

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 875

Victory Conditions :

To hold at game end the population center of Vegas at 2112.
 To hold at game end the population center of Trannel at 3707.
 To see to the termination of Augustus by any means whatsoever.
 To hold at game end the population center of Lagna Sa at 3706.
 To hold at game end the artifact: Curaran #22.

Top 3 Free Peoples :

Alvernus [1500] Sing a Song [1000] Once Upon a Time [983]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #10 New mages start at rank up to 40.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N03
 DAVID HAGERSON 109200
 NONE
 NONE
 NONE

Game # : 141
 Player # : 3
 Turn # : 27
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 1880
 Special Service : YES

Wise Council

(A Free People)

Season : Fall

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 4 Acadians	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Hated	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Hated
#17 Great Trollusk	: Hated	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Hated	#21 Lands	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Friendly	#24 Plane	: Neutral	#25 Alvernus	: Friendly

POPULATION CENTERS

Ar-Kuinder (Capital) Location : @ 2903 in Open Plains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	7	0	0	0	20	0	0	0
Current stores	7	0	0	0	40	0	0	-

Bar-Ariin Location : @ 2803 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	12	2	0	0	0	300
Current stores	0	0	48	10	0	0	0	-

Eureka Location : @ 2008 in Mixed Forest Climate is Cool

Size : Camp	Fortifications : Tower	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	608	80	0	0
Current stores	0	0	0	0	1216	0	0	-

An army bearing the banner of the Tribes of Angmar under Lord Bigorik is here.

Gelydh Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 50	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	237	0	0	0	749	0	13	0
Current stores	237	0	0	0	1498	0	40	-

Hodrond Location : @ 1411 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	150	0	0	855	0	0	1300
Current stores	0	0	0	0	0	0	0	-

Lor-Junisn Location : @ 3105 in Open Plains Climate is Cold

Size : Town	Fortifications : Fort	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	34	0	0	0	169	0	5	0
Current stores	34	0	0	0	338	0	24	-

Mt Gundabad Location : @ 2305 in Mountains Climate is Polar

Size : Town	Fortifications : None	Loyalty : 96	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	40	0	4	0	0	0	360
Current stores	0	40	0	21	0	0	0	-

Murk-Lomil Location : @ 2902 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 91	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	34	8	0	0	0	0	300
Current stores	0	34	42	0	0	0	0	-

Nulla Location : @ 2808 in Hills & Rough 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 109 0 0 0 0 192 0 1300
 Current stores 109 0 0 0 0 0 0 -

Numi Hrol Location : @ 3004 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 41 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 25 0 2 0 0 0 420
 Current stores 0 25 0 10 0 0 0 -

Teisl-Junni Location : @ 2704 in Mountains Climate is Polar
 Size : Town Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 40 18 2 0 0 0 0
 Current stores 0 40 72 10 0 0 0 -

Tui Juai Location : @ 3305 in Open Plains Climate is Cold
 Size : Town Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 72 0 0 0 68 0 2 0
 Current stores 72 0 0 0 136 0 9 -

Yalúmea Location : @ 3009 in Mixed Forest Climate is Cool
 Size : Village Fortifications : None Loyalty : 26 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 589 192 0 0
 Current stores 0 0 0 0 1178 0 0 -

ARMIES AND NAVIES

Army Commander : Captain Arahad Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 13 10 0 196 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 Characters traveling with army : - Wiulii.
 A small army bearing the banner of the Wise Council under General Cjaini is here.
 A small army bearing the banner of the Wise Council under Captain Silusini is here.
 A small army bearing the banner of the Wise Council under Captain Sûldun is here.

Army Commander : General Cjaini Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 32 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman horsemen w/maces 17 10 0 261 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 A small army bearing the banner of the Wise Council under Captain Arahad is here.
 A small army bearing the banner of the Wise Council under Captain Silusini is here.
 A small army bearing the banner of the Wise Council under Captain Sûldun is here.

Army Commander : Captain Silusini Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 34 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 12 10 0 222 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 0 Out of Food !!
 War machines 0

A small army bearing the banner of the Wise Council under Captain Arahad is here.

A small army bearing the banner of the Wise Council under General Cjain is here.

A small army bearing the banner of the Wise Council under Captain Sûldun is here.

Army Commander : Captain Sûldun Location : @ 3104 in Open Plains Climate is Polar
 Army morale : 62 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Woodman footmen w/battle axes 11 10 0 500 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1402
 War machines 0

Characters traveling with army : - Beirusa - Micheasi.

A small army bearing the banner of the Wise Council under Captain Arahad is here.

A small army bearing the banner of the Wise Council under General Cjain is here.

A small army bearing the banner of the Wise Council under Captain Silusini is here.

COMPANY COMMANDERS :

Veteran Dírhael Location : @ 2305 Traveling with him are : Ericus.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	30365	32174	13465	3682	308935	33341	4471
Purchase at market price/unit	2	2	3	11	2	2	7
Sell to market price/unit	1	1	2	7	1	1	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 5630	Leather	459	459
Pop Centers : 1500	Bronze	139	289
Characters : 26400	Steel	162	38
	Mithril	51	10
Total : 33530	Food	4406	3058
	Timber	0	464
Current Tax rate : 60%	Mounts	73	20
Revenue expected next turn : 33980 (+450)			
Current Gold reserve : 6000			

No new characters available at this time

Ships have been left anchored at the following locations:

None

You have the following double agents:

Elostirion of the Alvernus @ 2316

Double agent Elostirion reports he was ordered to influence the population center loyalty. The loyalty was influenced/improved at Beni-Inusi.

Double agent Elostirion reports he was ordered to cast a movement spell. Teleport was cast.

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Troll Slayer	Sword	12	No	Good	COMBAT - Increases damage by 750 points.
Gúthwinë	Sword	95	No	Good	COMBAT - Increases damage by 750 points.
Collar of Command	Collar	129	Yes	None	Increases Command Rank by 30.
Durlachiel	Sword	141	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

*There are rumors of an assassination attempt involving Shadow Walker and Wathiros.
525 Gold was stolen at Yalúmea.*

ENCOUNTER MESSAGES

Encounter for Baragund at 2006

Baragund reached for the mirror, placed his hands upon its surface and called out the coordinates of "2212". Suddenly he felt an angry power cursing through his veins and he cried out in agony. It was only with the greatest of wills that he was able to break free before he was killed.

Encounter for Baragund at 2006

As he stopped for camp one night, he spotted the ruins of Mount Gram in the midst of a secret hollow. He decided to enter to see if anything valuable could be found. It was only after he had entered that he realized that he was not alone. The Spirits had crept upon him and now challenged his right to be there. With an unholy wail, they set upon him with a vengeance. But before he could ready his weapons, he realized that they were not attacking but rather celebrating his arrival. With loud encouragement, they showed him through the ruins and into a secret room in one of the buildings. Here he found a small case of precious jewels and gems which he was pressed to keep. It was with a profound sense of gratitude that he watched as the Spirits faded to their final rest. Later, the jewels and gems were appraised at 6000 gold pieces. It was sent to the capital.

COMBAT MESSAGES

Battle at 3104

In the Polar climate of the Open Plains of 3104, a conflict took place in the early morning hours in a dense and oppressive fog.

At the head of a rebellious army rode **General Cjain** of the nation of the Wise Council. 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
400 Woodman horsemen w/maces	wooden	none	a mob

At the head of a rebellious army rode **Captain Silusini** of the nation of the Wise Council. In his hands was borne the glowing Sword called Durlachiel. 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 Woodman footmen w/battle axes	wooden	none	a mob

At the head of a demoralized army rode **Lord Rashkgnar** of the nation of the Great Trollusk. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
941 Mixed Mannish horsemen w/shortswords	wooden/bronze	bronze/steel	ragged ranks

At the head of a rebellious army rode **Commander Arahad** of the nation of the Wise Council. 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
400 Woodman horsemen w/maces	wooden	none	a mob

Report from Cjain.....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 passed down the ranks.. Charge!! Charge!! 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.
Against the forces of Rashkgnar, they met our charge with their standard formation.

Report from Silusini.....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 passed down the ranks.. Ambush. We're going to ambush them. Ambush! 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.
Against the forces of Rashkgnar, we ambushed their standard formation.

Report from Arahad.....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 given by the clear voice of their Commander.. Charge!! Charge!!
Against the forces of Rashkgnar, they met our charge with their standard formation.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Cjain** 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! **Silusini** 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! **Wiulii** burst forth with a blood curdling yell and rushed to meet whatever foes would face his glowing Sword.

Report from Cjain.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing

many. 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.

Report from Silusini.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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.

Report from Arahad.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. 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.... Cjain's forces were victorious in the battle, but suffered some losses. Cjain appeared to have survived. Silusini's forces were victorious in the battle, but suffered severe losses. Silusini appeared to have survived. Rashkgnar's forces were destroyed/routed in the battle. Rashkgnar appeared to have survived but suffers from deadly wounds. Arahad's forces were victorious in the battle, but suffered severe losses. Arahad appeared to have survived.

Battle at 1601

In the Polar climate of the Open Plains of 1601, a conflict took place in the hours of late morning under an overcast sky.

At the head of a demoralized army rode **Lord Dernwyn** of the nation of the Wise Council. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
267 Woodman footmen w/battle axes	wooden	none	ragged ranks

At the head of a demoralized army rode **Commander Bailor Luk** of the nation of the Tribes of Angmar. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
400 Mixed Mannish footmen w/battle axes	wooden	none	a mob
400 Lesser Mannish footmen w/spears	wooden	none	a mob

Report from Dernwyn.....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 given by the clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Bailor Luk, our standard formation adjusted as they veered off and hit our flank.

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

Report from Dernwyn.....Our foot soldiers engaged the other troops in the open and took the battle to them. 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.... Dernwyn's forces were destroyed/routed in the battle. Dernwyn appeared to have survived but suffers from light wounds. Bailor Luk's forces were victorious in the battle, but suffered some losses. Bailor Luk 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

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.....
Ablish	610	GrdChar	gundo
Ablish	325	NatSell	ti 100
Arahad	215	RfsPers	
Arahad	230	AttEnemy	ch
Baragund	555	CreCmp	^
Baragund	285	ReacEnc	2212
Beirusa	940	CstLoSp	412 38
Beirusa	710	PrenMgy	
Cauligius	555	CreCmp	^
Cauligius	810	MovChar	2214
Cjaiin	230	AttEnemy	ch
Cjaiin	225	CstCbSp	108
Dernwyn	210	IssPers	bailo
Dernwyn	810	MovChar	2305
Dírhael	925	Recon	
Dírhael	820	MovCmpy	2305
Ericus	500	Double	elost
Ericus	900	FindArt	1
Estelmo	610	GrdChar	angus
Estelmo	215	RfsPers	
Gamling	690	StlGold	
Gamling	810	MovChar	2024
Gilrean	555	CreCmp	^
Gilrean	810	MovChar	2510
Gimforn	690	StlGold	
Gimforn	920	ScoPop	
Gundor	948	TranCar	2903 0207 go 15000
Gundor	610	GrdChar	suldu
Jopinii	710	PrenMgy	
Jopinii	940	CstLoSp	412 100
Micheasi	408	HvInfan	400 ^ ^
Micheasi	315	PrchCar	fo 1401
Oretur	555	CreCmp	^
Oretur	810	MovChar	2413
Silusini	230	AttEnemy	am
Silusini	225	CstCbSp	108
Sûldun	850	MovArmy	e e se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Sûldun	610	GrdChar	miche
Widfara	605	GrdLoc	
Widfara	810	MovChar	2104
Wiulii	210	IssPers	rashk
Wiulii	430	TrpsMan	hc

Ablish



Ranks : Command 0 Agent 38 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Ablish was located in the Open Plains at 2903.

He was ordered to have the nation sell to the caravans. 2446 Timber were sold for 5870 Gold.

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

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Arahad



Ranks : Command 41 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Arahad was located in the Open Plains at 3104.

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 Open Plains at 3104.

Baragund



Ranks : Command 0 Agent 0 Emissary 44 Mage 0
 Health 88 Stealth 0 Challenge 22
 Artifacts : None
 Spells (+0) : None

Baragund was located in the Mountains at 2006.

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

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

He had a special encounter. See Encounter Messages.

He is currently in the Mountains at 2006.

Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 64
 Health 100 Stealth 0 Challenge 79
 Artifacts : #12 Troll Slayer
 Spells (+0) : #104 Resistances(94) #108 Blessings(90) #302 Long Stride(82)
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Open Plains at 2903.

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

He moved with the army to 3104.

He was ordered to cast a lore spell. Research Artifact - Ring of Barahir #38 is a Ring - allegiance: Good - increases Command Rank by 40.

He is traveling with Sûldun in the Open Plains at 3104.

Cauligius



Ranks : Command 0 Agent 0 Emissary 71 Mage 0
 Health 94 Stealth 0 Challenge 35
 Artifacts : None
 Spells (+0) : None

Cauligius was located in the Hills & Rough at 1411.

He was ordered to create a camp. No population center name was provided. A camp named Hodrond was created.

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

He is currently in the Mountains at 2214. The Major Town of Overview flying the flag of the Sundered is here.

Cjaiin



Ranks : Command 81 Agent 0 Emissary 10 Mage 50
 Health 100 Stealth 0 Challenge 94
 Artifacts : None
 Spells (+0) : #104 Resistances(71) #108 Blessings(73) #302 Long Stride(83)
 #412 Research Artifact(89) #418 Locate Artifact(72)

Cjaiin was located in the Open Plains at 3104.

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

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 Open Plains at 3104.

Dernwyn



Ranks : Command 57 Agent 0 Emissary 0 Mage 12
 Health 95 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 1601.

He was ordered to challenge Bailor Luk to personal combat.

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

Dernwyn was wounded during combat.

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

He is currently in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.

Dírhrael



Ranks : Command 10 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 10
 Artifacts : None
 Spells (+0) : None

Dírhrael was located in the Mountains at 3102.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: None. See report below.

He commands a company in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.

Ericus



Ranks : Command 10 Agent 0 Emissary 94 Mage 18
 Health 100 Stealth 0 Challenge 54
 Artifacts : None
 Spells (+0) : #104 Resistances(99)

Ericus was located in the Mountains at 3102.

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

He moved with the company to 2305.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2305.

He is traveling with Dírhrael in the Mountains at 2305. The Town of Mt Gundabad flying the flag of the Wise Council is here.

Estelmo



Ranks : Command 0 Agent 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Estelmo was located in the Mixed Forest at 2418.

She was ordered to refuse all personal challenges.

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

She is currently in the Mixed Forest at 2418. The Village/Tower of Forests Edge flying the flag of the Great Trollusk is here.

Gamling



Ranks : Command 0 Agent 58 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 43
 Artifacts : None
 Spells (+0) : None

Gamling was located in the Mountains at 1922.

She was ordered to steal the Gold. 2 Gold was stolen at Raugawul.

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

She is currently in the Hills & Rough at 2024. The Village of Ivanir flying the flag of the Red Witches is here.

Gilrean



Ranks : Command 0 Agent 0 Emissary 38 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Gilrean was located in the Mixed Forest at 2314.

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

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

He is currently in the Open Plains at 2510. The un-owned Ruins of Keolan is here.

Gimforn



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

Gimforn was located in the Mountains at 1804.

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

He was ordered to scout the population center. A scout of the population center was attempted. Camp named Flippant - owned by the Tribes of Angmar - loyalty = 29. Production - Bronze: 100 - Steel: 70 - Gold: 1100.

He is currently in the Mountains at 1804. The Camp of Flippant flying the flag of the Tribes of Angmar is here.

Gundor



Ranks : Command 0 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Gundor was located in the Open Plains at 2903.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 11325 Gold (+10%) transported from Ar-Kuinder.

He is currently in the Open Plains at 2903. The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

Jopinii



Ranks : Command 0 Agent 0 Emissary 0 Mage 60
 Health 100+ Stealth 0 Challenge 60
 Artifacts : #129 Collar of Command
 Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)
 #412 Research Artifact(96)

Jopinii was located in the Open Plains at 3105.

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 - Fuinrauho #100 is a Sword - allegiance: Evil - increases combat damage by 2000 pts.

He is currently in the Open Plains at 3105. The Town/Fort of Lor-Junisn flying the flag of the Wise Council is here.

Micheasi



Ranks : Command 69 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 69
 Artifacts : None
 Spells (+0) : None

Micheasi was located in the Open Plains at 2903.

He was ordered to purchase from the caravans. 1401 Food were bought for 2242 Gold.

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

He moved with the army to 3104.

He is traveling with Sûldun in the Open Plains at 3104.

Oretur



Ranks : Command 0 Agent 0 Emissary 39 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Oretur was located in the Hills & Rough at 1311.

He was ordered to create a camp. He was not able to create the camp because there was insufficient populace.

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

He is currently in the Mixed Forest at 2413. The Village of Timber Town flying the flag of the Sundered is here.

Silusini



Ranks : Command 43 Agent 0 Emissary 0 Mage 65
 Health 100 Stealth 0 Challenge 90
 Artifacts : #141 Durlachiel/
 Spells (+0) : #104 Resistances(78) #108 Blessings(81) #302 Long Stride(94)
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Open Plains at 3104.

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

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 Open Plains at 3104.

Söldun



Ranks : Command 48 Agent 40 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 55
 Artifacts : None
 Spells (+0) : None

Söldun was located in the Open Plains at 2903.

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

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

He commands an army in the Open Plains at 3104.

Widfara



Ranks : Command 0 Agent 53 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

Widfara was located in the Open Plains at 2903.

He was ordered to guard the location. Ar-Kuinder was guarded.

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

He is currently in the Mountains at 2104. The Camp of Engrin flying the flag of the North Kingdom is here.

Wiulii



Ranks : Command 65 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 80
 Artifacts : #95 Gúthwinëv
 Spells (+0) : None

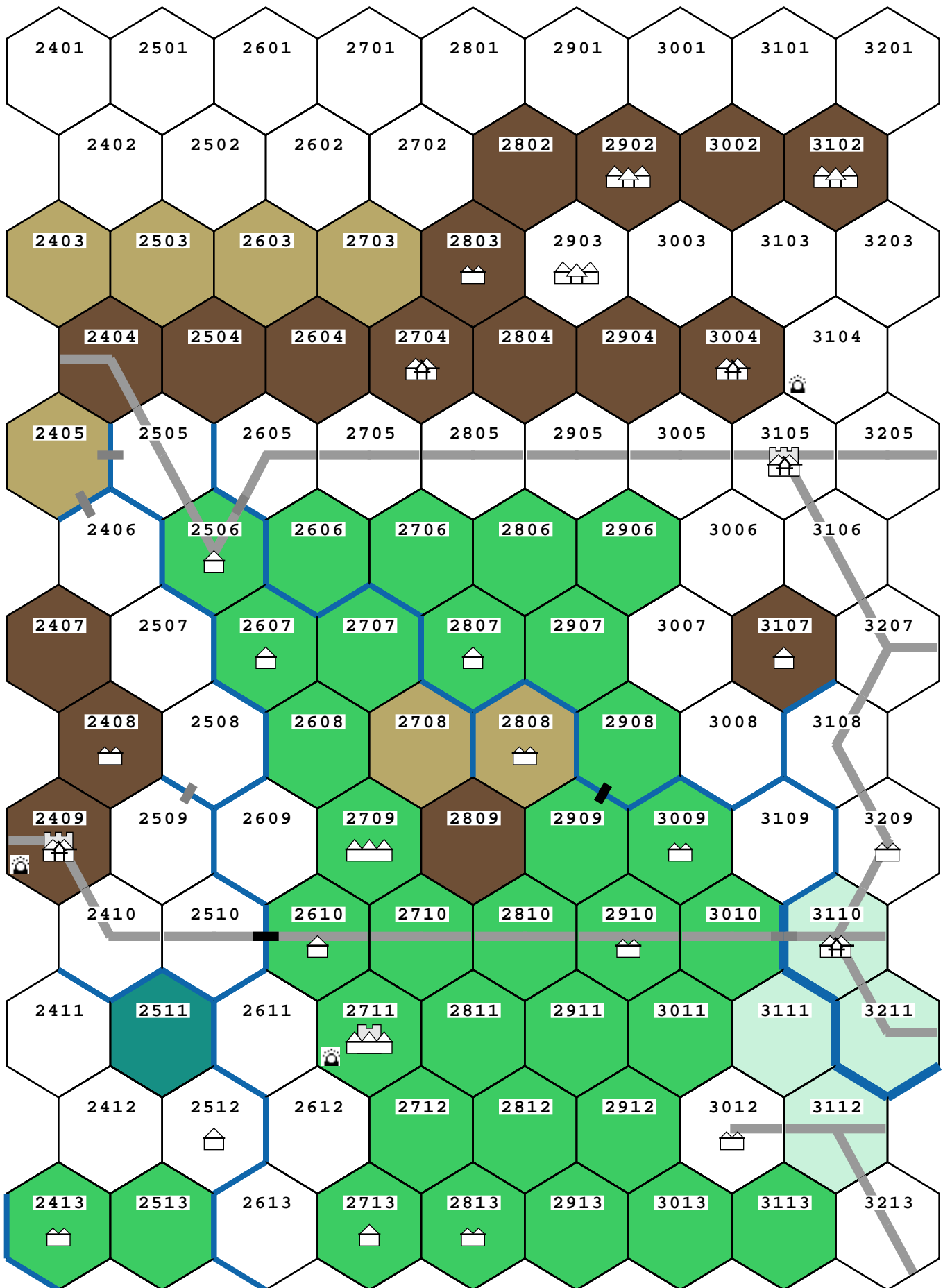
Wiulii was located in the Open Plains at 3104.

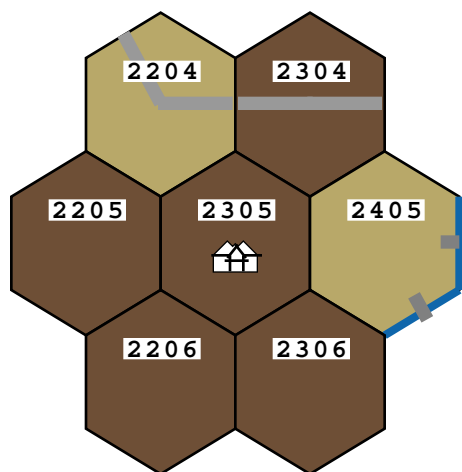
He was ordered to challenge Rashkgnar to personal combat.

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

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

He is traveling with Arahad in the Open Plains at 3104.





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

Beirusa (ID: beiru) @ 3104 Mage

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Cauligius (ID: cauli) @ 2214 Emissary

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

Cjain (ID: cjaii) @ 3104 Command Emissary Mage

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

Dernwyn (ID: dernw) @ 2305 Command Mage

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

Dírhael (ID: dirha) @ 2305 Command

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

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

Ericus (ID: ericu) @ 2305 Command Emissary Mage

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

Estelmo (ID: estel) @ 2418 Agent

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

Gamling (ID: gamli) @ 2024 Agent

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				
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Gilrean (ID: gilre) @ 2510 Emissary

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

Gimform (ID: gimfo) @ 1804 Agent

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

Gundor (ID: gundo) @ 2903 Agent

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
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Jopinii (ID: jopin) @ 3105 Mage

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

Micheasi (ID: miche) @ 3104 Command

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

Oretur (ID: oretu) @ 2413 Emissary

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

Silusini (ID: silus) @ 3104 Command Mage

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

Sûldun (ID: suldu) @ 3104 Command Agent

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

Widfara (ID: widfa) @ 2104 Agent

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

Wiulii (ID: wiuli) @ 3104 Command

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