MEPBM Games presents

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



GAME # 141



Wise Council

Victory points : 400
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 [1334] Once Upon a Time [1192] Sing a Song [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 # : 21
Account : \$ 0.00
Free Turns : 0
Security Code : 5927
Special Service : YES

Wise Council (A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

<pre># 1 North Kingdom # 5 Silent Assemb # 8 Nameless #11 Lohmai'gwaith #14 Dark Feast #17 Great Trollus #20 Tribes of Ang #23 Once Upon a T</pre>	ly : Tolerate : Tolerate : Tolerate : Hated k : Hated mar : Hated	d # 6 Tho d # 9 Gro d #12 She #15 Twi #18 Ben #21 Lan	ound Pounder eri-Urk light Hamme lîm an Phara	: Tole : Tole : Hate : Hate	rated # rated # d # iked # iked # ral #	4 Acadian 7 Sapphic 10 Sundere 13 Red Wit 16 Sh'iar 19 RhunLan 22 Sing a 25 Alvernu	E Enclave ed ches Empire edChattelC	: Tolerated : Tolerated : Tolerated : Hated : Hated !O: Disliked : Tolerated : Neutral
		POPU	LATION C	ENTERS				
Ar-Kuinder (Capita	1) Location	ı : @ 2903	in Open Pla	ins Climat	e is Pol	ar		
Size : Major Town	Fortifications	: None	Loyalty : 5	9 Docks:	None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production		0	0	0	20	0	0	0
Current stores	0	0	0	0	0	0	0	_
A small army bearing	g the banner of	the Wise C	ouncil under	Captain Sû	ldun is l	nere.		
Bar-Ariin	Location	. : @ 28N3	in Mountains	Climate	is Polar			
Size : Village	Fortifications		Loyalty : 3			Hidden ? :	. No	Sieged ? : No
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts	Gold
Expected production		0	12	2	0	0	0	
Current stores	0	0	12	8	0	0	0	_
ourrent beeres	v	Ū		Ü	ŭ	· ·	ŭ	
Barstow	Location	n : @ 2109	in Mixed For	rest Clima	ate is Mi	.ld		
Size : Camp	Fortifications	: Tower	Loyalty: 3	8 Docks:	None	Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	450	144	0	0
Current stores	0	0	0	0	0	0	0	-
Foreign characters	_							
A huge army bearing								
An army bearing the	banner of the No	orth Kingd	om under War	lord Sazar	Parn is l	nere.		
Beni-Inusi	Logation	@ 2102	in Mountains	. Climata	is Polar			
Size : Major Town	Fortifications		Loyalty : 6			Hidden ? :	No.	Sieged ? : No
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts	-
Expected production		26	12	0	0	0	0	420
Current stores	0	26	12	0	0	0	0	-
Eureka	Location	n : @ 2008	in Mixed For	rest Clima	ate is Mi	.ld		
Size : Camp	Fortifications	: Tower	Loyalty : 5	7 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	-
		- 0000						
Gelydh	Location Fortifications		in Open Pla				N-	Giamad O . Na
Size : Village	Leather	· None Bronze	Loyalty: 3 Steel	5 Docks: Mithril	Food	Hidden ? : Timber	Mounts	Sieged ? : No Gold
Surplus Product Expected production		0	0	0	842	11111061	Mounts 14	
Current stores	0	0	0	0	0 4 2	0	28	
Callene profes	Ü	O	Ü	O .	U	3	20	
Lor-Junisn	Location	ı : @ 3105	in Open Pla:	ins Climat	e is Coo	1		
Size : Town	Fortifications		Loyalty: 4			Hidden ? :	No	Sieged ? : No
Surplus Product	Leather	Bronze		Mithril	Food	Timber	Mounts	-
Expected production	91	0	0	0	451	0	14	0
Current stores	0	0	0	0	0	0	28	_
Cull Circ Deoled	O	O	0	O	U	U	20	=

Murk-LomilLocation: @ 2902 in MountainsClimate is PolarSize: TownFortifications: NoneLoyalty: 83 Docks: NoneHidden?: NoSieged?: Surplus ProductSurplus ProductLeatherBronzeSteelMithrilFoodTimberMountsGold Expected productionCurrent stores0671700000NullaLocation: @ 2808 in Hills & RoughClimate is MildSize: VillageFortifications: NoneLoyalty: 24 Docks: NoneHidden?: NoSieged?: Surplus ProductSurplus ProductLeatherBronzeSteelMithrilFoodTimberMountsGoldExpected production122000021601300	d 0 - : No d
Expected production 0 66 0 6 0 0 0 360 Current stores 0 198 0 20 0 0 0 - Murk-Lomil Location: @ 2902 in Mountains Climate is Polar Size: Town Fortifications: None Loyalty: 83 Docks: None Hidden?: No Sieged?: Sieged?: Surplus Product Mounts Gold Expected production 0 50 13 0 0 0 0 300 Current stores 0 67 17 0 0 0 0 - Nulla Location: @ 2808 in Hills & Rough Climate is Mild Size: Village Fortifications: None Loyalty: 24 Docks: None Hidden?: No Sieged?: Sieged?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 216 0 1300	00 - : No d 0
Current stores 0 198 0 20 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	- : No d 0
Murk-LomilLocation: @ 2902 in MountainsClimate is PolarSize: TownFortifications: NoneLoyalty: 83 Docks: NoneHidden?: NoSieged?: Surplus ProductSurplus ProductLeatherBronzeSteelMithrilFoodTimberMountsGoldExpected production050130000300Current stores0671700000-NullaLocation: @ 2808 in Hills & RoughClimate is MildSize: VillageFortifications: NoneLoyalty: 24 Docks: NoneHidden?: NoSieged?: Surplus ProductLeatherBronzeSteelMithrilFoodTimberMountsGoldExpected production122000021601300	: No d 0
Size: Town Fortifications: None Loyalty: 83 Docks: None Hidden?: No Sieged?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 0 50 13 0 0 0 0 0 0 300 Current stores 0 67 17 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	d 0
Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 0 50 13 0 0 0 0 0 300 Current stores 0 67 17 0 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?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 0 216 0 1300	d 0
Expected production 0 50 13 0 0 0 0 300 Current stores 0 67 17 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?: Surplus Product Sieged?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 216 0 1300	0
Current stores 0 67 17 0 0 0 0 0 0 0 0 0 0 0 0 0 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?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 0 216 0 1300	-
Size: Village Fortifications: None Loyalty: 24 Docks: None Hidden?: No Sieged?: Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 0 216 0 1300	
Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold Expected production 122 0 0 0 0 216 0 1300	
Expected production 122 0 0 0 0 216 0 1300	No
• •	d
Current stores 0 0 0 0 0 0 0 0 0 0 0 0	0
Cultere scores	_
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 25 0 8 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	d
Expected production 0 84 0 0 96 0 0 360	0
Current stores 0 655 0 0 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	d
Expected production 0 40 18 2 0 0 0 0	0
Current stores 0 40 18 8 0 0 0 -	-
Tui Juai Location: @ 3305 in Open Plains Climate is Cool	
Size: Village Fortifications: None Loyalty: 44 Docks: None Hidden ?: No Sieged ?:	No
Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold	d
Expected production 256 0 0 0 243 0 6 0	0
Current stores 0 0 0 0 0 0 0 12 -	_
Yalúmea Location : @ 3009 in Mixed Forest Climate is Mild	
Size : Village Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? :	No
Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold	
-	0
	_
ADMIEC AND NAVITEC	

ARMIES AND NAVIES

Army Commander	: Lord Dernwyn	Location : @ 18	04 in Mounta	ins Climate is	Polar	
Army morale :	1 Warships :	0 Transports	: 0 (3)	Travel mode	: Normal	
	Troops		Training	Weapon Armor	# Troops	Troop Type
Woodman foots	men w/battle axes		44	10 0	714	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	_	0	0	0		
Armor	0	0	0	0		
Food	0 Out	of Food !!				
War machines	0					
Characters tra	veling with army	- Beirusa - Mi	cheasi.			

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

Army Commander : Captain Sûldun Location : @ 2903 in Open Plains Climate is Polar

Army morale : 50 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops Training Weapon Armor # Troops Troop Type Woodman footmen w/battle axes 30 10 0 100 Heavy Infantry

 Baggage
 Train
 Leather
 Bronze
 Steel
 Mithril

 Weapons
 0
 0
 0

 Armor
 0
 0
 0
 0

Food 19 Low Supplies !!

War machines 0

Characters traveling with army : - Jopinii - Wiulii.

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

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	25317	32388	5215	1645	226076	29426	1071
Purchase at market price/unit	2	2	6	22	2	2	14
Sell to market price/unit	1	1	3	12	1	1	7

MISCELLANEOUS

Maintenance Costs expected nex	t turn	are:	Totals for Nation:	Stores	Production
Armies/Navies :	3256		Leather	0	742
Pop Centers :	2000		Bronze	1011	291
Characters : 2	1640		Steel	59	55
			Mithril	44	12
Total : 2	6896		Food	0	3448
			Timber	0	666
Current Tax rate	:	60%	Mounts	68	34
Revenue expected next t Current Gold reserve	turn :	31960 (+5064) 3733			

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 Katala and Qunmuela at 2109. There are rumors of a personal challenge involving Madonna and Crentor at 2924. There are rumors of an armed conflict involving the Lohmai'gwaith and the South Kingdom at 3017. There are rumors of Gold being transported by caravan from Innuendo to Galadbrynd.

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
Baragund	734	NamEmis	* *
Baragund	325	NatSell	le 100
Beirusa	940	CstLoSp	412 208
Beirusa	225	CstCbSp	108
Cauligius	550	ImprPop	
Cauligius	810	MovChar	3305
Cjaiin	430	TrpsMan	hi
Cjaiin	810	MovChar	2305
Dernwyn	435	ArmyMan	
Dernwyn	850	MovArmy	nw e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	525	InfOthr	
Ericus	810	MovChar	2305
Estelmo	605	GrdLoc	
Estelmo	810	MovChar	2512
Gamling	605	GrdLoc	
Gamling	810	MovChar	2617
Jopinii	710	PrenMgy	
Jopinii	940	CstLoSp	412 206
Micheasi	430	TrpsMan	hi
Micheasi	925	Recon	
Oretur	520	InfYour	
Oretur	810	MovChar	3009

Silusini	710	PrenMgy		
Silusini	185	DnStNat	14	
Sûldun	731	NamAgen	^	^
Sûldun	435	ArmyMan		
Widfara	731	NamAgen	^	^
Widfara	325	NatSell	fo	100
Wiulii	325	NatSell	ti	100
Wiulii	185	DnStNat	12	

Baragund

Ranks : Command 0 Agent 0 Emissary 30 Mage 0 Health 100 Stealth 0 Challenge 15

Health 100 Stealth 0 Challen
Artifacts : None

Spells (+0) : None

Baragund was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 1967 Leather were sold for $4720 \,\, \mathrm{Gold}$.

He was ordered to name a new emissary. No character name was provided. A new emissary named Gilrean was available.

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

Beirusa

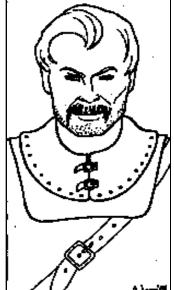
Ranks : Command 0 Agent 0 Emissary 0 Mage 55

Health 77 Stealth 0 Challenge 70

Artifacts : #12 Troll Slayer√

Spells (+0): #104 Resistances(94) #108 Blessings(89) #302 Long Stride(82)

#308 Capital Return(100) #412 Research Artifact(100)



Beirusa was located in the Open Plains at 1805.

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

He moved with the army to 1804.

He was ordered to cast a lore spell. Research Artifact - Burning Blade #208 is a Sword - allegiance: Evil - increases combat damage by 500 pts. He suffered a loss of health due to casting two spells.

He is traveling with Dernwyn in the Mountains at 1804. The Town of Flippant flying the flag of the Tribes of Angmar is here.

Cauligius

Ranks : Command 0 Agent 0 Emissary 61 Mage 0

Health 100 Stealth 0 Challenge 30

Artifacts : None

Spells (+0) : None



Cauligius was located in the Mountains at 2902.

He was ordered to improve the population center size. Murk-Lomil was improved to a Town.

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

He is currently in the Open Plains at 3305. The Village of Tui Juai 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 Open Plains at 2903.

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

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

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



Ranks : Command 50 Agent 0 Emissary 0 Mage 12

Health 100 Stealth 0 Challenge 53

Artifacts : None

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



Dernwyn was located in the Open Plains at 1805.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

He commands an army in the Mountains at 1804. The Town of Flippant flying the flag of the Tribes of Angmar is here.

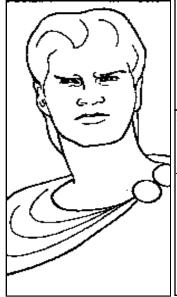


Ranks : Command 10 Agent 0 Emissary 88 Mage 18

Health 100 Stealth 0 Challenge 51

Artifacts : None

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



Ericus was located in the Hills & Rough at 1510.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Nenning. Current loyalty is perceived to be marginal.

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

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

Estelmo

Ranks : Command 0 Agent 42 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 31: None

Spells (+0) : None

Artifacts

Estelmo was located in the Open Plains at 3210.

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

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

She is currently in the Open Plains at 2512. The Camp of Peley flying the flag of the Tribes of Angmar is here.

Gamling



Ranks : Command 0 Agent 46 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 34

Artifacts : None

Spells (+0) : None

Gamling was located in the Mixed Forest at 2911.

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

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

She is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Red Witches is here.

Gilrean



Ranks : Command 0 Agent 0 Emissary 30 Mage 0

Health 100 Stealth 0 Challenge 15

Artifacts : None

Spells (+0) : None

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

Gimforn

Gundor

Ranks : Command 0 Agent 38 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 28

Artifacts : None
Spells (+0) : None

Gimforn has a special ability. He has a bonus to his Agent rank.

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



Ranks : Command 0 Agent 30 Emissary 0 Mage 0

Health 100 Stealth 0 Challenge 22

Artifacts : None

Spells (+0) : None

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



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(91)

Jopinii 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 - Glosovagil #206 is a Sword - allegiance: None - increases combat damage by 1500 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.



Ranks : Command 63 Agent 0 Emissary 0 Mage 0 Health 100 Stealth 0 Challenge 63

Artifacts : None

Spells (+0) : None

Micheasi was located in the Open Plains at 1805.

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

He moved with the army to 1804.

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

He is traveling with Dernwyn in the Mountains at 1804. The Town of Flippant flying the flag of the Tribes of Angmar is here.



Ranks : Command 0 Agent 0 Emissary 33 Mage 0

Health 100 Stealth 0 Challenge 16

Artifacts : None

Spells (+0) : None

Oretur was located in the Hills & Rough at 2808.

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

 $\ensuremath{\text{\text{He}}}$ was ordered to move. He accepted the movement orders.

He is currently in the Mixed Forest at 3009. The Village of Yalúmea flying the flag of the Wise Council is here.

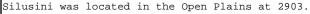


Ranks : Command 40 Agent 0 Emissary 0 Mage 65

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)



He was ordered to downgrade our relations. Our relations with the Dark Feast were

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

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

Sûldun was located in the Open Plains at 2903.

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

He was ordered to name a new agent. No character name was provided. A new agent named Gundor was available.

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

Health 100

Agent 39

Emissary 0 Mage 0

Stealth 0 Challenge 29

Artifacts : None

Spells (+0) : None



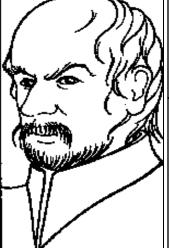
Widfara was located in the Open Plains at 2903.

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

He was ordered to name a new agent. No character name was provided. A new agent named Gimforn was available.

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 Gúthwinë√

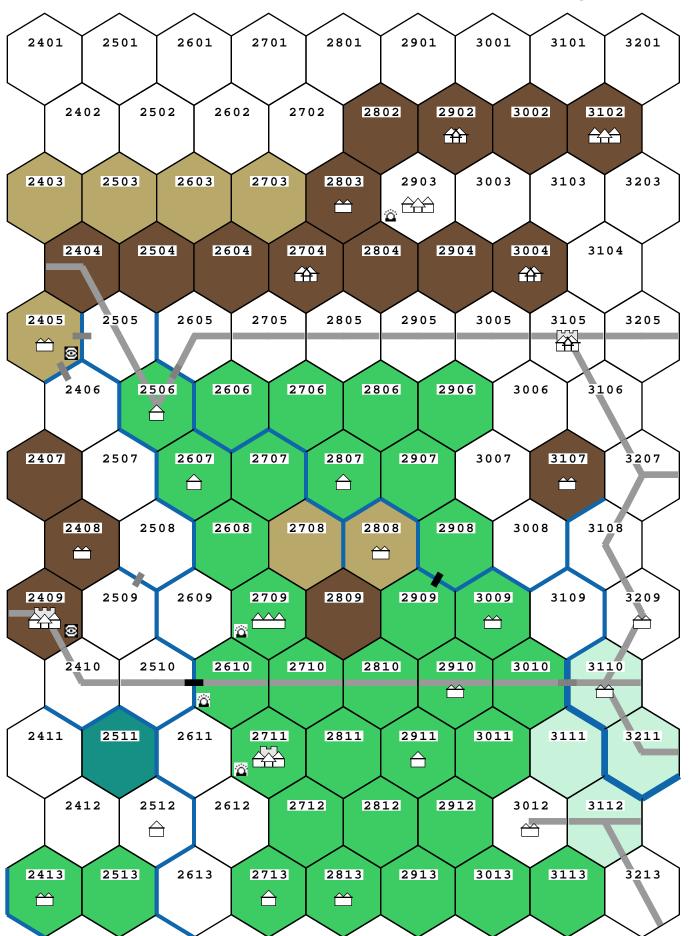
Spells (+0) : None

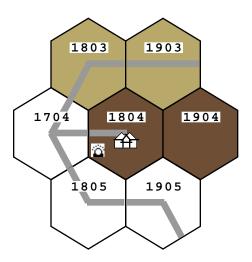
Wiulii was located in the Open Plains at 2903.

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

He was ordered to have the nation sell to the caravans. 1356 Timber were sold for 3255 Gold.

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.





MEPBM Games

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

Wise Council

TURNSHEET



Game # 141



DAVID HAGERSON 109200

NONE NONE

NONE

Daytime Phone #:___

Information

Game # : 141
Player # : 3
Turn # : 22
Security # : 5927

Return this turnsheet before JULY 28 2013

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

(ID: barag) @ 2903 Emissary Baragund -> # ____ Code ____ Type ____ -> # ____ Code ____ Type __ Order Order Required Required Information Information Beirusa (ID: beiru) @ 1804 Mage Order -> # ____ Code ____ Type ____ Order -> # ____ Code ____ Type ___ Required Required Information Information Cauligius (ID: cauli) @ 3305 Emissary Order -> # ____ Code ____ Type ___ -> # ____ Code ____ Type __ Order Required Required

Information

Cjaiin			(ID:	cjaii)	@	2305	Comman	đ	Emissary	y Mage	
Order ->	#	_ Code _		Type		-	Order	->	#	Code	Type
Required						R	equired				
Information						I	nformation	n			
						_		-			
Dernwyn							Comman		_		
Order ->	#	_ Code _		Type		-	Order	->	#	Code	Type
Required						R	equired				
Information						I	nformation	n			
											
					_		_	_			
Ericus	ш	Codo							Emissary		Tr 120.0
Order ->	#	_ code _		Type		_	order	->	#	Code	Type
Required						R	equired				
Information						I	nformation	n			
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