

MEPBM Games

presents

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



GAME # 47



Shadow Crew

Victory points : 1233

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
To hold in stores at game end the greatest amount of Mithril.
To see to the termination of Solon by any means whatsoever.
To see to the termination of Mellisar by any means whatsoever.
To hold at game end the artifact: Stinging Tongue #151.

Top 3 Neutrals :

North Kingdom [1600] Riverlands [1475] Shadow Crew [1233]

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.
#17 Build ships at 1/2 timber cost.
#25 Can learn lost conjure food spell.
#30 Can learn lost teleport spell.

Internet G047N23
JAY FLETCH 109317
NONE
NONE
NONE

Game # : 47
Player # : 23
Turn # : 32
Account : \$ 0.00
Free Turns : 0
Security Code : 6990
Special Service : YES

Shadow Crew

(A Neutral)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Friendly	# 2 South Kingdom	: Friendly	# 3 Duaron	: Disliked
# 4 Stonekeep's Watch	: Hated	# 5 Wardens	: Neutral	# 6 Nurn Freeholders	: Neutral
# 7 Daloriennes	: Neutral	# 8 Vallian	: Disliked	# 9 Esgal Edhel	: Disliked
#10 Beogrim	: Neutral	#11 Dothraki	: Neutral	#12 Hastily Patient	: Disliked
#13 Haven's Bane	: Neutral	#14 Unseeing Eye	: Hated	#15 Gondimarim	: Neutral
#16 Isteroth Kingdom	: Neutral	#17 Clavero	: Neutral	#18 Cechove	: Neutral
#19 Tsalagi	: Hated	#20 Corsairs	: Neutral	#21 Nothraman	: Disliked
#22 Eriadorian	: Friendly	#24 Riverlands	: Tolerated	#25 Deepwood Rangers	: Friendly

POPULATION CENTERS

Algoma Location : @ 0508 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 88	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	418	158	0	0
Current stores	0	0	0	0	431	915	0	-

Baughlira Location : @ 2025 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	738	0	18	0
Current stores	1887	0	0	0	2107	0	131	-

Dalarian Location : @ 1721 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	136	0	0	468	115	0	0
Current stores	0	850	0	0	479	604	0	-

Death's Tower Location : @ 1424 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	86	62	5	0	0	0	0
Current stores	0	518	686	4	0	0	0	-

Death's Valley Location : @ 1524 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	180	0	0	0	878	0	14	0
Current stores	380	0	0	0	907	0	110	-

Delothden Location : @ 1522 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	130	0	0	0	245	0	7	0
Current stores	260	0	0	0	252	0	46	-

Echiant Location : @ 2006 in Mountains Climate is Polar

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	60	24	0	0	0	0	450
Current stores	0	240	168	0	0	0	0	-

Eluin Location : @ 1326 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	108	66	0	0	0	0	600
Current stores	0	288	176	0	0	0	0	-

Fea Haudh Location : @ 2010 in Open Plains Climate is Cold
 Size : Village Fortifications : None Loyalty : 58 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 84 0 0 0 262 0 2 0
 Current stores 252 0 0 0 262 0 49 -

Gheldar Location : @ 2018 in Mountains Climate is Severe
 Size : Major Town Fortifications : Tower Loyalty : 54 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 16 24 0 0 0 0 480
 Current stores 0 16 60 0 0 0 0 -
 Foreign characters reported in the hex : - **Cetrien.**

Herenya Location : @ 1725 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 60 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 252 0 0 0 0 0 14 1100
 Current stores 532 0 0 0 0 0 110 -

Herëamon (Capital) Location : @ 1324 in Hills & Rough Climate is Mild
 Size : City Fortifications : Fort Loyalty : 100 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 216 0 5 1400
 Current stores 778 197 0 46 223 0 2315 -
 An army bearing the banner of the Shadow Crew under Regent Lucia is here.

Metrel Location : @ 1601 in Open Plains Climate is Polar
 Size : Camp Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 36 0 0 0 117 0 1 0
 Current stores 72 0 0 0 121 0 7 -
 Foreign characters reported in the hex : **Daeron.**

Osteluir Location : @ 1423 in Open Plains Climate is Mild
 Size : Major Town Fortifications : None Loyalty : 94 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 94 0 0 0 382 0 7 0
 Current stores 188 0 0 0 394 0 49 -

Peley Location : @ 1227 in Hills & Rough Climate is Mild
 Size : City Fortifications : Tower Loyalty : 100 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 26 0 225 27 0 0
 Current stores 0 0 182 0 233 163 0 -

Qurámalókë Location : @ 1014 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 396 173 0 0
 Current stores 0 0 0 0 408 1068 0 -

Subhan Location : @ 2021 in Mountains Climate is Severe
 Size : Village Fortifications : None Loyalty : 70 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 90 0 10 0 0 0 600
 Current stores 0 1252 0 6 0 0 0 -

Thangor Location : @ 1427 in Shore/Plains Climate is Mild
 Size : Village Fortifications : None Loyalty : 73 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 281 0 0 0 662 0 22 0
 Current stores 593 0 0 0 684 0 166 -

Van Lass Location : @ 2012 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 261 0 0 0 1071 0 9 0
 Current stores 731 0 0 0 1082 0 81 -

Wilóke Location : @ 1322 in Mixed Forest Climate is Mild
 Size : City Fortifications : Tower Loyalty : 92 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 223 83 0 0
 Current stores 111 0 0 0 230 558 0 -
 An army bearing the banner of the Shadow Crew under Captain Moraiza is here.

ARMIES AND NAVIES

Army Commander : Regent Lucia Location : @ 1324 in Hills & Rough Climate is Mild
 Army morale : 25 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dunlending chariotmen w/spears 10 20 30 1000 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 92 Low Supplies !!
 War machines 0
 Characters traveling with army : - Aldhelm Demuret.
 The City/Fort of Herëamon flying the flag of the Shadow Crew is here.

Army Commander : Captain Moraiza Location : @ 1322 in Mixed Forest Climate is Mild
 Army morale : 7 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dunlending chariotmen w/spears 10 19 13 752 Heavy Cavalry
 Dunlending footmen w/battle axes 10 10 0 500 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 Wilóke flying the flag of the Shadow Crew is here.

Army Commander : Regent The Immortal Location : @ 1621 in Open Plains Climate is Mild
 Army morale : 1 Warships : 0 Transports : 0 (14) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Dunlending chariotmen w/spears 65 28 43 1421 Heavy Cavalry
 Dunlending horsemen w/javelins 79 30 27 586 Light Cavalry
 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 : - Death.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	22657	28057	3650	3918	1954	26292	1833
Purchase at market price/unit	3	3	10	18	3	3	15
Sell to market price/unit	1	1	4	8	1	1	7

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

Armies/Navies :	22796
Pop Centers :	3000
Characters :	25940
Total :	51736
Current Tax rate :	56%
Revenue expected next turn :	48030 (-3706)
Current Gold reserve :	42561

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

Leather	5784	1570
Bronze	3361	496
Steel	1272	202
Mithril	56	15
Food	7813	6301
Timber	3308	556
Mounts	3064	99

Ritual character terminations: 28**Ships have been left anchored at the following locations:**

None

You have the following double agents:**Llewi of the North Kingdom @ 1521**

Double agent Llewi reports he was ordered to refuse all personal challenges.
 Double agent Llewi reports he was ordered to guard a character. Tarkas Häs was guarded.
 Double agent Llewi reports he moved with the army to 1521.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Elenya	Ring	2	Yes	None	Increases Stealth Rank by 10.
Miramarth	Jewel	40	Yes	Evil	Increases Agent Rank by 15.
E Mere Vardo	Tome	41	Yes	Good	Increases Mage Rank by 10.
Gûlthalion	Shield	57	Yes	None	Increases Command Rank by 25.
Red Robes	Robes	59	Yes	None	Increases Command Rank by 20.
Bloodrunner	Sword	95	No	None	COMBAT - Increases damage by 750 points.
Hue Changer	Spear	140	No	None	COMBAT - Increases damage by 500 points.
Collar of Command	Collar	179	Yes	None	Increases Command Rank by 30.
Gordur	Sword	199	No	Good	COMBAT - Increases damage by 500 points.
Horse-lord's Shield	Shield	205	Yes	None	Increases Command Rank by 20.
Ungolrist	Sword	206	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 Deepwood Rangers and the Stonekeep's Watch at 2817.
There are rumors of an assassination attempt involving Brytta and Meneldil.
There are rumors of a theft attempt involving The Jackal at Juir Tundra.
10000 Gold was transported from the North Kingdom to Herëamon.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Death at 1718

In the Open Plains of 1718 a ritual duel began. A large circle was drawn on the dueling grounds of the city. As the residents of Arcadia gathered around, Death, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Spear called Hue Changer. In answer, Riccondil, a healthy agent stepped forth. Those watching calculated the odds at 3 to 1 in favor of the challenger. The fight began in earnest. Onlookers gasped as the combatants cut and slashed at each other. Driving blows and skillful stabs followed each other in quick succession. Finally, Riccondil fell to a savage barrage of blows by Death. Death was noted to have suffered light wounds in the fight.



Challenge from Wiilemina at 1221

In the Coastal Waters of 1221 a ritual duel began. A large circle was drawn on the open deck of a ship chosen for the occasion. As Dar'k Shadow's army stood by, Wiilemina, a healthy warrior stepped forth and called challenge. In answer, Dar'k Shadow, a slightly wounded warrior stepped forth. Those watching calculated the odds at roughly even. In a long and protracted battle lasting over 9 minutes, the warriors cut and slashed at each other, each apparently unable to fatally wound the other. In a sudden flurry of feints, disengages, and thrusts, Wiilemina sensed an opening and drove her weapon into Dar'k Shadow's body, instantly killing him. Wiilemina was noted to have suffered grievous wounds in the fight.

Battle at 1718

In the Mild climate of the Open Plains of 1718, a conflict took place in the early morning hours under an overcast sky.

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

Troops	Weapons	Armor	Formations
3799 Dúnadan knights w/lances	wooden/bronze	bronze/steel	ragged ranks
164 Lesser Dúnadan knights w/shortswords	bronze/steel	bronze/steel	elite

At the head of a demoralized army rode **Regent The Immortal** of the nation of the Shadow Crew. 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
1679 Dunlending chariotmen w/spears	wooden/bronze	bronze/steel	solid ranks
692 Dunlending horsemen w/javelins	bronze	leather/bronze	exemplary

The City of Arcadia flying the flag of the Stonekeep's Watch is situated in the Open Plains here. It is fortified by a Castle, and it is under siege or attack.

After the battle.... Tarkas Häs's forces found no enemy armies to fight. The Immortal's forces found no enemy armies to fight.

The attacking war machines let loose with a barrage of aerial missiles that tore at the fortifications and

inflicted some damage before the actual ground assault! The battle for Arcadia 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.... Tarkas Häs's army survived the attack on the City, but suffered minor losses. Tarkas Häs appeared to have survived. The Immortal's army survived the attack on the City, but suffered minor losses. The Immortal appeared to have survived. The City has been reduced to a Major Town. The Castle has been reduced to a Fort. The Major Town has been under siege/attack this turn. The Major Town now flies the flag of the North Kingdom.

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.....
Aldhelm Demuret	710	PrenMgy	
Aldhelm Demuret	940	CstLoSp	428 78
Angel of Death	215	RfsPers	
Angel of Death	930	ScoChar	
Artemis	215	RfsPers	
Artemis	525	InfOthr	
Athlon	215	RfsPers	
Athlon	520	InfYour	
Athos	215	RfsPers	
Athos	610	GrdChar	death
Dar'k Shadow	210	IssPers	siria
Dar'k Shadow	230	AttEnmy	ch
Dark Angel	525	InfOthr	
Dark Angel	215	RfsPers	
Death	210	IssPers	ricco
Death	860	ForcMar	sw sw sw sw w ^ ^ ^ ^ ^ ^ ^ ^ no
Evander	520	InfYour	
Evander	810	MovChar	2025
King Slayer	215	RfsPers	
King Slayer	930	ScoChar	
Kristy	215	RfsPers	
Kristy	525	InfOthr	
Lucia	400	HvCvlyr	500 ^ br
Lucia	520	InfYour	
Moraiza	408	HvInfan	500 ^ ^
Moraiza	925	Recon	
Night Stalker	215	RfsPers	
Night Stalker	610	GrdChar	shado

[illegible]

Aldhelm Demuret



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

Spells (+0) : #104 Resistances(94) #314 Teleport(86) #412 Research Artifact(79)
#416 Reveal Production(92) #418 Locate Artifact(76) #428 Locate Artifact True(65)
#510 Conjure Food(82)

Aldhelm Demuret was located in the Hills & Rough at 1324.

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 - Cuiviegurth #78 is possessed by Azurenda in the Open Plains at 2120.

He is traveling with Lucia in the Hills & Rough at 1324. The City/Fort of Heréamon flying the flag of the Shadow Crew is here.

Angel of Death



Ranks : Command 0 Agent 66 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 49
Artifacts : None

Spells (+0) : None

Angel of Death was located in the Hills & Rough at 2327.

She was ordered to refuse all personal challenges.

She moved with the company to 2427.

She was ordered to scout for any characters. A scout for characters was attempted.

Found: Riadeegha. Loki. Proclamator Ablish - Eriadorian. Hisab. Curate Durbaran - South Kingdom. Rogue Huron - South Kingdom. Nothing else was reported at this time.

She is traveling with Huron of the South Kingdom in the Hills & Rough at 2427. The City/Castle of Carcomy flying the flag of the Duaron is here.

Artemis



Ranks : Command 0 Agent 0 Emissary 81 Mage 0
Health 100 Stealth 0 Challenge 40
Artifacts : None

Spells (+0) : None

Artemis was located in the Mountains at 2018.

She was ordered to refuse all personal challenges.

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

She is currently in the Mountains at 2018. The Major Town/Tower of Gheldar flying the flag of the Shadow Crew is here.

Athlon



Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

Athlon was located in the Open Plains at 2010.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 2010. The Village of Fea Haudh flying the flag of the Shadow Crew is here.

Athos



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Athos was located in the Open Plains at 1718.

He was ordered to refuse all personal challenges.

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

He is currently in the Open Plains at 1718. The Major Town of Arcadia flying the flag of the North Kingdom is here.

Dar'k Shadow



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

Dar'k Shadow was located in the Coastal Waters at 1221.

He was ordered to challenge Sirianna to personal combat.

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

He was challenged by Wiilemina to personal combat. See Combat Messages.

The army commanded by Dar'k Shadow has been disbanded because no suitable commander was present.

He was killed before his attack or defense orders could be issued.

Dark Angel



Ranks : Command 0 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Dark Angel was located in the Mountains at 2018.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because Gheldar was of the same nation. ***She is currently in the Mountains at 2018. The Major Town/Tower of Gheldar flying the flag of the Shadow Crew is here.***

Death



Ranks : Command 78 (98) Agent 0 Emissary 0 Mage 0
 Health 72 Stealth 0 Challenge 108
 Artifacts : #140 Hue Changer\ #205 Horse-lord's Shield
 Spells (+0) : None

Death was located in the Open Plains at 1718.

He was ordered to challenge Riccondil to personal combat. See Combat Messages.

He was ordered to force march the army. He was not able to force march the army because he does not command an army.

He moved with the army to 1621.

He is traveling with The Immortal in the Open Plains at 1621.

Evander



Ranks : Command 0 Agent 0 Emissary 56 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Evander was located in the Hills & Rough at 1227.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Peley.

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

She is currently in the Shore/Plains at 2025. The Camp of Bauglira flying the flag of the Shadow Crew is here.

King Slayer



Ranks : Command 0 Agent 44 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

King Slayer was located in the Open Plains at 1422.
 He was ordered to refuse all personal challenges.
 He moved with the company to 1120.
 He was ordered to scout for any characters. A scout for characters was attempted.
 Found: Fiorel. Conjurer Del Imat - Eriadorian. Conjurer Tartas Izain - Eriadorian.
 Conjurer Izainson - Eriadorian. Warlock Fioral - Eriadorian. Fioril. Arbit. Commander
 Iarless - Eriadorian. Enchanter Baranor - Eriadorian. Enchanter Handen - Eriadorian.
 Armit. Commander Ortrane - Eriadorian. Commander Meglivorn - Eriadorian. Nothing else
 was reported at this time.
***He is traveling with Iarless of the Eriadorian in the Shore/Plains at 1120. The
 City/Fort of Lost City flying the flag of the Eriadorian is here.***

Kristy



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Kristy was located in the Mountains at 2018.
 She was ordered to refuse all personal challenges.
 She was ordered to influence their population center loyalty. The loyalty was
 influenced/reduced at Gheldar. Current loyalty is perceived to be marginal.
***She is currently in the Mountains at 2018. The Major Town/Tower of Gheldar flying the
 flag of the Shadow Crew is here.***

Lucia



Ranks : Command 60 Agent 0 Emissary 89 Mage 0
 Health 100 Stealth 0 Challenge 71
 Artifacts : None
 Spells (+0) : None

Lucia was located in the Hills & Rough at 1324.
 She was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and
 Bronze armor were recruited.
 She was ordered to influence the population center loyalty. The loyalty was
 influenced/improved at Herëamon.
***She commands an army in the Hills & Rough at 1324. The City/Fort of Herëamon flying the
 flag of the Shadow Crew is here.***

Moraiza



Ranks : Command 47 (67) Agent 0 Emissary 0 Mage 51
 Health 100 Stealth 0 Challenge 79
 Artifacts : #59 Red Robes
 Spells (+0) : #412 Research Artifact(80) #416 Reveal Production(71)
 #418 Locate Artifact(72) #428 Locate Artifact True(77) #510 Conjure Food(69)

Moraiza was located in the Mixed Forest at 1322.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Hedren of the Eriadorian with about 400 troops at 1422 - Neddert of the Eriadorian with about 500 troops at 1321 - Sirianna of the Duaron with about 2800 troops at 1321. See report below.

He commands an army in the Mixed Forest at 1322. The City/Tower of Wilóke flying the flag of the Shadow Crew is here.

Night Stalker



Ranks : Command 0 Agent 77 Emissary 0 Mage 0
 Health 100 Stealth 0 (10) Challenge 57
 Artifacts : #2 Elenya #40 Miramarth #57 Gûlthalion #179 Collar of Command
 Spells (+0) : None

Night Stalker was located in the Open Plains at 1422.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Shadow Lord was guarded.

He is currently in the Open Plains at 1422. The un-owned Ruins of Kinabu is here.

Shadow Lord



Ranks : Command 0 Agent 99 Emissary 0 Mage 0
 Health 100 Stealth 10 Challenge 89
 Artifacts : #41 E Mere Vardo #95 Bloodrunner√ #199 Gordur #206 Ungolrist
 Spells (+0) : None

Shadow Lord was located in the Open Plains at 1422.

He was ordered to refuse all personal challenges.

He was ordered to assassinate a character. He was not able to assassinate the character because there is no (or no longer a) character with id "moons".

He is currently in the Open Plains at 1422. The un-owned Ruins of Kinabu is here.

The Crusader



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

The Crusader was located in an unknown location.

The Crusader could not escape from being held hostage.

He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.

The Immortal



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

The Immortal was located in the Open Plains at 1718.

He was ordered to capture the City of Arcadia. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was stopped because the terrain restricted movement.

He commands an army in the Open Plains at 1621.

Valkia



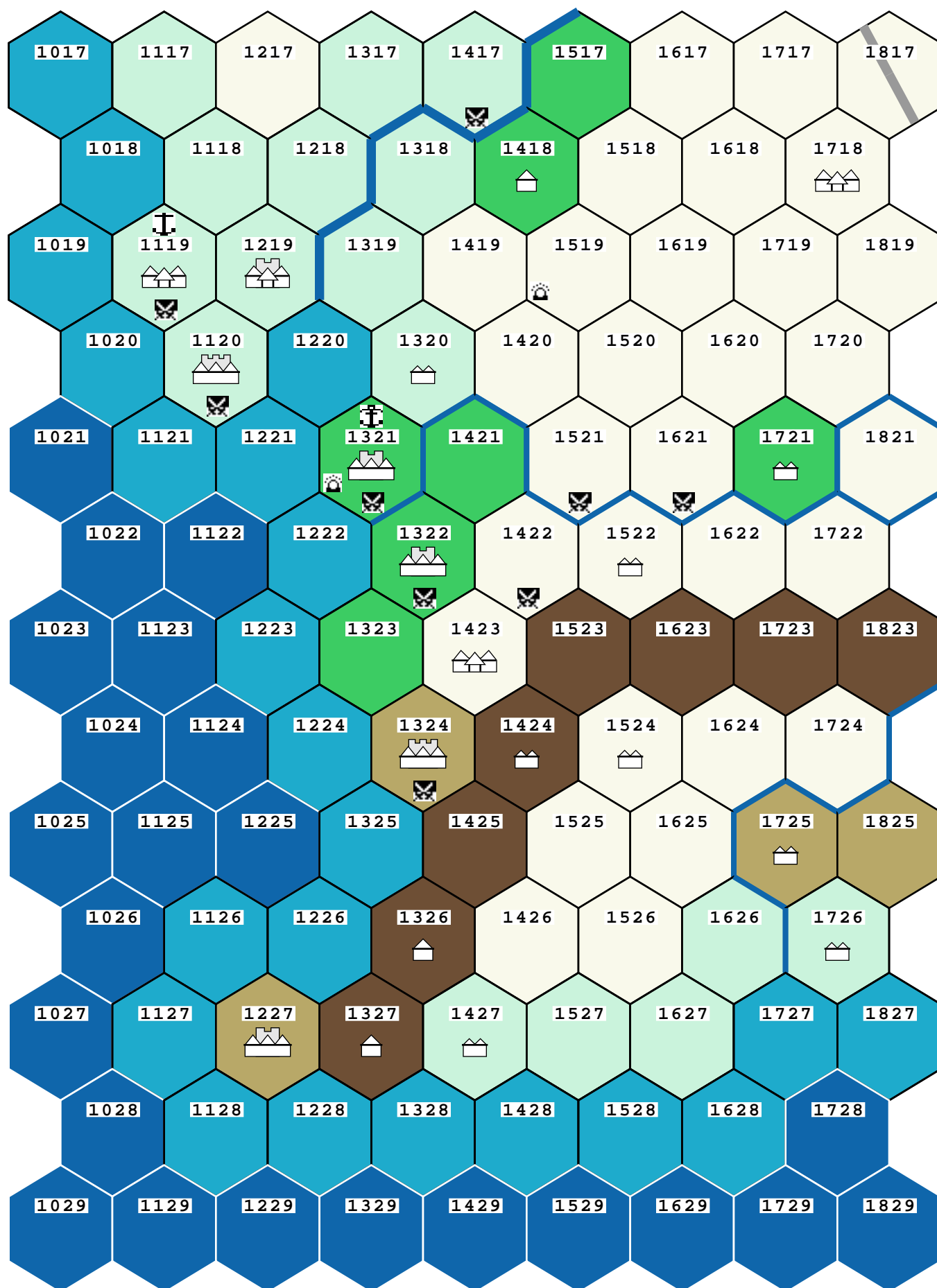
Ranks : Command 0 Agent 0 Emissary 50 Mage 15
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : #302 Long Stride(100)

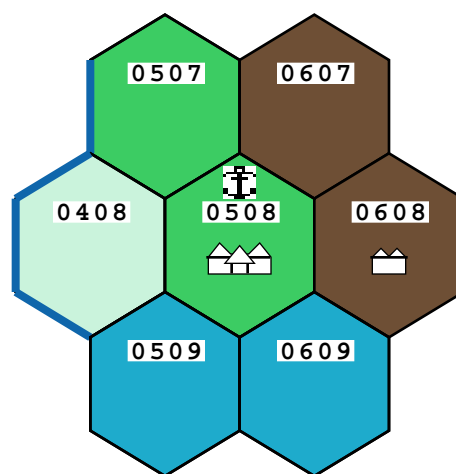
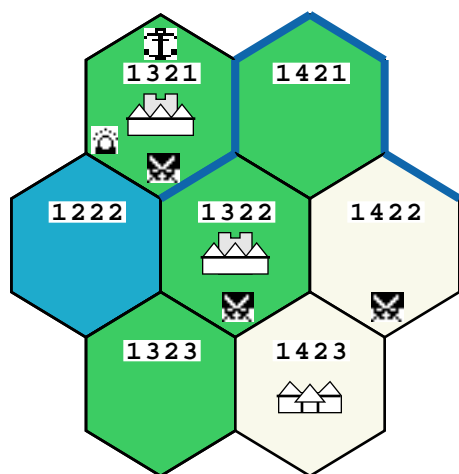
Valkia was located in the Hills & Rough at 1324.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 574 Mithril were sold for 30422 Gold.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Herëamon.

She is currently in the Hills & Rough at 1324. The City/Fort of Herëamon flying the flag of the Shadow Crew is here.





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

Athlon (ID: athlo) @ 2010 Emissary

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

Athos (ID: athos) @ 1718 Agent

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

Dark Angel (ID: dark) @ 2018 Emissary

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

Death (ID: death) @ 1621 Command

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

Evander (ID: evand) @ 2025 Emissary

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

King Slayer (ID: king) @ 1120 Agent

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

Kristy (ID: krist) @ 2018 Emissary

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

Lucia (ID: lucia) @ 1324 Command Emissary

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

Moraiza (ID: morai) @ 1322 Command Mage

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

Night Stalker (ID: night) @ 1422 Agent

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

Shadow Lord (ID: shado) @ 1422 Agent

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

The Immortal (ID: the i) @ 1621 Command

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

Valkia

(ID: valki) @ 1324 Emissary Mage

Order -> # Code Type

Required

Information

Order -> # Code Type _____

Required

Information