

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 600

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Sing a Song [1342] Plane [1042] Once Upon a Time [1033]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 12
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5437
 Special Service : YES

Wise Council

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Disliked	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Benîm an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	0	0	0	0	0	0	0	-

A small army bearing the banner of the Wise Council under Captain Wiulii is here.

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	0	4	0	0	0	-

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 60	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	0	0	0	0	0	0	-

Lor-Junisn Location : @ 3105 in Open Plains Climate is Severe

Size : Town	Fortifications : Fort	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	23	0	0	0	113	0	4	0
Current stores	0	0	0	0	0	0	20	-

A large army bearing the banner of the Once Upon a Time under Lord Gatto is here.

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 68	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	67	17	0	0	0	0	300
Current stores	0	0	0	0	0	0	0	-

Nulla Location : @ 2808 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	0	72	0	780
Current stores	0	0	0	0	0	0	0	-

Numi Hrol Location : @ 3004 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	25	0	2	0	0	0	420
Current stores	0	0	0	4	0	0	0	-

Teisl-Junni

Location : @ 2704 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	40	18	2	0
Current stores	0	0	0	4	0

Tui Juai

Location : @ 3305 in Open Plains Climate is Severe

Size : Camp	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	80	0	0	0	76
Current stores	0	0	0	0	0

ARMIES AND NAVIES**Army Commander : Regent Cjaini**

Location : @ 3209 in Open Plains Climate is Cold

Army morale : 1 Warships : 0 Transports : 0 (7) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	15	10	0	1700	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 : - Borondir.

Army Commander : Hero Dernwyn

Location : @ 2605 in Open Plains Climate is Severe

Army morale : 1 Warships : 0 Transports : 0 (6) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	14	10	0	1500	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				

Army Commander : Captain Wiulii

Location : @ 2903 in Open Plains Climate is Polar

Army morale : 32 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	15	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	19	Low Supplies !!			
War machines	0				

Characters traveling with army : - Micheasi - Sûldun.

The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

MISCELLANEOUS**Maintenance Costs expected next turn are:**

Armies/Navies :	13200
Pop Centers :	1000
Characters :	15000
Total :	29200

Current Tax rate :	71%
Revenue expected next turn :	28845 (-355)
Current Gold reserve :	7986

Totals for Nation:

Leather	0	151
Bronze	0	158
Steel	0	59
Mithril	12	6
Food	0	209
Timber	0	72
Mounts	30	6

Stores**Production****Ships have been left anchored at the following locations:**

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Acadians at 0711.
There are rumors of an encounter involving Nightbreeze at 2320.
Our populace reports that a season change is imminent!
Our populace reports that the deadline for allegiance change has passed!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

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. 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.....
Beirusa	710	PrenMgy	
Beirusa	325	NatSell	le 100
Borondir	430	TrpsMan	hi
Borondir	610	GrdChar	cjaii
Cauligius	555	CreCmp	^
Cauligius	810	MovChar	3114
Cjaiin	552	PosCmp	^
Cjaiin	860	ForcMar	sw se sw se ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	430	TrpsMan	hi
Dernwyn	860	ForcMar	w w w ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	585	Uncover	
Foresii	710	PrenMgy	
Foresii	325	NatSell	br 100
Jopinii	710	PrenMgy	
Jopinii	325	NatSell	fo 100
Micheasi	185	DnStNat	20
Micheasi	325	NatSell	st 100
Silusini	180	UpStNat	23
Silusini	940	CstLoSp	418 60
Sûldun	605	GrdLoc	
Sûldun	430	TrpsMan	hi
Wiulii	435	ArmyMan	
Wiulii	325	NatSell	ti 100

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 100 Stealth 0 Challenge 68
 Artifacts : #12 Troll Slayer
 Spells (+0) : #104 Resistances(94) #108 Blessings(83) #302 Long Stride(82)
 #308 Capital Return(100)

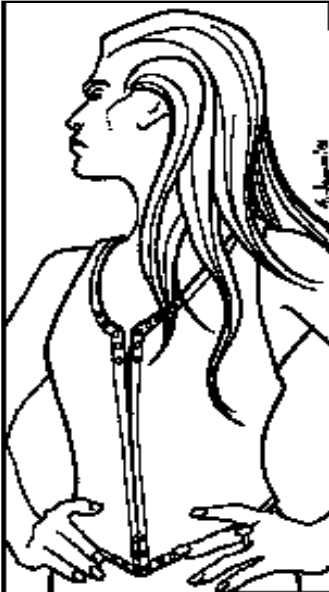
Beirusa was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 453 Leather were sold for 1087 Gold.

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Borondir



Ranks : Command 17 Agent 28 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Borondir was located in the Open Plains at 3205.

She was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

She was ordered to guard a character. Cjain was guarded.

She moved with the army to 3209.

She is traveling with Cjain in the Open Plains at 3209.

Cauligius



Ranks : Command 0 Agent 0 Emissary 51 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Shore/Plains at 3111.

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 Mixed Forest at 3114.

Cjaiin



Ranks : Command 68 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 81
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(87) #418 Locate Artifact(71)

Cjaiin was located in the Open Plains at 3205.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Open Plains at 3209.

Dernwyn



Ranks : Command 24 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 27
 Artifacts : None

Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 2905.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

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

He commands an army in the Open Plains at 2605.

Ericus



Ranks : Command 10 Agent 0 Emissary 76 Mage 18
 Health 100 Stealth 0 Challenge 45
 Artifacts : None

Spells (+0) : #104 Resistances(99)

Ericus was located in the Open Plains at 3906.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Pul Rug Na. Current loyalty is perceived to be rebellious.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Once Upon a Time seeks to hold in stores the greatest amount of Mithril - uncovered that the nation of the Once Upon a Time seeks to acquire 10 additional artifacts of any alignment. - uncovered that the nation of the Alvernus possesses Special Nation Ability #9. It was also uncovered that the Once Upon a Time capital is at 3712.

He is currently in the Open Plains at 3906. The Town of Pul Rug Na flying the flag of the Once Upon a Time is here.

Foresii



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
Health 100 Stealth 0 Challenge 53
Artifacts : None

Spells (+0) : #104 Resistances(98) #302 Long Stride(97) #308 Capital Return(97)

Foresii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 316 Bronze were sold for 759 Gold.

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 51
Health 100+ Stealth 0 Challenge 51
Artifacts : None

Spells (+0) : #104 Resistances(85) #302 Long Stride(71) #308 Capital Return(75)

Jopinii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 418 Food were sold for 501 Gold.

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Micheasi



Ranks : Command 41 Agent 0 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 41
Artifacts : None

Spells (+0) : None

Micheasi was located in the Open Plains at 2903.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 59 Steel were sold for 284 Gold.

He is traveling with Wiulii in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 59
 Health 100 Stealth 0 Challenge 84
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(96) #418 Locate Artifact(71)

Silusini was located in the Open Plains at 2903.

He was ordered to upgrade our relations. He was not able to upgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to cast a lore spell. Locate Artifact - artifact #60, a Rod, is located at or near 1207.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

S ldun



Ranks : Command 20 Agent 27 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to guard the location. Ar-Kuinder was guarded.

He is traveling with Wiulii in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Wiulii



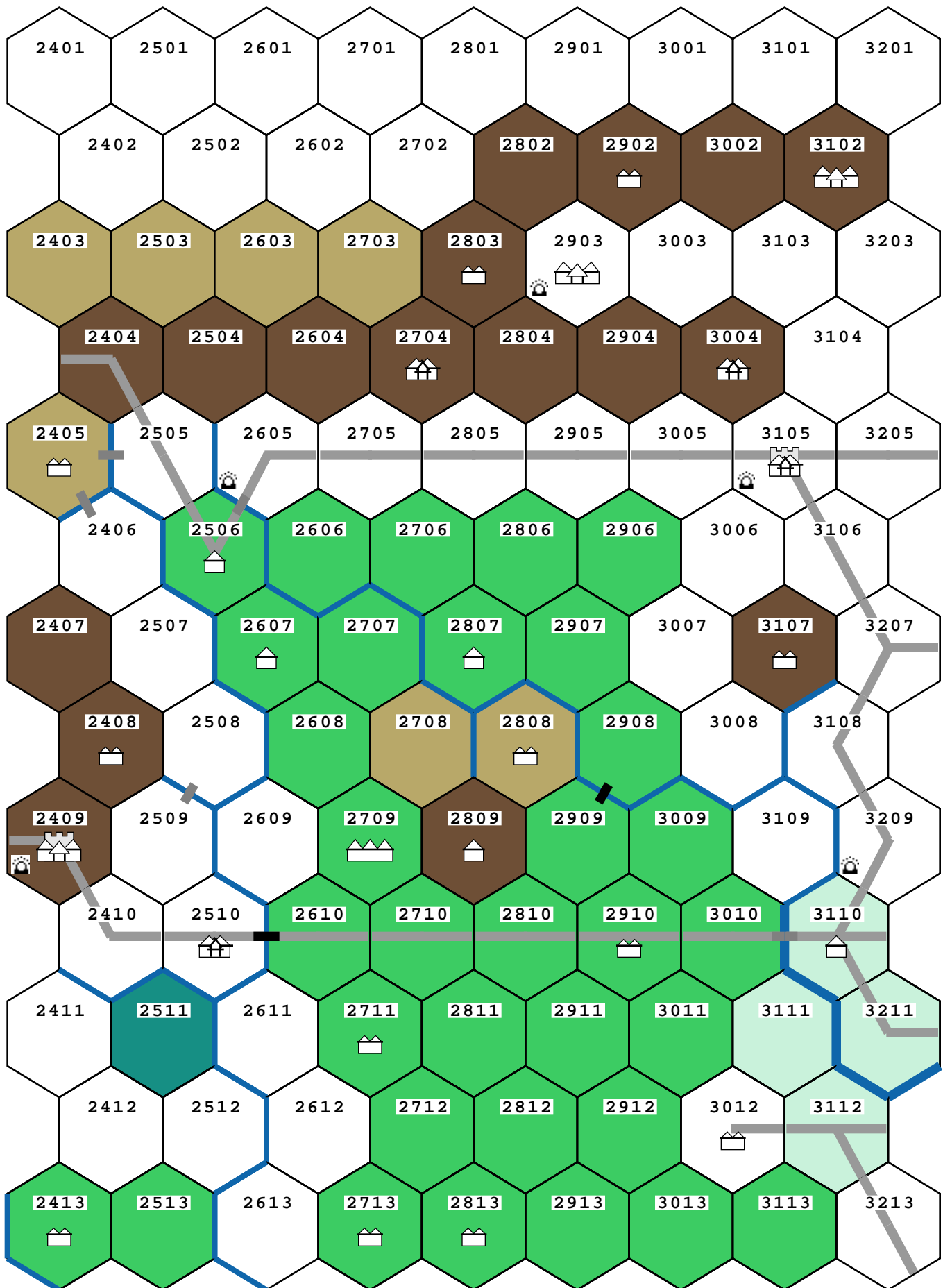
Ranks : Command 42 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 57
 Artifacts : #95 Gúthwinē/
 Spells (+0) : None

Wiulii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 72 Timber were sold for 259 Gold.

He was ordered to put the army on maneuvers. The maneuvers for the army were completed.

He commands an army in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.



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

Cjaiin (ID: cjaii) @ 3209 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2605 Command Mage

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

Ericus (ID: ericu) @ 3906 Command Emissary Mage

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

Foresii (ID: fores) @ 2903 Mage

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

Jopinii (ID: jopin) @ 2903 Mage

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

Micheasi (ID: miche) @ 2903 Command

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

Silusini (ID: silus) @ 2903 Command Mage

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

Sûldun (ID: suldu) @ 2903 Command Agent

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

Wiulii (ID: wiuli) @ 2903 Command

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