

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141



### Wise Council

Victory points : 525  
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 :

**Alvernus [ 1442 ] Once Upon a Time [ 1300 ] Sing a Song [ 1092 ]**

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 #	:	22
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	2127
Special Service	:	YES

# Wise Council

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Disliked	# 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	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#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 : 67	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 Sûldun is here.

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

Size : Village	Fortifications : None	Loyalty : 38	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	0	0	0	0	-

**Beni-Inusi** 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	52	0	0	0	0	0	-

**Eureka** Location : @ 2008 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	684	90	0	0
Current stores	0	0	0	0	0	0	0	-

**Flippant** Location : @ 1804 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	24	17	0	0	0	0	330
Current stores	0	18	73	0	0	0	0	-

A small army bearing the banner of the Wise Council under Lord Dernwyn is here.  
A small army bearing the banner of the Wise Council under Regent Micheasi is here.

**Gelydh** Location : @ 3209 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	266	0	0	0	842	0	14	0
Current stores	0	0	0	0	0	0	0	-

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

Size : Town	Fortifications : Fort	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	91	0	0	0	451	0	14	0
Current stores	0	0	0	0	0	0	0	-

**An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.**

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

**Mt Gundabad** Location : @ 2305 in Mountains Climate is Polar  
 Size : Village Fortifications : None Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 53 0 5 0 0 0 360  
 Current stores 0 264 0 0 0 0 0 -

**Murk-Lomil** Location : @ 2902 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 83 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 50 13 0 0 0 0 300  
 Current stores 0 117 0 0 0 0 0 -

**Nulla** Location : @ 2808 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 122 0 0 0 0 216 0 1300  
 Current stores 0 0 0 0 0 0 0 -

**Numi Hrol** Location : @ 3004 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 42 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 50 0 0 0 0 0 -

**Pig House** Location : @ 1702 in Hills & Rough Climate is Polar  
 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 84 0 0 96 0 0 360  
 Current stores 0 739 0 0 0 0 0 -

**Teisl-Junni** Location : @ 2704 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 40 18 2 0 0 0 0  
 Current stores 0 80 0 0 0 0 0 -

**Tui Juai** Location : @ 3305 in Open Plains Climate is Cool  
 Size : Town Fortifications : None Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 192 0 0 0 182 0 5 0  
 Current stores 0 0 0 0 0 0 0 -

**Yalúmea** Location : @ 3009 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 662 216 0 0  
 Current stores 0 0 0 0 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Dernwyn** Location : @ 1804 in Mountains Climate is Polar  
 Army morale : 4 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 49 10 0 297 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Beirusa.  
 The Village of Flippant flying the flag of the Wise Council is here.  
 A small army bearing the banner of the Wise Council under Regent Micheasi is here.

**Army Commander : Regent Micheasi** Location : @ 1804 in Mountains Climate is Polar  
 Army morale : 4 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 49 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Village of Flippant flying the flag of the Wise Council is here.  
 A small army bearing the banner of the Wise Council under Lord Dernwyn is here.

**Army Commander : Captain Sûldun** Location : @ 2903 in Open Plains Climate is Polar  
 Army morale : 52 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 14 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 4 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Jopinii.  
 The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

**Army Commander : Lord Wiulii** Location : @ 3105 in Open Plains Climate is Cool  
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 14 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 15 Low Supplies !!  
 War machines 0  
 The Town/Fort of Lor-Junish flying the flag of the Wise Council is here.  
 An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25024	29132	8949	1686	294907	12092	947
Purchase at market price/unit	3	3	4	25	2	4	15
Sell to market price/unit	1	1	2	13	1	2	8

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4788	Leather	0	678
Pop Centers : 1500	Bronze	1320	302
Characters : 22220	Steel	73	72
	Mithril	0	11
Total : 28508	Food	0	2937
	Timber	0	522
Current Tax rate : 60%	Mounts	0	33
Revenue expected next turn : 34960 (+6452)			
Current Gold reserve : 1745			

**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 a personal challenge involving Malendur and Patrocles at 0505.  
 There are rumors of an armed conflict involving the Twilight Hammer and the Silent Assembly at 2409.  
 Barstow is no longer under our control.  
 4950 Gold was stolen at Lor-Junisn.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 1804

In the Polar climate of the Mountains of 1804, a conflict took place in the early morning hours in high winds.

At the head of a demoralized army rode **Lord Dernwyn** of the nation of the Wise Council. 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
714 Woodman footmen w/battle axes	wooden	none	ragged ranks

The Town of Flippant flying the flag of the Tribes of Angmar is situated in the Mountains here.

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

The battle for Flippant 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.... Dernwyn's army survived the attack on the Town, but suffered minor losses. Dernwyn appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Wise Council.

## 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.....
Baragund	520	InfYour	
Baragund	810	MovChar	3209
Beirusa	225	CstCbSp	108
Beirusa	710	PrenMgy	
Cauligius	550	ImprPop	
Cauligius	810	MovChar	3209
Cjaiin	770	HrArmy	200 hi br ^ 1234
Cjaiin	925	Recon	
Dernwyn	255	CptrPop	fl
Dernwyn	765	SplArmy	miche ^ ^ 400 ^ ^ ^
Ericus	550	ImprPop	
Ericus	585	Uncover	
Estelmo	605	GrdLoc	
Estelmo	810	MovChar	1717
Gamling	610	GrdChar	iago
Gamling	810	MovChar	2123
Gilrean	520	InfYour	
Gilrean	810	MovChar	3209
Gimforn	810	MovChar	4005
Gimforn	325	NatSell	mo 100
Gundor	325	NatSell	mo 100
Gundor	325	NatSell	ti 100
Jopinii	940	CstLoSp	412 205
Jopinii	325	NatSell	mi 100
Micheasi	430	TrpsMan	hi
Micheasi	925	Recon	
Oretur	520	InfYour	
Oretur	810	MovChar	3209
Silusini	940	CstLoSp	412 204
Silusini	325	NatSell	st 100
Sûldun	408	HvInfan	400 ^ ^
Sûldun	765	SplArmy	wiuli ^ ^ 400 ^ ^ ^
Widfara	605	GrdLoc	
Widfara	325	NatSell	le 100
Wiulii	850	MovArmy	e e se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Wiulii	325	NatSell	fo 100

Baragund



Ranks : Command 0 Agent 0 Emissary 33 Mage 0  
 Health 100 Stealth 0 Challenge 16  
 Artifacts : None  
 Spells (+0) : None

Baragund was located in the Open Plains at 2903.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ar-Kuinder.

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

***He is currently in the Open Plains at 3209. The Village of Gelydh flying the flag of the Wise Council is here.***

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 58  
 Health 88 Stealth 0 Challenge 73  
 Artifacts : #12 Troll Slayer  
 Spells (+0) : #104 Resistances(94) #108 Blessings(90) #302 Long Stride(82)  
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Mountains at 1804.

He was ordered to cast a combat spell. Blessings was cast.

Beirusa was wounded during combat.

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

***He is traveling with Dernwyn in the Mountains at 1804. The Village of Flippant flying the flag of the Wise Council is here.***

Cauligius



Ranks : Command 0 Agent 0 Emissary 64 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Cauligius was located in the Open Plains at 3305.

He was ordered to improve the population center size. Tui Juai was improved to a Town.

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

***He is currently in the Open Plains at 3209. The Village of Gelydh flying the flag of the Wise Council is here.***

Cjaiin



Ranks : Command 78 Agent 0 Emissary 10 Mage 50  
 Health 100 Stealth 0 Challenge 91  
 Artifacts : None

Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)  
 #412 Research Artifact(88) #418 Locate Artifact(72)

Cjaiin was located in the Mountains at 2305.

He was ordered to hire an army. He was not able to hire an army because there was insufficient Gold.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

**He is currently in the Mountains at 2305. The Village of Mt Gundabad flying the flag of the Wise Council is here.**

Dernwyn



Ranks : Command 53 Agent 0 Emissary 0 Mage 12  
 Health 100 Stealth 0 Challenge 56  
 Artifacts : None

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

Dernwyn was located in the Mountains at 1804.

He was ordered to capture the Town of Flippant. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to split the army. The army was split. 0 Food was transferred.

**He commands an army in the Mountains at 1804. The Village of Flippant flying the flag of the Wise Council is here.**

Ericus



Ranks : Command 10 Agent 0 Emissary 90 Mage 18  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

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

Ericus was located in the Mountains at 2305.

He was ordered to improve the population center size. Mt Gundabad was improved to a Village.

He was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Great Trollusk seeks to hold the artifact: a Ring, #164 - uncovered that the nation of the Lohmai'gwaith seeks to see to the termination of Uvatha by any means whatsoever - uncovered that the nation of the Silent Assembly seeks to see to the termination of Biancaneve by any means whatsoever. - uncovered that the nation of the Red Witches possesses Special Nation Ability #11.

**He is currently in the Mountains at 2305. The Village of Mt Gundabad flying the flag of the Wise Council is here.**



Estelmo



Ranks : Command 0 Agent 45 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Estelmo was located in the Open Plains at 2512.

She was ordered to guard the location. Peley was guarded.

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

***She is currently in the Open Plains at 1717. The Camp of Lagalen flying the flag of the Sheri-Urk is here.***

Gamling



Ranks : Command 0 Agent 48 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Gamling was located in the Hills & Rough at 2617.

She was ordered to guard a character. Iago the Lucky was guarded.

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

***She is currently in the Mountains at 2123. The Village of Barad Carchoth flying the flag of the Great Trollusk is here.***

Gilrean



Ranks : Command 0 Agent 0 Emissary 32 Mage 0  
 Health 100 Stealth 0 Challenge 16  
 Artifacts : None  
 Spells (+0) : None

Gilrean was located in the Open Plains at 2903.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Ar-Kuinder.

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

***He is currently in the Open Plains at 3209. The Village of Gelydh flying the flag of the Wise Council is here.***

Gimforn



Ranks : Command 0 Agent 38 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Gimforn was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. No Mounts was sold.

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

**He is currently in the Open Plains at 4005.**

Gundor



Ranks : Command 0 Agent 30 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Gundor was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 102 Mounts were sold for 857 Gold.

He was ordered to have the nation sell to the caravans. 666 Timber were sold for 799 Gold.

**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 57  
 Health 100+ Stealth 0 Challenge 57  
 Artifacts : None

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)  
 #412 Research Artifact(92)

Jopinii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 56 Mithril were sold for 806 Gold.

He was ordered to cast a lore spell. Research Artifact - Aratocam #205 is a Hammer - allegiance: None - increases combat damage by 1000 pts.

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

Micheasi



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

Micheasi was located in the Mountains at 1804.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

***He commands an army in the Mountains at 1804. The Village of Flippant flying the flag of the Wise Council is here.***

Oretur



Ranks : Command 0 Agent 0 Emissary 35 Mage 0  
 Health 100 Stealth 0 Challenge 17  
 Artifacts : None  
 Spells (+0) : None

Oretur was located in the Mixed Forest at 3009.

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

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

***He is currently in the Open Plains at 3209. The Village of Gelydh flying the flag of the Wise Council is here.***

Silusini



Ranks : Command 40 Agent 0 Emissary 0 Mage 65  
 Health 100 Stealth 0 Challenge 90  
 Artifacts : #141 Durlachiel/  
 Spells (+0) : #104 Resistances(78) #108 Blessings(78) #302 Long Stride(94)  
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 114 Steel were sold for 410 Gold.

He was ordered to cast a lore spell. Research Artifact - Thôlogaer Ciryatano #204 is a Helm - allegiance: None - increases Mage Rank by 30.

***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 43 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

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

He was ordered to split the army. The army was split. 15 Food was transfered.

**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.**

Widfara



Ranks : Command 0 Agent 41 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Widfara was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 742 Leather were sold for 889 Gold.

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

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

Wiulii



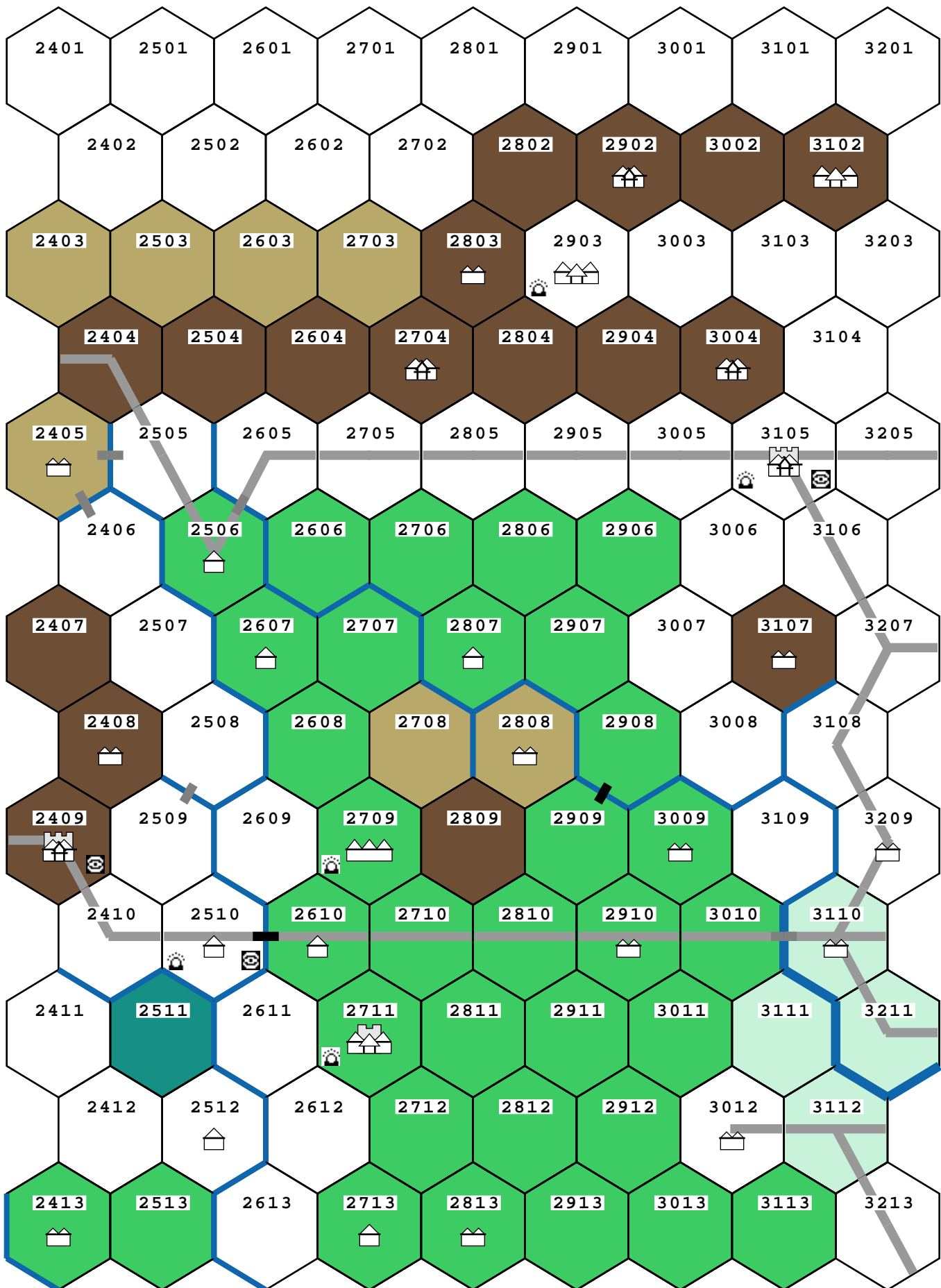
Ranks : Command 57 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : #95 Gúthwiněv  
 Spells (+0) : None

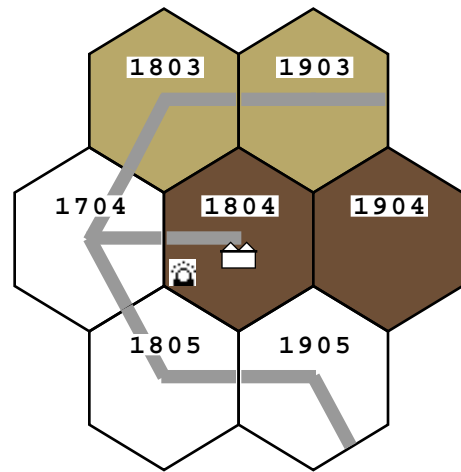
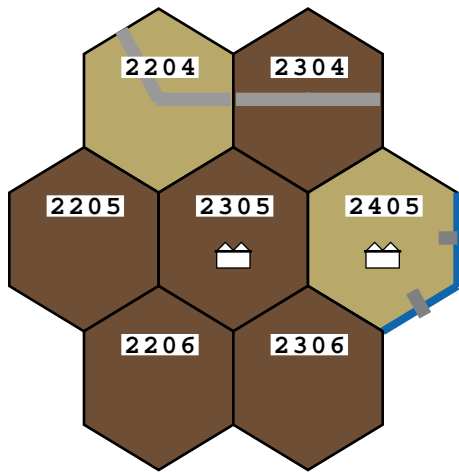
Wiulii was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 3448 Food were sold for 4137 Gold.

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

**He commands an army in the Open Plains at 3105. The Town/Fort of Lor-Junisn flying the flag of the Wise Council is here.**





Required <hr/> Information <hr/>	Required <hr/> Information <hr/>
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**Cjaiin (ID: cjaii) @ 2305 Command Emissary Mage**

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

**Dernwyn (ID: dernw) @ 1804 Command Mage**

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

**Ericus (ID: ericu) @ 2305 Command Emissary Mage**

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

**Estelmo (ID: estel) @ 1717 Agent**

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

**Gamling (ID: gamli) @ 2123 Agent**

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

**Gilrean (ID: gilre) @ 3209 Emissary**

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



**Gimform (ID: gimfo) @ 4005 Agent**

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

**Gundor (ID: gundo) @ 2903 Agent**

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) @ 1804 Command**

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

**Oretur (ID: oretu) @ 3209 Emissary**

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			_____				
			_____								_____				
			_____								_____				

**Wîdfara (ID: wîdfa) @ 2903 Agent**

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

**Wiulii (ID: wiuli) @ 3105 Command**

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