

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 1025

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 [1533] Sing a Song [1250] Wise Council [1025]

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 # : 26
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 5098
 Special Service : YES

Wise Council

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 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	: Friendly	#24 Plane	: Neutral	#25 Alvernus	: Friendly

POPULATION CENTERS

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

Size : Major Town	Fortifications : None	Loyalty : 77	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	20	474	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 : 34	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	36	8	0	0	0	-

Eureka Location : @ 2008 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : Tower	Loyalty : 46	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	608	80	0	0
Current stores	0	0	0	0	608	260	0	-

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	0	0	0	0	749	0	27	-

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

Size : Town	Fortifications : Fort	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	169	0	5	0
Current stores	0	0	0	0	169	0	19	-

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 96	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	40	0	4	0	0	0	360
Current stores	0	0	0	17	0	0	0	-

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

Size : Major Town	Fortifications : None	Loyalty : 90	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	8	0	0	0	0	300
Current stores	0	0	34	0	0	0	0	-

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

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	109	0	0	0	0	192	0	1300
Current stores	0	0	0	0	0	624	0	-

Numi Hrol Location : @ 3004 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 25 0 2 0 0 0 420
 Current stores 0 0 0 8 0 0 0 -

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 39 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 0 54 8 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 68 0 2 0
 Current stores 0 0 0 0 68 0 7 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 589 192 0 0
 Current stores 0 0 0 0 589 624 0 -

ARMIES AND NAVIES

Army Commander : Commander Arahad Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 10 10 0 400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 10 Low Supplies !!
 War machines 0
 Characters traveling with army : - Wiulii.
 A small army bearing the banner of the Wise Council under General Cjaini is here.
An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.
 An army bearing the banner of the Wise Council under Captain Silusini is here.

Army Commander : General Cjaini Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 28 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 12 10 0 400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 A small army bearing the banner of the Wise Council under Commander Arahad is here.
An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.
 An army bearing the banner of the Wise Council under Captain Silusini is here.

Army Commander : Lord Dernwyn Location : @ 1601 in Open Plains Climate is Polar
 Army morale : 1 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 30 10 0 267 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

An army bearing the banner of the Tribes of Angmar under Commander Bailor Luk is here.

Army Commander : Captain Silusini Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 32 Warships : 0 Transports : 0 (3) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 0 700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0

A small army bearing the banner of the Wise Council under Commander Arahad is here.

A small army bearing the banner of the Wise Council under General Cjain is here.

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

Army Commander : Captain Sildun Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 60 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
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0

Characters traveling with army : - Beirusa - Micheasi.

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

COMPANY COMMANDERS :

Veteran Dírhael Location : @ 3102 Traveling with him are : Ericus.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27612	29031	15348	4527	314207	25678	4822
Purchase at market price/unit	3	3	3	9	2	3	6
Sell to market price/unit	2	2	2	6	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 9068	Leather	0	459
Pop Centers : 1500	Bronze	0	139
Characters : 25760	Steel	124	38
	Mithril	41	10
Total : 36328	Food	2203	2203
	Timber	1982	464
Current Tax rate : 60%	Mounts	53	20
Revenue expected next turn : 32680 (-3648)			
Current Gold reserve : 15000			

No new characters available at this time

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.
Collar of Command	Collar	129	Yes	None	Increases Command Rank by 30.
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 Red Witches at 2421.

3550 Gold was stolen at Teisl-Junni.

There are rumors of Gold being transported by caravan from Casa to Hills.

ENCOUNTER MESSAGES

Report from the major town at 2902.

The tremors which have occurred in the neighboring regions at first struck fear into the hearts of our citizens. Then, however, they began to rejoice that the founders had been wise enough not to build on a dormant volcano as it was evident that some others had done. Even though we tried to tell them that any of the mountains in the region could hide dormant volcanos, they refused to listen to us as usual and loyalty has increased accordingly.

Encounter for Oretur at 1311

As he stopped for camp one night, he spotted the ruins of some old burial mounds ringed by stone circles. He decided to enter to see if anything valuable could be found. It was only after he had entered that he realized that he was not alone. The Spirits had crept upon him and now challenged his right to be there. With an unholy wail, they set upon him with a vengeance. But before he could ready his weapons, he realized that they were not attacking but rather celebrating his arrival. With loud encouragement, they showed him through the mound and into a secret room at the back. Here he found a small case of precious jewels and gems which he was pressed to keep. It was with a profound sense of gratitude that he watched as the Spirits of the Barrow Downs faded to their final rest. Later, the jewels and gems were appraised at 15000 gold pieces. It was sent to the capital.

Encounter for Cauligius at 1411

As he stopped for camp one night, he spotted the ruins of some old burial mounds ringed by stone circles. He decided to enter to see if anything valuable could be found. It was only after he had entered that he realized that he was not alone. The Spirits had crept upon him and now challenged his right to be there. With an unholy wail, they set upon him with a vengeance. He fought with every skill at his command, and, at last, he was able to make good his escape from the Barrow Downs, although he took several wounds in the fight.

Encounter for Baragund at 2006

Baragund had just bedded down for a good night's rest when his eyes were arrested by a soft glow emanating from over the next hill. Deciding that he had better discover the source of this glow, he picked up his belongings and made his way cautiously over the rise. As he drew closer, he noticed that the glow seemed to be coming from a small cave set back into the hill. He entered the cave ready for anything but halted in amazement when he entered the central chamber. Inside was a large dark mirror with constantly shifting

images of people, places, and ancient artifacts. It was from the mirror that the glow was emanating. Across from the mirror stood a skeleton of a giant humanoid decked out in an assortment of intricately carved armor and holding a giant sword in readiness. Finally, between the mirror and the skeleton was a stout door set into the wall and fastened with a stout metal lock formed by an ancient craft. Should Baragund

Touch the mirror and call out a name _____ (Character ID)
 Touch the mirror and call out a place _____ (Hex #)
 Touch the mirror and call out an artifact _____ (Artifact #)
 DESTROY the mirror
 Try to OPEN the lock on the door
 ATTACK the skeleton
 STEAL the armor and weapons from the skeleton
 FLEE

How will Baragund react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

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.....
Ablish	605	GrdLoc	
Ablish	948	TranCar	2903 0207 go 30000
Arahad	850	MovArmy	e e se sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Arahad	185	DnStNat	1
Baragund	520	InfYour	
Baragund	810	MovChar	2006
Beirusa	710	PrenMgy	
Beirusa	940	CstLoSp	412 107
Cauligius	520	InfYour	
Cauligius	810	MovChar	1411
Cjaiin	840	Stand	sw
Cjaiin	210	IssPers	rashk
Dernwyn	925	Recon	
Dernwyn	860	ForcMar	nw w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
Dírhael	820	MovCmpy	3102
Dírhael	745	CreCmpy	

Ericus	755	JnCmpy	dirha
Ericus	949	TrOwner	elost
Estelmo	610	GrdChar	soil
Estelmo	215	RfsPers	
Gamling	605	GrdLoc	
Gamling	810	MovChar	1922
Gilrean	555	CreCmp	^
Gilrean	810	MovChar	2314
Gimforn	810	MovChar	1804
Gimforn	690	StlGold	
Gundor	610	GrdChar	suldu
Gundor	947	NatTran	3105 le 91
Jopinii	948	TranCar	3105 0207 le 2000
Jopinii	940	CstLoSp	412 94
Micheasi	180	UpStNat	25
Micheasi	947	NatTran	2305 br 91
Oretur	525	InfOthr	
Oretur	810	MovChar	1311
Silusini	225	CstCbSp	108
Silusini	840	Stand	ne
Sûldun	765	SplArmy	araha 400 ^ ^ ^ ^ ^
Sûldun	400	HvCvlry	400 ^ ^
Widfara	610	GrdChar	miche
Widfara	948	TranCar	2305 0207 br 2000
Wiulii	925	Recon	
Wiulii	870	MovJoin	3104 araha

Ablish



Ranks : Command 0 Agent 36 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 27
 Artifacts : None
 Spells (+0) : None

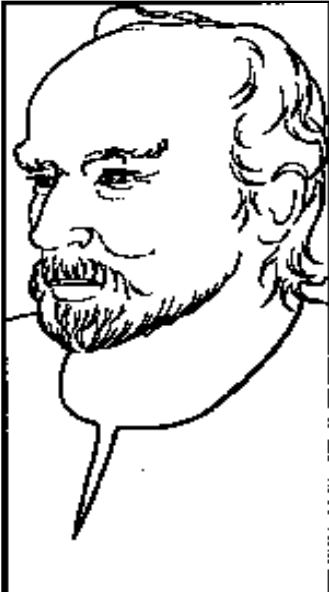
Ablish was located in the Open Plains at 2903.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 420 Gold (+10%) transported from Ar-Kuinder.

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

Arahad



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

Arahad was located in the Open Plains at 2903.

He was ordered to downgrade our relations. Our relations with the North Kingdom were downgraded.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He commands an army in the Open Plains at 3104.

Baragund



Ranks : Command 0 Agent 0 Emissary 44 Mage 0
 Health 100 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Baragund was located in the Mountains at 2305.

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

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

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 2006.

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 62
 Health 100 Stealth 0 Challenge 77
 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 Open Plains at 2903.

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. Research Artifact - Aedring #107 is a Sword - allegiance: Good - 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.

Cauligius



Ranks : Command 0 Agent 0 Emissary 69 Mage 0
 Health 80 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Mountains at 2305.

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

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

He had a special encounter. See Encounter Messages.

He is currently in the Hills & Rough at 1411.

Cjaiin



Ranks : Command 80 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 93
 Artifacts : None
 Spells (+0) : #104 Resistances(71) #108 Blessings(71) #302 Long Stride(83)
 #412 Research Artifact(89) #418 Locate Artifact(72)

Cjaiin was located in the Open Plains at 3104.

He was ordered to challenge Rashkgmar to personal combat.

He challenged Rashkgmar to personal combat, but was refused. He gained personal honor.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to stand and defend. He accepted the stand and defend orders.

He commands an army in the Open Plains at 3104.

Dernwyn



Ranks : Command 57 Agent 0 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Hills & Rough at 1602.

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. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Bailor Luk of the Tribes of Angmar with about 800 troops at 1601. See report below.

He commands an army in the Open Plains at 1601.

Dírhrael



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Dírhrael was located in the Open Plains at 2903.

He was ordered to create a company. A company was created.

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

He commands a company in the Mountains at 3102. The Major Town of Beni-Inusi flying the flag of the Alvernus is here.

Ericus



Ranks : Command 10 Agent 0 Emissary 93 Mage 18
 Health 100 Stealth 0 Challenge 53
 Artifacts : None
 Spells (+0) : #104 Resistances(99)

Ericus was located in the Open Plains at 2903.

He was ordered to join a company. He joined the company commanded by Dírhrael.

He moved with the company to 3102.

He was ordered to transfer the ownership of the population center. Beni-Inusi is no longer under our control.

He is traveling with Dírhrael in the Mountains at 3102. The Major Town of Beni-Inusi flying the flag of the Alvernus is here.

Estelmo



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Estelmo was located in the Mixed Forest at 2418.

She was ordered to refuse all personal challenges.

She was ordered to guard a character. Soil Nûnaw was guarded.

She is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered is here.

Gamling



Ranks : Command 0 Agent 56 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Mixed Forest at 2418.

She was ordered to guard the location. Forests Edge was guarded.

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

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

Gilrean



Ranks : Command 0 Agent 0 Emissary 38 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Gilrean was located in the Open Plains at 2917.

He was ordered to create a camp. He was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 2314. The un-owned Ruins of First Fork is here.

Gimforn



Ranks : Command 0 Agent 47 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Gimforn was located in the Open Plains at 2512.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

He is currently in the Mountains at 1804. The Camp of Flippant flying the flag of the Tribes of Angmar is here.

Gundor



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

Gundor was located in the Open Plains at 2903.

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

He was ordered to have the nation transport by the caravans. 614 Leather (+10%) transported to Lor-Junisn.

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 59
 Health 100+ Stealth 0 Challenge 59
 Artifacts : #129 Collar of Command
 Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(95)

Jopinii was located in the Open Plains at 3105.

He was ordered to cast a lore spell. Research Artifact - Anguirel #94 is a Sword - allegiance: None - increases combat damage by 2250 pts.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Leather. 589 Leather (+10%) transported from Lor-Junisn to Baltus.

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

Micheasi



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

Micheasi was located in the Open Plains at 2903.

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

He was ordered to have the nation transport by the caravans. 770 Bronze (+10%) transported to Mt Gundabad.

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.

Oretur



Ranks : Command 0 Agent 0 Emissary 39 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Shore/Plains at 1112.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

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

He had a special encounter. See Encounter Messages.

He is currently in the Hills & Rough at 1311.

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(80) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 3104.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to stand and defend. He accepted the stand and defend orders.

He commands an army in the Open Plains at 3104.

Sıldun



Ranks : Command 48 Agent 37 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : None

Sıldun was located in the Open Plains at 2903.

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

He was ordered to split the army. The army was split. 10 Food was transferred.

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 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Widfara was located in the Open Plains at 2903.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Bronze. 1097 Bronze (+10%) transported from Mt Gundabad to Baltus.

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



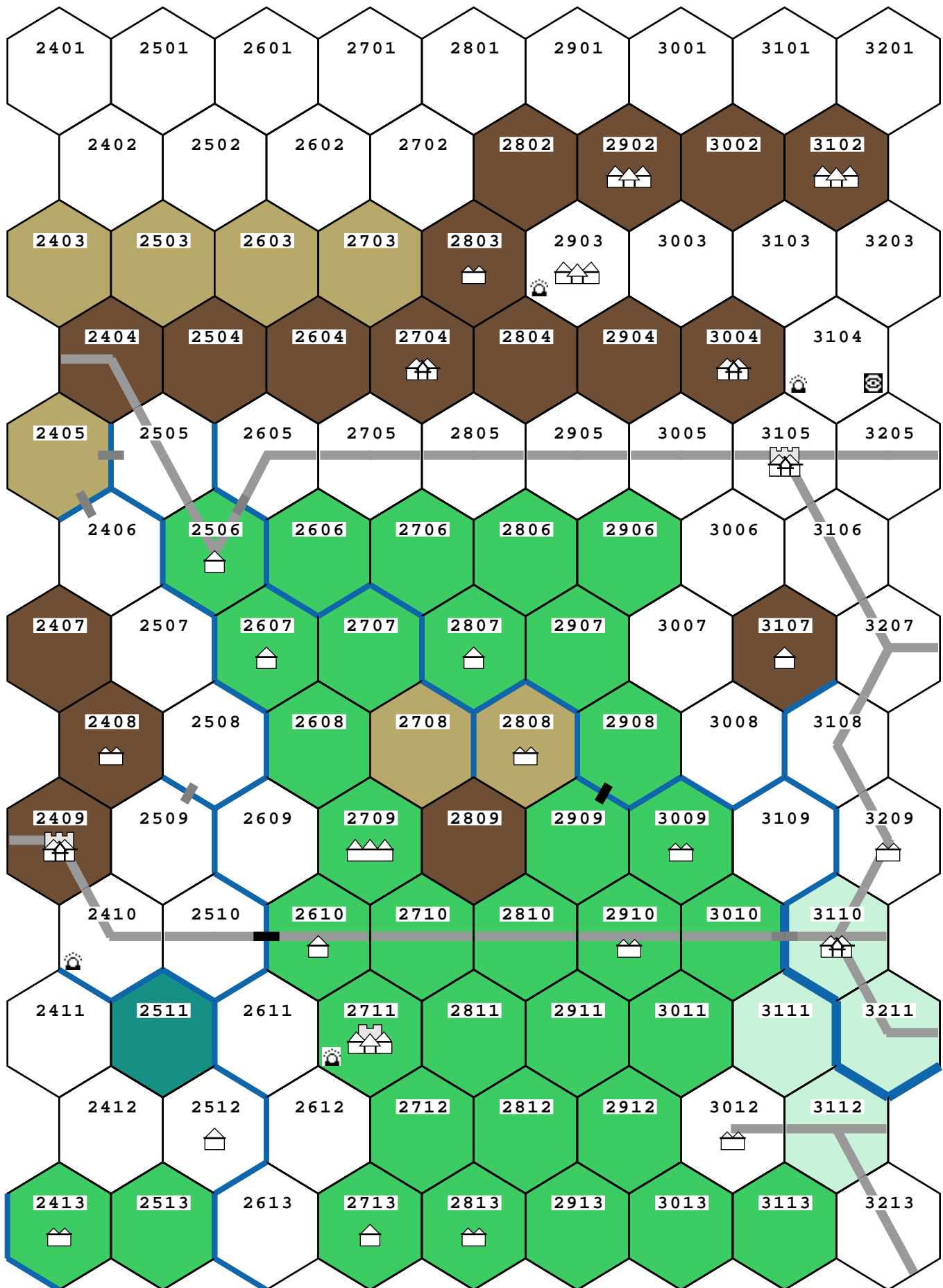
Ranks : Command 60 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 75
 Artifacts : #95 Gúthwinëv
 Spells (+0) : None

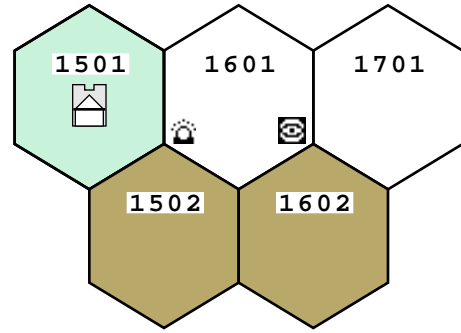
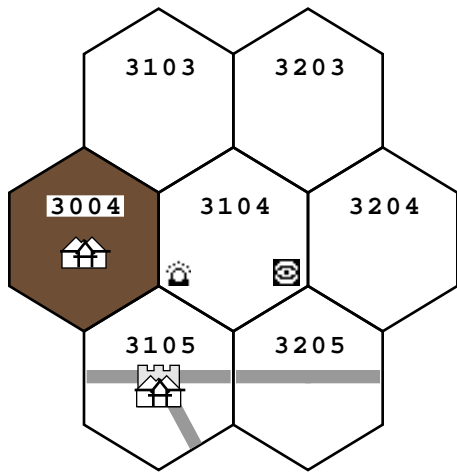
Wiulii was located in the Open Plains at 3104.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Rashkgnar of the Great Trollusk with about 900 troops at 3104. See report below.

He is traveling with Arahad in the Open Plains at 3104.





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

Beirusa (ID: beiru) @ 2903 Mage

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Cauligius (ID: cauli) @ 1411 Emissary

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

Cjain (ID: cjaii) @ 3104 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 1601 Command Mage

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

Dírhael (ID: dirha) @ 3102 Command

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

Ericus (ID: ericu) @ 3102 Command Emissary Mage

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

Estelmo (ID: estel) @ 2418 Agent

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

Gamling (ID: gamli) @ 1922 Agent

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

Gilrean (ID: gilre) @ 2314 Emissary

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

Gimform (ID: gimfo) @ 1804 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) @ 3105 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			_____				
			_____								_____				

Oretur (ID: oretu) @ 1311 Emissary

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

Silusini (ID: silus) @ 3104 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			_____				
			_____								_____				

Widfara (ID: widfa) @ 2903 Agent

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

Wiulii (ID: wiuli) @ 3104 Command

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