

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 400
 Victory Conditions :
 To hold at game end the artifact: Anarmacil #157.
 To hold at game end the artifact: Raukambar #145.
 To hold in stores at game end the greatest amount of Mithril.
 To hold at game end the artifact: Rat Gauntlets #170.
 To terminate 10 characters by personal challenge or by assassination.

Top 3 Free Peoples :

Half-Orcs [942] Galadhrim [875] Frost Men [700]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #18 Build ships at 1/3 timber cost.
 #23 Can learn lost weakness spell.
 #30 Can learn lost teleport spell.

Internet G143N05
 PAUL MAHONEY 110713
 NONE
 NONE
 NONE

Game # : 143
 Player # : 5
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 6344
 Special Service : YES

Aerithryn

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 6 Amestrians	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Hated	#13 Ull Navala	: Hated
#14 Farrelly	: Hated	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Disliked	#22 Fallen	: Disliked
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Disliked

POPULATION CENTERS

Big Woods Location : @ 0814 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 31	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	254	113	0	0
Current stores	0	0	0	0	10	481	0	-

Frost Gate Location : @ 3808 in Open Plains Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	0	0	0	61	0	4	0
Current stores	146	0	0	0	2	0	34	-

Ginglith Location : @ 0611 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 11	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	333	297	0	0
Current stores	0	0	0	0	13	1180	0	-

Kirumor Location : @ 1008 in Hills & Rough Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 5	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	102	0	0	0	84	0	720
Current stores	0	904	0	0	0	1123	0	-

Littleton Location : @ 0612 in Mixed Forest Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 62	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	1008	126	0	0
Current stores	0	0	0	0	40	500	0	-

Foreign characters reported in the hex : - **Darwing - Tropo.**

A small army bearing the banner of the Aerithryn under Commander Angelimar is here.

An army bearing the banner of the Enlightned Shadow under Hero Pon Opar is here.

Nowhere Location : @ 0712 in Mountains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 45	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	134	34	14	0	0	0	0
Current stores	0	0	218	14	0	0	0	-

Redwood (Capital) Location : @ 0713 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 79	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	72	0	0	400	94	0	0
Current stores	0	0	0	0	16	374	0	-

A small army bearing the banner of the Aerithryn under Commander Ithilvir is here.

Sapling Location : @ 0512 in Mixed Forest 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 0 0 0 0 738 306 0 840
 Current stores 0 0 0 0 30 1216 0 -

Selen Location : @ 1015 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 11 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 603 180 0 1400
 Current stores 0 0 0 0 24 716 0 -
 Foreign characters reported in the hex : - **Lurgur.**

Shathûr Location : @ 4408 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 47 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 45 0 0 0 196 0 5 0
 Current stores 1550 0 0 0 19 0 185 -

Smallville Location : @ 0813 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 69 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 180 36 0 0 0 0 720
 Current stores 0 0 233 0 0 0 0 -

Tawima Location : @ 1010 in Open Plains Climate is Mild
 Size : Village Fortifications : Tower Loyalty : 1 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 137 0 0 0 907 0 72 0
 Current stores 240 0 0 0 51 0 234 -
An army bearing the banner of the Enlightned Shadow under Captain Endiatri is here.

Tokeliânt Location : @ 0613 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 24 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 549 297 9 0
 Current stores 0 0 0 0 22 1180 81 -

Tuilindo Location : @ 0614 in Mixed Forest 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 0 0 954 108 0 0
 Current stores 0 0 0 0 38 430 0 -

Westwood Location : @ 0412 in Mixed Forest Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 54 0 0 648 108 0 0
 Current stores 0 0 0 0 26 430 0 -

ARMIES AND NAVIES

Army Commander : Commander Angelimar Location : @ 0612 in Mixed Forest Climate is Mild
 Army morale : 26 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1 Low Supplies !!
 War machines 0

The Camp of Littleton flying the flag of the Aerithryn is here.

An army bearing the banner of the Enlightned Shadow under Hero Pon Opar is here.

Army Commander : Commander Ithilvir Location : @ 0713 in Mixed Forest Climate is Mild
 Army morale : 52 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 10 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
 The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Army Commander : Lord Lhimlug Location : @ 1609 in Hills & Rough Climate is Mild
 Army morale : 49 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 41 42 41 836 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 10
 Characters traveling with army : - Celeglang.
 The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.

Army Commander : Veteran Lhingril Location : @ 1007 in Hills & Rough Climate is Cold
 Army morale : 14 Warships : 0 Transports : 0 (3) Travel mode : Evasive
 Troops Training Weapon Armor # Troops Troop Type
 Wood Elf footsoldiers w/broadswords 16 36 33 600 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0
 The Village of Ninniach flying the flag of the Enlightned Shadow is here.
 A small army bearing the banner of the North Kingdom under Regent Ossimoro is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19614	31191	11009	1815	263202	18885	6563
Purchase at market price/unit	2	2	4	22	2	2	6
Sell to market price/unit	1	1	2	12	1	1	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7744	Leather	1936	222
Pop Centers : 3000	Bronze	904	542
Characters : 17160	Steel	451	70
	Mithril	14	14
Total : 27904	Food	291	6651
	Timber	7630	1713
	Mounts	534	90
Current Tax rate : 60%			
Revenue expected next turn : 23960 (-3944)			
Current Gold reserve : 1990			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Okmok of the Half-Orcs @ location unknown.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Sickle of the Heavens	Sword	71	No	None	COMBAT - Increases damage by 1000 points.
Rat Gauntlets	Gauntlet	170	Yes	None	Increases Agent Rank by 15.

You have hidden the following additional artifacts:

None

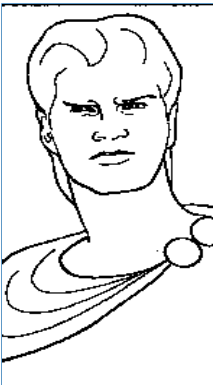
NATION MESSAGES

*There are rumors of an armed conflict involving the Farrely at 2610.
The loyalty was influenced/reduced at Sapling.
There are rumors of a theft attempt involving Targon at Morannon.
223 Gold was stolen at Smallville.
There are rumors of a theft attempt involving Sebban Balwer at Nan Loke.
Frost Gate is now under our control.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES



Challenge from Tropo at 0711

In the Hills & Rough of 0711 a ritual duel began. A large circle was drawn in the town square. As Gwanod Neber's army stood by, Tropo, a healthy warrior stepped forth and called challenge. In his hands was borne the glowing Sword called Navorn. In answer, Gwanod Neber, a healthy warrior stepped forth. Those watching calculated the odds at roughly even. The fight began in earnest. Onlookers gasped as the warriors cut and slashed at each other. Driving blows and skillful thrusts followed each other in a flurry of activity. Finally, Gwanod Neber fell to a savage barrage of blows by Tropo. Tropo was noted to have suffered light wounds in the fight.

Battle at 1609

In the Mild climate of the Hills & Rough of 1609, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a calm army rode **Lord Lhimlug** of the nation of the Aerithryn. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1595 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	ragged ranks

At the head of a rebellious army rode **Hero Diallage** of the nation of the North Kingdom. 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
1478 Dúnadan footmen w/broadswords	wooden	leather/bronze	a mob

The Major Town of Weathertop flying the flag of the North Kingdom is situated in the Hills & Rough here. It is fortified by a Tower.

Report from Lhimlug....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 heard coursing through the ranks.. Head straight for them and then strike the left flank...the left flank! As our troops deployed, a cheer went up as balls of light green light burst among the enemy, and they realized that the mages had already started the battle. The men cheered as a few boulders and some flying debris struck among the enemy troops. Against the forces of Diallage, we hit their flank and they hit ours.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Celeglang** stood off to one side making magical gestures and incanting arcane words. Suddenly, many of his comrades counted their blessings as they evaded blows which surely should have landed!

Report from Lhimlug....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

After the battle.... Lhimlug's forces were victorious in the battle, but suffered some losses. Lhimlug appeared to have survived. Diallage's forces were destroyed/routed in the battle. Diallage was killed.

Battle at 1008

In the Cold climate of the Hills & Rough of 1008, a conflict took place in the early hours of the evening under a clear sky.

At the head of a rebellious army rode **Veteran Lhingril** of the nation of the Aerithryn. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
655 Wood Elf footsoldiers w/broadswords	bronze/steel	bronze/steel	a mob

The Village of Kirumor flying the flag of the North Kingdom is situated in the Hills & Rough here.

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

The battle for Kirumor 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.... Lhingril's army survived the attack on the Village, but suffered minor losses. Lhingril 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 Aerithryn.

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.....
Angelimar	185	DnStNat	25
Angelimar	860	ForcMar	nw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Caranachad	550	ImprPop	
Caranachad	810	MovChar	3808
Celeglang	215	RfsPers	
Celeglang	225	CstCbSp	108
Glanalph	500	Double	okmok
Glanalph	585	Uncover	
Gwanod Neber	210	IssPers	pon o
Gwanod Neber	810	MovChar	0713
Ithilvir	408	HvInfan	400 ^ ^
Ithilvir	765	SplArmy	angel ^ ^ 400 ^ ^ ^
Lhimlug	215	RfsPers	
Lhimlug	230	AttEnemy	fl
Lhingril	255	CptrPop	fl
Lhingril	860	ForcMar	nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Menelrandir	325	NatSell	fo 100
Menelrandir	325	NatSell	br 100
Mornedhel	675	SabPort	
Mornedhel	810	MovChar	1014
Rustfindel	525	InfOthr	
Rustfindel	810	MovChar	2212
Sereglier	300	ChTaxRt	60
Sereglier	280	AbanShp	1713 6 8
Tinnungil	215	RfsPers	
Tinnungil	330	CstCjSp	502 teblo

Angelimar



Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Angelimar was located in the Mixed Forest at 0713.

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

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 0612. The Camp of Littleton flying the flag of the Aerithryn is here.

Caranachad



Ranks : Command 0 Agent 0 Emissary 65 Mage 60
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

Spells (+0) : #314 Teleport(83) #412 Research Artifact(100)
 #418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Open Plains at 4408.

He was ordered to improve the population center size. Shathûr was improved to a Town.

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

He is currently in the Open Plains at 3808. The Major Town/Tower of Frost Gate flying the flag of the Aerithryn is here.

Celeglang



Ranks : Command 51 Agent 0 Emissary 0 Mage 33
 Health 100 Stealth 0 Challenge 59
 Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(88) #314 Teleport(60)

Celeglang was located in the Hills & Rough at 1609.

He was ordered to refuse all personal challenges.

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

He is traveling with Lhimlug in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.

Glanalph



Ranks : Command 0 Agent 0 Emissary 69 Mage 20
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : #302 Long Stride(90) #304 Fast Stride(95)

Glanalph was located in the Open Plains at 4425.

She was ordered to recruit a double agent. Okmok is now our double agent.

She was ordered to uncover some secrets. Secrets uncovered - uncovered that the nation of the Ull Navala seeks to hold the population center of Eastpost at 3416 - uncovered that the nation of the Ull Navala seeks to terminate 10 characters by personal challenge or by assassination - uncovered that the nation of the Ull Navala seeks to hold the artifact: a Helm, #3. - uncovered that the nation of the Ull Navala possesses Special Nation Ability #21. It was also uncovered that the Ull Navala capital is at 4425.

She is currently in the Open Plains at 4425. The Major Town/Fort of Stormwall flying the flag of the Ull Navala is here.

Gwanod Neber



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

Gwanod Neber was located in the Hills & Rough at 0711.

She was ordered to challenge Pon Opar to personal combat.

She was challenged by Tropo to personal combat. See Combat Messages.

The army commanded by Gwanod Neber has been disbanded because no suitable commander was present.

She was ordered to move. She was not permitted orders because she has died.

Ithilvir



Ranks : Command 36 Agent 0 Emissary 13 Mage 34
 Health 100 Stealth 0 Challenge 46
 Artifacts : None
 Spells (+0) : #4 Major Heal(57) #104 Resistances(85) #308 Capital Return(87)

Ithilvir was located in the Mixed Forest at 0713.

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

She was ordered to split the army. The army was split. 1 Food was transferred.

She commands an army in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Lhimlug



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

Lhimlug was located in the Hills & Rough at 1609.

He was ordered to refuse all personal challenges.

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

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He commands an army in the Hills & Rough at 1609. The Major Town/Tower of Weathertop flying the flag of the North Kingdom is here.

Lhingril



Ranks : Command 19 Agent 24 Emissary 0 Mage 23
 Health 100 Stealth 0 Challenge 32
 Artifacts : None
 Spells (+0) : #308 Capital Return(94)

Lhingril was located in the Hills & Rough at 1008.

She was ordered to capture the Village of Kirumor. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

She commands an army in the Hills & Rough at 1007. The Village of Ninniach flying the flag of the Enlightned Shadow is here.

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)
 #416 Reveal Production(51)

Menelrandir was located in the Mixed Forest at 0713.

He was ordered to have the nation sell to the caravans. 3067 Bronze were sold for 3680 Gold.

He was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 14208 Food were sold for 17049 Gold.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Mornedhel



Ranks : Command 0 Agent 52 (67) Emissary 36 Mage 30
 Health 91 Stealth 0 Challenge 62
 Artifacts : #170 Rat Gauntlets
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)
 #422 Perceive Power(90)

Mornedhel was located in the Shore/Plains at 0408.

She was ordered to sabotage the harbor/port. She was not able to sabotage the Port because of tight security. She was injured by local militia while performing her sabotage mission.

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

She is currently in the Mixed Forest at 1014. The Town of Andakro flying the flag of the Fallen is here.

Rustfindel



Ranks : Command 0 Agent 0 Emissary 58 Mage 10
 Health 100 Stealth 0 Challenge 51
 Artifacts : #71 Sickle of the Heavens
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Open Plains at 1613.

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

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

She is currently in the Mountains at 2212. The Village/Tower of Moria flying the flag of the North Kingdom is here.

Seregir



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

Seregir was located in the Mixed Forest at 0713.

He was ordered to abandon some ships. 6 warships and 8 transports were abandoned at 1713.

He was ordered to change the tax rate. The tax rate was changed to 60. Loyalty has been affected.

He is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

Tinnungil



Ranks : Command 0 Agent 0 Emissary 0 Mage 61

Health 100 Stealth 0 Challenge 61

Artifacts : None

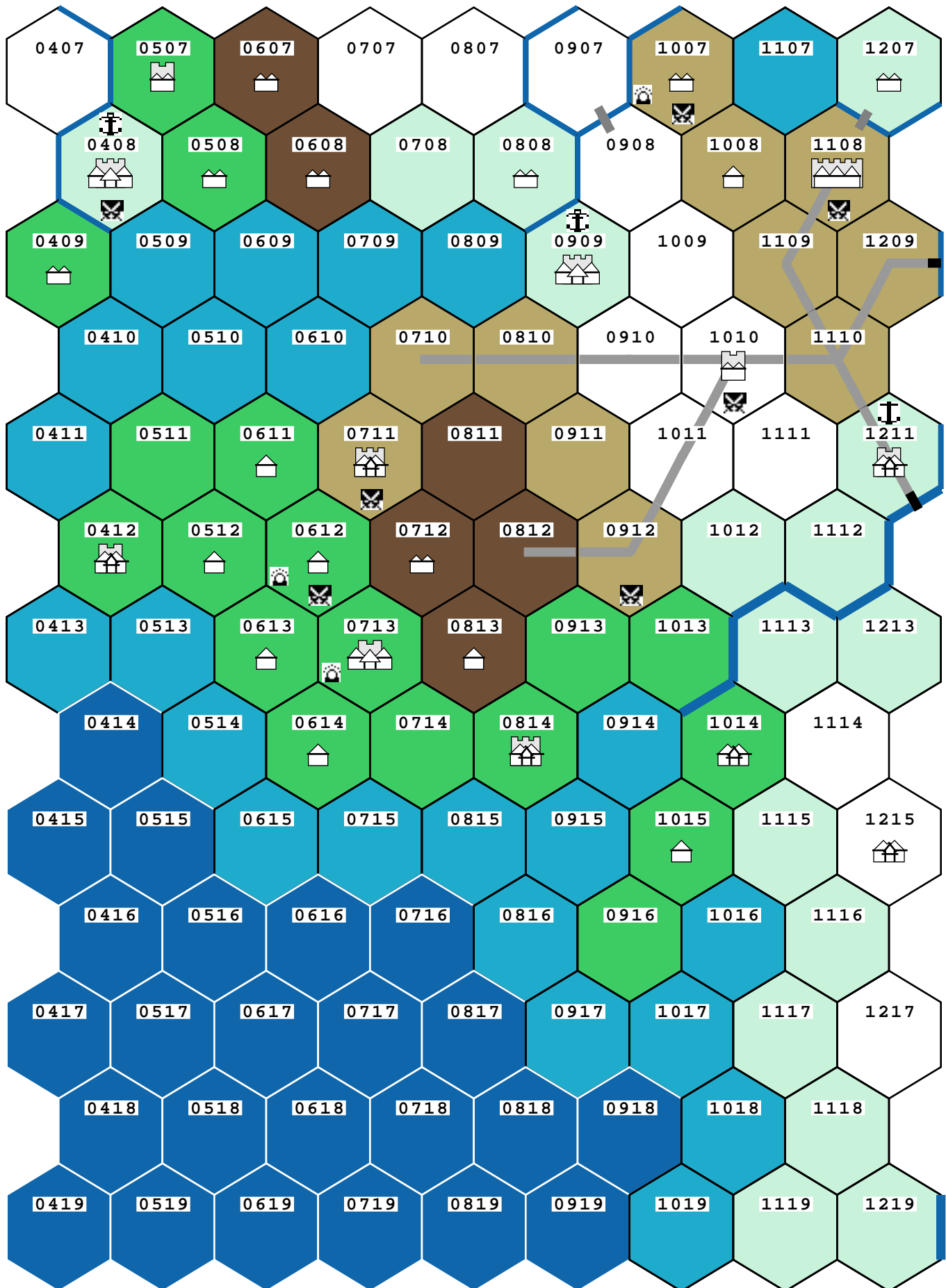
Spells (+0) : #314 Teleport(79) #413 Scry Population Center(100)
 #415 Scry Area(97) #416 Reveal Production(87) #420 Reveal Character(85)
 #502 Weakness(100)

Tinnungil was located in the Hills & Rough at 2617.

He was ordered to refuse all personal challenges.

He was ordered to cast a conjuring spell. Weakness was cast.

He is currently in the Hills & Rough at 2617. The Major Town/Fort of An Glenogue flying the flag of the Drib Le Chin is here.



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

Glanalph (ID: glana) @ 4425 Emissary Mage

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

Ithilvir (ID: ithil) @ 0713 Command Emissary Mage

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

Lhimlug (ID: lhiml) @ 1609 Command

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

Lhingril (ID: lhing) @ 1007 Command Agent Mage

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

Menelrandir (ID: menel) @ 0713 Mage

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

Mornedhel (ID: morne) @ 1014 Agent Emissary Mage

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

Rustfindel (ID: rustf) @ 2212 Emissary Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required	
----------	--

Information

Required	
----------	--

Information

Sereglir (ID: sereg) @ 0713 Command

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information

Tinnungil (ID: tinnu) @ 2617 Mage

Order -> # _____ Code _____ Type _____ Order -> # _____ Code _____ Type _____

Required

Information

Required

Information