

**MEPBM Games****presents**

# Middle-earth Play-By-Mail™

## Fourth Age, circa 1000



GAME # 141

**Wise Council**

Victory points : 750

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 :

**Sing a Song [ 1167 ] Once Upon a Time [ 1100 ] Alvernus [ 950 ]**

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 # : 29  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 5782  
 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 Benim 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	0	0	0	-

A small army bearing the banner of the Wise Council under Warlord Micheasi is here.

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

Size : Village	Fortifications : None	Loyalty : 31	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	72	14	0	0	0	-

**Gelydh** Location : @ 3209 in Open Plains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 51	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	0	0	66	-

**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	300	0	0	0	0	0	-

**Keolan** Location : @ 2510 in Open Plains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	176	0	0	0	928	0	16	0
Current stores	176	0	0	0	0	0	16	-

**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	0	0	34	-

A small army bearing the banner of the Wise Council under Regent Wiulii is here.

**Mt Gundabad** Location : @ 2305 in Mountains Climate is Polar

Size : Major Town	Fortifications : None	Loyalty : 94	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	26	0	2	0	0	0	360
Current stores	0	106	0	27	0	0	0	-

**Murk-Lomil** Location : @ 2902 in Mountains Climate is Polar  
 Size : Major Town Fortifications : None Loyalty : 92 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 0 102 58 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 : 43 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 75 0 14 0 0 0 -

**Overview** Location : @ 2214 in Mountains Climate is Cold  
 Size : Major Town Fortifications : None Loyalty : 40 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 65 19 0 0 0 0 660  
 Current stores 0 0 0 0 0 0 1500 -

Foreign characters reported in the hex : - **Carrog.**

**Timber Town** Location : @ 2413 in Mixed Forest Climate is Warm  
 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 0 0 952 96 8 0  
 Current stores 0 0 0 0 0 0 8 -

Foreign characters reported in the hex : **Iago the Lucky.**

**Tui Juai** Location : @ 3305 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 42 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 0 0 13 -

A small army bearing the banner of the Wise Council under Lord Dernwyn is here.

**Yalúmea** Location : @ 3009 in Mixed Forest Climate is Cool  
 Size : Village Fortifications : None Loyalty : 28 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 0 0 0 -

## ARMIES AND NAVIES

**Army Commander : Captain Arahad** Location : @ 2405 in Hills & Rough Climate is Cold  
 Army morale : 39 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Woodman horsemen w/maces 16 10 0 100 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 300 Low Supplies !!  
 War machines 0

**Army Commander : General Cjain** Location : @ 3706 in Open Plains Climate is Cold  
 Army morale : 21 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman horsemen w/maces	19	10	0	357	Heavy Cavalry
Woodman footmen w/battle axes	16	10	0	622	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0

Characters traveling with army : - Beirusa - Silusini.  
**The Town of Lagna Sa flying the flag of the Dark Feast is here.**  
**A small army bearing the banner of the Dark Feast under Lord Bogan is here.**  
**An army bearing the banner of the Dark Feast under Commander Garg Half Nose is here.**

**Army Commander : Lord Dernwyn** Location : @ 3305 in Open Plains Climate is Cold  
 Army morale : 25 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	12	10	0	400	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 144 Low Supplies !!  
 War machines 0

The Town of Tui Juai flying the flag of the Wise Council is here.

**Army Commander : Warlord Micheasi** Location : @ 2903 in Open Plains Climate is Polar  
 Army morale : 33 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	12	10	0	100	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 36 Low Supplies !!  
 War machines 0

Characters traveling with army : - Sûldun.  
 The Major Town of Ar-Kuinder flying the flag of the Wise Council is here.

**Army Commander : Regent Wiulii** Location : @ 3105 in Open Plains Climate is Cold  
 Army morale : 30 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Woodman footmen w/battle axes	10	10	0	300	Heavy Infantry

Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0 0  
 Armor 0 0 0  
 Food 450 Low Supplies !!  
 War machines 0

The Town/Fort of Lor-Junish flying the flag of the Wise Council is here.

#### COMPANY COMMANDERS :

Veteran Dírhael Location : @ 1924 Traveling with him are : Cauligius - Ericus.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	28531	21928	10544	1692	333428	25981	7857
Purchase at market price/unit	3	3	4	27	2	3	7
Sell to market price/unit	2	2	3	18	1	2	4

**MISCELLANEOUS**

Maintenance Costs expected next turn are:				Totals for Nation:	Stores	Production
Armies/Navies :	8430			Leather	635	635
Pop Centers :	1000			Bronze	583	300
Characters :	26500			Steel	130	39
				Mithril	55	6
Total :	35930			Food	0	4330
				Timber	0	480
Current Tax rate :	60%			Mounts	1637	44
Revenue expected next turn :	39140 (+3210)					
Current Gold reserve :	0					

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Elostirion of the Alvernus @ 2704**

Double agent Elostirion reports he was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Current loyalty is perceived to be fair.

Double agent Elostirion reports he was ordered to move. He accepted the movement orders.

**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 a personal challenge involving Gatto and Bigorik at 2209.*

*There are rumors of an armed conflict involving the Dark Feast and the Once Upon a Time at 3706. 3300 Gold was stolen at Tui Juai.*

*There are rumors of a theft attempt involving Borthand at Khiranos.*

*There are rumors of a theft attempt involving Arassuil at Lizard Lick. 1030 Gold was stolen at Overview.*

*There are rumors of a theft attempt involving Rhukskâ at Nosebleed.*

*There are rumors of a theft attempt involving Narkle at Forests Edge.*

*There are rumors of a theft attempt involving Sebroc at Nim Sereg.*

## ENCOUNTER MESSAGES

### Encounter for Oretur at 2006

Oretur had just bedded down for a good night's rest when his eyes were arrested by a soft glow emanating from over the next hill. Deciding that he had better discover the source of this glow, he picked up his belongings and made his way cautiously over the rise. As he drew closer, he noticed that the glow seemed to be coming from a small cave set back into the hill. He entered the cave ready for anything but halted in amazement when he entered the central chamber. Inside was a large dark mirror with constantly shifting images of people, places, and ancient artifacts. It was from the mirror that the glow was emanating. Across from the mirror stood a skeleton of a giant humanoid decked out in an assortment of intricately carved armor and holding a giant sword in readiness. Finally, between the mirror and the skeleton was a stout door set into the wall and fastened with a stout metal lock formed by an ancient craft. Should Oretur

Touch the mirror and call out a name \_\_\_\_\_ (Character ID)  
 Touch the mirror and call out a place \_\_\_\_\_ (Hex #)  
 Touch the mirror and call out an artifact \_\_\_\_\_ (Artifact #)  
 DESTROY the mirror  
 Try to OPEN the lock on the door  
 ATTACK the skeleton  
 STEAL the armor and weapons from the skeleton  
 FLEE

How will Oretur 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

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.....
Ablish	605	GrdLoc	
Ablish	948	TranCar	2903 3102 go 10000
Arahad	765	SplArmy	wiuli ^ ^ 300 ^ ^ ^
Arahad	860	ForcMar	w w w w w w w ^ ^ ^ ^ ^ ^ no
Baragund	520	InfYour	
Baragund	810	MovChar	3017
Beirusa	940	CstLoSp	412 200
Beirusa	225	CstCbSp	108
Cauligius	525	InfOthr	
Cauligius	755	JnCmpy	dirha
Cjaiin	498	Threat	
Cjaiin	860	ForcMar	e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	860	ForcMar	e e se se e ^ ^ ^ ^ ^ ^ ^ no
Dernwyn	408	HvInfan	400 ^ ^
Dírhael	925	Recon	
Dírhael	820	MovCmpy	1924
Ericus	525	InfOthr	
Ericus	215	RfsPers	
Gamling	690	StlGold	
Gamling	920	ScoPop	
Gilrean	949	TrOwner	elost
Gilrean	900	FindArt	1
Gimforn	690	StlGold	
Gimforn	810	MovChar	3009
Gundor	610	GrdChar	ablis
Gundor	947	NatTran	2704 ti 91
Jopinii	360	TrArt	wiuli 129 ^ ^ ^ ^ ^
Jopinii	705	RsrchSp	419
Micheasi	765	SplArmy	dernw ^ ^ 400 ^ ^ ^
Micheasi	947	NatTran	2704 fo 91
Oretur	555	CreCmp	^
Oretur	810	MovChar	2006
Silusini	225	CstCbSp	108
Silusini	940	CstLoSp	412 98
Sûldun	870	MovJoin	2903 miche
Sûldun	610	GrdChar	cjaii
Widfara	690	StlGold	
Widfara	810	MovChar	0812
Wiulii	408	HvInfan	300 ^ ^
Wiulii	315	PrchCar	fo 750

Ablish



Ranks : Command 0 Agent 43 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 32  
 Artifacts : None  
 Spells (+0) : None

Ablish was located in the Open Plains at 2903.

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

He was ordered to transport by the caravans. The transport was changed because there was insufficient Gold. 2273 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.*

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 3105.

He was ordered to split the army. The army was split. 450 Food was transferred.

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

*He commands an army in the Hills & Rough at 2405.*

Baragund



Ranks : Command 0 Agent 0 Emissary 47 Mage 0  
 Health 100 Stealth 0 Challenge 23  
 Artifacts : None  
 Spells (+0) : None

Baragund was located in the Mixed Forest at 2413.

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

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

*He is currently in the Open Plains at 3017. The un-owned Ruins of The Lost Tavern is here.*



Beirusa



Ranks : Command 0 Agent 0 Emissary 0 Mage 64  
 Health 85 Stealth 0 Challenge 79  
 Artifacts : #12 Troll Slayer  
 Spells (+0) : #104 Resistances(94) #108 Blessings(91) #302 Long Stride(82)  
 #308 Capital Return(100) #412 Research Artifact(100)

Beirusa was located in the Hills & Rough at 3506.

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

He moved with the army to 3706.

He was ordered to cast a lore spell. Research Artifact - Cloak of Protection #200 is a Cloak - allegiance: None - increases Agent Rank by 10. He suffered a loss of health due to casting two spells.

*He is traveling with Cjain in the Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.*

Cauligius



Ranks : Command 0 Agent 0 Emissary 73 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Cauligius was located in the Mountains at 2214.

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

He was ordered to join a company. He joined the company commanded by Dírhael.

He moved with the company to 1924.

*He is traveling with Dírhael in the Hills & Rough at 1924. The Town of Ghabarú flying the flag of the Benim an Pharazôn is here.*

Cjain



Ranks : Command 83 Agent 0 Emissary 10 Mage 50  
 Health 100 Stealth 0 Challenge 96  
 Artifacts : None  
 Spells (+0) : #104 Resistances(71) #108 Blessings(73) #302 Long Stride(83)  
 #412 Research Artifact(89) #418 Locate Artifact(72)

Cjain was located in the Hills & Rough at 3506.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Not able to threaten population center because the populace was not threatened. Continued efforts may succeed.

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

*He commands an army in the Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.*

Dernwyn



Ranks : Command 57 Agent 0 Emissary 0 Mage 12  
 Health 100 Stealth 0 Challenge 60  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(49)

Dernwyn was located in the Open Plains at 2903.

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

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

***He commands an army in the Open Plains at 3305. The Town of Tui Juai 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 2214.

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 Hills & Rough at 1924. The Town of Ghabarú flying the flag of the Bením an Pharazôn is here.***

Ericus



Ranks : Command 10 Agent 0 Emissary 96 Mage 20  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : #104 Resistances(99)

Ericus was located in the Mountains at 2214.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Overview. Overview is now under our control.

He moved with the company to 1924.

***He is traveling with Dírhrael in the Hills & Rough at 1924. The Town of Ghabarú flying the flag of the Bením an Pharazôn is here.***

Gamling



Ranks : Command 0 Agent 65 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Gamling was located in the Hills & Rough at 1924.

She was ordered to steal the Gold. 3500 Gold was stolen at Ghabarú.

She was ordered to scout the population center. A scout of the population center was attempted. Town named Ghabarú - owned by the Bením an Pharazôn . Nothing else was reported at this time.

***She is currently in the Hills & Rough at 1924. The Town of Ghabarú flying the flag of the Bením an Pharazôn is here.***

Gilrean



Ranks : Command 0 Agent 0 Emissary 45 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Gilrean was located in the Mountains at 2704.

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 2704.

He was ordered to transfer the ownership of the population center. Teisl-Junni is no longer under our control.

***He is currently in the Mountains at 2704. The Town of Teisl-Junni flying the flag of the Alvernus is here.***

Gimform



Ranks : Command 0 Agent 52 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 39  
 Artifacts : None  
 Spells (+0) : None

Gimform was located in the Mountains at 2212.

He was ordered to steal the Gold. He was not able to complete his mission because the target was too well guarded. He was captured by Prang while performing his theft mission.

He was ordered to move. 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.***

Gundor



Ranks : Command 0 Agent 45 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Gundor was located in the Open Plains at 2903.

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

He was ordered to have the nation transport by the caravans. 785 Timber (+10%) transported to Teisl-Junni.

*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 63  
 Health 100+ Stealth 0 Challenge 63  
 Artifacts : None

Spells (+0) : #104 Resistances(88) #302 Long Stride(71) #308 Capital Return(75)  
 #410 Divine Allegiance Forces(87) #412 Research Artifact(96)  
 #419 Divine Nation Forces(75)

Jopinii was located in the Open Plains at 3105.

He was ordered to transfer some artifacts to a character. Collar of Command #129 was transferred.

He was ordered to research a spell. Divine Nation Forces #419 was successfully researched.

*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 71 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 71  
 Artifacts : None  
 Spells (+0) : None

Micheasi was located in the Open Plains at 2903.

He was ordered to split the army. The army was split. 144 Food was transferred.

He was ordered to have the nation transport by the caravans. 3936 Food (+10%) transported to Teisl-Junni.

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

Oretur



Ranks : Command 0 Agent 0 Emissary 44 Mage 0  
 Health 100 Stealth 0 Challenge 22  
 Artifacts : None  
 Spells (+0) : None

Oretur was located in the Open Plains at 1810.

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 had a special encounter. See Encounter Messages.

**He is currently in the Mountains at 2006.**

Silusini



Ranks : Command 43 Agent 0 Emissary 0 Mage 65  
 Health 90 Stealth 0 Challenge 90  
 Artifacts : #141 Durlachiel  
 Spells (+0) : #104 Resistances(78) #108 Blessings(82) #302 Long Stride(94)  
 #406 Divine Army(85) #412 Research Artifact(100) #418 Locate Artifact(73)

Silusini was located in the Hills & Rough at 3506.

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

He moved with the army to 3706.

He was ordered to cast a lore spell. Research Artifact - Sauron's Javelin #98 is a Javelin - allegiance: Evil - increases combat damage by 1500 pts. He suffered a loss of health due to casting two spells.

**He is traveling with Cjain in the Open Plains at 3706. The Town of Lagna Sa flying the flag of the Dark Feast is here.**

S ldun



Ranks : Command 48 Agent 42 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Sıldun was located in the Hills & Rough at 3506.

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

He moved with the army to 3706.

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

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

Widfara



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

Widfara was located in the Hills & Rough at 1510.

He was ordered to steal the Gold. 1300 Gold was stolen at Nenning.

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

*He is currently in the Mountains at 0812. The Village of Tracadie flying the flag of the North Kingdom is here.*

Wiulii



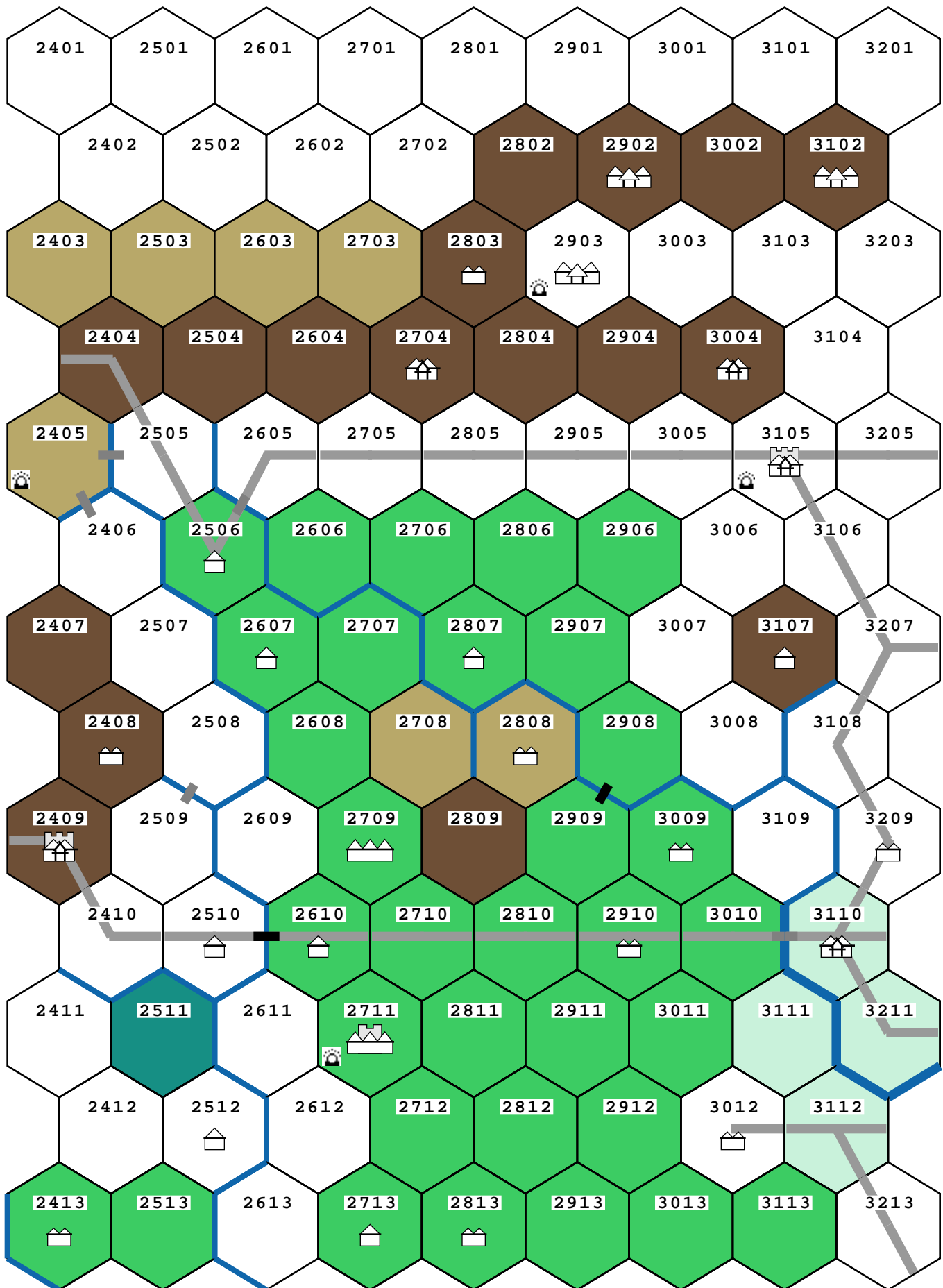
Ranks : Command 68 (98) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 113  
 Artifacts : #95 Gúthwinē√ #129 Collar of Command  
 Spells (+0) : None

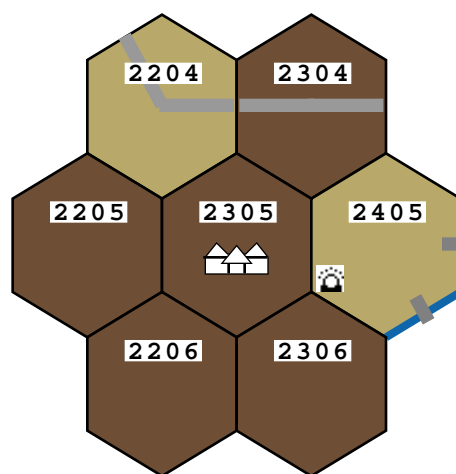
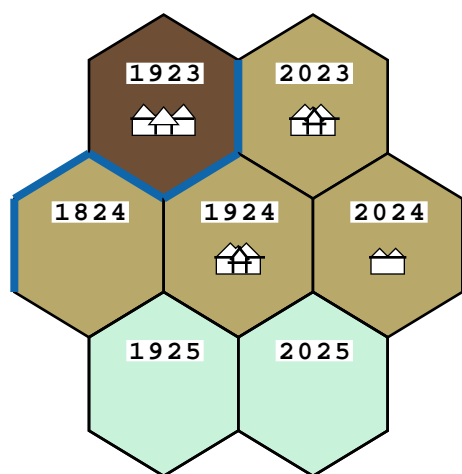
Wiulii was located in the Open Plains at 3105.

He was ordered to purchase from the caravans. 750 Food were bought for 1200 Gold.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and No armor were recruited.

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







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

## Beirusa (ID: beiru) @ 3706 Mage

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information																		<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;">#</td> <td style="width: 15%;">Code</td> <td style="width: 15%;">Type</td> <td style="width: 40%;"></td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	#	Code	Type		Required						Information																	
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## Cauligius (ID: cauli) @ 1924 Emissary

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

Cjain (ID: cjaii) @ 3706 Command Emissary Mage

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

## Dernwyn (ID: dernw) @ 3305 Command Mage

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

## Dírhael (ID: dirha) @ 1924 Command

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

Ericus (ID: ericu) @ 1924 Command Emissary Mage

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

**Gamling (ID: gamli) @ 1924 Agent**

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

**Gilrean (ID: gilre) @ 2704 Emissary**

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			_____				
			_____								_____				
			_____								_____				

**Jopinii (ID: jopin) @ 3105 Mage**

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

**Micheasi (ID: miche) @ 2903 Command**

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

**Oretur (ID: oretu) @ 2006 Emissary**

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

**Silusini (ID: silus) @ 3706 Command Mage**

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

**Sûldun (ID: suldu) @ 2903 Command Agent**

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

**Widfara (ID: widfa) @ 0812 Agent**

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

**Wiulii (ID: wiuli) @ 3105 Command**

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