

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1550

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 :

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

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 # : 25
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6613
 Special Service : YES

Alvernus

(A Free People)

Season : Summer

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Tolerated
# 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	: Hated
#13 Red Witches	: Disliked	#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#24 Plane	: Tolerated

POPULATION CENTERS

Location : @ 3729 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	520	120	0	0	0	0	-

Akhúlsa Location : @ 3825 in Shore/Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	448	0	0	0	0	0	48	-

Andakro Location : @ 0607 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	150	10	0	0	0	1000
Current stores	0	0	150	10	0	0	0	-

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

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

Size : City	Fortifications : Tower	Loyalty : 95	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	1122	0	0	0	0	90	205	-

An army bearing the banner of the Alvernus under Lord Barrow Wight is here.

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

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	531	0	18	0
Current stores	1110	0	0	0	0	0	64	-

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

Size : Major Town	Fortifications : Castle	Loyalty : 63	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	158	0	0	0	0	0	14	-

Echiant Location : @ 2822 in Fens & Swamp Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	70	0	0	0	0	0
Current stores	0	0	70	0	0	0	0	-

Gorgon Location : @ 0206 in Mixed Forest Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 770 295 0 0
 Current stores 0 0 0 0 0 1032 0 -

Halenon Location : @ 2828 in Shore/Plains Climate is Hot
 Size : Village Fortifications : None Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 134 0 0 0 179 0 19 0
 Current stores 670 0 0 0 0 0 57 -

Lirith Tol Location : @ 0507 in Mixed Forest Climate is Mild
 Size : Major Town 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 0 162 90 0 700
 Current stores 0 0 0 0 0 180 0 -
 A small army bearing the banner of the Alvernus under Lord Agbathû is here.

Lisgardh Location : @ 0608 in Mountains Climate is Mild
 Size : Village Fortifications : None Loyalty : 18 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 176 0 16 0 0 0 1100
 Current stores 0 880 0 16 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 288 0 0 0 0 0 28 -
 Foreign characters reported in the hex : **Anya the Red - Urdo Bloodtongue - Wojuruk - Yozhurg - Zog u Grai.**

Mijesec Location : @ 0505 in Open Plains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 35 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 306 0 0 0 693 0 18 0
 Current stores 612 0 0 0 0 0 36 -

Northern Way Location : @ 0702 in Shore/Plains Climate is Polar
 Size : Camp Fortifications : None Loyalty : 55 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 26 0 0 0 49 0 3 0
 Current stores 52 0 0 0 0 0 6 -
 An army bearing the banner of the Alvernus under Warlord Carlin is here.

Nosebleed Location : @ 3624 in Mountains Climate is Mild
 Size : Camp Fortifications : None Loyalty : 31 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 60 30 0 0 0 1000
 Current stores 0 0 60 30 0 0 0 -

Sanká Location : @ 0605 in Mountains Climate is Cool
 Size : Village Fortifications : None Loyalty : 23 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 120 24 0 0 0 1300
 Current stores 0 0 120 24 0 0 0 -

Taverna Location : @ 3912 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 95 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 83 0 0 0 396 0 11 0
 Current stores 166 0 0 0 0 0 311 -

Tol Cirith Location : @ 0408 in Shore/Plains Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 35 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 252 0 0 0 0 0 14 -
 An army bearing the banner of the Alvernus under Regent Llewi is here.

Zhantus

Location : @ 0307 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 1	Docks : None	Hidden ? : No	Sieged ? : No
Surplus Product	Leather	Bronze	Steel	Mithril	Food
Expected production	0	0	0	0	502
Current stores	0	0	0	0	130

ARMIES AND NAVIES**Army Commander : Lord Agbathû**

Location : @ 0507 in Mixed Forest Climate is Mild

Army morale : 33 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		13	10	0	347	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	240	Low Supplies !!				
War machines	0					

The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Army Commander : Lord Barrow Wight

Location : @ 0207 in Mixed Forest Climate is Mild

Army morale : 22 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		11	10	0	613	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 traveling with army : - Faika.
The City/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Warlord Carlin

Location : @ 0702 in Shore/Plains Climate is Polar

Army morale : 73 Warships : 0 Transports : 0 (9) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		16	10	22	1265	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	30	Low Supplies !!				
War machines	1					

Characters traveling with army : - Lumban.
The Camp of Northern Way flying the flag of the Alvernus is here.

Army Commander : Commander Erester

Location : @ 0607 in Mountains Climate is Mild

Army morale : 34 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		12	10	0	547	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	475	Low Supplies !!				
War machines	0					

The Camp of Andakro flying the flag of the Alvernus is here.

Army Commander : Regent Llewi Location : @ 0408 in Shore/Plains Climate is Mild
 Army morale : 79 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears	11	10	0	991	Heavy Infantry
Eriadoran mercenaries w/shortswords	67	30	10	16	Men-at-Arms

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Navy Commander : Captain Carvedas Location : @ 0909 in Shore/Plains Climate is Mild
 Army morale : 40 Warships : 19 Transports : 12 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords	10	10	5	100	Heavy Cavalry
Eriadoran footmen w/spears	10	10	0	900	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1108 Low Supplies !!
 War machines 0
 Characters traveling with army : - Moraiza.

COMPANY COMMANDERS :

Veteran Iarless Location : @ 1615 Traveling with him are : JF Breau.

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 : 23348	Leather	4878	1374
Pop Centers : 5000	Bronze	1400	280
Characters : 36700	Steel	520	520
	Mithril	80	80
Total : 65048	Food	0	4606
	Timber	1432	495
Current Tax rate : 60%	Mounts	783	121
Revenue expected next turn : 40640 (-24408)			
Current Gold reserve : 29840			

No new characters available at this time

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

Forthain of the South Kingdom @ 2527

Double agent Forthain reports 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 fair. Continued efforts may succeed.

Double agent Forthain reports he was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Maugrath.

You have the following hostages:

Del Imat of the North Kingdom is held by Carlin at 0702 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	7	No	None	COMBAT - Increases damage by 750 points.
Navorn	Sword	16	No	None	COMBAT - Increases damage by 500 points.
Silmaruth	Sword	41	No	None	COMBAT - Increases damage by 2000 points.
Dagnirdraug	Sword	43	No	Good	COMBAT - Increases damage by 750 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.
Mothras	Horn	73	No	None	COMBAT - Increases damage by 500 points.
Ringil	Sword	103	No	Good	COMBAT - Increases damage by 2000 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.
Wölor Priest Ring	Ring	164	Yes	Evil	Increases Mage Rank by 25.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
Ungolrist	Sword	167	No	Good	COMBAT - Increases damage by 750 points.
Gildagor	Sword	171	No	None	COMBAT - Increases damage by 500 points.
Deepwood Bracelet	Gauntlet	184	Yes	None	Increases Mage Rank by 10.
Amulet of Sea Mastery	Amulet	194	No	None	MOVEMENT - "Open seas" same as "Coastal waters".
Wood-shadow	Cloak	210	Yes	None	Increases Stealth Rank by 15.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Benîm an Pharazôn and the Plane at 3034.

The loyalty was influenced/reduced at Drú Dôr.

Drú Dôr is no longer under our control.

8345 Gold was transported from the Wise Council to Baltus.

Our populace reports that a season change is imminent!

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.....
Agbathû	355	TrTrps	carli 170 ^ ^ ^ ^ ^
Agbathû	315	PrchCar	fo 300
Angus	615	Assass	ulcat
Angus	810	MovChar	2418
Barrow Wight	408	HvInfan	500 ^ ^
Barrow Wight	610	GrdChar	faika
Carlin	435	ArmyMan	
Carlin	860	ForcMar	nw ne ne ne ne e ^ ^ ^ ^ ^ ^ ^ no
Carvedas	270	DstShp	
Carvedas	830	MovNavy	se e e e e ^ ^ ^ ^ ^ ^ ^ no
Elendil	520	InfYour	
Elendil	325	NatSell	fo 100
Elostirion	520	InfYour	
Elostirion	940	CstLoSp	436 gwaih
Erestor	408	HvInfan	400 ^ ^
Erestor	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	180	UpStNat	3
Faika	785	JnArmy	barro
Iarless	690	StlGold	
Iarless	820	MovCmpy	1615
JF Breau	690	StlGold	
JF Breau	915	ScoHex	
Kônebra	940	CstLoSp	417 guarm
Kônebra	900	FindArt	3
Llewi	408	HvInfan	400 ^ ^
Llewi	347	TrFood	carve 1107
Lumban	710	PrenMgy	
Lumban	940	CstLoSp	412 105
Malendur	940	CstLoSp	428 71
Malendur	810	MovChar	1825
Modulator	215	RfsPers	
Modulator	500	Double	forth
Moeskin	825	CstMvSp	314 4325
Moeskin	940	CstLoSp	434 4325
Moraiza	347	TrFood	erest 500
Moraiza	870	MovJoin	0909 carve
Myrthrandir	710	PrenMgy	
Myrthrandir	940	CstLoSp	428 21
Soil Nûnaw	620	Kidnap	tisha
Soil Nûnaw	810	MovChar	2418
Transmitter	330	CstCjSp	508 ^
Transmitter	520	InfYour	

Agbath



Ranks : Command 56 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 56
 Artifacts : None
 Spells (+0) : None

Agbathû was located in the Mixed Forest at 0507.

He was ordered to purchase from the caravans. 300 Food were bought for 600 Gold.

He was ordered to transfer some troops from the army to an army. 170 Heavy Cavalry were transferred.

He commands an army in the Mixed Forest at 0507. The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

Angus



Ranks : Command 0 Agent 84 (94) Emissary 0 Mage 30
 Health 100 Stealth 0 (30) Challenge 87
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor√
 #210 Wood-shadow
 Spells (+0) : #314 Teleport(79) #412 Research Artifact(86)
 #418 Locate Artifact(85)

Angus was located in the Mixed Forest at 2218.

He was ordered to assassinate a character. Ulcathur was assassinated.

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

He is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered is here.

Barrow Wight



Ranks : Command 58 Agent 71 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 88
 Artifacts : #7 Romoquenáro√
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 500 Heavy Infantry w/Wood weapons and No armor were recruited.

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

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

Carlin



Ranks : Command 77 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 92
 Artifacts : #43 Dagnirdraug/ #194 Amulet of Sea Mastery
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0507.

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

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

He commands an army in the Shore/Plains at 0702. The Camp of Northern Way flying the flag of the Alvernus is here.

Carvedas



Ranks : Command 40 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : None

Carvedas was located in the Shore/Plains at 0408.

He was ordered to destroy some ships. 4 warships were captured. 7 transports were captured. All the other ships were destroyed.

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

He commands a navy offshore at 0909.

Elendil



Ranks : Command 0 Agent 0 Emissary 85 Mage 0
 Health 100 Stealth 0 Challenge 42
 Artifacts : None
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 11467 Food were sold for 11467 Gold.

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

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

Elostirion



Ranks : Command 0 Agent 0 Emissary 91 Mage 40
Health 100 Stealth 0 Challenge 55
Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(84)
#436 Scry Character(97)

Elostirion was located in the Shore/Plains at 0702.

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

He was ordered to cast a lore spell. Scry Character - Gwaihir Eagles could not be scryed... Continued efforts may succeed.

He is currently in the Shore/Plains at 0702. The Camp of Northern Way flying the flag of the Alvernus is here.

Erestor



Ranks : Command 32 Agent 0 Emissary 73 Mage 0
Health 100 Stealth 0 Challenge 44
Artifacts : None

Spells (+0) : None

Erestor was located in the Mixed Forest at 0507.

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.

The Gwaihir Eagles have left his troops. No one saw them leave!

He commands an army in the Mountains at 0607. The Camp of Andakro flying the flag of the Alvernus is here.

Faika



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

Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to upgrade our relations. Our relations with the Wise Council were upgraded.

He was ordered to join an army. He joined the army commanded by Barrow Wight.

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

Iarless



Ranks : Command 13 Agent 65 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Mixed Forest at 0613.

He was ordered to steal the Gold. 4350 Gold was stolen at Port Royale.

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

He commands a company in the Shore/Plains at 1615. The Town of Saghamor flying the flag of the Red Witches is here.

JF Breau



Ranks : Command 0 Agent 68 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

JF Breau was located in the Mixed Forest at 0613.

He was ordered to steal the Gold. 3000 Gold was stolen at Port Royale.

He moved with the company to 1615.

He was ordered to scout the hex. A scout of the hex was attempted. Terrain is Shore/Plains. Climate is Mild. A Town named Saghamor is here and Saghamor is owned by the Red Witches and the hex has production of - Leather: 300 Food: 910 Mounts: 10 . Foreign forces present: None. Anchored ships reported: None.

He is traveling with Iarless in the Shore/Plains at 1615. The Town of Saghamor flying the flag of the Red Witches is here.

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61
 Health 89 Stealth 0 Challenge 76
 Artifacts : #167 Ungolrist
 Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(87) #410 Divine Allegiance Forces(97) #412 Research Artifact(88)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(96)
 #419 Divine Nation Forces(74)

Kônebra was located in the Fens & Swamp at 1714.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 1714.

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Guarmath : None.

He is currently in the Fens & Swamp at 1714.

Llewi



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

Llewi was located in the Shore/Plains at 0408.

He was ordered to transfer some Food from the army to an army. 1107 Food was transferred.

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

He commands an army in the Shore/Plains at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 53
 Health 59 Stealth 0 Challenge 63
 Artifacts : #16 Navorn\ #164 Wölor Priest Ring
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)
 #412 Research Artifact(100)

Lumban was located in the Mixed Forest at 0507.

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

He moved with the army to 0702.

He was ordered to cast a lore spell. Research Artifact - Red Robes #105 is a Robes - allegiance: None - increases Command Rank by 15.

He is traveling with Carlin in the Shore/Plains at 0702. The Camp of Northern Way flying the flag of the Alvernus is here.

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 65 (75)
 Health 100 Stealth 0 Challenge 115
 Artifacts : #41 Silmaruth\ #154 The Black Book
 Spells(+10) : #314 Teleport(82) #412 Research Artifact(96) #414 Scry Hex(77)
 #418 Locate Artifact(83) #428 Locate Artifact True(65) #510 Conjure Food(84)

Malendur was located in the Mountains at 1922.

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

He was ordered to cast a lore spell. Locate Artifact True - artifact #71, a Staff, is located in the Open Plains at 1712.

He has encountered a crevice in the hillside which can be investigated.

He is currently in the Hills & Rough at 1825.

Modulator



Ranks : Command 0 Agent 0 Emissary 77 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Modulator was located in the Shore/Plains at 2828.

He was ordered to refuse all personal challenges.

He was ordered to recruit a double agent. Forthain is now our double agent.

He is currently in the Shore/Plains at 2828. The Village of Halenon flying the flag of the Alvernus is here.

Moeskin



Ranks : Command 58 Agent 0 Emissary 0 Mage 68 (88)
 Health 45 Stealth 0 Challenge 112
 Artifacts : #73 Mothras #122 Spear of Following√ #166 Corantir
 #184 Deepwood Bracelet
 Spells(+20) : #4 Major Heal(100) #314 Teleport(73) #410 Divine Allegian...(95)
 #412 Research Artifact(96) #416 Reveal Production(77) #418 Locate Artifact(86)
 #420 Reveal Character(70) #422 Perceive Power(77) #428 Locate Artifact...(71)
 #430 Reveal Characte...(90) #434 Reveal Populati...(54)

Moeskin was located in the Mixed Forest at 0507.

He was ordered to cast a movement spell. Teleport was cast.

He was ordered to cast a lore spell. Reveal Population Center - Commerce is revealed (but still hidden) at 4325. Continued efforts may succeed. He suffered a loss of health due to casting two spells.

He is currently in the Open Plains at 4325.

Moraiza



Ranks : Command 73 (83) Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 134
 Artifacts : #47 Dragon Helm of Dor-Lómin #103 Ringil√
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)
 #412 Research Artifact(100)

Moraiza was located in the Mixed Forest at 0507.

He was ordered to transfer some Food from the army to an army. 500 Food was transferred.

He moved with the army to 0702.

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

He is traveling with Carvedas in the Shore/Plains at 0909.

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 71
 Health 100 Stealth 0 Challenge 71
 Artifacts : None

Spells (+0) : #314 Teleport(82) #412 Research Artifact(86)
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)
 #428 Locate Artifact True(92) #430 Reveal Character True(56)

Myrthrandir was located in the Shore/Plains at 0405.

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. Locate Artifact True - Ring of Stargazing #21 is located in the Open Plains at 0505.

He is currently in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.

Soil N naw



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None

Spells (+0) : None

Soil Nûnaw was located in the Mixed Forest at 2218.

He was ordered to kidnap a character. He was not able to kidnap the character because there is no (or no longer a) character with id "tisha".

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

He is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Sundered is here.

Transmitter



Ranks : Command 0 Agent 0 Emissary 73 Mage 60
 Health 100 Stealth 0 Challenge 69
 Artifacts : None

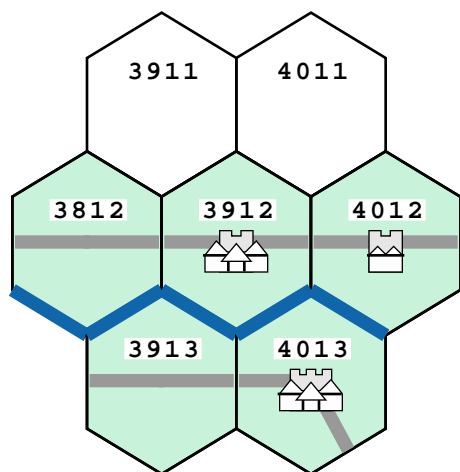
Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)
 #428 Locate Artifact True(75) #508 Conjure Mounts(93)

Transmitter was located in the Shore/Plains at 3912.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

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

He is currently in the Shore/Plains at 3912. The Major Town/Tower of Taverna flying the flag of the Alvernus is here.



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

Carlin (ID: carli) @ 0702 Command

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

Carvedas (ID: carve) @ 0909 Command Agent

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

Elendil (ID: elend) @ 0207 Emissary

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

Elostirion (ID: elost) @ 0702 Emissary Mage

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

Erestor (ID: erest) @ 0607 Command Emissary

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

Faika (ID: faika) @ 0207 Command

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

Iarless (ID: iarle) @ 1615 Command Agent

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

JF Breau (ID: jf b) @ 1615 Agent

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

Kônebra (ID: koneb) @ 1714 Mage

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

Llewi (ID: llewi) @ 0408 Command

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

Lumban (ID: lumba) @ 0702 Mage

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

Malendur (ID: malen) @ 1825 Mage

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

Modulator (ID: modul) @ 2828 Emissary

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

Moeskin (ID: moesk) @ 4325 Command Mage

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

Moraiza (ID: morai) @ 0909 Command Mage

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

Myrthrandir (ID: myrth) @ 0405 Mage

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

Soil Nûnaw (ID: soil) @ 2418 Agent

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

Transmitter (ID: trans) @ 3912 Emissary Mage

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