

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Alvernus**

Victory points : 1317

Victory Conditions :

To hold at game end the greatest amount of artifacts.
 To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Plum Crazy by any means whatsoever.
 To see to the termination of Criknrog by any means whatsoever.
 To hold at game end the artifact: Silver Rod of Andúni #60.

Top 3 Free Peoples :

Alvernus [1317] Once Upon a Time [1267] Sing a Song [1025]

Special Nation Abilities :

#10 New mages start at rank up to 40.
 #30 Can learn lost teleport spell.
 #32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N25
 LUCIO PIMENTEL 110728
 NONE
 NONE
 NONE

Game # : 141
 Player # : 25
 Turn # : 18
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 4086
 Special Service : YES

Alvernus

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Disliked
#13 Red Witches	: Disliked	#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked
#16 Sh'iar Empire	: Disliked	#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked
#19 RhunLandChattelCo	: Disliked	#20 Tribes of Angmar	: Hated	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Friendly	#24 Plane	: Tolerated

POPULATION CENTERS

Andakro Location : @ 0607 in Mountains Climate is Cool

Size : Camp	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	150	10	0	0	0	1000
Current stores	0	0	402	10	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	167	45	0	0
Current stores	1273	0	520	0	0	315	660	-

Foreign characters reported in the hex : - **Anya the Red - Criknrog - Wojuruk.**
A small army bearing the banner of the Alvernus under Warlord Carlin is here.

Barad Cirith Location : @ 0308 in Open Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	202	0	0	0	425	0	14	0
Current stores	404	0	0	0	2125	0	14	-

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

Size : Major Town	Fortifications : Fort	Loyalty : 63	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	79	0	0	0	166	0	7	0
Current stores	158	0	0	0	830	6000	7	-

A small army bearing the banner of the Alvernus under Captain Agbathû is here.

Drú Dôr Location : @ 0703 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	29	7	0	0	0	330
Current stores	0	0	89	7	0	0	0	-

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

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	70	0	0	0	0	0
Current stores	0	0	188	0	0	0	0	-

Gorgon Location : @ 0206 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	578	221	0	0
Current stores	0	0	0	0	2890	1547	0	-

Lirith Tol

Location : @ 0507 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 67	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	162	90	0	700
Current stores	0	0	0	0	0	945	0	-

A large army bearing the banner of the Alvernus under Commander Carvedas is here.

An army bearing the banner of the Alvernus under Regent Moraiza is here.

Lisgardh

Location : @ 0608 in Mountains Climate is Cool

Size : Village	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	176	0	16	0	0	0	1100
Current stores	0	704	0	16	0	0	0	-

Melkor

Location : @ 0306 in Shore/Plains Climate is Mild

Size : Village	Fortifications : None	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	144	0	0	0	583	0	14	0
Current stores	288	0	0	0	2915	0	14	-

Northern Way

Location : @ 0702 in Shore/Plains Climate is Polar

Size : Camp	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	26	0	0	0	49	0	3	0
Current stores	52	0	0	0	98	0	3	-

Rómenya

Location : @ 0604 in Mountains Climate is Cold

Size : Camp	Fortifications : None	Loyalty : 21	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	78	18	0	0	0	900
Current stores	0	0	209	18	0	0	0	-

Sanká

Location : @ 0605 in Mountains Climate is Cold

Size : Town	Fortifications : None	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	54	11	0	0	0	780
Current stores	0	0	223	14	0	0	0	-

Taverna

Location : @ 3912 in Shore/Plains Climate is Cool

Size : Major Town	Fortifications : Tower	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	74	0	0	0	352	0	10	0
Current stores	148	0	0	0	352	0	310	-

Tol Cirith

Location : @ 0408 in Shore/Plains Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 88	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	126	0	0	0	184	0	7	0
Current stores	252	0	0	0	920	0	7	-

A navy bearing the banner of the Alvernus under Regent Llewi is here.

Zhantus

Location : @ 0307 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	502	65	0	0
Current stores	0	0	0	0	2510	455	0	-

ARMIES AND NAVIES

Army Commander : Captain Agbathû Location : @ 0405 in Shore/Plains Climate is Mild
 Army morale : 30 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 12 10 60 500 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 762 Low Supplies !!
 War machines 0
 The Major Town/Fort of Dire flying the flag of the Alvernus is here.

Army Commander : Warlord Carlin Location : @ 0207 in Mixed Forest Climate is Mild
 Army morale : 80 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran mercenaries w/shortswords 85 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 76 Low Supplies !!
 War machines 0
 Characters traveling with army : - Barrow Wight - Faika.
 The City/Tower of Baltus flying the flag of the Alvernus is here.

Army Commander : Commander Carvedas Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 36 Warships : 0 Transports : 0 (7) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 13 10 0 1700 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 2694 Low Supplies !!
 War machines 0
 Characters traveling with army : - Erebor.
 The Major Town of Lirith Tol flying the flag of the Alvernus is here.
 An army bearing the banner of the Alvernus under Regent Moraiza is here.

Army Commander : Regent Moraiza Location : @ 0507 in Mixed Forest Climate is Mild
 Army morale : 29 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 13 10 0 900 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 18 Low Supplies !!
 War machines 0
 Characters traveling with army : - Lumban - Moeskin.
 The Major Town of Lirith Tol flying the flag of the Alvernus is here.
 A large army bearing the banner of the Alvernus under Commander Carvedas is here.

Navy Commander : Regent Llewli Location : @ 0408 in Shore/Plains Climate is Mild
 Army morale : 52 Warships : 15 Transports : 5 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran mercenaries w/shortswords 64 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0
 Food 1700
 War machines 0
 The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

COMPANY COMMANDERS :

Veteran Iarless Location : @ 0507 Traveling with him are : Angus.

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	16202	22278	5159	0	236809	31430	1458
Purchase at market price/unit	2	2	5	92	2	2	11
Sell to market price/unit	1	1	2	49	1	1	6

MISCELLANEOUS

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	14600	Leather	2575	651
Pop Centers :	4000	Bronze	704	176
Characters :	33680	Steel	1631	381
		Mithril	65	62
Total :	52280	Food	12640	3168
		Timber	9262	421
Current Tax rate :	60%	Mounts	1015	55
Revenue expected next turn :	43810 (-8470)			
Current Gold reserve :	19750			

No new characters available at this time

Ritual character terminations: 0

Ships have been left anchored at the following locations:

None

You have the following double agents:

Broussard of the Acadians @ 1005

Saint-Etienne of the Acadians @ 0714

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Navorn	Sword	16	No	None	COMBAT - Increases damage by 500 points.
Silmaruth	Sword	41	No	None	COMBAT - Increases damage by 2000 points.
Dagnirdraug	Sword	43	No	Good	COMBAT - Increases damage by 750 points.
Dragon Helm of Dor-Lómin	Helm	47	Yes	None	Increases Command Rank by 10.
Rat Gauntlets	Gauntlet	48	Yes	None	Increases Agent Rank by 10.
Helm of Shadow	Helm	49	Yes	None	Increases Stealth Rank by 15.
Mothras	Horn	73	No	None	COMBAT - Increases damage by 500 points.
Ringil	Sword	103	No	Good	COMBAT - Increases damage by 2000 points.
Spear of Following	Spear	122	No	None	COMBAT - Increases damage by 500 points.
The Black Book	Tome	154	Yes	None	Increases Mage Rank by 10.
Wôlor Priest Ring	Ring	164	Yes	Evil	Increases Mage Rank by 25.
Corantir	Headband	166	Yes	None	Increases Mage Rank by 10.
Ungolrist	Sword	167	No	Good	COMBAT - Increases damage by 750 points.
Gildagor	Sword	171	No	None	COMBAT - Increases damage by 500 points.
Deepwood Bracelet	Gauntlet	184	Yes	None	Increases Mage Rank by 10.

Amulet of Sea Mastery Amulet 194 No None MOVEMENT - "Open seas" same as "Coastal waters".

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an armed conflict involving the Wise Council at 2309.
There are rumors of an armed conflict involving the Great Trollusk at 1920.

ENCOUNTER MESSAGES

Encounter for Lumban at 0912

There is a small dusty cave where the passage of time has seemed to stop. There is a sense of power about the place. On one wall you see enscribed in runes and glyphs of power:

This secret was while fishing made.

A discovery for which many would have paid.

Fortunate to have a friend around

but unfortunate so as to death be bound.

The essence of power seems to await just a one or two word answer to the riddle... What word(s) or name will Lumban say ? (If no response is given, he will be assumed to have fled the scene.)

Encounter for Modulator at 3624

As he stopped for camp one night, he spotted the ruins of Ostigurth 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. Before he could even ready his weapons, they had forced him from the ruins. Knowing that he had to move on, he left thanking his good fortune that they had not attacked to kill.

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. From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Agbathû	850	MovArmy	e ne ne ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Agbathû	400	HvCvlry	500 ^ st
Angus	685	StlArt	103
Angus	940	CstLoSp	412 7
Barrow Wight	185	DnStNat	18
Barrow Wight	605	GrdLoc	
Carlin	435	ArmyMan	
Carlin	765	SplArmy	agbat 500 ^ ^ ^ ^ ^
Carvedas	435	ArmyMan	
Carvedas	340	TrPo2Ar	3000
Elendil	520	InfYour	
Elendil	810	MovChar	0604
Elostirion	550	ImprPop	
Elostirion	940	CstLoSp	415 0606
Erestor	408	HvInfan	300 ^ ^
Erestor	550	ImprPop	
Faika	180	UpStNat	23
Faika	340	TrPo2Ar	1000
Iarless	610	GrdChar	angus
Iarless	820	MovCmpy	0507
JF Breau	930	ScoChar	
JF Breau	810	MovChar	0507
Kônebra	825	CstMvSp	314 0507
Kônebra	900	FindArt	1
Llewi	552	PosCmp	^
Llewi	830	MovNavy	se sw sw sw se se se e e ne nw ^ ^ ^ no
Lumban	290	InvEnc	
Lumban	870	MovJoin	0507 morai
Malendur	940	CstLoSp	412 8
Malendur	825	CstMvSp	314 0507
Modulator	520	InfYour	
Modulator	810	MovChar	3624
Moeskin	870	MovJoin	0507 morai
Moeskin	705	RsrchSp	4
Moraiza	408	HvInfan	400 ^ ^
Moraiza	850	MovArmy	ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Myrthrandir	940	CstLoSp	412 146
Myrthrandir	825	CstMvSp	314 0507
Soil Nûnaw	685	StlArt	212
Soil Nûnaw	810	MovChar	2111
Transmitter	330	CstCjSp	508 ^
Transmitter	520	InfYour	

Agbath



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

Agbathû was located in the Mixed Forest at 0207.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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

He commands an army in the Shore/Plains at 0405. The Major Town/Fort of Dire flying the flag of the Alvernus is here.

Angus



Ranks : Command 0 Agent 79 (89) Emissary 0 Mage 30
 Health 100 Stealth 0 (15) Challenge 83
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #103 Ringil #171 Gildagor/
 Spells (+0) : #314 Teleport(77) #412 Research Artifact(86)
 #418 Locate Artifact(85)

Angus was located in the Hills & Rough at 1007.

He was ordered to steal an artifact. Ringil #103 was stolen.

He moved with the company to 0507.

He was ordered to cast a lore spell. Research Artifact - Romoquenáro #7 is a Bow - allegiance: None - increases combat damage by 750 pts and possession of the artifact can allow casting of the spell Perceive Allegiance.

He is traveling with Iarless in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Barrow Wight



Ranks : Command 57 Agent 63 Emissary 21 Mage 0
 Health 100 Stealth 0 Challenge 71
 Artifacts : None
 Spells (+0) : None

Barrow Wight was located in the Mixed Forest at 0207.

He was ordered to downgrade our relations. Our relations with the Benîm an Pharazôn were downgraded.

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

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

Carlin



Ranks : Command 71 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 81
 Artifacts : #73 Mothras/ #194 Amulet of Sea Mastery
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0207.

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

He was ordered to split the army. The army was split. 762 Food was transferred.

He commands an army in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.

Carvedas



Ranks : Command 38 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Carvedas was located in the Mixed Forest at 0507.

He was ordered to transfer some Food from the population center to the army. The Food transfer was changed because of insufficient Food. 2971 Food was transferred.

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

He commands an army in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Elendil



Ranks : Command 0 Agent 0 Emissary 80 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0307.

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

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

He is currently in the Mountains at 0604. The Camp of Rómenya flying the flag of the Alvernus is here.

Elostirion



Ranks : Command 0 Agent 0 Emissary 86 Mage 40
 Health 97 Stealth 0 Challenge 53
 Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(84)
 #436 Scry Character(91)

Elostirion was located in the Mountains at 0605.

He was ordered to improve the population center size. Sanká was improved to a Town.

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

He is currently in the Mountains at 0605. The Town of Sanká flying the flag of the Alvernus is here.

Erestor



Ranks : Command 26 Agent 0 Emissary 70 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None

Spells (+0) : None

Erestor was located in the Mixed Forest at 0507.

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

He was ordered to improve the population center size. Lirith Tol was improved to a Major Town.

He is traveling with Carvedas in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Faika



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

Spells (+0) : None

Faika was located in the Mixed Forest at 0207.

He was ordered to upgrade our relations. Our relations with the Once Upon a Time were upgraded.

He was ordered to transfer some Food from the population center to the army. The Food transfer was changed because of insufficient Food. 835 Food was transferred.

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

Iarless



Ranks : Command 13 Agent 50 Emissary 0 Mage 0
 Health 100+ Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Iarless was located in the Hills & Rough at 1007.

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

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

He commands a company in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

JF Breau



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

JF Breau was located in the Mixed Forest at 0612.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: No foreign characters found.

He is currently in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 56
 Health 24 Stealth 0 Challenge 71
 Artifacts : #167 Ungolrist
 Spells (+0) : #104 Resistances(78) #214 Call Winds(70) #302 Long Stride(100)
 #314 Teleport(86) #410 Divine Allegiance Forces(97) #412 Research Artifact(87)
 #414 Scry Hex(97) #417 Divine Characters w/Forces(92)

Konebra was located in the Open Plains at 3304.

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

He was ordered to find an artifact. An artifact search was attempted. No artifact was found at 0507.

He is currently in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Llewi



Ranks : Command 64 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 64
 Artifacts : None
 Spells (+0) : None

Llewi was located in the Shore/Plains at 0203.

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

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

He commands a navy offshore at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51
 Health 100 Stealth 0 Challenge 61
 Artifacts : #16 Navornv #47 Dragon Helm of Dor-Lómin #164 Wólór Priest Ring
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)
 #412 Research Artifact(97)

Lumban was located in the Hills & Rough at 0912.

He investigated encounters/strange rumors at 0912. See Encounter messages...

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

He is traveling with Moraiza in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 61 (71)
 Health 85 Stealth 0 Challenge 111
 Artifacts : #41 Silmaruthv #154 The Black Book
 Spells(+10) : #314 Teleport(81) #412 Research Artifact(95) #414 Scry Hex(77)
 #418 Locate Artifact(83) #428 Locate Artifact True(63) #510 Conjure Food(82)

Malendur was located in the Mountains at 3329.

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

He was ordered to cast a lore spell. Research Artifact - Morlhach #8 is a Sword - allegiance: Evil - increases combat damage by 500 pts. He suffered a loss of health due to casting two spells.

He is currently in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Modulator



Ranks : Command 0 Agent 0 Emissary 59 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Modulator was located in the Shore/Plains at 3912.

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

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 3624. The un-owned Ruins of Nosebleed is here.

Moeskin



Ranks : Command 54 Agent 0 Emissary 0 Mage 68 (78)
 Health 100 Stealth 0 Challenge 101
 Artifacts : #122 Spear of Following√ #166 Corantir
 Spells(+10) : #4 Major Heal(100) #314 Teleport(72)
 #410 Divine Allegiance Forces(95) #412 Research Artifact(96)
 #416 Reveal Production(77) #418 Locate Artifact(85) #420 Reveal Character(70)
 #422 Perceive Power(77) #428 Locate Artifact True(69)
 #430 Reveal Character True(87)

Moeskin was located in the Mixed Forest at 0207.

He was ordered to research a spell. Major Heal #4 was successfully researched.

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

He is traveling with Moraiza in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Moraiza



Ranks : Command 66 Agent 0 Emissary 0 Mage 44
 Health 100+ Stealth 0 Challenge 77
 Artifacts : None
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)
 #412 Research Artifact(100)

Moraiza was located in the Shore/Plains at 0408.

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

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

He commands an army in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Myrthrandir



Ranks : Command 0 Agent 0 Emissary 0 Mage 66 (76)
 Health 68 Stealth 0 Challenge 91
 Artifacts : #43 Dagnirdraug/ #184 Deepwood Bracelet
 Spells(+10) : #314 Teleport(82) #412 Research Artifact(86)
 #416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)
 #428 Locate Artifact True(88) #430 Reveal Character True(56)

Myrthrandir was located in the Open Plains at 2320.

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

He was ordered to cast a lore spell. Research Artifact - Horse-tamer #146 is a Lance - allegiance: None - increases combat damage by 500 pts and possession of the artifact can allow casting of the spell Minor Heal. He suffered a loss of health due to casting two spells.

He is currently in the Mixed Forest at 0507. The Major Town of Lirith Tol flying the flag of the Alvernus is here.

Soil N naw



Ranks : Command 0 Agent 54 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : None

Soil Nûnaw was located in the Open Plains at 2818.

He was ordered to steal an artifact. He was not able to steal the artifact because it was not present with any character in the hex.

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

He is currently in the Hills & Rough at 2111. The Village of Mijesec flying the flag of the Tribes of Angmar is here.

Transmitter



Ranks : Command 0 Agent 0 Emissary 69 Mage 60
 Health 100 Stealth 0 Challenge 68
 Artifacts : None

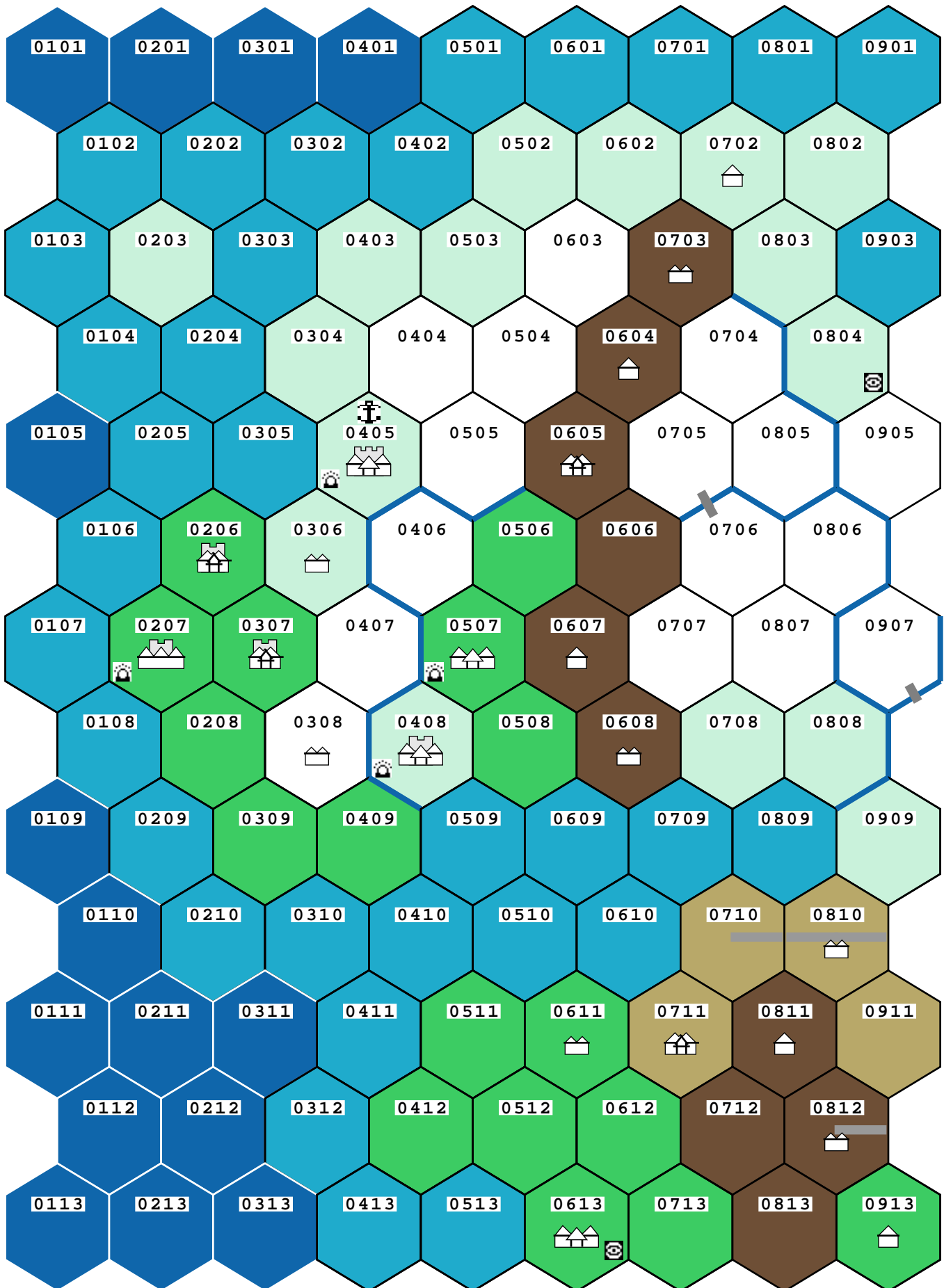
Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)
 #413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(84)
 #428 Locate Artifact True(73) #508 Conjure Mounts(86)

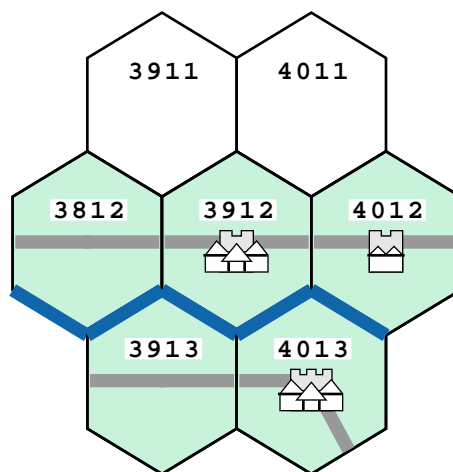
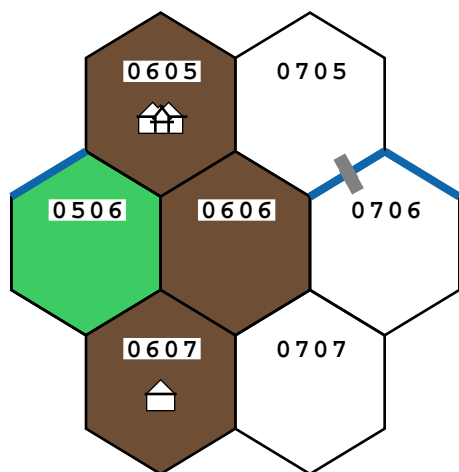
Transmitter was located in the Shore/Plains at 3912.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

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

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

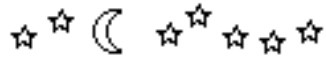




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Alvernus

URNSHEET



Game # 141



LUCIO PIMENTEL 110728
 NONE
 NONE
 NONE

Game # : 141
 Player # : 25
 Turn # : 19
 Security # : 4086

Return this turnsheet before JUNE 16 2013

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Agbathû (ID: agbat) @ 0405 Command

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

Angus (ID: angus) @ 0507 Agent Mage

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Barrow Wight (ID: barro) @ 0207 Command Agent Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Carlin (ID: carli) @ 0207 Command

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

Carvedas (ID: carve) @ 0507 Command Agent

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

Elendil (ID: elend) @ 0604 Emissary

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

Elostirion (ID: elost) @ 0605 Emissary Mage

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

Erestor (ID: erest) @ 0507 **Command Emissary**

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

Faika (ID: faika) @ 0207 Command

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

Iarless (ID: iarle) @ 0507 Command Agent

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

JF Breau (ID: jf b) @ 0507 Agent

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

Kônebra (ID: koneb) @ 0507 Mage

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

Llewi (ID: llewi) @ 0408 Command

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

Lumban (ID: lumba) @ 0507 Mage

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

Malendur (ID: malen) @ 0507 Mage

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

Modulator (ID: modul) @ 3624 Emissary

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

Moeskin (ID: moesk) @ 0507 Command Mage

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

Moraiza (ID: morai) @ 0507 Command Mage

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

Myrthrandir (ID: myrth) @ 0507 Mage

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

Soil Nûnaw (ID: soil) @ 2111 Agent

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

Transmitter (ID: trans) @ 3912 Emissary Mage

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