

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 725

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 [1550] Once Upon a Time [1200] Sing a Song [1075]

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 # : 25
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4757
 Special Service : YES

Wise Council

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Disliked	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Friendly	#24 Plane	: Neutral	#25 Alvernus	: Tolerated

POPULATION CENTERS

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

Size : Major Town	Fortifications : None	Loyalty : 78	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	1052	0	0	0	0	474	400	-

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 : 35	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	24	6	0	0	0	-

Beni-Inusi Location : @ 3102 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 55	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	12	0	0	0	0	420
Current stores	0	130	24	0	0	0	0	-

Eureka Location : @ 2008 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 54	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	180	0	-

Foreign characters reported in the hex : **Quila - Qunmuela.**

Gelydh Location : @ 3209 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	266	0	0	0	842	0	14	0
Current stores	0	0	0	0	0	0	14	-

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

Size : Town	Fortifications : Fort	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	91	0	0	0	451	0	14	0
Current stores	0	0	0	0	0	0	14	-

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 84	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	397	0	13	0	0	0	-

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar
 Size : Major Town Fortifications : None Loyalty : 78 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 0 267 26 0 0 0 0 -

Nulla Location : @ 2808 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 21 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 122 0 0 0 0 216 0 1300
 Current stores 0 0 0 0 0 432 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 0 125 0 6 0 0 0 -

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 40 18 2 0 0 0 0
 Current stores 0 200 36 6 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cool
 Size : Town Fortifications : None Loyalty : 39 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 192 0 0 0 182 0 5 0
 Current stores 0 0 0 0 0 0 5 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 662 216 0 0
 Current stores 0 0 0 0 0 432 0 -

ARMIES AND NAVIES

Army Commander : General Cjaini 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 12 10 0 400 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 89 Low Supplies !!
 War machines 0

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 : @ 1602 in Hills & Rough Climate is Polar
 Army morale : 2 Warships : 0 Transports : 0 (2) Travel mode : Evasive
 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

Army Commander : Captain Silusini Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 34 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
 Food 3 Low Supplies !!
 War machines 0
 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 Sûldun Location : @ 2903 in Open Plains Climate is Polar
 Army morale : 58 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
 Food 11 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 :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27467	35010	14911	3356	292234	24179	4131
Purchase at market price/unit	2	2	3	13	2	2	7
Sell to market price/unit	1	1	2	8	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6668	Leather	1052	678
Pop Centers : 1500	Bronze	1119	165
Characters : 25420	Steel	110	50
	Mithril	31	10
Total : 33588	Food	0	2841
	Timber	1518	522
	Mounts	433	33
Current Tax rate : 60%			
Revenue expected next turn : 37600 (+4012)			
Current Gold reserve : 0			

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 Once Upon a Time at 2609.

There are rumors of the fall of a Strategic Site.

There are rumors of an assassination attempt involving Nightbreeze and Guarmath.

36 Gold was stolen at Eureka.

Our populace reports that a season change is imminent!

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 1702

In the Polar climate of the Hills & Rough of 1702, a conflict took place in the hours of late morning in high winds.

At the head of a demoralized army rode **Lord Dernwyn** of the nation of the Wise Council. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
300 Woodman footmen w/battle axes	wooden	none	a mob

The Camp of Pig House flying the flag of the Tribes of Angmar is situated in the Hills & Rough here.

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

The battle for Pig House was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Dernwyn's army survived the attack on the Camp, but suffered minor losses. Dernwyn appeared to have survived. The Camp has been reduced to a Ruins. The Ruins of Pig House now flies no known flag.

Battle at 3104

In the Polar climate of the Open Plains of 3104, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Regent Wiulii** of the nation of the Wise Council. In his hands was borne the glowing Sword called Gúthwinë. 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
400 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Lord Rashkgnar** of the nation of the Great Trollusk. 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
1100 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	a mob

Report from Wiulii.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Rashkgnar, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Wiulii** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Sword.

Report from Wiulii.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Lord Rashkgnar: 1 Food

After the battle.... Wiulii's forces were destroyed/routed in the battle. Wiulii appeared to have survived. Rashkgnar's forces were victorious in the battle, but suffered minor losses. Rashkgnar appeared to have survived.

Battle at 1804

In the Polar climate of the Mountains of 1804, a conflict took place in the early hours of the evening under a clear sky.

At the head of a demoralized army rode **Captain Calmorik** of the nation of the Tribes of Angmar. 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
400 Mixed Mannish horsemen w/shortswords	wooden	none	a mob
600 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob
300 Lesser Mannish footmen w/spears	wooden	none	a mob

The Village of Flippant flying the flag of the Wise Council is situated in the Mountains here.

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

The battle for Flippant was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Calmorik's army survived the attack on the Village, but suffered minor losses. Calmorik appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Tribes of Angmar.

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	315	PrchCar	mo 458
Baragund	520	InfYour	
Baragund	215	RfsPers	
Beirusa	315	PrchCar	fo 100
Beirusa	940	CstLoSp	412 33
Cauligius	550	ImprPop	
Cauligius	810	MovChar	2305
Cjaiin	728	NamComm	^ ^
Cjaiin	850	MovArmy	e e se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	255	CptrPop	ch
Dernwyn	860	ForcMar	w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Ericus	520	InfYour	
Ericus	728	NamComm	^ ^
Estelmo	930	ScoChar	
Estelmo	810	MovChar	2418
Gamling	690	StlGold	
Gamling	810	MovChar	2418
Gilrean	520	InfYour	
Gilrean	810	MovChar	2917
Gimforn	690	StlGold	
Gimforn	900	FindArt	3
Gundor	605	GrdLoc	
Gundor	325	NatSell	fo 100
Jopinii	810	MovChar	3105
Jopinii	940	CstLoSp	412 28
Micheasi	400	HvCvlyr	400 ^ ^
Micheasi	947	NatTran	2903 le 91
Oretur	555	CreCmp	^
Oretur	810	MovChar	1112
Silusini	408	HvInfan	300 ^ ^
Silusini	850	MovArmy	ne nw se sw ^ ^ ^ ^ ^ ^ ^ ^ no
Söldun	435	ArmyMan	
Söldun	765	SplArmy	cjaii 400 ^ ^ ^ ^ ^
Widfara	610	GrdChar	suldu
Widfara	948	TranCar	2903 0207 go 10000
Wiulii	840	Stand	ne
Wiulii	210	IssPers	rashk

Ablish



Ranks : Command 0 Agent 33 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 24
 Artifacts : None
 Spells (+0) : None

Ablish was located in the Open Plains at 2903.

He was ordered to purchase from the caravans. 458 Mounts were bought for 2931 Gold.

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

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

Arahad



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

Arahad has a special ability. He has a bonus to his Command 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.

Baragund



Ranks : Command 0 Agent 0 Emissary 41 Mage 0
 Health 100 Stealth 0 Challenge 20
 Artifacts : None
 Spells (+0) : None

Baragund was located in the Mountains at 2305.

He was ordered to refuse all personal challenges.

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

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

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 60
 Health 100 Stealth 0 Challenge 75
 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 purchase from the caravans. 100 Food were bought for 160 Gold.

He was ordered to cast a lore spell. Research Artifact - Craig-olf-Ti #33 is a Spear - allegiance: None - increases combat damage by 500 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 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 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 Major Town.

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

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

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 2903.

He was ordered to name a new commander. No character name was provided. A new commander named Arahad was available.

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.

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 1702.

He was ordered to capture the Camp of Pig House. 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.

He commands an army in the Hills & Rough at 1602.

D rhael



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 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.

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

He was ordered to name a new commander. No character name was provided. A new commander named Dírhael 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.

Estelmo



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

Estelmo was located in the Shore/Plains at 1319.

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

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

Found: No foreign characters found.

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 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Mixed Forest at 3022.

She was ordered to steal the Gold. 289 Gold was stolen at Elmgrove.

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

She is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered 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 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 is currently in the Open Plains at 2917.

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. 95 Gold was stolen at Peley.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2512.

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

Gundor



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

Gundor was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 5682 Food were sold for 6819 Gold.

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

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

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(94)

Jopinii was located in the Mixed Forest at 3009.

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

He was ordered to cast a lore spell. Research Artifact - Ring of Angrenost #28 is a Ring - allegiance: None - increases combat damage by 500 pts.

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

He was ordered to have the nation transport by the caravans. 611 Leather (+10%) transported to Ar-Kuinder.

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 Fens & Swamp at 1509.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He is currently in the Shore/Plains at 1112. The Village of Sparta flying the flag of the North Kingdom is here.

Silusini



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

Silusini was located in the Open Plains at 3105.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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.

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 put the army on maneuvers. The maneuvers for the army were completed.

He was ordered to split the army. The army was split. 89 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 48 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 36
 Artifacts : None
 Spells (+0) : None

Widfara was located in the Open Plains at 2903.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 8345 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.

Wiulii



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

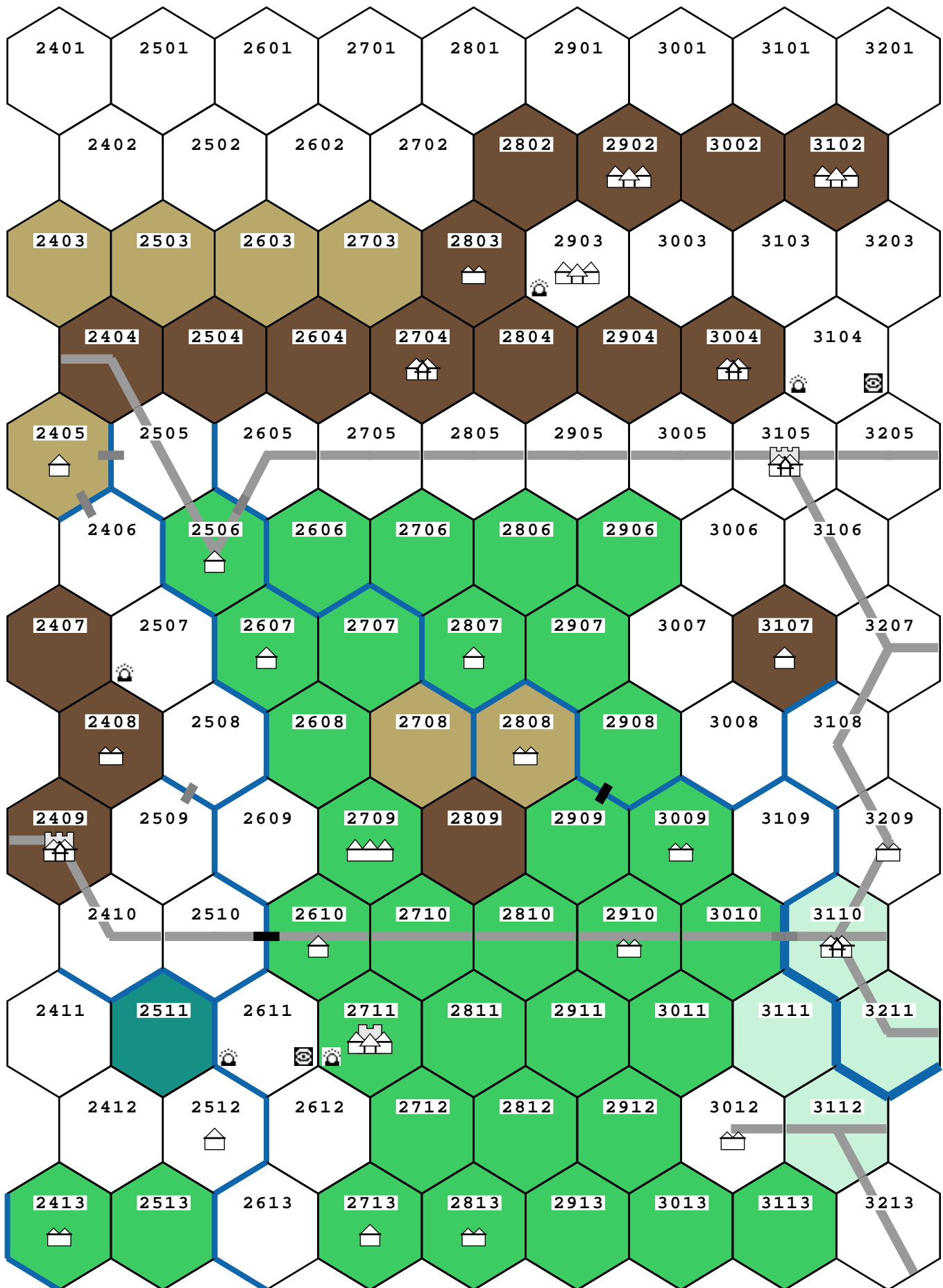
Wiulii was located in the Open Plains at 3104.

He was ordered to challenge Rashkgnar to personal combat.

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

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

He is currently in the Open Plains at 3104.



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

Beirusa (ID: beiru) @ 2903 Mage

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

Cauligius (ID: cauli) @ 2305 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

Cjain (ID: cjaii) @ 3104 Command Emissary Mage

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			<hr/>			Required			<hr/>	
Information			<hr/>			Information			<hr/>	
			<hr/>						<hr/>	

Dernwyn (ID: dernw) @ 1602 Command Mage

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

Dírhael (ID: dirha) @ 2903 Command

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

Ericus (ID: ericu) @ 2903 Command Emissary Mage

<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 5%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information						<table border="0" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-></td> <td style="width: 5%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information					
Order	->	#	Code	Type																																	
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Required																																					
Information																																					

Estelmo (ID: estel) @ 2418 Agent

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

Gamling (ID: gamli) @ 2418 Agent

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

Gilrean (ID: gilre) @ 2917 Emissary

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

Gimforn (ID: gimfo) @ 2512 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) @ 1112 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			_____				
			_____								_____				