

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143

**Amestrians**

Victory points : 575

Victory Conditions :

To hold at game end the artifact: Cloak of Protection #210.  
 To see to the termination of U Lu Zaw by any means whatsoever.  
 To hold at game end the population center of Beacon Hill at 4426.  
 To hold at game end the population center of Linhir at 2527.  
 To acquire 10 additional artifacts (12) of any alignment.

Top 3 Free Peoples :

**Frost Men [ 1050 ]   Aerithryn [ 1033 ]   Dustbighters [ 900 ]**

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.  
 #10 New mages start at rank up to 40.  
 #23 Can learn lost weakness spell.  
 #30 Can learn lost teleport spell.

Internet G143N06  
 GALEN KEENE 110759  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 6  
 Turn # : 2  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 1442  
 Special Service : YES

# Amestrians

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 7 Faux Meddle Army	: Tolerated
# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated	#10 Half-Orcs	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacath Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Central (Capital)** Location : @ 3721 in Mountains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 74	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	8	0	0	0	1300
Current stores	0	0	48	24	1999	0	0	-

**Devil's Nest** Location : @ 3622 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	0	20	0	0	0	1000
Current stores	0	300	0	60	500	0	0	-

**Dubliith** Location : @ 3722 in Mountains Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 36	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	1000
Current stores	0	0	78	54	1500	0	0	-

**East** Location : @ 3422 in Mountains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	80	24	0	0	0	1200
Current stores	0	0	80	72	1000	0	0	-

**Emenduin** Location : @ 3517 in Open Plains Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	130	0	0	0	560	0	30	0
Current stores	0	0	0	0	0	0	0	-

**Lesra** Location : @ 3621 in Mountains 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	70	20	0	0	0	1400
Current stores	0	0	0	0	0	0	0	-

**New Optain** Location : @ 3821 in Mountains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	92	32	0	0	0	0	1100
Current stores	0	92	32	0	0	0	0	-

**South** Location : @ 3822 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	70	20	0	0	0	1000
Current stores	0	0	70	60	500	0	0	-

**Unull6** Location : @ 4120 in Open Plains Climate is Hot  
 Size : Camp Fortifications : None Loyalty : 25 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 304 0 0 0 368 0 8 0  
 Current stores 0 0 0 0 0 0 0 -

**West** Location : @ 3823 in Mountains Climate is Mild  
 Size : Camp Fortifications : None Loyalty : 46 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 260 110 0 0 0 0 1500  
 Current stores 0 260 110 0 500 0 0 -  
 Foreign characters reported in the hex : - **Kazahg.**

## ARMIES AND NAVIES

**Army Commander : Lord Pride** Location : @ 4221 in Mountains Climate is Mild  
 Army morale : 65 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven ponyriders w/war hammers 60 60 300 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1650  
 War machines 0

**Army Commander : Lord Wrath** Location : @ 3318 in Open Plains Climate is Warm  
 Army morale : 5 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Dwarven footsoldiers w/war hammers 10 10 200 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

## COMPANY COMMANDERS :

None

## MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

## MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 2600	Leather	0	434
Pop Centers : 2000	Bronze	652	652
Characters : 13620	Steel	418	488
	Mithril	270	110
Total : 18220	Food	5999	928
	Timber	0	0
Current Tax rate : 61%	Mounts	0	38
Revenue expected next turn : 23225 (+5005)			
Current Gold reserve : 10399			

No new characters available at this time

**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:**

None

**You have hidden the following additional artifacts:**

Name of artifact	#	Location
Gordur	36	Dorf in the Flask has hidden it in the Major Town of Central at 3721
Raukambar	145	Dorf in the Flask has hidden it in the Major Town of Central at 3721

## NATION MESSAGES

*190 Gold was stolen at South.*

*Local militia spotted Kazahg at Devil's Nest and thwarted his mission.*

## ENCOUNTER MESSAGES

**Encounter for Lust at 3522**

Lust was hastening to take cover from a sudden and unseasonal storm when she came across an overgrown (or perhaps hidden!) path. Daring the unexpected opportunity as a welcome respite from the foul weather, she followed the path, finding it to be both narrow and broken. After a brief but difficult trek, she was relieved to enter the small, hidden cave found at the path's end. To her 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 her attention nonetheless. The cave seemed almost to be calling her. She couldn't tell what it was, and certainly the item there was a powerful artifact, she 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 Lust react ? (Choose any reaction shown in all CAPS or provide info requested in parenthesis. If no reaction is given, she will be assumed to have chosen "FLEE".)

**Encounter for Regent Dorf in the Flask at 3521**

It was after the army had settled in for the evening that another scouting party was sent out to forage for available food as well as to scout for any signs of an enemy patrol. They stumbled across a cave opening that seemed to invite them inside. Arguing amongst themselves, they finally decided to search the caves to see if they could be used for shelter if it became necessary. A rank odor assailed them soon after they had entered the long and winding tunnels. Searching further, they found the torn carcasses of several animals as well as some humanoid skeletons littering the tunnels. Now starting to fear what they would find, they

started back, only to come face to face with terror! An Ice Drake, so old that it seemed to have been carved from the icy walls themselves, roared in challenge and snapped one of the patrol in half before the others could even begin to run. And run they did, each taking whatever path he could find and hoping that the Drake would follow the others. Running hard out of the cave entrance, they scattered as the Drake moved ponderously after them. Their screams woke the rest of the army and then the Drake was upon us! The screams of fear and pain echoed through the passes for what seemed like hours. Finally, we beat it back (or did it just grow tired?) and we fell back, licking our wounds. We lost many during the battle.

## COMBAT MESSAGES

None

## SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Arantar	710	PrenMgy	
Arantar	705	RsrchSp	412
Dorf in the Flask	552	PosCmp	^
Dorf in the Flask	860	ForcMar	nw sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Envy	710	PrenMgy	
Envy	940	CstLoSp	415 4316
Greed	710	PrenMgy	
Greed	940	CstLoSp	412 1
Hohenheim	605	GrdLoc	
Hohenheim	940	CstLoSp	415 4322
Lust	555	CreCmp	^
Lust	810	MovChar	3522
Minohtar	710	PrenMgy	
Minohtar	948	TranCar	3721 3536 go 10000
Nienor	737	NamMage	^ ^
Nienor	705	RsrchSp	415
Pride	552	PosCmp	^
Pride	850	MovArmy	se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sloth	710	PrenMgy	
Sloth	940	CstLoSp	428 121
Wrath	552	PosCmp	^
Wrath	850	MovArmy	w sw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no

Arantar



Ranks : Command 0 Agent 0 Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #104 Resistances(92) #214 Call Winds(81) #308 Capital Return(100)  
 #408 Perceive Nationality(82) #412 Research Artifact(79)

Arantar was located in the Mountains at 3721.

He was ordered to research a spell. Research Artifact #412 was successfully researched.

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

**He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.**

Dorf in the Flask



Ranks : Command 60 Agent 20 Emissary 10 Mage 40  
 Health 100 Stealth 0 Challenge 75  
 Artifacts : None

Spells (+0) : #2 Minor Heal(80) #8 Heal True(77) #314 Teleport(65)  
 #502 Weakness(81)

Dorf in the Flask was located in the Mountains at 3621.

He was ordered to post a camp. No population center name was provided. A camp named Lesra was posted.

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

He had a special encounter. See Encounter Messages.

The army commanded by Dorf in the Flask has been disbanded because of minimum size requirements.

**He is currently in the Mountains at 3521.**

Envy



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

Spells (+0) : #406 Divine Army(100) #413 Scry Population Center(99)  
 #415 Scry Area(78) #417 Divine Characters w/Forces(82)

Envy was located in the Mountains at 3721.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

**She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.**

Greed



Ranks : Command 0 Agent 0 Emissary 0 Mage 42  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #408 Perceive Nationality(66) #412 Research Artifact(97)  
 #418 Locate Artifact(77) #428 Locate Artifact True(56)

Greed was located in the Mountains at 3721.

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. Research Artifact - Vasamacil #1 is a Sword - allegiance: Evil - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Relations.

*He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.*

Hohenheim



Ranks : Command 0 Agent 44 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None

Spells (+0) : #406 Divine Army(67) #413 Scry Population Center(66)  
 #415 Scry Area(76)

Hohenheim was located in the Mountains at 3721.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

*He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.*

Lust



Ranks : Command 0 Agent 0 Emissary 52 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None

Spells (+0) : None

Lust was located in the Mountains at 3624.

She was ordered to create a camp. She was not able to complete the creation of the camp because there was insufficient populace. Continued efforts may succeed.

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

She had a special encounter. See Encounter Messages.

*She is currently in the Mountains at 3522.*

Minohtar



Ranks : Command 0 Agent 0 Emissary 0 Mage 43  
Health 100 Stealth 0 Challenge 43  
Artifacts : None

Spells (+0) : #104 Resistances(82) #216 Wild Winds(99) #302 Long Stride(78)  
#414 Scry Hex(76)

Minohtar was located in the Mountains at 3721.

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

He was ordered to transport by the caravans. 10000 Gold (+10%) transported from Central.

***He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.***

Nienor



Ranks : Command 0 Agent 0 Emissary 0 Mage 50  
Health 100 Stealth 0 Challenge 50  
Artifacts : None

Spells (+0) : #102 Barriers(71) #204 Wild Flames(100) #308 Capital Return(84)  
#414 Scry Hex(81) #415 Scry Area(87)

Nienor was located in the Mountains at 3721.

He was ordered to research a spell. Scry Area #415 was successfully researched.

He was ordered to name a new mage. No character name was provided. A new mage named Ulbar was available.

***He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.***

Pride



Ranks : Command 50 Agent 0 Emissary 0 Mage 10  
Health 100 Stealth 0 Challenge 52  
Artifacts : None

Spells (+0) : #412 Research Artifact(100)

Pride was located in the Open Plains at 4120.

He was ordered to post a camp. No population center name was provided. A camp named Unulló was posted.

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

***He commands an army in the Mountains at 4221.***



Sloth



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

Spells (+0) : #314 Teleport(80) #408 Perceive Nationality(82)  
 #412 Research Artifact(71) #418 Locate Artifact(71) #428 Locate Artifact True(75)

Sloth was located in the Mountains at 3721.

She was ordered to prentice magery. The prentice magery was successful and her Mage rank has been improved.

She was ordered to cast a lore spell. Locate Artifact True - Ring of Impersonation #121 is possessed by Tartas Izain in the Mixed Forest at 0409.

***She is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.***

Ulbar



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

Spells (+0) : #104 Resistances(60) #218 Wall of Wind(76) #302 Long Stride(87)  
 #404 Perceive Relations(94)

***He is currently in the Mountains at 3721. The Major Town/Tower of Central flying the flag of the Amestrians is here.***

Wrath



Ranks : Command 50 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #412 Research Artifact(50)

Wrath was located in the Open Plains at 3517.

Lack of Food may have affected army movement.

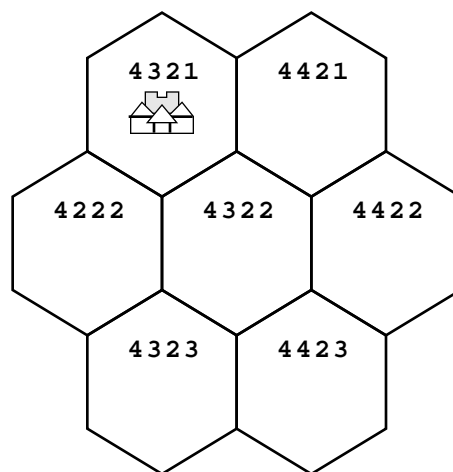
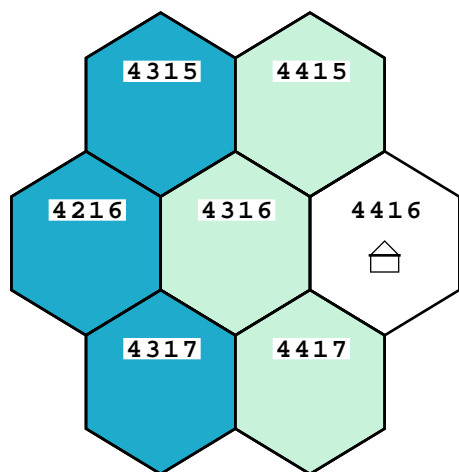
Lack of Food restricted the army morale.

He was ordered to post a camp. No population center name was provided. A camp named Emenduin was posted.

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

***He commands an army in the Open Plains at 3318.***





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

**Greed (ID: greed) @ 3721 Mage**

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

**Hohenheim (ID: hohen) @ 3721 Agent Mage**

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

**Lust (ID: lust ) @ 3522 Emissary**

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

**Minohtar (ID: minoh) @ 3721 Mage**

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

**Nienor (ID: nieno) @ 3721 Mage**

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

**Pride (ID: pride) @ 4221 Command Mage**

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

**Sloth** (ID: sloth) @ 3721 Mage

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

Ulbar (ID: ulbar) @ 3721 Mage

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

Wrath (ID: wrath) @ 3318 Command Mage

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