

**MEPBM Games**  
**presents**

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



GAME # 141



## Wise Council

Victory points : 875  
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 [ 1466 ] Once Upon a Time [ 1150 ] Sing a Song [ 1117 ]**

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 #	:	24
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	8203
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 : 76	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	1234 0 0 0 20 474 342 -				

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 : 38	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 12 4 0 0 0 -				

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

Size : Major Town	Fortifications : None	Loyalty : 60	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	0 104 12 0 0 0 0 -				

**Eureka** Location : @ 2008 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 58	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 0 684 90 0 -				

**Flippant** Location : @ 1804 in Mountains Climate is Polar

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 24 17 0 0 0 0 330				
Current stores	0 66 17 0 0 0 0 -				

*An army bearing the banner of the Tribes of Angmar under Captain Calmorik is here.*

**Gelydh** Location : @ 3209 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 52	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 0 842 0 0 -				

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

Size : Town	Fortifications : Fort	Loyalty : 43	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 0 451 0 0 -				

A small army bearing the banner of the Wise Council under Captain Silusini is here.

**Mt Gundabad** Location : @ 2305 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 79 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 0 357 0 9 0 0 0 -

**Murk-Lomil** Location : @ 2902 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 83 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 50 13 0 0 0 0 300  
 Current stores 0 217 13 0 0 0 0 -

**Nulla** Location : @ 2808 in Hills & Rough Climate is Mild  
 Size : Village Fortifications : None Loyalty : 23 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 0 216 0 -

**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 0 100 0 4 0 0 0 -

**Teisl-Junni** Location : @ 2704 in Mountains Climate is Polar  
 Size : Town Fortifications : None Loyalty : 41 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 0 160 18 4 0 0 0 -

**Tui Juai** Location : @ 3305 in Open Plains Climate is Cool  
 Size : Town Fortifications : None Loyalty : 43 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 0 182 0 0 -

**Yalúmea** Location : @ 3009 in Mixed Forest Climate is Mild  
 Size : Village Fortifications : None Loyalty : 29 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 0 662 216 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Dernwyn** Location : @ 1702 in Hills & Rough Climate is Polar  
 Army morale : 1 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 25 10 0 300 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Camp of Pig House flying the flag of the Tribes of Angmar is here.**

**Army Commander : Captain Silusini** Location : @ 3105 in Open Plains Climate is Cool  
 Army morale : 33 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 11 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 3 Low Supplies !!  
 War machines 0  
**The Town/Fort of Lor-Junish flying the flag of the Wise Council is here.**

**Army Commander : Captain Sũldun** Location : @ 2903 in Open Plains Climate is Polar  
 Army morale : 56 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 12 10 0 100 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Beirusa - Cjain - Micheasi.  
 The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

**Army Commander : Regent Wiulii** Location : @ 3104 in Open Plains Climate is Polar  
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman footmen w/battle axes 12 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1 Low Supplies !!  
 War machines 0  
 An army bearing the banner of the Great Trollusk under Lord Rashkgnar is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27683	18477	6409	4448	290847	28107	4057
Purchase at market price/unit	3	3	5	12	2	3	8
Sell to market price/unit	1	1	3	6	1	1	4

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 4800	Leather	1234	678
Pop Centers : 1500	Bronze	1004	205
Characters : 23860	Steel	72	72
	Mithril	21	10
Total : 30160	Food	2841	2841
	Timber	996	522
	Mounts	342	33
Current Tax rate : 60%			
Revenue expected next turn : 37930 (+7770)			
Current Gold reserve : 17164			

#### 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 North Kingdom at 2510.*

*There are rumors of an assassination attempt involving Freddie Mercury and Jer Rae.*

*249 Gold was stolen at Eureka.*

*115 Gold was stolen at Eureka.*

*283 Mounts transported from the Alvernus to Ar-Kuinder.*

**ENCOUNTER MESSAGES****Encounter for Oretur at 1509**

He has found the terrain difficult for the past few days. This area is known as the Midgewater Marshes and for good reason. It seems as if nothing could live in the fetid atmosphere which surrounds him day after day. During one of his night's wet camps, the hair on his body suddenly stood erect as ghostly Spirits and vague and nebulous shapes entered his camp. He began to ready himself for battle, but something soothing calmed his nerves. Now that he thought about it, the Spirits were beckoning more than threatening. He cautiously began to follow until a quagmire stopped him. As the Spirits continued to prompt him, he fought down his fear and began to dig. Soon he uncovered a small box which held precious jewels and gems. As he retrieved the treasure, the Spirits seemed to smile and to fade away. Later, the jewels and gems were appraised at 15000 gold pieces. It was sent to the capital.

**COMBAT MESSAGES****Battle at 1704**

In the Polar climate of the Open Plains of 1704, a conflict took place about midday under an overcast sky.

At the head of a demoralized army rode **Regent Micheasi** 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
797 Woodman footmen w/battle axes	wooden	none	ragged ranks

At the head of a demoralized army rode **Captain Bigorik** 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
1600 Mixed Mannish horsemen w/shortswords	wooden	leather/bronze	a mob

Report from Micheasi.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they

would die in the battle. Finally the order was passed down the ranks.. Head straight for them and then strike the left flank...the left flank!

Against the forces of Bigorik, they charged but we veered off and hit their flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Micheasi.....Our foot soldiers engaged the other troops in the open and took the battle to them. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

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

## 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.....
Baragund	520	InfYour	
Baragund	215	RfsPers	
Beirusa	940	CstLoSp	412 24
Beirusa	870	MovJoin	2903 suldu
Cauligius	525	InfOthr	
Cauligius	810	MovChar	2902
Cjaiin	180	UpStNat	23
Cjaiin	940	CstLoSp	412 25
Dernwyn	408	HvInfan	200 ^ ^
Dernwyn	860	ForcMar	nw nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Ericus	520	InfYour	
Ericus	948	TranCar	2903 0207 go 8000
Estelmo	605	GrdLoc	
Estelmo	810	MovChar	1319
Gamling	610	GrdChar	angus
Gamling	810	MovChar	3022
Gilrean	520	InfYour	
Gilrean	215	RfsPers	
Gimforn	690	StlGold	
Gimforn	810	MovChar	2512
Gundor	731	NamAgen	^ ^
Gundor	947	NatTran	2903 mo 91
Jopinii	810	MovChar	3009
Jopinii	900	FindArt	3

Micheasi	870	MovJoin	2903	suldu	
Micheasi	230	AttEnemy	fl		
Oretur	520	InfYour			
Oretur	810	MovChar	1509		
Silusini	210	IssPers	rashk		
Silusini	210	IssPers	keema		
Sûldun	765	SplArmy	wiuli	^ ^ 400 ^ ^ ^	
Sûldun	435	ArmyMan			
Widfara	610	GrdChar	suldu		
Widfara	947	NatTran	2903	le 91	
Wiulii	408	HvInfan	400	^ ^	
Wiulii	850	MovArmy	e e se sw	^ ^ ^ ^ ^ ^ ^ ^ no	

Ablish



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.*

Baragund



Ranks : Command 0 Agent 0 Emissary 39 Mage 0  
 Health 100 Stealth 0 Challenge 19  
 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 Mountains at 1804.

He moved with the army to 1702.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Sûldun.

He was ordered to cast a lore spell. Research Artifact - Shield of Anárion #24 is a Shield - allegiance: None - increases Command Rank by 15.

*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 66 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Cauligius was located in the Hills & Rough at 2405.

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 rebellious. Continued efforts may succeed.

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

***He is currently in the Mountains at 2902. The Town of Murk-Lomil flying the flag of the Wise Council is here.***

Cjaiin



Ranks : Command 79 Agent 0 Emissary 10 Mage 50  
 Health 100 Stealth 0 Challenge 92  
 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 upgrade our relations. Our relations with the Once Upon a Time were upgraded.

He was ordered to cast a lore spell. Research Artifact - Sword of Cleaving #25 is a Scimitar - allegiance: None - increases combat damage by 750 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.***

Dernwyn



Ranks : Command 56 Agent 0 Emissary 0 Mage 12  
 Health 100 Stealth 0 Challenge 59  
 Artifacts : None

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

Dernwyn was located in the Mountains at 1804.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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 1702. The Camp of Pig House flying the flag of the Tribes of Angmar is here.***

Ericus



Ranks : Command 10 Agent 0 Emissary 92 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 transport by the caravans. 8000 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.***

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 Hills & Rough at 1822.

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

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

***She is currently in the Shore/Plains at 1319. The Village of Barad Pelendur flying the flag of the Great Trollusk is here.***

Gamling



Ranks : Command 0 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Gamling was located in the Mixed Forest at 2317.

She was ordered to guard a character. Angus was guarded. She spotted Jackl while performing her guarding.

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

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

Gilrean



Ranks : Command 0 Agent 0 Emissary 36 Mage 0  
 Health 100 Stealth 0 Challenge 18  
 Artifacts : None  
 Spells (+0) : None

Gilrean 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.*

Gimform



Ranks : Command 0 Agent 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Gimform was located in the Open Plains at 3210.

He was ordered to steal the Gold. 100 Gold was stolen at Ūsakan.

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

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

Gundor was located in the Open Plains at 2903.

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

He was ordered to have the nation transport by the caravans. 59 Mounts (+10%) transported to 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.*

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(93)

Jopinii was located in the Open Plains at 2903.

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

He was ordered to find an artifact. An artifact search was attempted. Collar of Command #129 was found in the Mixed Forest at 3009.

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

Micheasi



Ranks : Command 67 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None  
 Spells (+0) : None

Micheasi was located in the Open Plains at 1704.

He was ordered to have his army attack all of his enemies. See Combat Messages.

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Sûldun.

*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 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 had a special encounter. See Encounter Messages.

*He is currently in the Fens & Swamp at 1509.*

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 challenge Rashkgnar to personal combat.

He was ordered to challenge Keemac to personal combat. Keemac was not present.

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

*He commands an army in the Open Plains at 3105. The Town/Fort of Lor-Junisin flying the flag of the Wise Council is here.*

Sıldun



Ranks : Command 45 Agent 37 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 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. 1 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 45 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 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 have the nation transport by the caravans. 1220 Leather (+10%) transported to 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



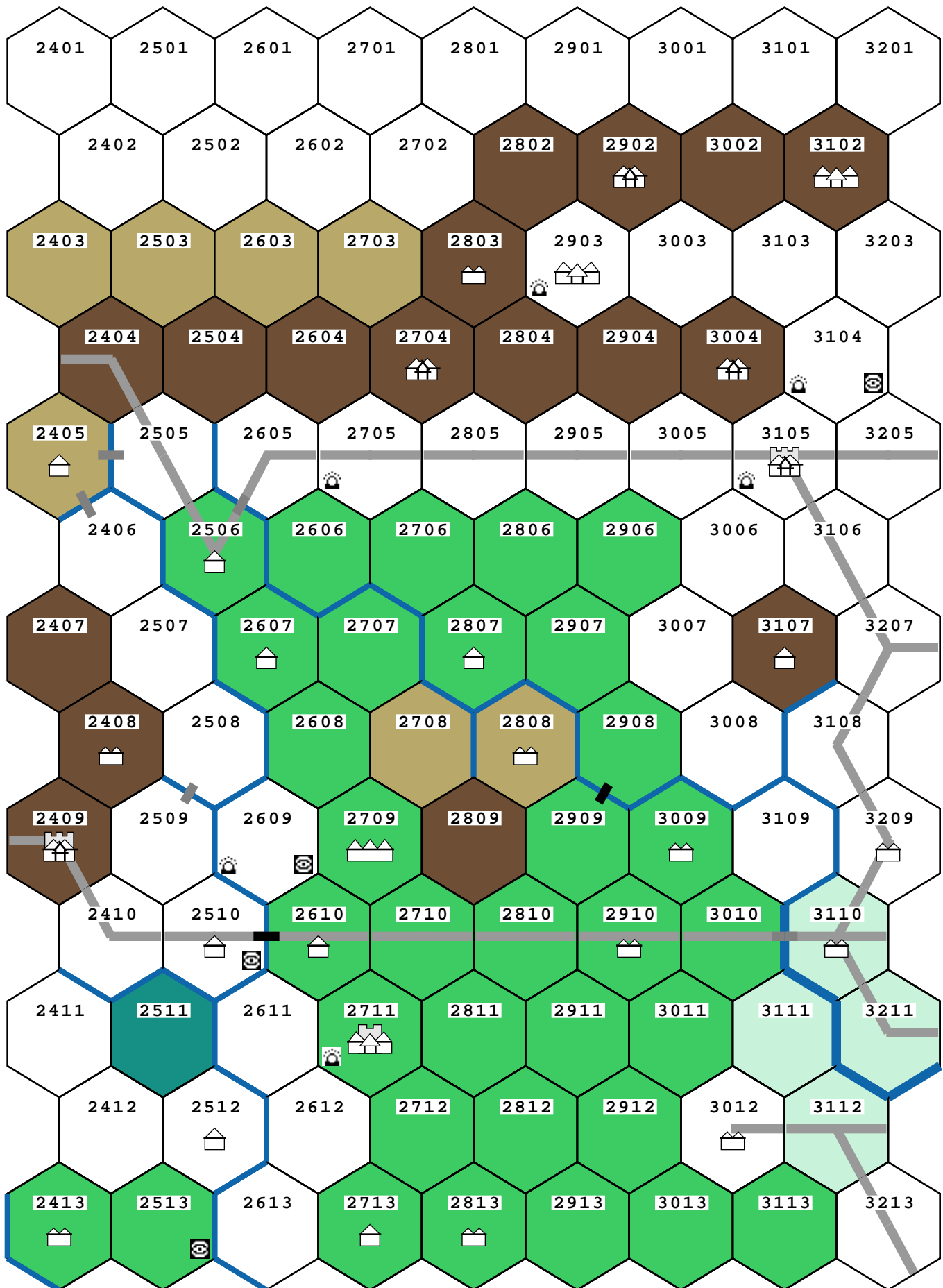
Ranks	:	Command 60	Agent 0	Emissary 0	Mage 0
		Health 93	Stealth 0	Challenge 75	
Artifacts	:	#95 Gúthwiněv			
Spells (+0)	:	None			

Wiulii was located in the Open Plains at 2903.

He was ordered to recruit some heavy infantry. 400 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.*



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



**Cauligius (ID: cauli) @ 2902 Emissary**

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

**Cjaiin (ID: cjaii) @ 2903 Command Emissary Mage**

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

**Dernwyn (ID: dernw) @ 1702 Command Mage**

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

**Ericus (ID: ericu) @ 2903 Command Emissary Mage**

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

**Estelmo (ID: estel) @ 1319 Agent**

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

**Gamling (ID: gamli) @ 3022 Agent**

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

**Gilrean (ID: gilre) @ 2305 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) @ 3009 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) @ 1509 Emissary**

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

**Silusini (ID: silus) @ 3105 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			_____				
			_____								_____				
			_____								_____				