

**MEPBM Games**  
**presents**

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



GAME # 141



## **Alvernus**

Victory points : 1017

Victory Conditions :

To hold at game end the greatest amount of artifacts.  
To terminate 10 characters by personal challenge or by assassination.  
To see to the termination of Plum Crazy by any means whatsoever.  
To see to the termination of Criknrog by any means whatsoever.  
To hold at game end the artifact: Silver Rod of Andúni #60.

Top 3 Free Peoples :

**Sing a Song [ 1342 ] Plane [ 1042 ] Once Upon a Time [ 1033 ]**

Special Nation Abilities :

#10 New mages start at rank up to 40.  
#30 Can learn lost teleport spell.  
#32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N25  
LUCIO PIMENTEL 110728  
NONE  
NONE  
NONE

Game #	:	141
Player #	:	25
Turn #	:	12
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	9146
Special Service	:	YES

# Alvernus

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Tolerated	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Neutral
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated

## POPULATION CENTERS

**Andakro** Location : @ 0607 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	90	6	0	0	0	600
Current stores	0	0	90	36	0	0	0	-

**Baltus (Capital)** Location : @ 0207 in Mixed Forest Climate is Mild

Size : City	Fortifications : Tower	Loyalty : 78	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	167	45	0	0
Current stores	0	0	0	0	0	45	0	-

A small army bearing the banner of the Alvernus under Regent Carlin is here.

**Barad Cirith** Location : @ 0308 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	202	0	0	0	425	0	14	0
Current stores	0	0	0	0	0	0	28	-

**Dire** Location : @ 0405 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 67	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	79	0	0	0	166	0	7	0
Current stores	0	0	0	0	0	0	14	-

An army bearing the banner of the Alvernus under Commander Faika is here.

A small navy bearing the banner of the Alvernus under Regent Llewi is here.

**Drú Dôr** Location : @ 0703 in Mountains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	36	9	0	0	0	330
Current stores	0	0	36	54	0	0	0	-

**Echiant** Location : @ 2822 in Fens & Swamp Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	42	0	0	0	0	0
Current stores	0	0	42	0	0	0	0	-

**Gorgon** Location : @ 0206 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 41	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	578	221	0	0
Current stores	0	0	0	0	0	221	0	-

**Lirith Tol** Location : @ 0507 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : None Loyalty : 71 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 243 135 0 700  
 Current stores 0 0 0 0 0 135 0 -

**Lisgardh** Location : @ 0608 in Mountains Climate is Cold  
 Size : Village Fortifications : None Loyalty : 32 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 106 0 10 0 0 0 660  
 Current stores 0 1594 0 66 0 0 0 -

**Melkor** Location : @ 0306 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 144 0 0 0 583 0 14 0  
 Current stores 0 0 0 0 0 0 28 -

**Rómenya** Location : @ 0604 in Mountains Climate is Severe  
 Size : Camp Fortifications : None Loyalty : 14 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 52 12 0 0 0 600  
 Current stores 0 0 52 72 0 0 0 -

**Sanká** Location : @ 0605 in Mountains Climate is Severe  
 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 60 12 0 0 0 520  
 Current stores 0 0 60 72 0 0 0 -

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 92 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 126 0 0 0 184 0 7 0  
 Current stores 0 0 0 0 0 0 14 -

**Zhantus** Location : @ 0307 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 74 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 502 65 0 0  
 Current stores 0 0 0 0 0 65 0 -

## ARMIES AND NAVIES

**Army Commander : Regent Carlin** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 68 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		13	10	0	100	Heavy Infantry
Eriadoran mercenaries w/shortswords		71	30	10	100	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	144	Low Supplies !!				
War machines	0					

Characters traveling with army : - Barrow Wight - **Gwaihir Eagles** - Moeskin - Moraiza.  
 The City/Tower of Baltus flying the flag of the Alvernus is here.

**Army Commander : Hero Erestor** Location : @ 0814 in Mixed Forest Climate is Mild  
 Army morale : 21 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 12 10 0 700 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**An army bearing the banner of the North Kingdom under Lord Cagh Monûnaw is here.**

**Army Commander : Commander Faika** Location : @ 0405 in Shore/Plains Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dûnadan horsemen w/broadswords 27 10 10 491 Heavy Cavalry  
 Eriadoran footmen w/spears 13 10 0 900 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1356 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Dire flying the flag of the Alvernus is here.  
 A small navy bearing the banner of the Alvernus under Regent Llewi is here.

**Navy Commander : Regent Llewi** Location : @ 0405 in Shore/Plains Climate is Mild  
 Army morale : 44 Warships : 9 Transports : 4 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran mercenaries w/shortswords 64 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 62 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Dire flying the flag of the Alvernus is here.  
 An army bearing the banner of the Alvernus under Commander Faika is here.

#### COMPANY COMMANDERS :

Veteran Iarless Location : @ 0612 Traveling with him are : Angus.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10596	Leather	0	551
Pop Centers : 3500	Bronze	1594	106
Characters : 28100	Steel	280	280
	Mithril	300	49
Total : 42196	Food	0	2848
	Timber	466	466
Current Tax rate : 60%	Mounts	84	42
Revenue expected next turn : 31910 (-10286)			
Current Gold reserve : 0			

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:

**Broussard of the Acadians @ 1005**

Double agent Broussard reports he was ordered to move. He accepted the movement orders.

Double agent Broussard reports he was ordered to scout the area. A scout of the area was attempted.

Foreign armies identified: None.

Double agent Broussard reports he has encountered a crevice in the hillside which can be investigated.

**Saint-Etienne of the Acadians @ 0714**

Double agent Saint-Etienne reports he was ordered to guard the location. Malpeque was guarded.

Double agent Saint-Etienne reports he was ordered to hire an army. The troops hired was changed because there were insufficient available troops. The transfer of Food was changed because there was insufficient available. An army of 200 Heavy Infantry with 0 Food was hired.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Navorn	Sword	16	No	None	COMBAT - Increases damage by 500 points.
Silmaruth	Sword	41	No	None	COMBAT - Increases damage by 2000 points.
Dragon Helm of Dor-Lómin	Helm	47	Yes	None	Increases Command Rank by 10.
Rat Gauntlets	Gauntlet	48	Yes	None	Increases Agent Rank by 10.
Helm of Shadow	Helm	49	Yes	None	Increases Stealth Rank by 15.
Vasamacil	Sword	58	No	Evil	COMBAT - Increases damage by 750 points.
Mothras	Horn	73	No	None	COMBAT - Increases damage by 500 points.
Spear of Following	Spear	122	No	None	COMBAT - Increases damage by 500 points.
The Black Book	Tome	154	Yes	None	Increases Mage Rank by 10.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
Gildagor	Sword	171	No	None	COMBAT - Increases damage by 500 points.
Ring of Wind	Ring	176	Yes	None	Increases Agent Rank by 35.
Amulet of Sea Mastery	Amulet	194	No	None	MOVEMENT - "Open seas" same as "Coastal waters".

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of a sabotage attempt involving Tartas Izain at 3334.*

*There are rumors of a theft attempt involving Erenoc at Louisbourg.*

*There are rumors of an encounter involving Dolce Nera at 3911.*

*Our populace reports that a season change is imminent!*

*Our populace reports that the deadline for allegiance change has passed!*

## ENCOUNTER MESSAGES

### Encounter for Lumban at 0406

There is a small subterranean cave where the passage of time has seemed to stop. There is a sense of power about the place. On one wall you see enscribed in runes and glyphs of power:

Rebel maiden most royal

Kin bereft by war, in repentance did she toil.

An enemy most bitter to the one Dark Lord.

From whom did we get this radiant sword?

The essence of power seems to await just a one or two word answer to the riddle... What word(s) or name will Lumban say ? (If no response is given, he will be assumed to have fled the scene.)

### Encounter for Regent Carlin at 0207

During the past several days, troops have noticed more and more giant Eagles flying above us in the skies. They fly higher than any bow shot can reach and seem to circle and watch our advance for hours on end. It is difficult to see their size because they are at such a great distance, but some of the troops swear that they are larger than any they have ever seen. Finally, one of the Eagles landed near my tent. Several of the boldest troops drew weapons, but I warned them away. The leader of the Eagles seemed to speak to me. He said that the Eagles had decided to partake in the fight for a short time. Therefore, he and his group would scout for our army during the next few weeks. How long they would remain was uncertain. I have the feeling, however, that as long as they want to do scouting for me, I would be most happy to accept their services.

## 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](http://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.....
Agbathû	185	DnStNat	20
Agbathû	325	NatSell	le 100
Angus	755	JnCmpy	iarle
Angus	605	GrdLoc	
Barrow Wight	185	DnStNat	1
Barrow Wight	610	GrdChar	angus
Carlin	175	ChAlleg	g
Carlin	765	SplArmy	faika 491 ^ 900 ^ ^ ^
Elendil	505	Bribe	carve 11000
Elendil	810	MovChar	0604
Elostirion	505	Bribe	trans 10000
Elostirion	940	CstLoSp	436 zehav
Erestor	500	Double	saint
Erestor	860	ForcMar	e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	185	DnStNat	1
Faika	850	MovArmy	ne e ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	745	CreCmpy	
Iarless	820	MovCmpy	0612
Kônebra	705	RsrchSp	417
Kônebra	940	CstLoSp	417 patro
Llewi	430	TrpsMan	ma
Llewi	830	MovNavy	w nw ne nw ne h h h h sw se sw se e no
Lumban	290	InvEnc	
Lumban	940	CstLoSp	412 180
Malendur	810	MovChar	3022
Malendur	900	FindArt	176
Moeskin	948	TranCar	0207 0613 go 7000
Moeskin	940	CstLoSp	430 zehav
Moraiza	175	ChAlleg	g
Moraiza	325	NatSell	fo 100
Myrthrandir	360	TrArt	angus 48 171 ^ ^ ^ ^
Myrthrandir	940	CstLoSp	428 184
Soil Nûnaw	690	StlGold	
Soil Nûnaw	810	MovChar	0811

Agbath



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

Agbathû was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

He was ordered to have the nation sell to the caravans. 4057 Leather were sold for 8114 Gold.

**He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**

Angus



Ranks : Command 0 Agent 68 (78) Emissary 0 Mage 30  
 Health 100 Stealth 0 (15) Challenge 75  
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor√  
 Spells (+0) : #314 Teleport(77) #412 Research Artifact(85)  
 #418 Locate Artifact(83)

Angus was located in the Mixed Forest at 0207.

He was ordered to guard the location. Baltus was guarded.

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

He moved with the company to 0612.

**He is traveling with Iarless in the Mixed Forest at 0612.**

Barrow Wight



Ranks : Command 43 Agent 51 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

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

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

**He is traveling with Carlin in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**



Carlin



Ranks : Command 62 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 72  
 Artifacts : #73 Mothras/ #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

He was ordered to change our allegiance. Our allegiance has been changed.

He was ordered to split the army. The army was split. 1356 Food was transferred.

He had a special encounter. See Encounter Messages.

Scouting was performed by the Gwaihir Eagles. A scout of the area was attempted.

Foreign armies identified: None. See report below.

*He commands an army in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.*

Carvedas



Ranks : Command 30 Agent 31 Emissary 0 Mage 0  
 Health 74 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Hills & Rough at 1109.*

Elendil



Ranks : Command 0 Agent 0 Emissary 73 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Hills & Rough at 1109.

He was ordered to bribe/recruit a character. Carvedas was successfully recruited.

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

*He is currently in the Mountains at 0604. The Camp of Rómenya flying the flag of the Alvernus is here.*

Elostirion



Ranks : Command 0 Agent 0 Emissary 79 Mage 40  
 Health 69 Stealth 0 Challenge 49  
 Artifacts : None

Spells (+0) : #314 Teleport(74) #414 Scry Hex(96) #415 Scry Area(83)  
 #436 Scry Character(86)

Elostirion was located in the Mountains at 3421.

He was ordered to bribe/recruit a character. Transmitter was successfully recruited.

He was ordered to cast a lore spell. Scry Character - Zehava could not be scryed...

Continued efforts may succeed.

**He is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the Once Upon a Time is here.**

Erestor



Ranks : Command 23 Agent 0 Emissary 64 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None

Spells (+0) : None

Erestor was located in the Mixed Forest at 0714.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit a double agent. Saint-Etienne is now our double agent.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

**He commands an army in the Mixed Forest at 0814.**

Faika



Ranks : Command 38 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None

Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

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

**He commands an army in the Shore/Plains at 0405. The Major Town/Fort of Dire flying the flag of the Alvernus is here.**

Iarless



Ranks : Command 13 Agent 38 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 31  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mixed Forest at 0207.

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

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

***He commands a company in the Mixed Forest at 0612.***

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 54  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None

Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)  
 #314 Teleport(84) #410 Divine Allegiance Forces(96) #412 Research Artifact(85)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(91)

Kônebra was located in the Mixed Forest at 0207.

He was ordered to research a spell. Divine Characters w/Forces #417 was successfully researched.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Patrocles : - Odysseus - Machaon.

***He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.***

Llewi



Ranks : Command 61 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Shore/Plains at 0405.

He was ordered to put some troops on maneuvers. The maneuvers for the Men-at-Arms were completed.

He was ordered to move the navy. He accepted the navy movement orders. Movement included an encounter/attack by a huge Sea Serpent and some ship damage and casualties has occurred.

***He commands a navy offshore at 0405. The Major Town/Fort of Dire flying the flag of the Alvernus is here.***

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51  
 Health 100 Stealth 0 Challenge 61  
 Artifacts : #16 Navorn\ #47 Dragon Helm of Dor-Lómin  
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)  
 #412 Research Artifact(93)

Lumban was located in the Open Plains at 0406.

He investigated encounters/strange rumors at 0406. See Encounter messages...

He was ordered to cast a lore spell. Research Artifact - Blue Bow #180 is a Bow - allegiance: None - increases combat damage by 1250 pts.

**He is currently in the Open Plains at 0406.**

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 59 (69)  
 Health 100 Stealth 0 Challenge 109  
 Artifacts : #41 Silmaruth\ #58 Vasamacil #154 The Black Book #176 Ring of Wind  
 Spells(+10) : #314 Teleport(77) #412 Research Artifact(93) #414 Scry Hex(77)  
 #418 Locate Artifact(83) #428 Locate Artifact True(63)

Malendur was located in the Mixed Forest at 2813.

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

He was ordered to find an artifact. An artifact search was attempted. Ring of Wind #176 was found in the Mixed Forest at 3022.

**He is currently in the Mixed Forest at 3022. The Village of Elmgrove flying the flag of the South Kingdom is here.**

Moeskin



Ranks : Command 37 Agent 0 Emissary 0 Mage 68 (78)  
 Health 100 Stealth 0 Challenge 97  
 Artifacts : #122 Spear of Following\ #166 Corantir  
 Spells(+10) : #314 Teleport(72) #412 Research Artifact(96)  
 #416 Reveal Production(77) #418 Locate Artifact(85) #420 Reveal Character(70)  
 #422 Perceive Power(77) #428 Locate Artifact True(68)  
 #430 Reveal Character True(84)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to cast a lore spell. Reveal Character True - Zehava may be located in the Open Plains at 2420.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 1096 Gold (+10%) transported from Baltus.

**He is traveling with Carlin in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.**

Moraiza



Ranks : Command 58 Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 69  
 Artifacts : None

Spells (+0) : #104 Resistances(100) #308 Capital Return(73)  
 #412 Research Artifact(100)

Moraiza was located in the Mixed Forest at 0207.

He was ordered to change our allegiance. He was not able to change our allegiance because our nation is not Neutral.

He was ordered to have the nation sell to the caravans. 8635 Food were sold for 8635 Gold.

*He is traveling with Carlin in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.*

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 63  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None

Spells (+0) : #314 Teleport(80) #412 Research Artifact(85)  
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)  
 #428 Locate Artifact True(85) #430 Reveal Character True(56)

Myrthrandir was located in the Mixed Forest at 0207.

He was ordered to transfer some artifacts to a character. Rat Gauntlets #48 was transferred. Gildagor #171 was transferred.

He was ordered to cast a lore spell. Locate Artifact True - Deepwood Bracelet #184 is located in the Hills & Rough at 3832.

*He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.*

Soil N naw



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None

Spells (+0) : None

Soil Nūnaw was located in the Mixed Forest at 0913.

He was ordered to steal the Gold. 60 Gold was stolen at Gaspareaux.

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

*He is currently in the Mountains at 0811. The Camp of Tatamagouche flying the flag of the North Kingdom is here.*

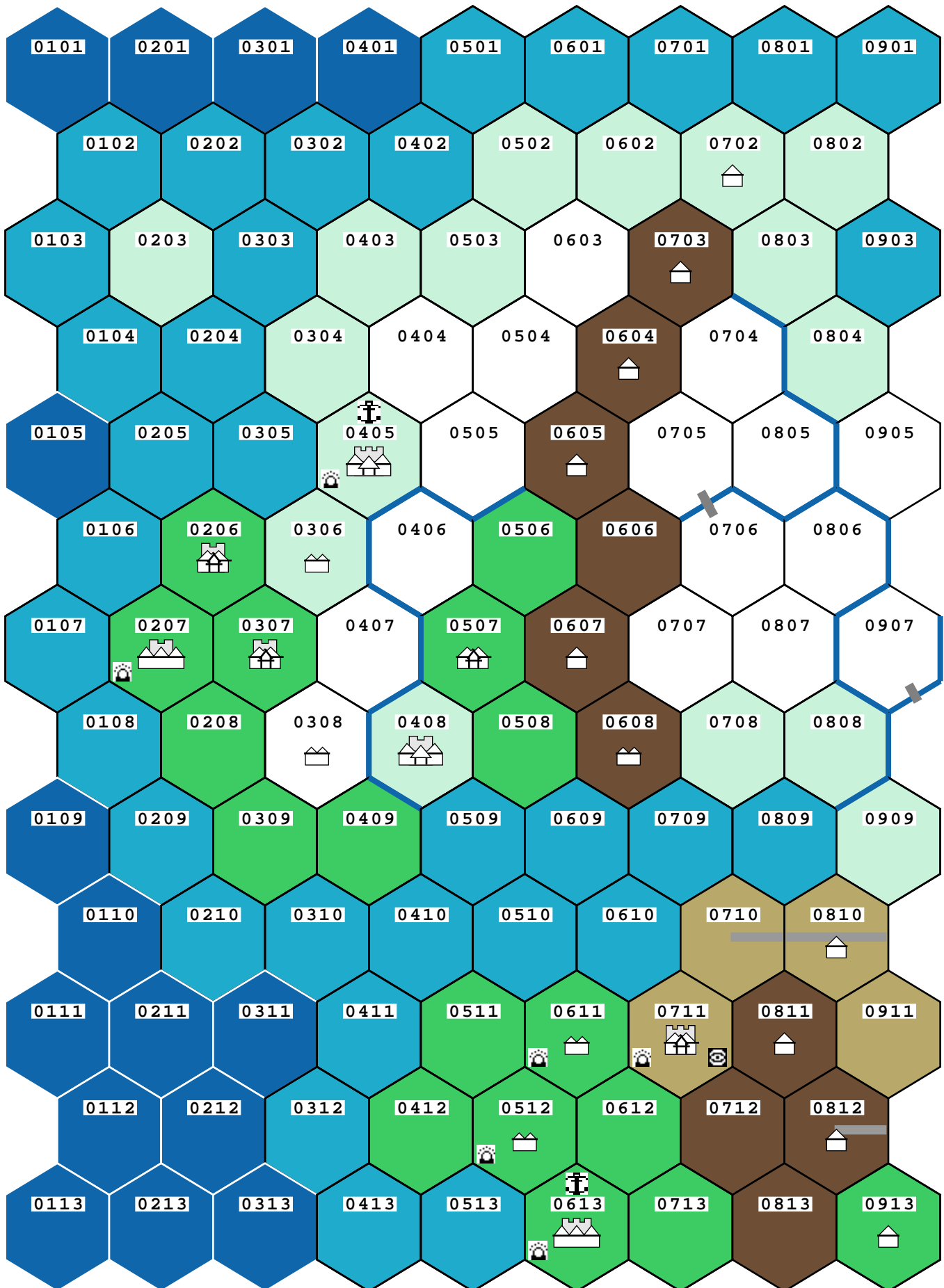
## Transmitter

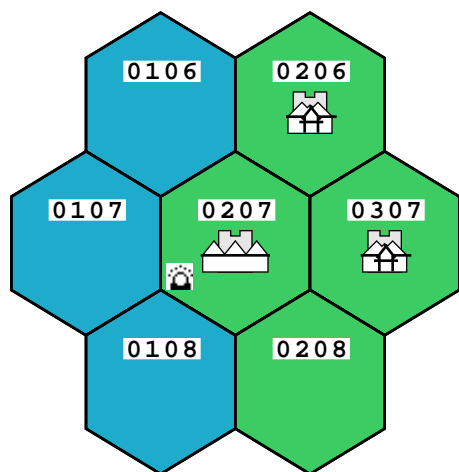


Ranks : Command 0 Agent 0 Emissary 60 Mage 60  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None

Spells (+0) : #412 Research Artifact(85) #413 Scry Population Center(85)  
 #415 Scry Area(77) #418 Locate Artifact(84) #428 Locate Artifact True(73)  
 #508 Conjure Mounts(82)

*He is currently in the Mountains at 3421. The Village of Fiaba flying the flag of the  
 Once Upon a Time is here.*







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

**Carlin (ID: carli) @ 0207 Command**

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

**Carvedas (ID: carve) @ 1109 Command Agent**

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

**Elendil (ID: elend) @ 0604 Emissary**

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

**Elostirion (ID: elost) @ 3421 Emissary Mage**

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

**Erestor (ID: erest) @ 0814 Command Emissary**

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

**Faika (ID: faika) @ 0405 Command**

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

**Iarless (ID: iarle) @ 0612 Command Agent**

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

**Kônebra (ID: koneb) @ 0207 Mage**

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

**Llewi (ID: llewi) @ 0405 Command**

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

**Lumban (ID: lumba) @ 0406 Mage**

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

**Malendur (ID: malen) @ 3022 Mage**

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

**Moeskin (ID: moesk) @ 0207 Command Mage**

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

**Moraiza (ID: morai) @ 0207 Command Mage**

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

**Myrthrandir (ID: myrth) @ 0207 Mage**

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

**Soil Nûnaw (ID: soil ) @ 0811 Agent**

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

**Transmitter (ID: trans) @ 3421 Emissary Mage**

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