

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 1150

Victory Conditions :

To hold at game end the artifact: Anarmacil #157.

To hold at game end the artifact: Raukambar #145.

To hold in stores at game end the greatest amount of Mithril.

To hold at game end the artifact: Rat Gauntlets #170.

To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Frost Men [1275] Aerithryn [1150] Half-Orcs [1025]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.

#18 Build ships at 1/3 timber cost.

#23 Can learn lost weakness spell.

#30 Can learn lost teleport spell.

Internet G143N05
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 143
 Player # : 5
 Turn # : 3
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 7624
 Special Service : YES

Aerithryn

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Hated	#15 Nacath Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

POPULATION CENTERS

Big Woods Location : @ 0814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 43	Docks : Harbor	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	254	113	0	0
Current stores	0	0	0	0	223	0	0	-

Ginglith Location : @ 0611 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	333	297	0	0
Current stores	0	0	0	0	0	0	0	-

Littleton Location : @ 0612 in Mixed Forest Climate is Mild

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	0	0	0	1008	126	0	0
Current stores	0	0	0	0	885	0	0	-

Nowhere Location : @ 0712 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 63	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	224	56	24	0	0	0	0
Current stores	0	896	2	96	0	0	0	-

Redwood (Capital) Location : @ 0713 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 81	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	72	0	0	400	94	0	0
Current stores	0	288	0	0	351	0	0	-

A small army bearing the banner of the Aerithryn under Commander Ithilvir is here.

Sapling Location : @ 0512 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	738	306	0	840
Current stores	0	0	0	0	648	0	0	-

Selen Location : @ 1015 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	603	180	0	1400
Current stores	0	0	0	0	0	0	0	-

Shathûr Location : @ 4408 in Open Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	225	0	0	0	981	0	27	0
Current stores	225	0	0	0	431	0	27	-

Smallville Location : @ 0813 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 57 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 300 60 0 0 0 0 1200
 Current stores 0 408 2 0 0 0 0 -

The Gnarl's Location : @ 0711 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Fort Loyalty : 45 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 40 40 0 0 0 50 0 0
 Current stores 120 40 418 0 3889 0 0 -

A huge navy bearing the banner of the Aerithryn under Captain Lhimlug is here.
 A small army bearing the banner of the Aerithryn under Commander Sereglir is here.

Tokeliant Location : @ 0613 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 549 297 9 0
 Current stores 0 0 0 0 241 0 9 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 54 0 0 648 108 0 0
 Current stores 0 216 0 0 569 0 0 -

ARMIES AND NAVIES

Army Commander : Commander Ithilvir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 34 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 16 16 8 200 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 133 Low Supplies !!
 War machines 0
 Characters traveling with army : - Gwanod Neber - Lhingril.
 The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Army Commander : Commander Sereglir Location : @ 0711 in Hills & Rough Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 16 16 8 300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 200 Low Supplies !!
 War machines 0
 The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.
 A huge navy bearing the banner of the Aerithryn under Captain Lhimlug is here.

Navy Commander : Captain Lhimlug Location : @ 0711 in Hills & Rough Climate is Mild
 Army morale : 46 Warships : 6 Transports : 8 (6) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 24 43 43 1300 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 1667 Low Supplies !!
 War machines 10
 Characters traveling with army : - Celeglang.

The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.
 A small army bearing the banner of the Aerithryn under Commander Sereglir is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19351	10192	2925	141	44670	11582	1933
Purchase at market price/unit	3	4	6	77	2	4	10
Sell to market price/unit	2	3	4	51	1	3	7

MISCELLANEOUS

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	7900		Leather	345	265
Pop Centers :	3250		Bronze	1848	690
Characters :	14060		Steel	422	116
			Mithril	96	24
Total :	25210		Food	7237	5514
			Timber	0	1571
Current Tax rate :	51%		Mounts	36	36
Revenue expected next turn :	17465 (-7745)				
Current Gold reserve :	19610				

No new characters available at this time

Ritual character terminations: 0

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
Rat Gauntlets	Gauntlet 170	Yes	None	Increases Agent Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*Cúarthol is no longer under our control.
 There are rumors of a theft attempt involving Sebban Balwer at Vorloi.
 There are rumors of an encounter involving Cykor at 3230.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

None

SPECIAL MESSAGES

FREE TURNS! Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is www.MiddleEarthGames.com. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Caranachad	525	InfOthr	
Caranachad	810	MovChar	4412
Celeglang	408	HvInfan	400 br br
Celeglang	710	PrenMgy	
Glanalph	555	CreCmp	^
Glanalph	825	CstMvSp	304 2312
Gwanod Neber	325	NatSell	ti 100
Gwanod Neber	785	JnArmy	ithil
Ithilvir	408	HvInfan	400 ^ ^
Ithilvir	765	SplArmy	sereg ^ ^ 300 ^ ^ ^
Lhimlug	435	ArmyMan	
Lhimlug	798	PickShp	6 8
Lhingril	710	PrenMgy	
Lhingril	785	JnArmy	ithil
Menelrandir	947	NatTran	0711 st 90
Menelrandir	947	NatTran	0711 fo 51
Mornedhel	555	CreCmp	^
Mornedhel	810	MovChar	0714
Rustfindel	555	CreCmp	^
Rustfindel	810	MovChar	0614
Sereglir	185	DnStNat	14
Sereglir	850	MovArmy	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Tinnungil	900	FindArt	170

Tinnungil	940	CstLoSp	415	2009
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Caranachad



Ranks : Command 0 Agent 0 Emissary 55 Mage 50
Health 100 Stealth 0 Challenge 56
Artifacts : None

Spells (+0) : #314 Teleport(81) #412 Research Artifact(100)
#418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Mountains at 4215.

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 marginal. Continued efforts may succeed.

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

He is currently in the Mixed Forest at 4412.

Celeklang



Ranks : Command 34 Agent 0 Emissary 0 Mage 33
Health 100 Stealth 0 Challenge 42
Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(85) #314 Teleport(60)

Celeklang was located in the Hills & Rough at 0711.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Bronze weapons and Bronze armor were recruited.

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

He is traveling with Lhimlug in the Hills & Rough at 0711. The Major Town/Fort of The Gnarlis flying the flag of the Aerithryn is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 53 Mage 20
Health 100 Stealth 0 Challenge 31
Artifacts : None

Spells (+0) : #302 Long Stride(90) #304 Fast Stride(94)

Glanalph was located in the Mixed Forest at 1015.

She was ordered to create a camp. No population center name was provided. A camp named Selen was created.

She was ordered to cast a movement spell. Fast Stride was cast.

She is currently in the Open Plains at 2312.

Gwanod Neber



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45+
 Artifacts : None
 Spells (+0) : None

Gwanod Neber was located in the Mixed Forest at 0713.

She was ordered to have the nation sell to the caravans. 1094 Timber were sold for 3939 Gold.

She was ordered to join an army. She joined the army commanded by Ithilvir.

She is traveling with Ithilvir in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Ithilvir



Ranks : Command 30 Agent 0 Emissary 13 Mage 30
 Health 100 Stealth 0 Challenge 39
 Artifacts : None

Spells (+0) : #4 Major Heal(57) #104 Resistances(85) #308 Capital Return(87)

Ithilvir was located in the Mixed Forest at 0713.

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

She was ordered to split the army. The army was split. 200 Food was transferred.

She commands an army in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Lhimlug



Ranks : Command 46 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Lhimlug was located in the Hills & Rough at 0711.

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

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

He commands a navy offshore at 0711. The Major Town/Fort of The Gnarl's flying the flag of the Aerithryn is here.

Lhingril



Ranks : Command 10 Agent 10 Emissary 0 Mage 12
 Health 100 Stealth 0 Challenge 16
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Mixed Forest at 0713.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to join an army. She joined the army commanded by Ithilvir.

She is traveling with Ithilvir in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

He was ordered to have the nation transport by the caravans. 3889 Food (+10%) transported to The Gnarl's.

He was ordered to have the nation transport by the caravans. 418 Steel (+10%) transported to The Gnarl's.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Mornedhel



Ranks : Command 0 Agent 40 Emissary 36 Mage 30
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Mixed Forest at 0611.

She was ordered to create a camp. No population center name was provided. A camp named Ginglith was created.

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

She is currently in the Mixed Forest at 0714.

Rustfindel



Ranks : Command 0 Agent 0 Emissary 38 Mage 10
 Health 100 Stealth 0 Challenge 21
 Artifacts : None
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0913.

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

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

She is currently in the Mixed Forest at 0614.

Sereglir



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

Sereglir was located in the Mixed Forest at 0713.

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

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

He commands an army in the Hills & Rough at 0711. The Major Town/Fort of The Gnarlis flying the flag of the Aerithryn is here.

Tinnungil



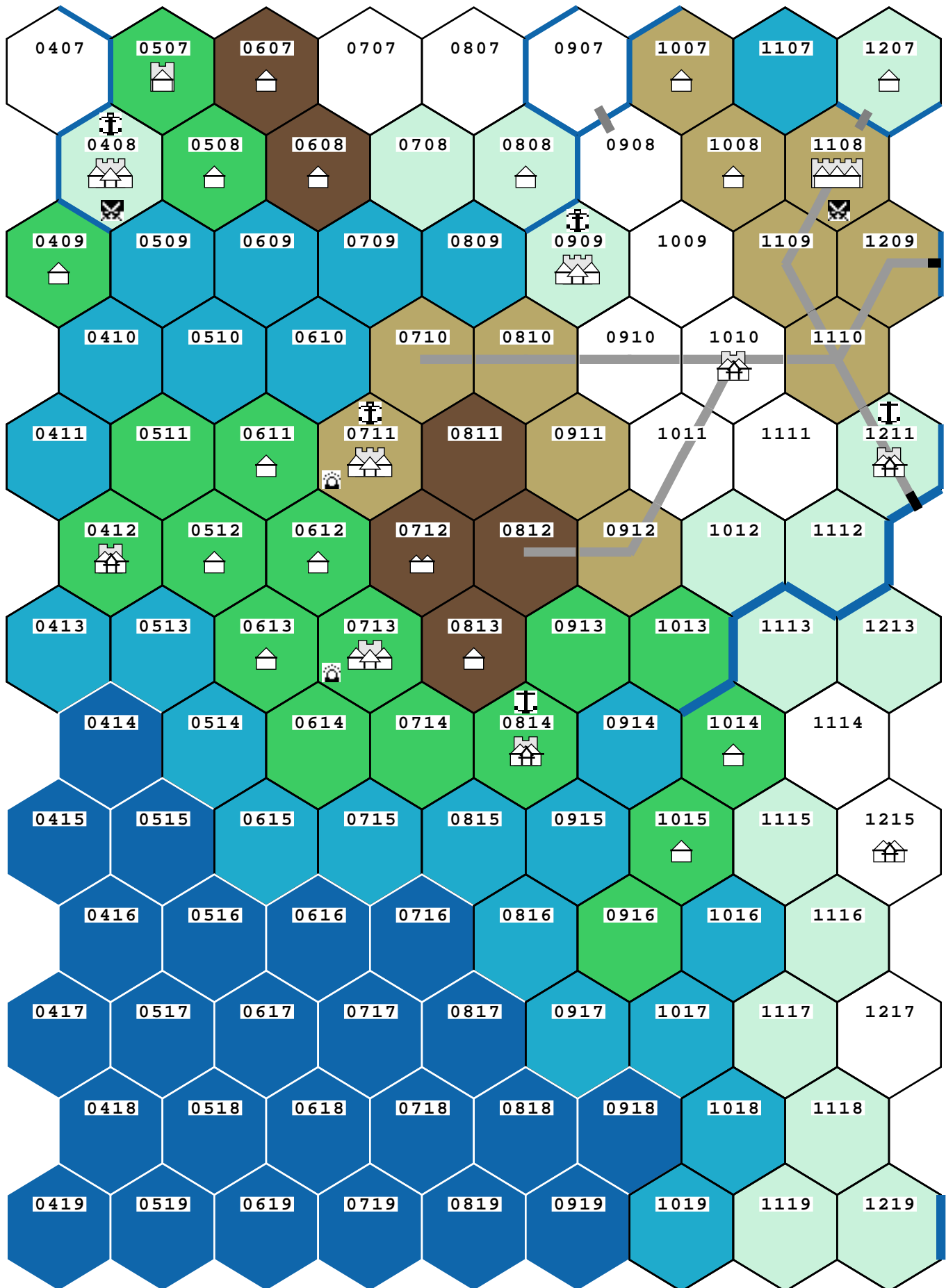
Ranks : Command 0 Agent 0 Emissary 0 Mage 60
 Health 100 Stealth 0 Challenge 60
 Artifacts : #170 Rat Gauntlets
 Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)
 #415 Scry Area(92) #416 Reveal Production(87) #420 Reveal Character(85)
 #502 Weakness(100)

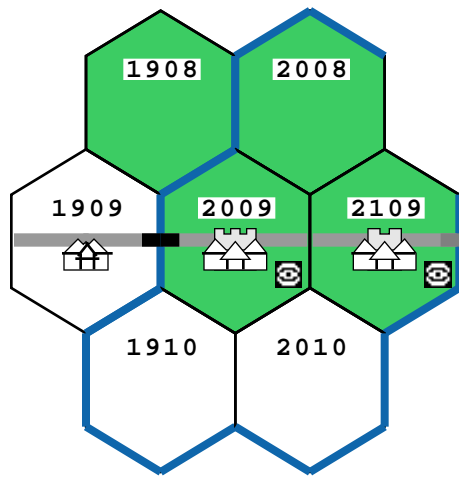
Tinnungil was located in the Open Plains at 2301.

He was ordered to find an artifact. An artifact search was attempted. Rat Gauntlets #170 was found in the Open Plains at 2301.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Alam Fakhour of the Farrelly with about 100 troops at 2009 - Vahda Ibisevic of the Farrelly with about 1100 troops at 2109. See report below.

He is currently in the Open Plains at 2301.





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

Gwanod Neber (ID: gwano) @ 0713 Command

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

Ithilvir (ID: ithil) @ 0713 Command Emissary Mage

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

Lhimlug (ID: lhiml) @ 0711 Command

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

Lhingril (ID: lhing) @ 0713 Command Agent Mage

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

Menelrandir (ID: menel) @ 0713 Mage

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

Mornedhel (ID: morne) @ 0714 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 0614 Emissary Mage

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

Sereglir (ID: sereg) @ 0711 Command

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

Tinnungil (ID: tinnu) @ 2301 Mage

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