

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1325

Victory Conditions :

To hold at game end the greatest amount of artifacts.  
 To terminate 10 characters by personal challenge or by assassination.  
 To see to the termination of Plum Crazy by any means whatsoever.  
 To see to the termination of Criknrog by any means whatsoever.  
 To hold at game end the artifact: Silver Rod of Andúni #60.

Top 3 Free Peoples :

**Alvernus [ 1325 ] Sing a Song [ 1300 ] Once Upon a Time [ 1050 ]**

Special Nation Abilities :

#10 New mages start at rank up to 40.  
 #30 Can learn lost teleport spell.  
 #32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N25  
 LUCIO PIMENTEL 110728  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 25  
 Turn # : 28  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5088  
 Special Service : YES

# Alvernus

(A Free People)

Season : Fall

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Friendly
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Hated
#13 Red Witches	: Disliked	#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#24 Plane	: Tolerated

## POPULATION CENTERS

Location : @ 3729 in Hills & Rough Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	104	0	0	0	0	0	-

Location : @ 3825 in Shore/Plains Climate is Hot								
Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	762	0	0	0	0	0	0	-

Location : @ 0207 in Mixed Forest Climate is Mild								
Size : City	Fortifications : Tower	Loyalty : 89	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	167	45	0	0
Current stores	27	0	0	0	0	45	0	-

Location : @ 0308 in Open Plains Climate is Mild								
Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	531	0	18	0
Current stores	1220	0	0	0	0	0	0	-

Location : @ 3102 in Mountains Climate is Polar								
Size : Major Town	Fortifications : None	Loyalty : 61	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	12	0	0	0	0	420
Current stores	0	26	0	0	0	0	0	-

Location : @ 0405 in Shore/Plains Climate is Mild								
Size : Major Town	Fortifications : Castle	Loyalty : 54	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	79	0	0	0	166	0	7	0
Current stores	269	0	0	0	0	0	0	-

A navy bearing the banner of the Alvernus under Captain Carvedas is here.

Location : @ 2822 in Fens & Swamp Climate is Mild								
Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	70	0	0	0	0	0
Current stores	0	0	0	0	0	0	0	-

<b>Gorgon</b>	Location : @ 0206 in Mixed Forest Climate is Mild							
Size : Village	Fortifications : Tower	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	770	295	0	0
Current stores	0	0	0	0	0	295	0	-

<b>Halenon</b>	Location : @ 2828 in Shore/Plains Climate is Warm							
Size : Village	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	168	0	0	0	224	0	24	0
Current stores	772	0	0	0	0	0	0	-

<b>Lirith Tol</b>	Location : @ 0507 in Mixed Forest Climate is Mild							
Size : Major Town	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	90	0	700
Current stores	0	0	0	0	0	90	0	-

Foreign characters reported in the hex : **Achilleus**.

**A large army bearing the banner of the North Kingdom under Warlord Cagh Monûnaw is here.**

An army bearing the banner of the Alvernus under Commander Erester is here.

A small army bearing the banner of the Alvernus under Lord Faika is here.

A large army bearing the banner of the Alvernus under Regent Llewi is here.

<b>Lisgardh</b>	Location : @ 0608 in Mountains Climate is Cool							
Size : Village	Fortifications : None	Loyalty : 17	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	0	16	0	0	0	1100
Current stores	0	176	0	64	0	0	0	-

Foreign characters reported in the hex : - **Arglebargle VI - Criknrog**.

<b>Melkor</b>	Location : @ 0306 in Shore/Plains Climate is Mild							
Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	180	0	0	0	729	0	18	0
Current stores	0	0	0	0	83	0	56	-

<b>Mijesec</b>	Location : @ 0505 in Open Plains Climate is Mild							
Size : Camp	Fortifications : None	Loyalty : 28	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	306	0	0	0	693	0	18	0
Current stores	1040	0	0	0	0	0	0	-

<b>Northern Way</b>	Location : @ 0702 in Shore/Plains Climate is Polar							
Size : Camp	Fortifications : Tower	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	26	0	0	0	49	0	3	0
Current stores	88	0	0	0	0	0	0	-

A small army bearing the banner of the Alvernus under Warlord Carlin is here.

<b>Nosebleed</b>	Location : @ 3624 in Mountains Climate is Cool							
Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	60	30	0	0	0	1000
Current stores	0	0	0	120	0	0	0	-

<b>Sanká</b>	Location : @ 0605 in Mountains Climate is Cold							
Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	90	18	0	0	0	780
Current stores	0	0	0	52	0	0	0	-

Foreign characters reported in the hex : **Anya the Red**.

<b>Taverna</b>	Location : @ 3912 in Shore/Plains Climate is Cool							
Size : Major Town	Fortifications : Tower	Loyalty : 83	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	74	0	0	0	352	0	10	0
Current stores	262	0	0	0	0	0	300	-

## ARMIES AND NAVIES

**Army Commander : Warlord Carlin**      Location : @ 0702 in Shore/Plains      Climate is Polar

Army morale :    77    Warships :    0    Transports :    0 (2)      Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords			20	10	22	176	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	1						

The Camp/Tower of Northern Way flying the flag of the Alvernus is here.

**Army Commander : Commander Erester**      Location : @ 0507 in Mixed Forest      Climate is Mild

Army morale :    25    Warships :    0    Transports :    0 (6)      Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			16	10	0	1470	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

**A large army bearing the banner of the North Kingdom under Warlord Cagh Monûnaw is here.**

A small army bearing the banner of the Alvernus under Lord Faika is here.

A large army bearing the banner of the Alvernus under Regent Llewi is here.

**Army Commander : Lord Faika**      Location : @ 0507 in Mixed Forest      Climate is Mild

Army morale :    26    Warships :    0    Transports :    0 (4)      Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords			15	10	0	451	Heavy Cavalry
Eriadoran footmen w/spears			13	10	0	90	Heavy Infantry
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	0	Out of Food !!					
War machines	0						

Characters traveling with army : - Malendur.

The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

**A large army bearing the banner of the North Kingdom under Warlord Cagh Monûnaw is here.**

An army bearing the banner of the Alvernus under Commander Erester is here.

A large army bearing the banner of the Alvernus under Regent Llewi is here.

**Army Commander : Regent Llewi**      Location : @ 0507 in Mixed Forest      Climate is Mild

Army morale :    78    Warships :    0    Transports :    0 (8)      Travel mode : Normal

Troops			Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears			14	10	0	1791	Heavy Infantry
Eriadoran mercenaries w/shortswords			67	30	10	16	Men-at-Arms
Baggage Train	Leather	Bronze	Steel		Mithril		
Weapons	-	0	0		0		
Armor	0	0	0		0		
Food	10	Low Supplies !!					
War machines	0						

The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

**A large army bearing the banner of the North Kingdom under Warlord Cagh Monûnaw is here.**

An army bearing the banner of the Alvernus under Commander Erester is here.

A small army bearing the banner of the Alvernus under Lord Faika is here.

**Army Commander : Warlord Moraiza** Location : @ 0611 in Mixed Forest Climate is Mild

Army morale : 34 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		15	10	5	48	Heavy Cavalry
Eriadoran footmen w/spears		15	10	0	386	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

The Village of Blackbasin flying the flag of the Great Trollusk is here.

**Navy Commander : Captain Carvedas** Location : @ 0405 in Shore/Plains Climate is Mild

Army morale : 45 Warships : 19 Transports : 12 (4) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		10	10	0	900	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

The Major Town/Castle of Dire flying the flag of the Alvernus is here.

#### COMPANY COMMANDERS :

Veteran Iarless Location : @ 0607 Traveling with him are : JF Breau.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32018	24426	12828	2504	315616	31303	5928
Purchase at market price/unit	2	2	4	19	2	2	6
Sell to market price/unit	1	1	2	9	1	1	3

### MISCELLANEOUS

Maintenance Costs expected next turn are:

Totals for Nation:

Stores

Production

Armies/Navies :	24164	Leather	4440	1309
Pop Centers :	4500	Bronze	306	306
Characters :	36340	Steel	0	352
		Mithril	236	64
Total :	65004	Food	83	4067
		Timber	430	430
		Mounts	356	122
Current Tax rate :	60%			
Revenue expected next turn :	32760 (-32244)			
Current Gold reserve :	9471			

Ritual character terminations: 3

Ships have been left anchored at the following locations:

None

You have the following double agents:

**Forthain of the South Kingdom @ 2527**

Double agent Forthain reports he was ordered to challenge Zymraan to personal combat.

Double agent Forthain reports he was ordered to recruit a double agent. He was not able to recruit the double agent because there is no (or no longer a) character with id "zymra".

**Riadeegha of the Plane @ 2139**

Double agent Riadeegha reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Korondë.

Double agent Riadeegha reports he was ordered to move. He accepted the movement orders.

You have the following hostages:

Del Imat of the North Kingdom is held by Carlin at 0702 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	7	No	None	COMBAT - Increases damage by 750 points.
Navorn	Sword	16	No	None	COMBAT - Increases damage by 500 points.
Ring of Stargazing	Ring	21	Yes	None	Increases Mage Rank by 30.
Silmaruth	Sword	41	No	None	COMBAT - Increases damage by 2000 points.
Dagnirdraug	Sword	43	No	Good	COMBAT - Increases damage by 750 points.
Dragon Helm of Dor-Lómin	Helm	47	Yes	None	Increases Command Rank by 10.
Rat Gauntlets	Gauntlet	48	Yes	None	Increases Agent Rank by 10.
Helm of Shadow	Helm	49	Yes	None	Increases Stealth Rank by 15.
Staff of Bronze	Staff	71	Yes	None	Increases Mage Rank by 20.
Mothras	Horn	73	No	None	COMBAT - Increases damage by 500 points.
Ringil	Sword	103	No	Good	COMBAT - Increases damage by 2000 points.
Spear of Following	Spear	122	No	None	COMBAT - Increases damage by 500 points.
The Black Book	Tome	154	Yes	None	Increases Mage Rank by 10.
Wôlor Priest Ring	Ring	164	Yes	Evil	Increases Mage Rank by 25.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
Ungolrist	Sword	167	No	Good	COMBAT - Increases damage by 750 points.
Gildagor	Sword	171	No	None	COMBAT - Increases damage by 500 points.
Deepwood Bracelet	Gauntlet	184	Yes	None	Increases Mage Rank by 10.
Amulet of Sea Mastery	Amulet	194	No	None	MOVEMENT - "Open seas" same as "Coastal waters".
Wood-shadow	Cloak	210	Yes	None	Increases Stealth Rank by 15.

You have hidden the following additional artifacts:

None

**NATION MESSAGES**

*Zhantus is no longer under our control.*

*Tol Cirith is no longer under our control.*

*There are rumors of a sabotage attempt involving Jackl at Lagna Sa.*

*There are rumors of a theft attempt involving Gamling at Ivanir.*

*There are rumors of Gold being transported by caravan from Blackmaw to Kadarêth.*

*2669 Gold was transported from the Wise Council to Baltus.*

**ENCOUNTER MESSAGES**

None

## COMBAT MESSAGES

### Battle at 0607

In the Cool climate of the Mountains of 0607, a conflict took place in the hours of late morning in high winds.

At the head of a demoralized army rode **Warlord Cagh Monûnaw** of the nation of the North Kingdom. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
2400 Dúnadan knights w/lances	wooden/bronze	bronze	a mob

The Village of Andakro flying the flag of the Alvernus is situated in the Mountains here.

After the battle.... Cagh Monûnaw's forces found no enemy armies to fight.

The battle for Andakro was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Cagh Monûnaw's army survived the attack on the Village, but suffered minor losses. Cagh Monûnaw appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the North Kingdom.

### Battle at 0711

In the Mild climate of the Hills & Rough of 0711, a conflict took place in the early hours of the evening in a dense and oppressive fog.

At the head of a rebellious army rode **Regent Menelaus** of the nation of the North Kingdom. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
800 Dúnadan knights w/lances	wooden	none/leather	a mob

The Village of Grand-Pre flying the flag of the Alvernus is situated in the Hills & Rough here.

After the battle.... Menelaus's forces found no enemy armies to fight.

The battle for Grand-Pre was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Menelaus's army survived the attack on the Village, but suffered minor losses. Menelaus appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the North Kingdom.

### Battle at 0605

In the Cold climate of the Mountains of 0605, a conflict took place in the early morning hours under a clear sky.

At the head of a rebellious army rode **Commander Erestor** of the nation of the Alvernus. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1560 Eriadoran footmen w/spears	wooden	none	a mob

The Village of Sanká flying the flag of the North Kingdom is situated in the Mountains here.

After the battle.... Erester's forces found no enemy armies to fight.

The battle for Sanká was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Erester's army survived the attack on the Village, but suffered minor losses. Erester appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Alvernus.

#### Battle at 0306

In the Mild climate of the Shore/Plains of 0306, a conflict took place about midnight during a driving storm.

At the head of a rebellious army rode **Lord Faika** of the nation of the Alvernus. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
500 Lesser Dúnadan horsemen w/broadswords	wooden	none	a mob
100 Eriadoran footmen w/spears	wooden	none	a mob

The Village of Melkor flying the flag of the Great Trollusk is situated in the Shore/Plains here.

After the battle.... Faika's forces found no enemy armies to fight.

The battle for Melkor was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Faika's army survived the attack on the Village, but suffered minor losses. Faika appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Alvernus.

#### Battle at 0613

In the Mild climate of the Mixed Forest of 0613, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Warlord Moraiza** of the nation of the Alvernus. In his hands was borne the glowing Sword called Ringil. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
85 Lesser Dúnadan horsemen w/broadswords	wooden	none/leather	a mob
681 Eriadoran footmen w/spears	wooden	none	a mob

The Major Town of Port Royale flying the flag of the Tribes of Angmar is situated in the Mixed Forest here.

After the battle.... Moraiza's forces found no enemy armies to fight.

The battle for Port Royale was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Moraiza's army survived the attack on the Major Town, but suffered some losses. Moraiza appeared to have survived. The Major Town has been reduced to a Ruins. The Ruins of Port Royale now flies no known flag.

## SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names &



required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

#### Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

#### ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

### ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Angus	620	Kidnap	cagh
Angus	215	RfsPers	
Barrow Wight	180	UpStNat	3
Barrow Wight	605	GrdLoc	
Carlin	850	MovArmy	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carlin	925	Recon	
Carvedas	605	GrdLoc	
Carvedas	408	HvInfan	400 ^ ^
Elendil	325	NatSell	fo 100
Elendil	325	NatSell	mo 100
Elostirion	555	CreCmp	^
Elostirion	810	MovChar	2214
Erestor	255	CptrPop	ch
Erestor	860	ForcMar	sw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	255	CptrPop	ch
Faika	860	ForcMar	e se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	615	Assass	patro
Iarless	215	RfsPers	
JF Breau	615	Assass	achil
JF Breau	215	RfsPers	
Kônebra	900	FindArt	71
Kônebra	940	CstLoSp	417 silry
Llewi	408	HvInfan	400 ^ ^
Llewi	315	PrchCar	fo 10
Lumban	940	CstLoSp	412 109
Lumban	325	NatSell	st 100
Malendur	870	MovJoin	0507 faika
Malendur	940	CstLoSp	428 209
Modulator	500	Double	marya
Modulator	810	MovChar	2325
Moeskin	940	CstLoSp	430 demon
Moeskin	900	FindArt	169
Moraiza	250	DstPop	ch
Moraiza	860	ForcMar	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Myrthrindir	900	FindArt	21
Myrthrindir	940	CstLoSp	428 38
Soil Nûnaw	215	RfsPers	
Soil Nûnaw	905	ScoArmy	silry y
Transmitter	710	PrenMgy	
Transmitter	330	CstCjSp	508 ^

Angus



Ranks : Command 0 Agent 86 (96) Emissary 0 Mage 30  
 Health 100 Stealth 0 (30) Challenge 89  
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor✓  
 #210 Wood-shadow  
 Spells (+0) : #314 Teleport(81) #412 Research Artifact(87)  
 #418 Locate Artifact(85)

Angus was located in the Mountains at 0607.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. He was not able to kidnap the character because of tight security.

***He is currently in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.***

Barrow Wight



Ranks : Command 58 Agent 72 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 89  
 Artifacts : #7 Romoquenáro✓  
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

He was ordered to upgrade our relations. Our relations with the Wise Council were upgraded.

He was ordered to guard the location. Baltus was guarded.

***He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.***

Carlin



Ranks : Command 79 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 94  
 Artifacts : #43 Dagnirdraug✓ #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Shore/Plains at 0803.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to move the army. He accepted the army movement orders.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Araphor of the Sheri-Urk with about 900 troops at 0703. See report below.

***He commands an army in the Shore/Plains at 0702. The Camp/Tower of Northern Way flying the flag of the Alvernus is here.***

Carvedas



Ranks : Command 40 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0405.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to guard the location. Dire was guarded.

*He commands a navy offshore at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.*

Elendil



Ranks : Command 0 Agent 0 Emissary 86 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 1132 Mounts were sold for 4528 Gold.

He was ordered to have the nation sell to the caravans. 7500 Food were sold for 7500 Gold.

*He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.*

Elostirion



Ranks : Command 0 Agent 0 Emissary 92 Mage 40  
 Health 83 Stealth 0 Challenge 56  
 Artifacts : None

Spells (+0) : #314 Teleport(80) #414 Scry Hex(96) #415 Scry Area(84)  
 #436 Scry Character(98)

Elostirion was located in the Mixed Forest at 2316.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

He was ordered to move. He accepted the movement orders.

*He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.*

Erestor



Ranks : Command 34 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

Erestor was located in the Mountains at 0605.

He was ordered to capture the Village of Sanká. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

*He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.*

Faika



Ranks : Command 59 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None  
 Spells (+0) : None

Faika was located in the Shore/Plains at 0306.

He was ordered to capture the Village of Melkor. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

*He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.*

Iarless



Ranks : Command 13 Agent 69 Emissary 0 Mage 0  
 Health 29† Stealth 0 Challenge 54  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mountains at 0607.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security. He was injured by Patrocles while performing his assassination mission.

*He commands a company in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.*

JF Breau



Ranks : Command 0 Agent 74 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Mountains at 0607.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because of tight security.

*He is traveling with Iarless in the Mountains at 0607. The Camp of Andakro flying the flag of the North Kingdom is here.*

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61 (81)  
 Health 100 Stealth 0 Challenge 96  
 Artifacts : #71 Staff of Bronze #167 Ungolrist  
 Spells(+20) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)  
 #314 Teleport(87) #410 Divine Allegiance Forces(97) #412 Research Artifact(89)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(98)  
 #419 Divine Nation Forces(74)

Kônebra was located in the Open Plains at 1712.

He was ordered to find an artifact. An artifact search was attempted. Staff of Bronze #71 was found in the Open Plains at 1712.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Silryana : - Raton - Arolic - Qohary.

*He is currently in the Open Plains at 1712.*

Llewi



Ranks : Command 69 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 69  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Mixed Forest at 0507.

He was ordered to purchase from the caravans. 10 Food were bought for 20 Gold.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

*He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.*

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 53  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : #16 Navorn\ #164 Wôlor Priest Ring  
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)  
 #412 Research Artifact(100)

Lumban was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 1060 Steel were sold for 2120 Gold.

He was ordered to cast a lore spell. Research Artifact - Staff of Earthmastery #109 is a Staff - allegiance: None - increases Mage Rank by 15.

**He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (75)  
 Health 100 Stealth 0 Challenge 115  
 Artifacts : #41 Silmaruth\ #154 The Black Book  
 Spells(+10) : #314 Teleport(82) #412 Research Artifact(96) #414 Scry Hex(77)  
 #418 Locate Artifact(83) #428 Locate Artifact True(69) #510 Conjure Food(84)

Malendur was located in the Shore/Plains at 1213.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Faika.

He was ordered to cast a lore spell. Locate Artifact True - Mirlammenrim #209 is located in the Hills & Rough at 3923.

**He is traveling with Faika in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.**

Modulator



Ranks : Command 0 Agent 0 Emissary 81 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Modulator was located in the Hills & Rough at 2527.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character does not have emissary or agent skill.

He was ordered to move. He accepted the movement orders.

**He is currently in the Shore/Plains at 2325. The Village of Novellond flying the flag of the Dark Feast is here.**

Moeskin



Ranks : Command 58 Agent 0 Emissary 0 Mage 68 (88)  
 Health 87 Stealth 0 Challenge 112  
 Artifacts : #73 Mothras #122 Spear of Following√ #166 Corantir  
 #184 Deepwood Bracelet  
 Spells(+20) : #4 Major Heal(100) #314 Teleport(75) #410 Divine Allegian...(95)  
 #412 Research Artifact(96) #416 Reveal Production(77) #418 Locate Artifact(86)  
 #420 Reveal Character(70) #422 Perceive Power(77) #428 Locate Artifact...(71)  
 #430 Reveal Characte...(91) #434 Reveal Populati...(57)

Moeskin was located in the Open Plains at 3217.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 3217. Continued efforts may succeed.

He was ordered to cast a lore spell. Reveal Character True - Demon of Aglarond could not be located... Continued efforts may succeed.

He has encountered the entrance to an obscure trail which can be investigated.

**He is currently in the Open Plains at 3217.**

Moraiza



Ranks : Command 76 (86) Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 137  
 Artifacts : #47 Dragon Helm of Dor-Lómin #103 Ringil√  
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)  
 #412 Research Artifact(100)

Moraiza was located in the Mixed Forest at 0613.

He was ordered to destroy the Major Town of Port Royale. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

**He commands an army in the Mixed Forest at 0611. The Village of Blackbasin flying the flag of the Great Trollusk is here.**

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 71 (101)  
 Health 100 Stealth 0 Challenge 101  
 Artifacts : #21 Ring of Stargazing  
 Spells(+30) : #314 Teleport(82) #412 Research Artifact(86)  
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)  
 #428 Locate Artifact True(95) #430 Reveal Character True(56)

Myrthrandir was located in the Open Plains at 0505.

He was ordered to find an artifact. An artifact search was attempted. Ring of Stargazing #21 was found in the Open Plains at 0505.

He was ordered to cast a lore spell. Locate Artifact True - Ring of Barahir #38 is located in the Hills & Rough at 2527.

**He is currently in the Open Plains at 0505. The Camp of Mijesec flying the flag of the Alvernus is here.**

Soil N naw



Ranks : Command 0 Agent 71 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 53  
 Artifacts : None  
 Spells (+0) : None

Soil Nūnaw was located in the Mixed Forest at 2418.

He was ordered to refuse all personal challenges.

He was ordered to scout an army. A scout of the army was attempted. Captain Silryana of the Sheri-Urk is located in the Mixed Forest at 2317 near The Gathering. Travel mode is Normal. Morale is 27. Troops: Heavy Cavalry: 119 Heavy Infantry: 717 . Scouted army movement to new location at 2317.

*He is currently in the Mixed Forest at 2317. The Town/Fort of The Gathering flying the flag of the Sheri-Urk is here.*

Transmitter



Ranks : Command 0 Agent 0 Emissary 73 Mage 62  
 Health 100 Stealth 0 Challenge 71  
 Artifacts : None

Spells (+0) : #314 Teleport(65) #412 Research Artifact(86)  
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)  
 #428 Locate Artifact True(75) #508 Conjure Mounts(96)

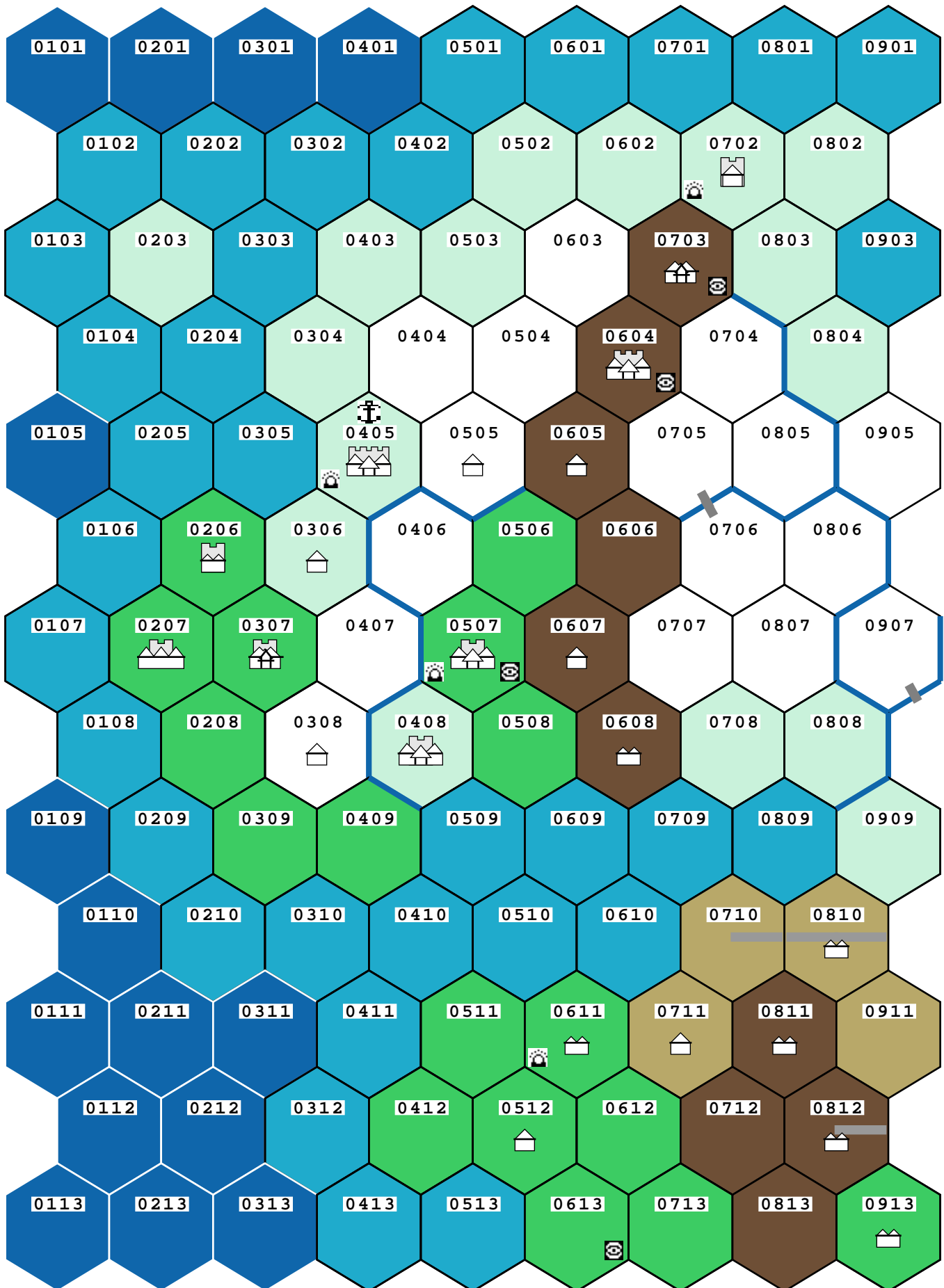
Transmitter was located in the Shore/Plains at 3912.

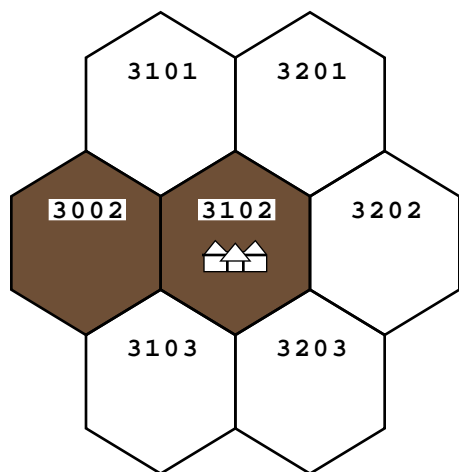
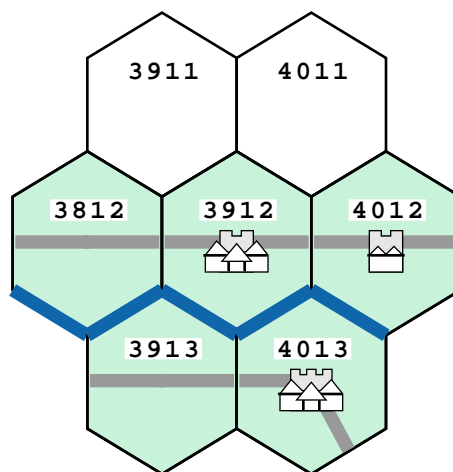
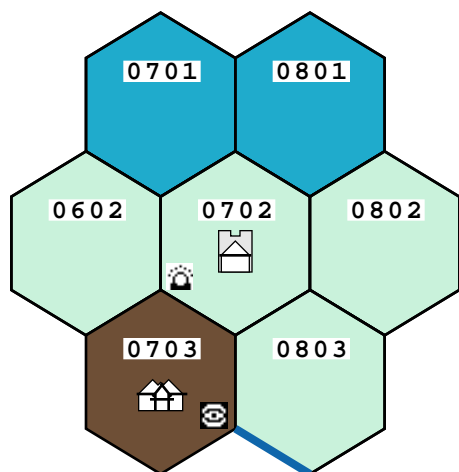
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

*He is currently in the Shore/Plains at 3912. The Major Town/Tower of Taverna flying the flag of the Alvernus is here.*







Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

**Carvedas (ID: carve) @ 0405 Command Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Elendil (ID: elend) @ 0207 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Elostirion (ID: elost) @ 2214 Emissary Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Erestor (ID: erest) @ 0507 Command Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Faika (ID: faika) @ 0507 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Iarless (ID: iarle) @ 0607 Command Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**JF Breau (ID: jf b) @ 0607 Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Kônebra (ID: koneb) @ 1712 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Llewi (ID: llewi) @ 0507 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Lumban (ID: lumba) @ 0207 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Malendur (ID: malen) @ 0507 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Modulator (ID: modul) @ 2325 Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Moeskin (ID: moesk) @ 3217 Command Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Moraiza (ID: morai) @ 0611 Command Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Myrthrandir (ID: myrth) @ 0505 Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Soil Nûnaw (ID: soil ) @ 2317 Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				

**Transmitter (ID: trans) @ 3912 Emissary Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
			_____								_____				