

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 143

**Aerithryn**

Victory points : 975

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 :

**Amestrians [ 1017 ] Dustbighters [ 983 ] Aerithryn [ 975 ]**

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 # : 1  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 8591  
 Special Service : YES

# Aerithryn

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 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	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#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	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

<b>Big Woods</b>	Location : @ 0814 in Mixed Forest				Climate is Mild			
Size : Town	Fortifications : Tower	Loyalty : 50	Docks : Harbor	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	0	113	0	-

<b>Littleton</b>	Location : @ 0612 in Mixed Forest				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 50	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	0	252	0	-

<b>Nowhere</b>	Location : @ 0712 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	224	56	24	0	0	0	0
Current stores	0	448	112	48	0	0	0	-

<b>Redwood (Capital)</b>	Location : @ 0713 in Mixed Forest				Climate is Mild			
Size : Major Town	Fortifications : Tower	Loyalty : 85	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	144	0	0	0	188	0	-

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

An army bearing the banner of the Aerithryn under Captain Lhimlug is here.

<b>Sapling</b>	Location : @ 0512 in Mixed Forest				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 50	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	0	612	0	-

<b>Smallville</b>	Location : @ 0813 in Mountains				Climate is Mild			
Size : Camp	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	300	60	0	0	0	0	1200
Current stores	0	600	120	0	0	0	0	-

<b>The Gnarl's</b>	Location : @ 0711 in Hills & Rough				Climate is Mild			
Size : Major Town	Fortifications : Port	Loyalty : 51	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	40	0	0	0	50	0	0
Current stores	40	40	0	0	0	50	0	-

**Westwood**

Location : @ 0412 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 49	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	108	0	0	0	216	0	-

**ARMIES AND NAVIES****Army Commander : Commander Ithilvir** Location : @ 0713 in Mixed Forest Climate is Mild

Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	42	40	40	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	333				
War machines	0				

The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

An army bearing the banner of the Aerithryn under Captain Lhimlug is here.

**Army Commander : Captain Lhimlug** Location : @ 0713 in Mixed Forest Climate is Mild

Army morale : 42 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	42	40	40	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1667				
War machines	10				

Characters traveling with army : - Celeglang.

The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.

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

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	4258	6418	3029	619	3702	7111	1451
Purchase at market price/unit	5	8	9	72	3	7	18
Sell to market price/unit	3	4	5	35	1	3	9

**MISCELLANEOUS****Maintenance Costs expected next turn are:****Totals for Nation:****Stores****Production**

Armies/Navies :	3100	Leather	40	40
Pop Centers :	3250	Bronze	1340	690
Characters :	12020	Steel	232	116
		Mithril	48	24
Total :	18370	Food	0	3048
		Timber	1431	797
Current Tax rate :	40%	Mounts	0	0
Revenue expected next turn :	13040 (-5330)			
Current Gold reserve :	46260			

**Ritual character terminations:** 0**Ships have been left anchored at the following locations:**

6 warships at hex 0711  
8 transports at hex 0711

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:

None

## NATION MESSAGES

None

## 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](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.....
Caranachad	550	ImprPop	
Caranachad	825	CstMvSp	314 4408
Celeglang	737	NamMage	Menelrandir m
Celeglang	785	JnArmy	lhiml
Glanalph	520	InfYour	
Glanalph	810	MovChar	0613
Ithilvir	728	NamComm	Gwanod Neber f
Ithilvir	325	NatSell	fo 100
Lhimlug	430	TrpsMan	hi
Lhimlug	765	SplArmy	ithil ^ ^ 100 ^ ^ ^
Mornedhel	520	InfYour	

Mornedhel	810	MovChar	0511	
Rustfindel	520	InfYour		
Rustfindel	810	MovChar	0714	
Tinnungil	825	CstMvSp	314	2405
Tinnungil	940	CstLoSp	415	2003

Caranachad



Ranks : Command 0 Agent 0 Emissary 50 Mage 50  
Health 100 Stealth 0 Challenge 56  
Artifacts : None

Spells (+0) : #314 Teleport(81) #412 Research Artifact(100)  
#418 Locate Artifact(77) #428 Locate Artifact True(63) #502 Weakness(76)

Caranachad was located in the Mixed Forest at 0713.

He was ordered to improve the population center size. He was not able to complete the improvement of the population center size because the populace did not support it. Continued efforts may succeed.

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

**He is currently in the Open Plains at 4408.**

Celeklang



Ranks : Command 30 Agent 0 Emissary 0 Mage 30  
Health 100 Stealth 0 Challenge 37  
Artifacts : None

Spells (+0) : #104 Resistances(80) #108 Blessings(85) #314 Teleport(60)

Celeklang was located in the Mixed Forest at 0713.

He was ordered to name a new mage. A new mage named Menelrandir was available.

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

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

Glanalph



Ranks : Command 0 Agent 0 Emissary 42 Mage 20  
Health 100 Stealth 0 Challenge 26  
Artifacts : None

Spells (+0) : #302 Long Stride(90) #304 Fast Stride(93)

Glanalph was located in the Mixed Forest at 0713.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Redwood.

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

**She is currently in the Mixed Forest at 0613.**

Gwanod Neber



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45+  
 Artifacts : None  
 Spells (+0) : None

Gwanod Neber has a special ability. She has a bonus of 15 to her Personal Challenge rank.  
*She is currently in the Mixed Forest at 0713. The Major Town/Tower of Redwood flying the flag of the Aerithryn is here.*

Ithilvir



Ranks : Command 30 Agent 0 Emissary 10 Mage 30  
 Health 100 Stealth 0 Challenge 38  
 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 have the nation sell to the caravans. 7342 Food were sold for 17620 Gold.

She was ordered to name a new commander. A new commander named Gwanod Neber was available.

*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 44 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 44  
 Artifacts : None  
 Spells (+0) : None

Lhimlug was located in the Mixed Forest at 0713.

He was ordered to put some troops on maneuvers. The maneuvers for the Heavy Infantry were completed.

He was ordered to split the army. The army was split. 333 Food was transferred.

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

Menelrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : #102 Barriers(88) #308 Capital Return(67)  
 #416 Reveal Production(51)

*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 40 Emissary 32 Mage 30  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : #314 Teleport(57) #408 Perceive Nationality(63)  
 #422 Perceive Power(90)

Mornedhel was located in the Mixed Forest at 0713.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Redwood.

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

She has encountered the entrance to a hidden valley which can be investigated.

*She is currently in the Mixed Forest at 0511.*

Rustfindel



Ranks : Command 0 Agent 0 Emissary 33 Mage 10  
 Health 100 Stealth 0 Challenge 18  
 Artifacts : None  
 Spells (+0) : #314 Teleport(50)

Rustfindel was located in the Mixed Forest at 0713.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Redwood.

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

*She is currently in the Mixed Forest at 0714.*



## Tinnungil



Ranks : Command 0 Agent 0 Emissary 0 Mage 60  
 Health 80 Stealth 0 Challenge 60  
 Artifacts : None

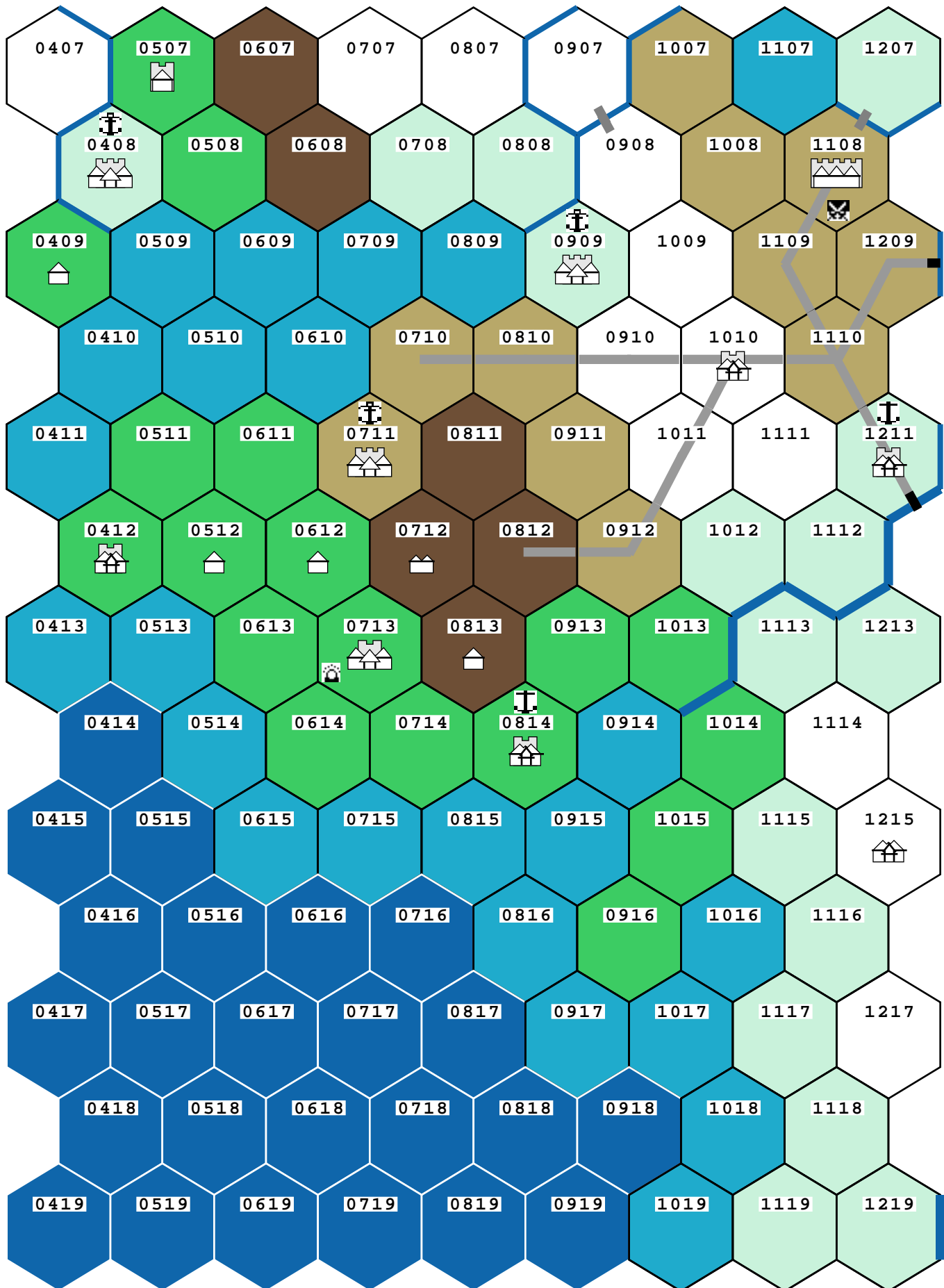
Spells (+0) : #314 Teleport(78) #413 Scry Population Center(100)  
 #415 Scry Area(90) #416 Reveal Production(87) #420 Reveal Character(85)  
 #502 Weakness(100)

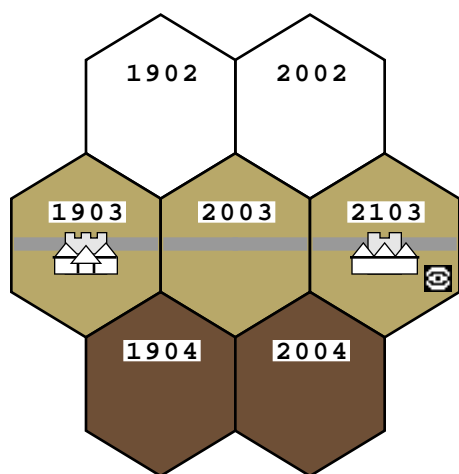
Tinnungil was located in the Mixed Forest at 0713.

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

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: - Durax of the Black Numenroeans with about 400 troops at 2103. See report below. He suffered a loss of health due to casting two spells.

***He is currently in the Hills & Rough at 2405.***





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**Gwanod Neber (ID: gwano) @ 0713 Command**

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) @ 0713 Command**

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) @ 0511 Agent Emissary Mage**

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

**Rustfindel (ID: rustf) @ 0714 Emissary Mage**

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

## Tinnungil

(ID: tinnu) @ 2405 Mage

Order      ->   #      Code      Type

Order      ->    #      Code      Type

Required

## Information

Required

## Information