Aratan, Aratar, 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, Ard-galen, Aredhel Ar-Feiniel, Ar-Feiniel, Argeleb I, Argeleb II, Ar-Gimilzôr, Argonath, Gates of Argonath, Argonui, Arien, Ar-Inziladûn, Arkenstone, Armenelos, Arminas, Arnor, Dúnedain of Arnor, King of Arnor, King of Gondor and Arnor, Arod, Aros, Fords of Aros, Arossiach, Ar-Pharazôn, Ar-Sakalthôr, Artamir, Artanis, Artano, Arthedain, King of Arthedain, Arvedui Last-king, Arvegil, 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, Atalantë, Atanalcar, Atanamir, Atanatar I, Atanatar II Alcarin, Atanatári, Atani, Atarinya, Athelas, Athrad Angren, Aulë, Aulendil, Avallónë, Tower of Avallónë, Avari, Avathar, Awakening of Men, Axantur, Azaghâl, Azanulbizar, Battle of Azanulbizar, Azog, Bag End, Baggins, Balbo Baggins, Balbo Baggins, Belba Baggins, Bilbo Baggins, Bingo Baggins, Bungo Baggins, Dora Baggins, Drogo Baggins, Fosco Baggins, Frodo Baggins, Largo Baggins, Lily Baggins, Linda Baggins, Longo Baggins, Mad Baggins, Mungo Baggins, Pansy Baggins, Peony Baggins, Polo Baggins, Ponto 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 Glaurung, 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, Barazinbar, Bard I, Bard II, Bardings, Bar-en-Danwedh, Bar-en-Nibin-noeg, Barliman 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 Tumhalad, Battle of Unnumbered Tears, 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 Andúnië, Bay of Balar, Bay of Belfalas, Bay of Eldamar, Bay of Eldanna, Beacons of Gondor, Bears, Beater, Beechbone, Beeches, Bees, Belba Baggins, Belecthor I, Belecthor II, Beleg of Arthedain, Beleg Strongbow, Belegaer, Belegorm, Belegost, Dwarves of Belegost, Belegund, Beleriand, Drúedain of Beleriand, Elves of Beleriand, Ruin of Beleriand, Wars of Beleriand, West Beleriand, Belfalas, Bay of Belfalas, Bell Goodchild, Belladonna Took, Belthil, Belthronding, Béma, Bent World, Bëor, House of Bëor, People of Bëor, Beorn, Beornings, Bereg, Beregar, Beregond Steward of Gondor, Beregond soldier of Gondor, Beren Erchamion, Beren of Gondor, Bergil, Bert, Berúthiel, Cats of Queen Berúthiel, Berylla Boffin, Bifur, Big Folk, Big People, Bilbo Baggins, Bilbo Gardner, Bill, Bill Ferny, Bill Huggins, Bingo Baggins, Birches, Bird-tamer, Birthday Party, Biter, Black, Black Captain, Black Chasm, Black Gate, Black Hand, Black Land, Black Númenóreans, Black Pit, Black Riders, Black Serpent, Black Shadow, Black Speech, Black Sword, Blackroot, Blackroot Vale, Bladorthin, Blanco, Blessed Realm, Bloodstained, Blotmath, Blue Mountains, Blue Ring, Blue Wizards, Boar of Everholt, Boars, Bob, Bodo Proudfoot, Boffin, Berylla Boffin, Folca Boffin, Bofur, Bolg, Bolger, Estella Bolger, Fastolph Bolger, Fatty Bolger, Filbert Bolger, Fredegar Bolger, Odovacar Bolger, Ruby Bolger, Rudigar Bolger, Bombadil, Bombur, Bonfire Glade, Book of Mazarbul, Bór, Borgil, Borin, Borlach, Borlad, Boromir of Ladros, Boromir son of Denethor I, Boromir son of Denethor II, Boron, Borondir, Borthand, Bowman, Bowman Cotton, Bracegirdle, Hugo Bracegirdle, Lobelia Bracegirdle, Bralda-hîm, Brand, Brandagamba, Kalimac Brandagamba, Branda-nîn, Brandir, Brandy Hall, Master of the Hall, Brandybuck, Celandine Brandybuck, Gorbadoc Brandybuck, Gorhendad Brandybuck, Gormadoc Brandybuck, Marmadas Brandybuck, Melilot Brandybuck, Mentha Brandybuck, Meriadoc Brandybuck, Merimas Brandybuck, Merry Brandybuck, Old Rory Brandybuck, Primula Brandybuck, Rorimac Brandybuck, Saradoc Brandybuck, Brandywine, Brandywine Bridge, Bree, Hobbits of Bree, Men of Bree, West-gate of Bree, Bree-folk, 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, Brilthor, Brithiach, Ford of Brithiach, Brithombar, Brithon, Brockenbores, Brockenborings, Brockhouse, Brodda, 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, Burárum, Burrowes, Burrows, Milo Burrows, Minto Burrows, Mosco Burrows, Moto Burrows, Myrtle Burrows, Butterbur, Butterflies, Bywater, Battle of Bywater, Bywater Pool, Bywater Road, Cabed Naeramarth, Cabed-en-Aras, Cair Andros, Calacirian, Calacirya, Calaquendi, Calembel, Calenardhon, 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, Captivity of Melkor, Carach Angren, Caradhras, Caragdûr, Caranthir, Dor Caranthir, Caras Galadhon, Carc, Carcharoth, Carchost, Cardolan, Carl Cotton, Carn Dûm, Carnen, Carnil, Carrock, Castamir, Cats, Cats of Queen Berúthiel, Caves of Androth, Caves of the Forgotten, Cave-trolls, Cedars, Celan
dine Brandybuck, Celduin, Celebdil, Celeborn Lord of Lórien, Celeborn White Tree, Celebrant, Battle of the Field of Celebrant, Field of Celebrant, Celebrían, Celebrimbor, Celebrindal, Celebrindor, Celebros, Celegorm, Celepharn, Celon, Celos, Cemendur, Ceorl, Cerin Amroth, Cermië, Chamber of Mazarbul, Chamber of Records, Chetwood, Chica Chubb, Chief, Chieftain of the Dúnedain, Chieftain of the North, Children of Aulë, Children of Húrin, Tale of the Children of Húrin, Children of Ilúvatar, Children of the Sun, Chubb, Chica Chubb, Chubb-Baggins, Falco Chubb-Baggins, Poppy Chubb-Baggins, Circles of the World, Círdan the Shipwright, Ciril, Cirion, Cirith Dúath, Cirith Gorgor, Cirith Ninniach, Cirith Ungol, Stairs of Cirith Ungol, Tower of Cirith Ungol, Cirth, Ciryaher, Ciryandil, Ciryatur, Ciryon, Citadel of Gondor, Guards of the Citadel, City of Gondor, City of the Kings, Clayhanger, Lalia Clayhanger, Closed Door, Cloudyhead, Cock-robin, Cold-drakes, Coldfells, Combe, Common Speech, Company of the Ring, Coranar, Cordial of Imladris, Cormallen, Corn, Corollairë, Corsairs of Umbar, Cotman, 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 Elrond, Council of Gondor, Council of the Sceptre, Council of the Wise, Cracks of Doom, Cram, Crebain, Crickhollow, Crissaegrim, Crossing of Poros, Crossings of Teiglin, Cross-roads, Crown of Gondor, Cuiviénen, Culumalda, Curufin, Curufinwë, Curumo, Curunír, Nan Curunír, Cúthalion, Daeron, Dagnir Glaurunga, Dagor Aglareb, Dagor Bragollach, Dagor Dagorath, Dagorlad, Battle of Dagorlad, Dagor-nuin-Giliath, Dáin I, Dáin II Ironfoot, Daisy Gamgee, 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, Deepdelver, Deephallow, Deeping, Deeping Wall, Deeping-coomb, Deeping-stream, Deer's Leap, Demons, Denethor I, Denethor II, Denethor of the Nandor, Déor, Déorwine, Derndingle, Dernhelm, Derufin, Dervorin, Desolation of the Dragon, Diamond of Long Cleeve, Dimbar, Dimholt, Dimrill Dale, Dimrill Stair, Dimrost, Dîn, Dior of Doriath, Dior of Gondor, Dírhael, Dírhavel, Dís, Disaster of the Gladden Fields, Dol Amroth, Lord of Dol Amroth, Prince of Dol Amroth, Dol Baran, Dol Guldur, Dolmed, Dome of Stars, Doom of Mandos, Doom of Men, Doomsman of the Valar, Door of Night, Doors of Durin, Doors of Felagund, Dor Caranthir, Dor Daedeloth, Dor Dínen, Dor Firn-i-Guinar, Dora Baggins, Dor-Cúarthol, Dor-en-Ernil, 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, Men of Dor-lómin, Dor-nu-Fauglith, 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 Dragons, Green Dragon, Dragon-spell, Dramborleg, Draugluin, Dread Helm, Drengist, Drogo Baggins, Drû, Drúadan Forest, Drúath, Drúedain, Drúedain of Beleriand, Drûg-folk, Drughu, Drûgs, Drúin, Drúwaith Iaur, Dry River, Dudo Baggins, Duilin, Duilwen, Duinhir, Dúnadan, Dúnedain, Chieftain of the Dúnedain, Dúnedain of Arnor, Dúnedain of the North, Dúnedain of the South, Dunharrow, Dúnhere, Dunland, Dunlendings, Dunlendish, Durin I the Deathless, House of Durin, Durin III, Doors of Durin, Durin VI, Durin VII, Durin's Bane, Durin's Day, Durin's Folk, King of Durin's Folk, Durin's Tower, Durthang, Dwalin, Dwarf-road of Beleriand, Dwarf-road of Mirkwood, Dwarf-tongue, Dwarrowdelf, 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, Dwimmerlaik, Dwimorberg, Dwimordene, Eä, Éadig, King of Eagles, Lord of Eagles, Eämbar, Eärendil of Gondor, Eärendil the Mariner, Star of Eärendil, Eärendur King of Arnor, Eärendur Lord of Andúnië, Eärendur son of Tar-Amandil, Eärnil I, Eärnil II, Eärnur, Eärrámë, Eärwen, East Beleriand, East Bight, East Road, East Wall of Rohan, Eastemnet, Easterlings, Eastfarthing of the Shire, First Eastfarthing 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, Echoriath, Echuir, Ecthelion I, Tower of Ecthelion, Ecthelion II, Ecthelion of the Fountain, Edain, First House of the Edain, Third House of the Edain, Three Houses of the Edain, Edhellond, Edhil, Ednew, Edoras, Muster of Edoras, Edrahil, Egalmoth, Egladil, Eglador, Eglantine, Eglantine Banks, Eglarest, Eilenach, Eilenaer, Eithel Ivrin, Eithel Sirion, Ekkaia, Elanor, Elanor Gardner, Elatan, Elbereth, Eldacar of Arnor, Eldacar of Gondor, Eldalië, Eldalondë, Eldamar, Bay of Eldamar, Eldar, Eldarin, Eldarion, Elder Children of Ilúvatar, Elder Days, Elder Kindred, Elder King, Eldest, Eledhwen, Elemmakil, Elemmírë (Elf), Elemmírë (star), Elendë, Elendil, Heir of Elendil, House of Elendil, Mound of Elendil, Star of Elendil, Sword of Elendil, Tomb of Elendil, Elendili, Elendilmir, Elendur King of Arnor, Elendur son of Isildur, Elenna, Elentári, Elentirmo, Elenwë, Elephants, Elessar of Aragorn, Elessar of Gondor, Elestirnë, Elf-friend, Elf-friends, Three Houses of the Elf-friends, Elfhelm, Elfhild, Elfstan of Fairbairn, Elfstone, Elfwine, Elladan, Elmo, Elms, Elostirion, Elrohir, Elrond, House of Elrond, Elros, House of Elros, Line of Elros, Elu Thingol, Eluchíl, Eluréd, Elurín, 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 Eregion, Elves of Eressëa, Elves of Lindon, Elves of Lórien, Elves of Middle-earth, Elves of Mirkwood, Elves of Nargothrond, Elves of Ossiriand, Elves of Sirion, Elves of the Falas, Elves of the Havens, Elves of the Light, Elves of the Twilight, Elves of the Wood, Elves of Thranduil, Elves of Valinor, Silvan Elvish, Elwë Singollo, Elwing, Emeldir, Emerië, Emerwen Aranel, Empty Lands, Emyn Arnen, Lord of Emyn Arnen, Emyn Beraid, Emyn Muil, Emyn Uial, Emyn-nu-Fuin, Enchanted Isles, Enchanted River, Encircling Mountains, Encircling Sea, Enderi, Endless Stair, Endor, Endórë, Enedwaith, Enemy, Enerdhil, Engwar, Ennor, Ent-draughts, Ent-houses, Entings, Entish, Entmoot, Ents, Entulessë, Entwade, Entwash, Mouths of Entwash, Entwives, Entwood, Envinyatar, Éohere, Eöl, Éomer Éadig, Éomund of Eastfold, Eönwë, Éoreds, Eorl, House of Eorl, Oath of Eorl, Ride of Eorl, Sons of Eorl, Eorlingas, Eorlings, Éothain, Éothéod, Lord of the Éothéod, Men of the Éothéod, Éowyn, Ephel Brandir, Ephel Dúath, Eradan, Erchamion, Erebor, Dragon of Erebor, Dwarves of Erebor, Gate of Erebor, Quest of Erebor, Ereborian Cirth, Erech, Hill of Erech, Stone of Erech, Ered Engrin, Ered Gorgoroth, Ered Lindon, Ered Lithui, Ered Lómin, Ered Luin, Ered Mithrin, Ered Nimrais, Ered Wethrin, Eregion, Elves of Eregion, Lord of Eregion, Ereinion Gil-galad, Erelas, Erellont, Erendis, White House of Erendis, Eressëa, Elves of Eressëa, Erestor, Eriador, Erkenbrand, Ernil i Pheriannath, Eru, Eruhantalë, Eruhíni, Erui, Erukyermë, Eryn Lasgalen, Eryn Vorn, Esgalduin, Esgaroth, Esmeralda Took, Estë, Estel, Estella Bolger, Estelmo, Estolad, Ethir, Ethir Anduin, Ethraid Engrin, Ethring, Ethuil, Ettenmoors, Evendim, Hills of Evendim, Evendim Lake, Evenstar, Everard Took, Evereven, Everholt, Boar of Everholt, Evermind, Evernight, Ever-young, Exile of the Noldor, Exiles of Gondolin, Exiles of Númenor, Realms in Exile, Eye of Mordor, Eye of Sauron, Ezellohar, Fairbairn, Faerie, Fair Elves, Fairbairn, Elfstan Fairbairn, Falas, Elves of the Falas, Falastur, Falathar, Falathrim, Falco Chubb-Baggins, Fall of Barad-dûr, Fall of Fingolfin, Fall of Gil-galad, Fall of Gondolin, Fall of Nargothrond, Fall of the Noldor, Fallohides, Falls of Rauros, Falls of Sirion, Falmari, Fang, Fangorn, Forest of Fangorn, Fangorn Forest, Fanuidhol, Far Downs, Far Harad, Faramir son of Denethor II, Faramir son of Ondoher, Faramir Took I, Farewell Party, Farin, Farmer Cotton, Farmer Maggot, Farthings, Far-wanderer, Fastolph 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, Fëanor, House of Fëanor, Oath of Fëanor, Sons of Fëanor, Fëanorian, Fëanorian Lamps, Fëanturi, Felagund, Doors of Felagund, Finrod Felagund, Felaróf, Fell Winter of the Third Age, Fellowship of the Ring, Fen Hollen, Fen of Serech, Fengel, Fenmarch, 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, Fíli, Filibert Bolger, Fimbrethil, Finarfin, Findegil, Finduilas of Dol Amroth, Finduilas of Nargothrond, Finglas, Fingolfin, Fall of Fingolfin, House of Fingolfin, Fingon, Finrod Felagund, Finwë, Fire of Ilúvatar, Fire-drakes, Firefoot, Fire-mountain, Firiel, Firien Wood, Firienholt, Fírimar, Firith, First Age, First Battle, First Battle of the Fords of Isen, First Eastfarthing Troop, First Homely House, First House of the Edain, First Marshal of the Riddermark, Firstborn, Firth of Drengist, Fladrif, Flambard Took, Flame Imperishable, Flame of Anor, Flame of the West, Flame of Udûn, Flets, Flight of the Noldor, Floating Log, Foam-flower, Foe-hammer, Folca, Folco Boffin, Folcred, Folcwine, Folde, Folk of Haleth, Followers, Ford of Brithiach, 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, Forelithe, Forest, Forest of Brethil, Forest of Fangorn, Forest of Neldoreth, Forest of Region, Forest River, Forest Road, Foreyule, Forgoil, Forlindon, Forlond, Forlong, Formenos, Forn, Fornost, Amlaith of Fornost, Battle of Fornost, Forochel, Icebay of Forochel, Snowmen of Forochel, Forodwaith lands, Forodwaith people, Forostar, Forsaken Inn, Fortinbras Took I, Fortinbras Took II, Forweg, Fosco Baggins, Fourth Age, Fram, Frár, Fréa, Fréaláf Hildeson, Fréawine, Freca, Fredegar Bolger, Free Peoples, Frerin, Friend-of-Men, Frodo Baggins, Frodo Gardner, Frogmorton, Front Gate, Frór, Frumgar, Fuinur, Fundin, Gabilgathol, Gaffer Gamgee, Galadhon, Galadhrim, Galadhrim, Lady of the Galadhrim, Galador, Galadriel, Mirror of Galadriel, Phial of Galadriel, Galathil, Galathilion, Galdor of Dor-lómin, Galdor of the Havens, Galenas, Galion, Gálmód, Galvorn, Gamgee, Daisy Gamgee, Gaffer Gamgee, Halfast Gamgee, Halfred Gamgee, Hamfast Gamgee, Hamson Gamgee, Marigold Gamgee, May Gamgee, Roper Gamgee, Sam Gamgee, Samwise Gamgee, Gamil Zirak, Gamling, Gammidge, Hob Gammidge, Gammidgy, Gamwich family, Wiseman Gamwich, Gamwich village, Gandalf, Gap of Rohan, Gardner, Bilbo Gardner, Daisy Gardner, Elanor Gardner, Frodo Gardner, Goldilocks 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, Gaurwaith, Gelion, Greater Gelion, Gelmir of Angrod's People, Gelmir of Nargothrond, Gerontius Took, Gethron, Ghân, Ghân-buri-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, Gilrain, Gilthoniel, Gimilkhâd, Gimilzagar, Gimli Elf-friend, Ginglith, Girdle of Melian, Girion, Girithron, Giver of Fruits, Gladden Fields, Gladden River, Glamdring, Glamhoth, Glanduin, Glaurung, Dagnir Glaurunga, Glingal, Glithui, Glittering Caves, Lord of the Glittering Caves, Glóin son of Gróin, Glóin son of Thorin I, Glóredhel, Glorfindel of Gondolin, Glorfindel of Rivendell, Gnats, Goatleaf, Harry Goatleaf, Goblin-cleaver, Goblin-men, Goblins, Goblin-town, Gods, Golasgil, Goldberry, Golden, Golden Hall, Golden Perch, Golden Wood, Lady of the Golden Wood, Goldenbed, Golden-haired, Goldenhead, Goldfather, Goldilocks Gardner, Goldwine, Golfimbul, Gollum, Golodhrim, Golug, Gondolin, Exiles of Gondolin, Fall 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, Men of Gondor, Queen of Gondor, Regent of Gondor, Royal House of Gondor, South Gondor, Gondorians, Gonnhirrim, Goodbody, Togo Goodbody, Goodchild, Bell Goodchild, Gorbadoc Brandybuck, Gorbag, Gore, Gorgoroth, Gorgûn, Gorhendad Oldbuck, Gorlim the Unhappy, Gormadoc Brandybuck, Gorthaur, Gorthol, Gothmog Lieutenant of Morgul, Gothmog Lord of Balrogs, Gram King of Rohan, Gram Mount, Great Armament, Great Battle, Great Darkness, Great Gate of Gondolin, Great Gate of Minas Tirith, Great Gates, Great Goblin, Great Gulf, Great Hall of Feasts, Great Hall of Thráin, Great House, Great Jewel, Great Jewels, Great Journey, Great Lake, Great Music, Great Ones, Great Orcs, Great Plague, Great Ring, Great Rings, Great River, Great Sea of the West, Great Siege, Great Smials, Great War of the Ring, Great Worm, Greater Gelion, Green Dragon, Green Hill Country, Green Hills of Gondor, Green Hills of the Shire, Green Mound, Green-elves, Greenhand, Halfred Greenhand, Holman Greenhand, Greenhanded, Greenholm, Fastred of Greenholm, Greenleaf, Greenway, Greenwood the Great, Grey Company, Grey Havens, Grey Mountains, Grey Pilgrim, Grey Wanderer, Greycloak, Grey-elven, Grey-elves, Greyflood, Greyhame, Greylin, Greymantle, Gríma Wormtongue, Grimbeorn the Old, Grimbold of Westfold, Grip, Grishnákh, Grithnir, Gróin, Grond battering-ram, Grond Hammer of the Underworld, Grór, Grubb, Laura Grubb, Guard of the Tower of Gondor, Guarded Plain, Guards of the Citadel, Guild of Venturers, Guild of Weaponsmiths, Guilin, Guls, Gundabad, Gundor, Gurthang, Guthláf, Gúthwinë, Gwaeron, Gwaihir, Gwaith-i-Mírdain, Gwathir, Gwathló, Gwindor, Hadhodrond, Hador Lórindol, Helm of Hador, House of Hador, People of Hador, Haladin, Halbarad, Haldad, Haldan, Haldar, Haldir of Lórien, Haldir of the Haladin, Haleth daughter of Haldad, Folk of Haleth, House of Haleth, People of Haleth, Haleth son of Helm, Halethrim, Halfast Gamgee, Half-elven, Half-elven Elrond and Elros, Halfling, Halflings, Land of the Halflings, Prince of the Halflings, Halflings' Leaf, Half-orcs, Halfred Gamgee, Halfred Greenhand, Halfirien, Halimath, Hall of Fire, Hallacar, Hallas, Hallatan, Halls of Mandos, Halls of Waiting, Halmir, Háma, Hamfast 'Gaffer' Gamgee, Hamfast Gardner, Hammer of the Underworld, Hammerhand, Hamson Gamgee, Handir, Harad, Far Harad, Men of Harad, Near Harad, Harad Road, Haradrim, Haradwaith, Hardbottle, Hareth, Harfoots, Harlindon, Harlond in Gondor, Harlond in Lindon, Harnen, Harrowdale, Harry Goatleaf, Hasufel, Hathaldir, Hathol, Haudh in Gwanur, Haudh-en-Arwen, Haudh-en-Elleth, Haudh-en-Ndengin, Haudh-en-Nirnaeth, Haven of the Swans, Haven of Umbar, Haven-finder, Havens of Sirion, Havens of the Falas, Elves of the Havens, Hay Gate, Haysend, Hayward, Hob Hayward, Headstrong, Malva Headstrong, Heart of Fire, Heart of the Mountain, Heathertoes, Mat Heathertoes, Heavy-handed, Hedge, Heir of Elendil, Heir of Isildur, Helcar, Helcaraxë, Helevorn, Hells of Iron, Helluin, Helm Hammerhand, Helm of Hador, Land of Bow and Helm, Helm's Deep, Helm's Gate, Henderch, Henneth Annûn, Her Ladyship, Herblore of the Shire, Herion, Herucalmo, Herugrim, Herumor, Hewer of Caves, Hidden City, Hidden King, Hidden Kingdom, Hidden Realm, Hidden Rock, High Elves, High Faroth, High Hay, High King, High King of Arda, High King of the Elves, High King of the Noldor, High Ones of Arda, High Pass, High-captain of Angband, Highday, High-elven, Hildeson, Hildifons Took, Hildigrim Took, Hildor, Hildórien, Hill of Erech, Hill of Himring, Hill of Sight, Hill of Spies, Hill of the Eye, Hill-men, Hills of Evendim, Hill-trolls, Himlad, Himling, Himring, Hill of Himring, Hirgon, Hirilondë, Hírilorn, Hirluin, Hísilómë, Hísimë, Hithaeglir, Hither Lands, Hither Shore, Hithlain, Hithlum, Hithui, Hoarwell, Hob Gammidge, Hob Hayward, Hobbit-holes, Hobbiton, Hobbiton Hill, Hobbits, Hobbits of Bree, Hobbits of the Shire, Hobgoblins, Hobson, Holbytlan, Holdwine, Hollin, Holman Cotton, Holman Greenhand, Holman the greenhanded, Holy Mountain: Meneltarma, Holy Mountain: Taniquetil, Holy Ones, Hornblower, Old Toby Hornblower, Tanta Hornblower, Tobold Hornblower, Hornburg, Battle of the Hornburg, Horn-call of Buckland, Hornrock, Horsebreeders, Horse-lords, White Horse, Hound of Valinor, House of Bëor, House of Durin, House of Elrond, House of Elros, House of Eorl, House of Finarfin, House of Fingolfin, House of Hador, House of Haleth, House of Húrin, House of Isildur, House of Ransom, House of the Golden Flower, House of the Mírdain, House of the Stewards, Houses of Healing, Houses of the Dead, Hrívë, Huan, Huggins, William Huggins, Hugo Bracegirdle, Hunter (Creature of Morgoth), Hunter (Title), Huntho, Hunting of the Wolf, Huntsman of the Valar, Huor, Huorns, Húrin I, Húrin II, Heir of Emyn Arnen, House of Húrin, Húrin Thalion, Children of Húrin, Narn i Hîn Húrin, Tale of the Children of Húrin, Húrin the Tall, Hyarastorni, Hyarmendacil I, Hyarmendacil II, Hyarmentir, Hyarnustar, Hyarrostar, Iarwain Ben-adar, Iavas, Ibal, Ibun, Icebay of Forochel, Idril Celebrindal, Illuin, Ilmarë, Ilmarin, Ilmen, Ilúvatar, Children of Ilúvatar, Vision of Ilúvatar, Younger Children of Ilúvatar, Imlach, Imlad Morgul, Imladris, Imloth Melui, Imrahil, Imrazôr, Incánus, Indis, Inglorion, Ingold, Ingwë, Inscrutable, Inziladûn, Inzilbêth, Ioreth, Írimon, 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, Isengar Took, Isengard, Gate of Isengard, Isengarders, Isengrim Took II, Isengrim Took III, Isenmouthe, Isil, Isildur, Heir of Isildur, House of Isildur, Scroll of Isildur, Isildur's Bane, Isildur's Heir, Isilmë, Isilmo, Island of Númenor, Isle of Almaren, Isle of Balar, Isle of Númenor, Isle of Werewolves, Istar, Istari, Isumbras Took I, Isumbras Took III, Isumbras Took IV, Ithil, Ithildin, Ithilien, Prince of Ithilien, South Ithilien, Ithil-stone, Ithryn, Ithryn Luin, Ivanneth, Ivorwen, Ivrin, Eithel Ivrin, Pools of Ivrin, Jewels of Fëanor, Jolly Cotton, Kalimac Brandagamba, Karningul, Keepers of the Three Rings, Last Riding of the Keepers, Kelos, Kelvar, Kementári, Key of Orthanc, Khamûl, Khand, Khazâd, Khazad-dûm, Dwarves of Khazad-dûm, King of Khazad-dûm, Kheled-zâram, Khîm, Khuzdul, Kibil-nâla, Kíli, Kindler, Kine 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 Nargothrond, King of Númenor, City of the Kings, King of Númenórë, 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 under the Mountain, King's Archers, 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 Dúnedain, Kings of Men, Kingsfoil, Kingsland, Kinslaying, Kin-strife, Kiril, Krknní, Kuduk, Lad.aô, Ladros, Lady of Dor-lómin, Lady of Lórien, 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, Laer, Lagduf, Laiquendi, Lairë, Lake Evendim, Lake Mithrim, Lake-men, Lake-town, Master of Lake-town, Lalaith, Lalia 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, Langflood, Langstrand, Langwell, Lanthir Lamath, Largo Baggins, Larnach, Lasse-lanta, 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, Láthspell, Laura Grubb, Laurelin, Laurelindórenan, Lay of Leithian, Leaflock, Lebennin, Lebethron, Lefnui, Legolas Greenleaf, Legolin, Lembas, Lenwë, Léod, Léofa, Lhûn Gulf of, Lhûn River, Lidless Eye, Lieutenant of the Tower of Barad-dûr, Light-elves, Lilies, Water-lilies, Lily Baggins, Lily Brown, Limlaith, Limlight, Linaewen, Linda Baggins, Lindai Lindon, Lindir, Lindon, Elves of Lindon, Ered Lindon, Lindórinan, Lindórinand, Line of Elros, Linhir, Lithe, Lithlad, Little Delving, Little Folk, Little Gelion, Little People, Loa, Lobelia Sackville-Baggins, Lockholes, Loeg Ningloron, Loëndë, Lómion, Lond Daer, Lone-lands, Lonely Isle, Lonely Mountain, Heart of the Mountain, King under the Mountain, Kingdom under the Mountain, Long Cleeve, Diamond of Long Cleeve, Long Horn, Long Horn Cotton, Long Lake, Long Wall, Long Winter, Longbeards, Longbottom, Longbottom Leaf, Longholes, Longo Baggins, Long-worms, Lóni, Lord and Lady, Lord of Andúnië, Lord of Balrogs, Lord of Barad-dûr, Lord of Dale, Lord of Dol Amroth, Lord of Dor-lómin, Lord of Eagles, Lord of Emyn 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 Éothéod, 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, Lórellin, Lorgan, Lórien in Middle-earth, Elves of Lórien, King of Lórien, Lord of Lórien, Lórien in Valinor, Lórien Vala, Lórinand,