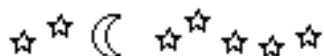


MEPBM Games
presents

Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 141



Alvernus

Victory points : 1466

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 [1466] Once Upon a Time [1150] Sing a Song [1117]

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 # : 24
Account : \$ 0.00
Free Turns : 0
Security Code : 7890
Special Service : YES

Alvernus

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Neutral
# 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 : 33	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 0	0 1040
Current stores	0 416	0 0	0 0	0 0	0 -

A small army bearing the banner of the Sapphic Enclave under Lord Valandil is here.

Akhúlśa Location : @ 3825 in Shore/Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 33	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	0 0
Current stores	224 0	0 0	448 0	24 0	-

Andakro Location : @ 0607 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	150 10	0 0	0 0	0 1000
Current stores	0 0	0 0	0 0	0 0	0 -

Baltus (Capital) Location : @ 0207 in Mixed Forest Climate is Mild

Size : City	Fortifications : Tower	Loyalty : 90	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	0 0
Current stores	1122 0	0 0	334 45	205 0	-

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

Barad Cirith Location : @ 0308 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 30	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	0 0
Current stores	858 0	0 0	531 0	46 0	-

Dire Location : @ 0405 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Castle	Loyalty : 62	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	0 0
Current stores	79 0	0 0	332 0	7 0	-

Drú Dôr Location : @ 0703 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather Bronze	Steel Mithril	Food Timber	Mounts	Gold
Expected production	0 0	29 7	0 0	0 0	0 330
Current stores	0 0	0 0	0 0	0 0	0 -

Foreign characters reported in the hex : - Anya the Red - Criknrog - Wojuruk.

Echiant Location : @ 2822 in Fens & Swamp Climate is Warm
 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 -

Gorgon Location : @ 0206 in Mixed Forest Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 36 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 0 770 737 0 -

Halenon Location : @ 2828 in Shore/Plains Climate is Hot
 Size : Village Fortifications : None Loyalty : 48 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 134 0 0 0 179 0 19 0
 Current stores 536 0 0 0 0 0 38 -
 Foreign characters reported in the hex : **Forthain.**

Lirith Tol Location : @ 0507 in Mixed Forest Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 78 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 0 324 90 0 -
 A small army bearing the banner of the Alvernus under Lord Agbathû is here.
 An army bearing the banner of the Alvernus under Warlord Carlin is here.
 A small army bearing the banner of the Alvernus under Commander Erestor is here.

Lisgardh Location : @ 0608 in Mountains Climate is Mild
 Size : Village Fortifications : None Loyalty : 18 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 0 704 0 0 0 0 0 -

Melkor Location : @ 0306 in Shore/Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 144 0 0 0 583 0 14 0
 Current stores 144 0 0 0 1166 0 14 -

Mijesec Location : @ 0505 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 35 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 306 0 0 0 693 0 18 -

Northern Way Location : @ 0702 in Shore/Plains Climate is Polar
 Size : Camp Fortifications : None 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 26 0 0 0 99 0 3 -

Nosebleed Location : @ 3624 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 32 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 0 0 0 0 -

Sanká Location : @ 0605 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 120 24 0 0 0 1300
 Current stores 0 0 0 0 0 0 0 -

Taverna Location : @ 3912 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 88 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 83 0 0 0 396 0 11 0
 Current stores 83 0 0 0 792 0 0 -

Tol Cirith Location : @ 0408 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 126 0 0 0 184 0 7 0
 Current stores 126 0 0 0 368 0 7 -

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

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

Zhantus Location : @ 0307 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 1 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 502 65 0 0
 Current stores 0 0 0 0 1004 65 0 -

ARMIES AND NAVIES

Army Commander : Lord Agbathû Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 21 10 60 170 Heavy Cavalry
 Eriadoran footmen w/spears 13 10 0 347 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 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.
 An army bearing the banner of the Alvernus under Warlord Carlin is here.
 A small army bearing the banner of the Alvernus under Commander Erestor is here.

Army Commander : Lord Barrow Wight Location : @ 0207 in Mixed Forest Climate is Mild
 Army morale : 22 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 15 10 0 113 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The City/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Warlord Carlin Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 72 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 12 10 16 1095 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 968 Low Supplies !!
 War machines 1
 Characters traveling with army : - Lumban - Moeskin - Moraiza.
 The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.
 A small army bearing the banner of the Alvernus under Lord Agbathû is here.
 A small army bearing the banner of the Alvernus under Commander Erestor is here.

Army Commander : Commander Erestor Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 33 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 16 10 0 147 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - **Gwaihir Eagles.**
 The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.
 A small army bearing the banner of the Alvernus under Lord Agbathû is here.
 An army bearing the banner of the Alvernus under Warlord Carlin is here.

Army Commander : Regent Llewi Location : @ 0408 in Shore/Plains Climate is Mild
 Army morale : 76 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 12 10 0 591 Heavy Infantry
 Eriadoran mercenaries w/shortswords 67 30 10 16 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1108 Low Supplies !!
 War machines 0
 The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.
 A navy bearing the banner of the Alvernus under Commander Carvedas is here.

Navy Commander : Commander Carvedas Location : @ 0408 in Shore/Plains Climate is Mild
 Army morale : 33 Warships : 15 Transports : 5 (5) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 10 10 5 100 Heavy Cavalry
 Eriadoran footmen w/spears 10 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.
 An army bearing the banner of the Alvernus under Regent Llewi is here.

COMPANY COMMANDERS :

Veteran Iarless Location : @ 0613 Traveling with him are : JF Breau.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

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

Armies/Navies :	17598
Pop Centers :	5000
Characters :	36200
Total :	58798
Current Tax rate :	60%
Revenue expected next turn :	42470 (-16328)
Current Gold reserve :	19606

Totals for Nation:**Stores****Production**

Leather	3504	1374
Bronze	1120	280
Steel	0	549
Mithril	0	87
Food	6861	4606
Timber	937	495
Mounts	362	121

No new characters available at this time**Ritual character terminations: 1****Ships have been left anchored at the following locations:**

None

You have the following double agents:

None

You have the following hostages:**Del Imat of the North Kingdom is held by Carlin at 0507 - 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.
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.
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

*There are rumors of a personal challenge involving Silusini and Keemac at 3105.
The loyalty was influenced/reduced at Drú Dôr.
There are rumors of an assassination attempt involving Madonna and Hepzibah.
There are rumors of a sabotage attempt involving Oruthan at 3024.
8000 Gold was transported from the Wise Council to Baltus.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 0507

In the Mild climate of the Mixed Forest of 0507, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a rebellious army rode **Hero 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
475 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a rebellious army rode **Lord Agbathû** 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
321 Lesser Dúnadan horsemen w/broadswords	wooden	steel	a mob
657 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a calm army rode **Veteran Elosian** of the nation of the Great Trollusk. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1600 Mixed Mannish footmen w/battle axes	wooden	none	a mob
100 Mannish slaves w/shortswords	bronze	leather	ragged ranks

The Major Town of Lirith Tol flying the flag of the Alvernus is situated in the Mixed Forest here. It is fortified by a Tower.

Report from Erestor.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush!

Against the forces of Elosian, we laid a great ambush, but they surprised us and hit our flank.

Report from Agbathû.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was passed down the ranks.. Ambush. We're going to ambush them. Ambush!

Against the forces of Elosian, we laid a great ambush, but they surprised us and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Gwaihir Eagles** screamed out of the sky to attack and carry away those of the enemy who were not quick enough to evade their savage onslaught!

Report from Erestor.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Report from Agbathû....Our cavalry were severely hindered by the dense woods in accomplishing their objectives. Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops tried to fight well, but they needed much more training. They fought very poorly. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Erester's forces were victorious in the battle, but suffered severe losses. Erester appeared to have survived. Agbathû's forces were victorious in the battle, but suffered some losses. Agbathû appeared to have survived. Elosian's forces were destroyed/routed in the battle. Elosian appeared to have survived.

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.....
Agbathû	870	MovJoin	0207 barro
Agbathû	230	AttEnemy	am
Angus	615	Assass	kank
Angus	810	MovChar	2218
Barrow Wight	610	GrdChar	carli
Barrow Wight	185	DnStNat	12
Carlin	360	TrArt	moesk 184 73 ^ ^ ^ ^
Carlin	860	ForcMar	e e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carvedas	798	PickShp	15 5
Carvedas	408	HvInfan	400 ^ ^
Elendil	520	InfYour	
Elendil	325	NatSell	st 100
Elostirion	520	InfYour	
Elostirion	940	CstLoSp	436 artho
Erester	215	RfsPers	
Erester	230	AttEnemy	am
Faika	780	TrComm	carli n
Faika	325	NatSell	mi 100
Iarless	690	StlGold	
Iarless	820	MovCmpy	0613
JF Breau	690	StlGold	
JF Breau	920	ScoPop	
Kônebra	825	CstMvSp	314 1714
Kônebra	940	CstLoSp	417 ulcat
Llewi	408	HvInfan	400 ^ ^
Llewi	860	ForcMar	se se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Lumban	360	TrArt	barro	7	^	^	^	^	^
Lumban	940	CstLoSp	412	30					
Malendur	825	CstMvSp	314	1922					
Malendur	710	PrenMgy							
Modulator	525	InfOthr							
Modulator	215	RfsPers							
Moeskin	705	RsrchSp	434						
Moeskin	400	HvCvlry	500	^	^				
Moraiza	185	DnStNat	17						
Moraiza	940	CstLoSp	412	150					
Myrthrandir	710	PrenMgy							
Myrthrandir	940	CstLoSp	428	23					
Soil Nûnaw	615	Assass	jackl						
Soil Nûnaw	810	MovChar	2218						
Transmitter	948	TranCar	3912	2903	mo	300			
Transmitter	330	CstCjSp	508	^					

Agbath



Ranks : Command 56 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Agbathû was located in the Mixed Forest at 0507.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to move and join the army. He was not able to move because he commands an army/navy or company.

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.

Angus



Ranks : Command 0 Agent 82 (92) Emissary 0 Mage 30
 Health 100 Stealth 0 (30) Challenge 86
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor√
 #210 Wood-shadow
 Spells (+0) : #314 Teleport(79) #412 Research Artifact(86)
 #418 Locate Artifact(85)

Angus was located in the Mixed Forest at 2317.

He was ordered to assassinate a character. He was not able to assassinate the character because the target character was not present.

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

He is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Barrow Wight



Ranks : Command 58 Agent 70 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 88
 Artifacts : #7 Romoquenáro√
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. Our relations with the Sheri-Urk were downgraded.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to guard a character. Carlin was guarded.

He commands an army in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Carlin



Ranks : Command 75 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 90
 Artifacts : #43 Dagnirdraug/ #194 Amulet of Sea Mastery
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

He was ordered to transfer some artifacts to a character. Deepwood Bracelet #184 was transferred. Mothras #73 was transferred.

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.

Carvedas



Ranks : Command 38 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0408.

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

He was ordered to pick up some ships. Anchored ships were picked up.

He commands a navy offshore at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Elendil



Ranks : Command 0 Agent 0 Emissary 84 Mage 0
 Health 100 Stealth 0 Challenge 42
 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. 639 Steel were sold for 1917 Gold.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Baltus.

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 90 Mage 40
 Health 100 Stealth 0 Challenge 55
 Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(84)
 #436 Scry Character(96)

Elostirion was located in the Shore/Plains at 0702.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Northern Way.

He was ordered to cast a lore spell. Scry Character - Arthorotur Eagles could not be scryed... Continued efforts may succeed.

He is currently in the Shore/Plains at 0702. The Camp of Northern Way flying the flag of the Alvernus is here.

Erestor



Ranks : Command 32 Agent 0 Emissary 73 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None

Spells (+0) : None

Erestor was located in the Mixed Forest at 0507.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

Scouting was performed by the Gwaihir Eagles. A scout of the area was attempted.

Foreign armies identified: None. See report below.

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 56 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None

Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 393 Mithril were sold for 14148 Gold.

He was ordered to transfer the command. The command was transferred to Carlin. He left the army.

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

Iarless



Ranks : Command 13 Agent 63 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 50
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Mountains at 0604.

He was ordered to steal the Gold. 2200 Gold was stolen at Rómenya.

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

He commands a company in the Mixed Forest at 0613. The Major Town of Port Royale flying the flag of the Tribes of Angmar is here.

JF Breau



Ranks : Command 0 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

JF Breau was located in the Mountains at 0604.

He was ordered to steal the Gold. 960 Gold was stolen at Rómenya.

He moved with the company to 0613.

He was ordered to scout the population center. A scout of the population center was attempted. Major Town named Port Royale - owned by the Tribes of Angmar - loyalty = 50. Production - Food: 880 - Timber: 230 - Leather: 230. Stores - Leather: 83 - Food: 633 - Timber: 249.

He is traveling with Iarless in the Mixed Forest at 0613. The Major Town of Port Royale flying the flag of the Tribes of Angmar is here.

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61
 Health 75 Stealth 0 Challenge 76
 Artifacts : #167 Ungolrist
 Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(87) #410 Divine Allegiance Forces(97) #412 Research Artifact(88)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(95)
 #419 Divine Nation Forces(74)

Kônebra was located in the Mixed Forest at 0207.

He was ordered to cast a movement spell. Teleport was cast.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Ulcathur : - Tisha. He suffered a loss of health due to casting two spells.

He is currently in the Fens & Swamp at 1714.

Llewi



Ranks : Command 67 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 67
 Artifacts : None
 Spells (+0) : None

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

He commands an army in the Shore/Plains at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51
 Health 45 Stealth 0 Challenge 61
 Artifacts : #16 Navorn\ #164 Wölor 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 transfer some artifacts to a character. Romoquenáro #7 was transferred.

He moved with the army to 0507.

He was ordered to cast a lore spell. Research Artifact - Skull Helm #30 is a Helm - allegiance: Evil - increases Command Rank by 15.

He is traveling with Carlin in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol 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(63) #510 Conjure Food(84)

Malendur was located in the Mixed Forest at 0207.

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

He was ordered to cast a movement spell. Teleport was cast.

He is currently in the Mountains at 1922. The Village of Raugawul flying the flag of the Red Witches is here.

Modulator



Ranks : Command 0 Agent 0 Emissary 74 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Modulator was located in the Shore/Plains at 2828.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Halenon. Halenon is now under our control.

He is currently in the Shore/Plains at 2828. The Village of Halenon flying the flag of the Alvernus is here.

Moeskin



Ranks : Command 56 Agent 0 Emissary 0 Mage 68 (88)
 Health 100 Stealth 0 Challenge 112
 Artifacts : #73 Mothras #122 Spear of Following√ #166 Corantir
 #184 Deepwood Bracelet
 Spells(+20) : #4 Major Heal(100) #314 Teleport(72) #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...(90) #434 Reveal Populati...(51)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and No armor were recruited.

He was ordered to research a spell. Reveal Population Center #434 was successfully researched.

He moved with the army to 0507.

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

Moraiza



Ranks : Command 72 (82) Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 133
 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 0207.

He was ordered to downgrade our relations. Our relations with the Great Trollusk were downgraded.

He moved with the army to 0507.

He was ordered to cast a lore spell. Research Artifact - Andúril #150 is a Sword - allegiance: Good - increases combat damage by 1250 pts.

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

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 69
 Health 100 Stealth 0 Challenge 69
 Artifacts : None

Spells (+0) : #314 Teleport(82) #412 Research Artifact(86)
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)
 #428 Locate Artifact True(91) #430 Reveal Character True(56)

Myrthrandir was located in the Shore/Plains at 0405.

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

He was ordered to cast a lore spell. Locate Artifact True - Ring of Impersonation #23 is located in the Open Plains at 4409.

He is currently in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.

Soil N naw



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : None

Soil Nûnaw was located in the Mixed Forest at 2317.

He was ordered to assassinate a character. He was not able to complete his mission because the character was too well guarded.

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

He is currently in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

Transmitter



Ranks : Command 0 Agent 0 Emissary 72 Mage 60
 Health 100 Stealth 0 Challenge 69
 Artifacts : None

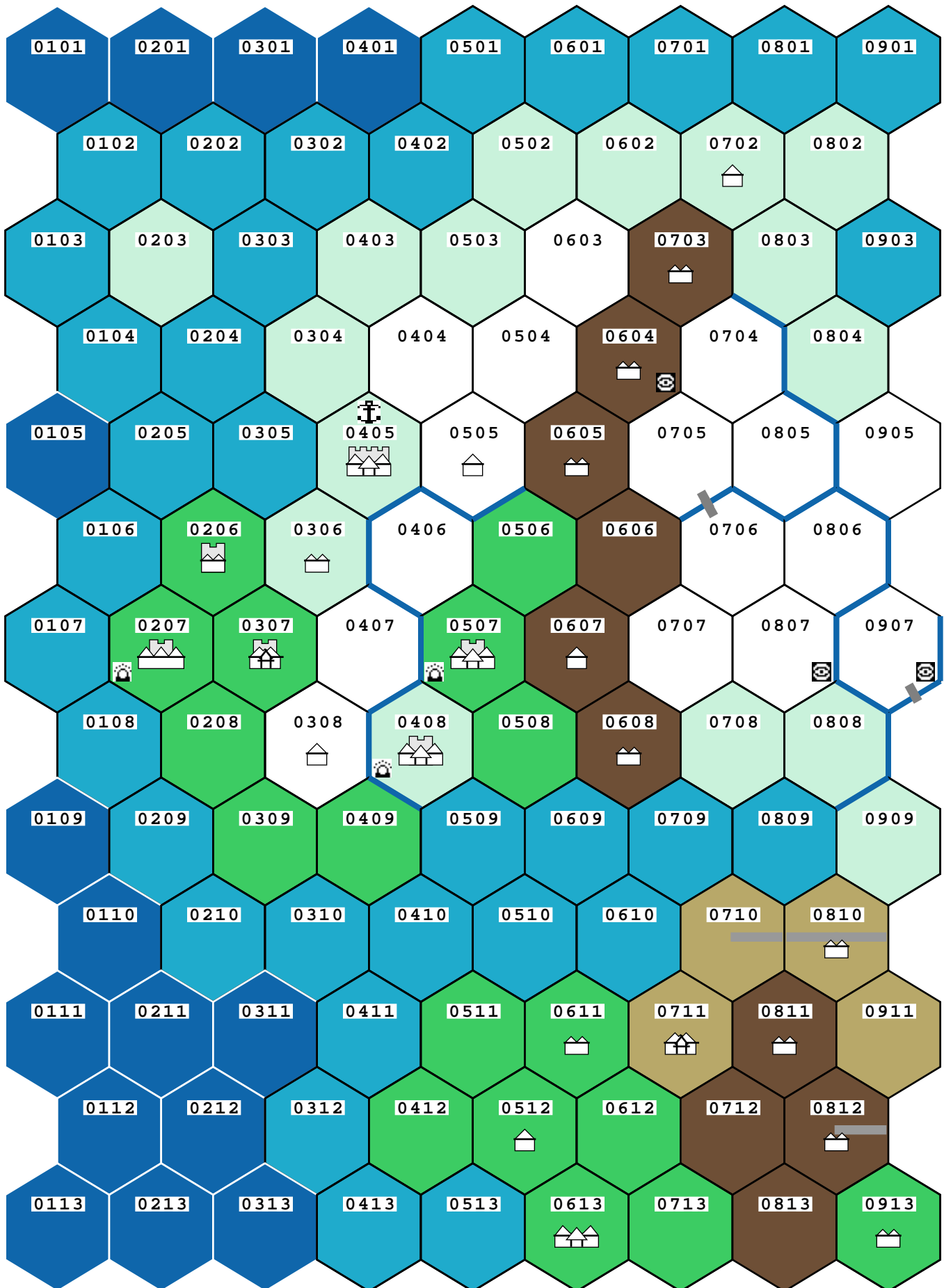
Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)
 #428 Locate Artifact True(75) #508 Conjure Mounts(92)

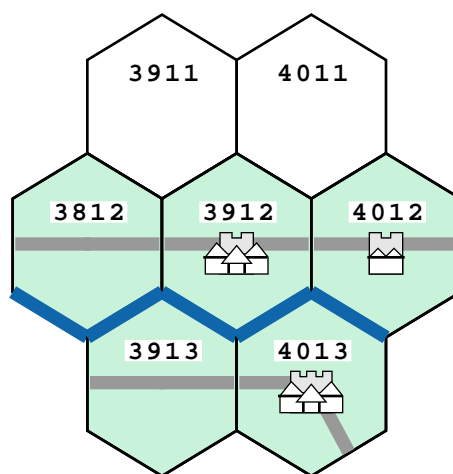
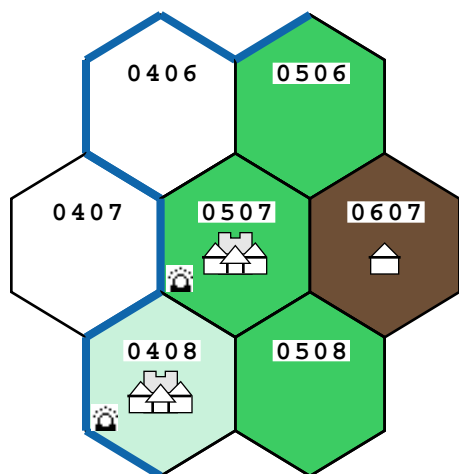
Transmitter was located in the Shore/Plains at 3912.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Mounts. 283 Mounts (+10%) transported from Taverna to Ar-Kuinder.

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





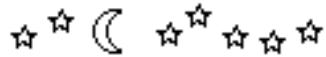
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Alvernus

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Player # : 25
Turn # : 25
Security # : 7890

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Agbathû (ID: agbat) @ 0507 Command

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Angus (ID: angus) @ 2218 Agent Mage

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Barrow Wight (ID: barro) @ 0207 Command Agent Emissary

<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -> # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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Carlin (ID: carli) @ 0507 Command

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

Carvedas (ID: carve) @ 0408 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) @ 0702 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) @ 0207 Command

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

Iarless (ID: iarle) @ 0613 Command Agent

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

JF Breau (ID: jf b) @ 0613 Agent

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

Kônebra (ID: koneb) @ 1714 Mage

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

Llewi (ID: llewi) @ 0408 Command

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

Lumban (ID: lumba) @ 0507 Mage

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

Malendur (ID: malen) @ 1922 Mage

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

Modulator (ID: modul) @ 2828 Emissary

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

Moeskin (ID: moesk) @ 0507 Command Mage

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

Moraiza (ID: morai) @ 0507 Command Mage

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

Myrthrandir (ID: myrth) @ 0405 Mage

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

Soil Nûnaw (ID: soil) @ 2218 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			_____				
			_____								_____				