

**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 [ 1167 ] Plane [ 1100 ] 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 # : 13  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 9508  
 Special Service : YES

# Alvernus

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 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	: Disliked	#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 Cool

Size : Camp	Fortifications : None	Loyalty : 20	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	0	46	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 68	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	90	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 : 32	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	202	0	0	0	0	0	42	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 59	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	79	0	0	0	0	0	21	-

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

Size : Camp	Fortifications : None	Loyalty : 29	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	0	63	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 23	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	0	0	0	0	0	-

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

Size : Town	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	578	221	0	0
Current stores	0	0	0	0	0	442	0	-

**Lirith Tol** Location : @ 0507 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : None Loyalty : 65 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 0 270 0 -

**Lisgardh** Location : @ 0608 in Mountains Climate is Cool  
 Size : Village Fortifications : None Loyalty : 22 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 1770 0 82 0 0 0 -

**Melkor** Location : @ 0306 in Shore/Plains Climate is Mild  
 Size : Village Fortifications : None Loyalty : 51 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 144 0 0 0 0 0 42 -

**Rómenya** Location : @ 0604 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 13 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 78 18 0 0 0 900  
 Current stores 0 0 0 6 0 0 0 -

**Sanká** Location : @ 0605 in Mountains Climate is Cold  
 Size : Camp Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 90 18 0 0 0 780  
 Current stores 0 0 0 90 0 0 0 -

**Taverna** Location : @ 3912 in Shore/Plains Climate is Cool  
 Size : Major Town Fortifications : Tower Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 74 0 0 0 352 0 10 0  
 Current stores 74 0 0 0 524 0 38 -

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 83 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 126 0 0 0 0 0 21 -

**Zhantus** Location : @ 0307 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 65 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 0 130 0 -

## ARMIES AND NAVIES

**Army Commander : Regent Carlin** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 69 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 16 10 0 100 Heavy Infantry  
 Eriadoran mercenaries w/shortswords 73 30 10 100 Men-at-Arms  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 144 Low Supplies !!  
 War machines 0  
 Characters traveling with army : - Barrow Wight - Carvedas - **Gwaihir Eagles** - Moeskin - Moraiza.  
 The City/Tower of Baltus flying the flag of the Alvernus is here.

**Army Commander : Commander Faika** Location : @ 0702 in Shore/Plains Climate is Polar  
 Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 27 10 10 491 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 1356 Low Supplies !!  
 War machines 0  
**The Camp of Northern Way flying the flag of the Tribes of Angmar is here.**

**Navy Commander : Regent Llewi** Location : @ 0909 in Shore/Plains Climate is Mild  
 Army morale : 45 Warships : 9 Transports : 4 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 18 10 0 900 Heavy Infantry  
 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  
 Characters traveling with army : - Agbathû.

#### COMPANY COMMANDERS :

Veteran Iarless Location : @ 1409 Traveling with him are : Angus.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	27221	20300	6700	1767	259641	17268	5016
Purchase at market price/unit	3	3	5	21	2	3	7
Sell to market price/unit	2	2	4	16	1	2	5

### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 7796	Leather	625	625
Pop Centers : 4000	Bronze	1770	176
Characters : 28480	Steel	0	424
	Mithril	287	71
Total : 40276	Food	524	3200
	Timber	932	466
	Mounts	164	52
Current Tax rate : 73%			
Revenue expected next turn : 44960 (+4684)			
Current Gold reserve : 2469			

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

Muxes of the Nameless @ 3421

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

**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.
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.
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 an armed conflict involving the Benîm an Pharazôn and the Plane at 2734.*

*There are rumors of a theft attempt involving Glóredhel at Minas Ithil.*

*There are rumors of a theft attempt involving Augustus at Wishmaster.*

*Taverna is now under our control.*

*There are rumors of an encounter involving Nightbreeze at 2320.*

**ENCOUNTER MESSAGES****Encounter for Lumban at 0406**

In the presence of an intimidating magical power, Lumban stood forth and answered, "Thingol." Nothing happened. The walls seemed as if they were still waiting..

**Encounter for Myrthrandir at 3832**

Myrthrandir was hastening to take cover from a sudden and unseasonal storm when he came across an overgrown (or perhaps hidden!) path. Daring the unexpected opportunity as a welcome respite from the foul weather, he followed the path, finding it to be both narrow and broken. After a brief but difficult trek, he was relieved to enter the small, hidden cave found at the path's end. To his surprise, the cave provided not only shelter from the weather but also an interesting discovery. In the center of the cave was an oblong block of dark stone, engulfed in a faint transparent blue light that covered the entire surface. Upon the stone lay something that did not shine, but attracted his attention nonetheless. The cave seemed almost to be calling him. He couldn't tell what it was, and certainly the item there was a powerful artifact, he thought, but how might one breach the possible protections?

attack PHYSICALLY to drive off any guardians

attack MAGICALLY to dispel any wards

Creep forward silently and REMOVE the item from the stone block

Leap forward and STEAL the item from the stone block

WAIT and see if the shimmering light goes out

Declare your ALLEGIANCE

Say \_\_\_\_\_ (only one word)

FLEE

How will Myrthrandir react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, he will be assumed to have chosen "FLEE".)

## COMBAT MESSAGES

### Battle at 0814

In the Mild climate of the Mixed Forest of 0814, a conflict took place in the early afternoon in a dense and oppressive fog.

At the head of a rebellious army rode **Hero Erestor** of the nation of the Alvernus. 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
700 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a rebellious army rode **Lord Cagh Monûnaw** 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
686 Dúnadan knights w/lances	wooden	bronze/steel	a mob
158 Dúnadan footmen w/broadswords	wooden	none	a mob
315 Lesser Dúnadan mercenaries w/shortswords	bronze	leather	a mob

Report from Erestor.....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 heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

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

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

Report from Erestor.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. 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.... Erestor's forces were destroyed/routed in the battle. Erestor was captured. Cagh Monûnaw's forces were victorious in the battle, but suffered minor losses. Cagh Monûnaw 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.....
Agbathû	185	DnStNat	17
Agbathû	870	MovJoin	0909 llewi
Angus	620	Kidnap	jf br
Angus	940	CstLoSp	418 88
Barrow Wight	185	DnStNat	1
Barrow Wight	605	GrdLoc	
Carlin	435	ArmyMan	
Carlin	325	NatSell	fo 100
Carvedas	870	MovJoin	0207 carli
Carvedas	930	ScoChar	
Elendil	520	InfYour	
Elendil	320	SellCar	mi 84
Elostirion	940	CstLoSp	436 zehav
Elostirion	500	Double	muxes
Erestor	215	RfsPers	
Erestor	870	MovJoin	0207 carli
Faika	355	TrTrps	llewi ^ ^ 900 ^ ^ ^
Faika	850	MovArmy	ne ne ne e e ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	610	GrdChar	angus
Iarless	820	MovCmpy	1409
Kônebra	940	CstLoSp	412 163
Kônebra	810	MovChar	0707
Llewi	430	TrpsMan	hi
Llewi	830	MovNavy	w w sw sw se se se e e e e ne e e no
Lumban	940	CstLoSp	412 64
Lumban	285	ReacEnc	Thingol
Malendur	360	TrArt	kesha 176 58 ^ ^ ^ ^
Malendur	210	IssPers	lorga
Moeskin	185	DnStNat	1
Moeskin	940	CstLoSp	430 shelo
Moraiza	300	ChTaxRt	73
Moraiza	940	CstLoSp	412 144
Myrthrandir	325	NatSell	st 100
Myrthrandir	825	CstMvSp	314 3832
Soil Nûnaw	690	StlGold	
Soil Nûnaw	810	MovChar	1308
Transmitter	940	CstLoSp	428 164
Transmitter	810	MovChar	3912

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. Our relations with the Great Trollusk were downgraded.

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

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

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(84)

Angus was located in the Mixed Forest at 0612.

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 "jf br".

He moved with the company to 1409.

He was ordered to cast a lore spell. Locate Artifact - Bracers of the Mists #88 may be possessed by Zehava at or near 2121.

*He is traveling with Iarless in the Mixed Forest at 1409. The Major Town/Tower of Bree flying the flag of the North Kingdom is here.*

Barrow Wight



Ranks : Command 45 Agent 53 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 57  
 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 the location. Baltus 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 64 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 74  
 Artifacts : #73 Mothras/ #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 2848 Food were sold for 2848 Gold.

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

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 88 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Carvedas was located in the Hills & Rough at 1109.

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

He was ordered to scout for any characters. A scout for characters was attempted. Found: No foreign characters found.

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

Elendil



Ranks : Command 0 Agent 0 Emissary 75 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Mountains at 0604.

He was ordered to sell to the caravans. 84 Mithril were sold for 924 Gold.

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

***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 81 Mage 40  
Health 83 Stealth 0 Challenge 50  
Artifacts : None

Spells (+0) : #314 Teleport(74) #414 Scry Hex(96) #415 Scry Area(83)  
#436 Scry Character(87)

Elostirion was located in the Mountains at 3421.

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

He was ordered to cast a lore spell. Scry Character - Warlord. Artifacts held:  
#88.

*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 0814.

He was ordered to refuse all personal challenges.

Erestor was captured during combat by Cagh Monûnaw.

Erestor could not escape from being held hostage.

He was ordered to move and join the army. He was not permitted orders because he was  
held hostage.

*He is currently being held hostage. Location unknown. No Gold ransom demanded at this  
time.*

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 Shore/Plains at 0405.

He was ordered to transfer some troops from the army to an army. 900 Heavy Infantry  
were transferred.

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

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

Iarless



Ranks : Command 13 Agent 40 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mixed Forest at 0612.

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

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

**He commands a company in the Mixed Forest at 1409. The Major Town/Tower of Bree flying the flag of the North Kingdom is here.**

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(86)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(91)

Kônebra was located in the Mixed Forest at 0207.

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

He was ordered to cast a lore spell. Research Artifact - Voice of the Dark Tower #163 is an Amulet - allegiance: Evil - increases Emissary Rank by 15.

**He is currently in the Open Plains at 0707.**

Llewi



Ranks : Command 63 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 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 Heavy Infantry were completed.

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

**He commands a navy offshore at 0909.**

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(94)

Lumban was located in the Open Plains at 0406.

He was ordered to react with the encounter. See Encounter messages.

He was ordered to cast a lore spell. Research Artifact - Neldelhach #64 is a Rod - allegiance: None - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Allegiance.

He has encountered the entrance to an obscure trail which can be investigated.

**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\ #154 The Black Book  
 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 3022.

He was ordered to challenge Lorgan to personal combat.

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

He was ordered to transfer some artifacts to a character. Ring of Wind #176 was transferred. Vasamacil #58 was transferred.

**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 41 Agent 0 Emissary 0 Mage 68 (78)  
 Health 100 Stealth 0 Challenge 98  
 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(85)

Moeskin 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 cast a lore spell. Reveal Character True - Shelob may be located in the Mountains at 3228.

**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 59 Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 70  
 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 the tax rate. The tax rate was changed to 73. Loyalty has been affected.

He was ordered to cast a lore spell. Research Artifact - Ossanna #144 is a Bracers - allegiance: None - increases Mage Rank by 10.

**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(81) #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 have the nation sell to the caravans. 704 Steel were sold for 1408 Gold.

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

He had a special encounter. See Encounter Messages.

**He is currently in the Hills & Rough at 3832.**

Soil N naw



Ranks : Command 0 Agent 47 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Soil Nûnaw was located in the Mountains at 0811.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security.

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

**He is currently in the Open Plains at 1308. The Village of Tantûruk 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

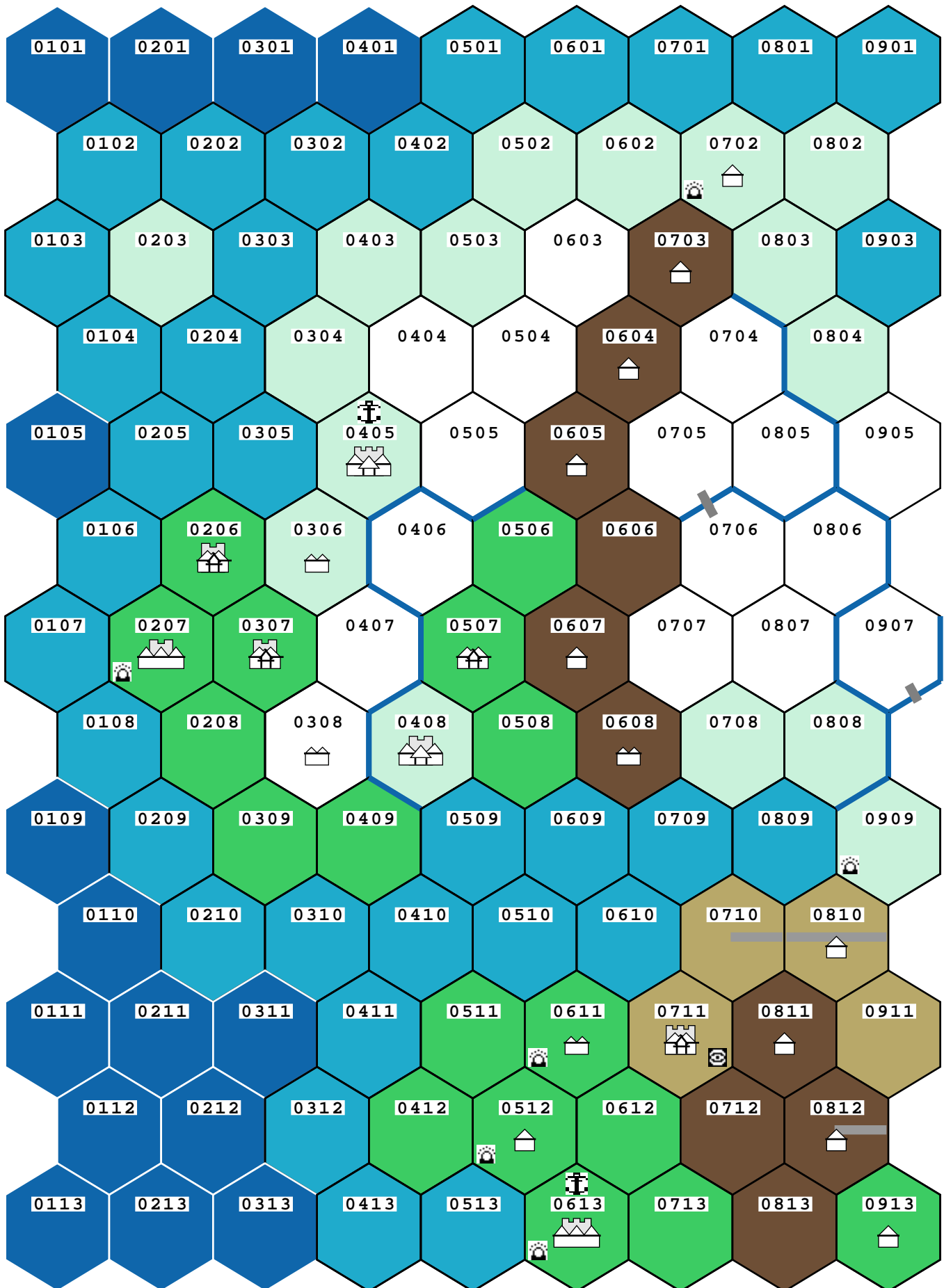
Spells (+0) : #412 Research Artifact(85) #413 Scry Population Center(85)  
 #415 Scry Area(77) #418 Locate Artifact(84) #428 Locate Artifact True(73)  
 #508 Conjure Mounts(82)

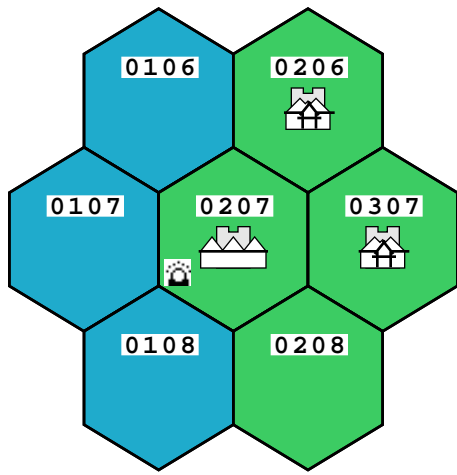
Transmitter was located in the Mountains at 3421.

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

He was ordered to cast a lore spell. He was not able to cast the spell. Continued efforts may succeed.

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







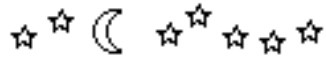
# MEPBM Games

## Middle-earth Play-By-Mail™

### Fourth Age, circa 1000

Alvernus

### TURNSHEET



Game # 141



LUCIO PIMENTEL 110728  
NONE  
NONE  
NONE

Game # : 141  
Player # : 25  
Turn # : 14  
Security # : 9508

## Return this turnsheet before APRIL 7 2013

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#### Agbathû (ID: agbat) @ 0909 Command

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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#### Angus (ID: angus) @ 1409 Agent Mage

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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#### Barrow Wight (ID: barro) @ 0207 Command Agent Emissary

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Carlin (ID: carli) @ 0207 Command**

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

**Carvedas (ID: carve) @ 0207 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			_____				
			_____								_____				

**Faika (ID: faika) @ 0702 Command**

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

**Iarless (ID: iarle) @ 1409 Command Agent**

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

**Kônebra (ID: koneb) @ 0707 Mage**

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

**Llewi (ID: llewi) @ 0909 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) @ 3832 Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required Information

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Soil Nûnaw (ID: soil ) @ 1308 Agent

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required Information

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Transmitter** (ID: trans) @ 3912 Emissary Mage

Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_      Order -> # \_\_\_\_\_ Code \_\_\_\_\_ Type \_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Required \_\_\_\_\_  
Information \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_