

**MEPBM Games**  
**presents**

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



GAME # 141



## **Alvernus**

Victory points : 1200

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 [ 1200 ] Once Upon a Time [ 1167 ] Sing a Song [ 1100 ]**

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 # : 23  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 5660  
Special Service : YES

# Alvernus

(A Free People)

Season : Summer

## 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

Location : @ 3729 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	104	120	0	0	0	0	1040
Current stores	0	312	0	0	0	0	0	-

Akhúlsa Location : @ 3825 in Shore/Plains Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	224	0	0	0	224	0	24	0
Current stores	0	0	0	0	224	0	0	-

Andakro Location : @ 0607 in Mountains Climate is Mild

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	0	40	0	0	0	-

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

Size : City	Fortifications : Tower	Loyalty : 83	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	2122	0	0	0	167	0	705	-

A small army bearing the banner of the Alvernus under Lord Barrow Wight is here.

A small army bearing the banner of the Alvernus under Warlord Carlin is here.

A small army bearing the banner of the Alvernus under Lord Faika is here.

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

Size : Camp	Fortifications : None	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	531	0	18	0
Current stores	606	0	0	0	0	0	28	-

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

Size : Major Town	Fortifications : Castle	Loyalty : 62	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	0	0	0	0	166	0	0	-

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

Drú Dôr Location : @ 0703 in Mountains Climate is Polar

Size : Village	Fortifications : None	Loyalty : 27	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	0	28	0	0	0	-

Foreign characters reported in the hex : **Criknrog.**

<b>Echiant</b>	Location : @ 2822 in Fens & Swamp Climate is Warm							
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	70	0	0	0	0	0
Current stores	0	0	0	0	0	0	0	-

<b>Gorgon</b>	Location : @ 0206 in Mixed Forest Climate is Mild							
Size : Village	Fortifications : Tower	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	770	295	0	0
Current stores	0	0	0	0	0	442	0	-

<b>Lirith Tol</b>	Location : @ 0507 in Mixed Forest Climate is Mild							
Size : Major Town	Fortifications : Tower	Loyalty : 77	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	162	0	0	-

Foreign characters reported in the hex : - **Al'leneluk - Anya the Red - Delta - Urdo Bloodtongue - Wojuruk -**

**Yozhurg - Zog u Grai.**

An army bearing the banner of the Alvernus under Lord Agbathû is here.

**An army bearing the banner of the Great Trollusk under Veteran Elosian is here.**

A small army bearing the banner of the Alvernus under Hero Erestor is here.

<b>Lisgardh</b>	Location : @ 0608 in Mountains Climate is Mild							
Size : Village	Fortifications : None	Loyalty : 19	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	528	0	64	0	0	0	-

<b>Melkor</b>	Location : @ 0306 in Shore/Plains Climate is Mild							
Size : Village	Fortifications : None	Loyalty : 56	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	0	0	0	0	583	0	0	-

<b>Mijesec</b>	Location : @ 0505 in Open Plains Climate is Mild							
Size : Camp	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	306	0	0	0	693	0	18	0
Current stores	0	0	0	0	0	0	0	-

<b>Northern Way</b>	Location : @ 0702 in Shore/Plains Climate is Polar							
Size : Camp	Fortifications : None	Loyalty : 42	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	0	0	0	0	50	0	0	-

<b>Nosebleed</b>	Location : @ 3624 in Mountains Climate is Mild							
Size : Camp	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	60	30	0	0	0	1000
Current stores	0	0	0	120	0	0	0	-

<b>Sanká</b>	Location : @ 0605 in Mountains Climate is Cool							
Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : YES			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	120	24	0	0	0	1300
Current stores	0	0	90	54	0	0	0	-

<b>Taverna</b>	Location : @ 3912 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	83	0	0	0	396	0	11	0
Current stores	0	0	0	0	396	0	0	-

**Tol Cirith** Location : @ 0408 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Tower Loyalty : 35 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 0 0 0 0 184 0 0 -  
 A small army bearing the banner of the Alvernus under Commander Carvedas is here.

**Zhantus** Location : @ 0307 in Mixed Forest Climate is Mild  
 Size : Town Fortifications : Tower Loyalty : 1 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 0 502 0 0 -

## ARMIES AND NAVIES

**Army Commander : Lord Agbathû** Location : @ 0507 in Mixed Forest Climate is Mild  
 Army morale : 25 Warships : 0 Transports : 0 (5) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 20 10 60 321 Heavy Cavalry  
 Eriadoran footmen w/spears 12 10 0 657 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.  
**An army bearing the banner of the Great Trollusk under Veteran Elosian is here.**  
 A small army bearing the banner of the Alvernus under Hero Erester is here.

**Army Commander : Lord Barrow Wight** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 22 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Eriadoran footmen w/spears 15 10 0 113 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The City/Tower of Baltus flying the flag of the Alvernus is here.  
 A small army bearing the banner of the Alvernus under Warlord Carlin is here.  
 A small army bearing the banner of the Alvernus under Lord Faika is here.

**Army Commander : Warlord Carlin** Location : @ 0207 in Mixed Forest Climate is Mild  
 Army morale : 77 Warships : 0 Transports : 0 (3) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Lesser Dúnadan horsemen w/broadswords 16 10 5 325 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 1  
 The City/Tower of Baltus flying the flag of the Alvernus is here.  
 A small army bearing the banner of the Alvernus under Lord Barrow Wight is here.  
 A small army bearing the banner of the Alvernus under Lord Faika is here.

**Army Commander : Commander Carvedas** Location : @ 0408 in Shore/Plains Climate is Mild

Army morale : 30 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		10	10	5	100	Heavy Cavalry
Eriadoran footmen w/spears		10	10	0	500	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1	Low Supplies !!				
War machines	0					

The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.

**Army Commander : Hero Erester** Location : @ 0507 in Mixed Forest Climate is Mild

Army morale : 28 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		15	10	0	475	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

Characters traveling with army : - Gwaihir Eagles.

The Major Town/Tower of Lirith Tol flying the flag of the Alvernus is here.

An army bearing the banner of the Alvernus under Lord Agbathû is here.

An army bearing the banner of the Great Trollusk under Veteran Elosian is here.

**Army Commander : Lord Faika** Location : @ 0207 in Mixed Forest Climate is Mild

Army morale : 37 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Lesser Dúnadan horsemen w/broadswords		12	10	60	270	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	968	Low Supplies !!				
War machines	0					

Characters traveling with army : - Kônebra - Lumban - Malendur - Moeskin - Moraiza.

The City/Tower of Baltus flying the flag of the Alvernus is here.

A small army bearing the banner of the Alvernus under Lord Barrow Wight is here.

A small army bearing the banner of the Alvernus under Warlord Carlin is here.

**Army Commander : Regent Llewi** Location : @ 0405 in Shore/Plains Climate is Mild

Army morale : 77 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Eriadoran footmen w/spears		15	10	0	191	Heavy Infantry
Eriadoran mercenaries w/shortswords		67	30	10	16	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	1108					
War machines	0					

The Major Town/Castle of Dire flying the flag of the Alvernus is here.

#### COMPANY COMMANDERS :

Veteran Iarless Location : @ 0604 Traveling with him are : JF Breau.

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	19045	24762	6991	203	310126	33170	5071
Purchase at market price/unit	2	2	5	69	2	2	6
Sell to market price/unit	1	1	3	36	1	1	3

**MISCELLANEOUS**

Maintenance Costs expected next turn are:		Totals for Nation:	Stores	Production
Armies/Navies :	14856	Leather	2728	1240
Pop Centers :	5000	Bronze	840	280
Characters :	35720	Steel	90	549
		Mithril	306	87
Total :	55576	Food	2434	4427
		Timber	442	495
Current Tax rate :	60%	Mounts	733	102
Revenue expected next turn :	36670 (-18906)			
Current Gold reserve :	7987			

No new characters available at this time

Ritual character terminations: 1

Ships have been left anchored at the following locations:

15 warships at hex 0408  
5 transports at hex 0408

You have the following double agents:

None

You have the following hostages:

Del Imat of the North Kingdom is held by Carlin at 0207 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Romoquenáro	Bow	7	No	None	COMBAT - Increases damage by 750 points.
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.
Wölor 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".
Wood-shadow	Cloak	210	Yes	None	Increases Stealth Rank by 15.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*The loyalty was influenced/reduced at Tol Cirith.*  
*The loyalty was influenced/reduced at Tol Cirith.*  
*The loyalty was influenced/reduced at Tol Cirith.*  
*The loyalty was influenced/reduced at Tol Cirith.*  
*There are rumors of an assassination attempt involving Niminor and Cappuccetto Rosso.*  
*There are rumors of a sabotage attempt involving Klú Relortin at Falassé.*  
*1 Food transported from the Tribes of Angmar to Northern Way.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 0308

In the Mild climate of the Open Plains of 0308, a conflict took place about midnight under an overcast sky.

At the head of a rebellious army rode **Lord Barrow Wight** of the nation of the Alvernus. 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
199 Eriadoran footmen w/spears	wooden	none	a mob

The Village of Barad Cirith flying the flag of the Great Trollusk is situated in the Open Plains here.

After the battle.... Barrow Wight's forces found no enemy armies to fight.

The battle for Barad Cirith was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Barrow Wight's army survived the attack on the Village, but suffered some losses. Barrow Wight appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Alvernus.

### Battle at 0206

In the Mild climate of the Mixed Forest of 0206, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a loud and exuberant army rode **Warlord Carlin** of the nation of the Alvernus. In his hands was borne the glowing Horn called Mothras. The mount on which he rode pranced mightily at the head of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
604 Lesser Dúnadan horsemen w/broadswords	wooden	none/leather	a mob

The Town of Gorgon flying the flag of the Great Trollusk is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Carlin's forces found no enemy armies to fight.

The attacking war machines let loose with a barrage of aerial missiles that were aimed at the fortifications but inflicted only minor damage before the actual ground assault! The battle for Gorgon was vicious and quick. Although the defending militia fought hard to stem the assault, they were outnumbered and eventually fell before the onslaught!

After the attack on the population center.... Carlin's army survived the attack on the Town, but suffered

some losses. Carlin appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village now flies the flag of the Alvernus.

#### Battle at 0605

In the Cool climate of the Mountains of 0605, a conflict took place in the early morning hours during a driving storm.

At the head of a highly energetic army rode **Regent Llew** of the nation of the Alvernus. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
355 Eriadoran footmen w/spears	wooden	none	a mob
30 Eriadoran mercenaries w/shortswords	bronze	leather	solid ranks

The Town of Sanká flying the flag of the Sheri-Urk is situated in the Mountains here.

After the battle.... Llew's forces found no enemy armies to fight.

The battle for Sanká was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Llew's army survived the attack on the Town, but suffered some losses. Llew appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the Alvernus.

### 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.....
Agbathû	408	HvInfan	400 ^ ^
Agbathû	850	MovArmy	sw ne ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Angus	685	StlArt	210
Angus	825	CstMvSp	314 2317
Barrow Wight	255	CptrPop	ch
Barrow Wight	860	ForcMar	w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carlin	255	CptrPop	ch
Carlin	860	ForcMar	se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Carvedas	408	HvInfan	500 ^ ^



Carvedas	860	ForcMar	se e e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Elendil	325	NatSell	st 100
Elendil	325	NatSell	ti 100
Elostirion	520	InfYour	
Elostirion	940	CstLoSp	436 bein
Erestor	555	CreCmp	^
Erestor	860	ForcMar	sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Faika	425	RtrTrps	^ ^ ^ ^ ^ 67
Faika	860	ForcMar	w sw w sw ^ ^ ^ ^ ^ ^ ^ ^ no
Iarless	690	StlGold	
Iarless	820	MovCmpy	0604
JF Breau	690	StlGold	
JF Breau	215	RfsPers	
Kônebra	940	CstLoSp	417 elosi
Kônebra	870	MovJoin	0207 faika
Llewi	255	CptrPop	ch
Llewi	850	MovArmy	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Lumban	870	MovJoin	0207 faika
Lumban	940	CstLoSp	412 71
Malendur	330	CstCjSp	510 ^
Malendur	947	NatTran	0207 le 91
Modulator	525	InfOthr	
Modulator	810	MovChar	2828
Moeskin	870	MovJoin	0207 faika
Moeskin	940	CstLoSp	430 demon
Moraiza	870	MovJoin	0207 faika
Moraiza	947	NatTran	0207 mo 91
Myrthrandir	710	PrenMgy	
Myrthrandir	940	CstLoSp	428 67
Soil Nûnaw	690	StlGold	
Soil Nûnaw	810	MovChar	2317
Transmitter	330	CstCjSp	508 ^
Transmitter	520	InfYour	

Agbath



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

Agbathû was located in the Mixed Forest at 0507.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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. Movement was stopped by non-(friendly/tolerant) forces.

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

Angus



Ranks : Command 0 Agent 82 (92) Emissary 0 Mage 30  
 Health 100 Stealth 0 (30) Challenge 86  
 Artifacts : #48 Rat Gauntlets #49 Helm of Shadow #171 Gildagor√  
 #210 Wood-shadow  
 Spells (+0) : #314 Teleport(79) #412 Research Artifact(86)  
 #418 Locate Artifact(85)

Angus was located in the Mountains at 4435.

He was ordered to steal an artifact. Wood-shadow #210 was stolen.

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

***He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Barrow Wight



Ranks : Command 58 Agent 68 Emissary 21 Mage 0  
 Health 100 Stealth 0 Challenge 73  
 Artifacts : None  
 Spells (+0) : None

Barrow Wight was located in the Open Plains at 0308.

He was ordered to capture the Village of Barad Cirith. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

Carlin



Ranks : Command 75 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 85  
 Artifacts : #43 Dagnirdraug #73 Mothras #184 Deepwood Bracelet  
 #194 Amulet of Sea Mastery  
 Spells (+0) : None

Carlin was located in the Mixed Forest at 0206.

He was ordered to capture the Town of Gorgon. See Combat Messages.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

***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 0207.

He was ordered to recruit some heavy infantry. 500 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 Shore/Plains at 0408. The Major Town/Tower of Tol Cirith flying the flag of the Alvernus is here.***

Elendil



Ranks : Command 0 Agent 0 Emissary 83 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

Elendil was located in the Mixed Forest at 0207.

He was ordered to have the nation sell to the caravans. 429 Steel were sold for 858 Gold.

He was ordered to have the nation sell to the caravans. 2715 Timber were sold for 5430 Gold.

***He is currently in the Mixed Forest at 0207. The City/Tower of Baltus flying the flag of the Alvernus is here.***

Elostirion



Ranks : Command 0 Agent 0 Emissary 89 Mage 40  
Health 100 Stealth 0 Challenge 54  
Artifacts : None

Spells (+0) : #314 Teleport(76) #414 Scry Hex(96) #415 Scry Area(84)  
#436 Scry Character(95)

Elostirion was located in the Shore/Plains at 0702.

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

He was ordered to cast a lore spell. Scry Character - Bein Com Woses retains the following title(s): Commander - Mystic. Artifacts held: None could be scryed.

Spells known: None could be scryed.

***He is currently in the Shore/Plains at 0702. The Camp of Northern Way flying the flag of the Alvernus is here.***

Erestor



Ranks : Command 29 Agent 0 Emissary 73 Mage 0  
Health 100 Stealth 0 Challenge 43  
Artifacts : None

Spells (+0) : None

Erestor was located in the Open Plains at 0505.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

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

Scouting was performed by the Gwaihir Eagles. A scout of the area was attempted.

Foreign armies identified: - Elosian of the Great Trollusk with about 1700 troops at 0507. See report below.

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

Faika



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

Spells (+0) : None

Faika was located in the Open Plains at 0505.

He was ordered to retire some troops. 67 Men-at-Arms were retired.

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

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

Iarless



Ranks : Command 13 Agent 59 Emissary 0 Mage 0  
 Health 100+ Stealth 0 Challenge 47  
 Artifacts : None  
 Spells (+0) : None

Iarless was located in the Mixed Forest at 0611.

He was ordered to steal the Gold. No Gold was found in the treasury at Blackbasin.

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

***He commands a company in the Mountains at 0604. The Village of Rómenya flying the flag of the Sheri-Urk is here.***

JF Breau



Ranks : Command 0 Agent 61 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None  
 Spells (+0) : None

JF Breau was located in the Mixed Forest at 0611.

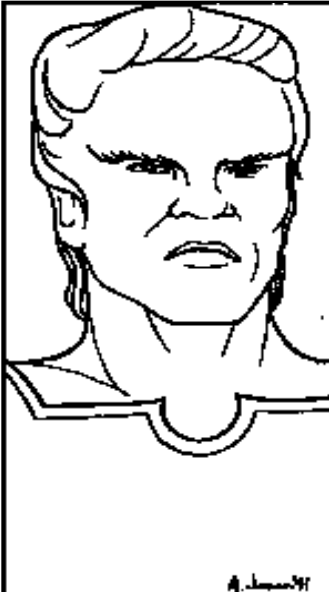
He was ordered to refuse all personal challenges.

He was ordered to steal the Gold. 456 Gold was stolen at Blackbasin.

He moved with the company to 0604.

***He is traveling with Iarless in the Mountains at 0604. The Village of Rómenya flying the flag of the Sheri-Urk is here.***

K nebra



Ranks : Command 0 Agent 0 Emissary 0 Mage 61  
 Health 94 Stealth 0 Challenge 76  
 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(88)  
 #414 Scry Hex(97) #417 Divine Characters w/Forces(94)  
 #419 Divine Nation Forces(74)

Kônebra was located in the Mountains at 0608.

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

He was ordered to cast a lore spell. Divine Characters w/Forces - Characters traveling with the army commanded by Elosian : None.

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

Llewi



Ranks : Command 67 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 67  
 Artifacts : None  
 Spells (+0) : None

Llewi was located in the Mountains at 0605.

He was ordered to capture the Town of Sanká. See Combat Messages.

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/Castle of Dire flying the flag of the Alvernus is here.***

Lumban



Ranks : Command 0 Agent 0 Emissary 0 Mage 51  
 Health 31 Stealth 0 Challenge 61  
 Artifacts : #7 Romoquenáro #16 Navorn√ #164 Wôlor Priest Ring  
 Spells (+0) : #102 Barriers(88) #218 Wall of Wind(59) #302 Long Stride(91)  
 #412 Research Artifact(100)

Lumban was located in the Mountains at 0607.

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

He was ordered to cast a lore spell. Research Artifact - Staff of Bronze #71 is a Staff - allegiance: None - increases Mage Rank by 20.

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

Malendur



Ranks : Command 0 Agent 0 Emissary 0 Mage 63 (73)  
 Health 98 Stealth 0 Challenge 113  
 Artifacts : #41 Silmaruth√ #154 The Black Book  
 Spells(+10) : #314 Teleport(81) #412 Research Artifact(96) #414 Scry Hex(77)  
 #418 Locate Artifact(83) #428 Locate Artifact True(63) #510 Conjure Food(84)

Malendur was located in the Open Plains at 0505.

He was ordered to cast a conjuring spell. Conjure Food was cast. 1575 Food was conjured.

He moved with the army to 0207.

He was ordered to have the nation transport by the caravans. 2073 Leather (+10%) transported to Baltus.

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

Modulator



Ranks : Command 0 Agent 0 Emissary 70 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Modulator was located in the Hills & Rough at 3231.

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

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

**He is currently in the Shore/Plains at 2828. The Village of Halenon flying the flag of the South Kingdom is here.**

Moeskin



Ranks : Command 56 Agent 0 Emissary 0 Mage 68 (78)  
 Health 100 Stealth 0 Challenge 102  
 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(86) #420 Reveal Character(70)  
 #422 Perceive Power(77) #428 Locate Artifact True(71)  
 #430 Reveal Character True(90)

Moeskin was located in the Open Plains at 0505.

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

He was ordered to cast a lore spell. Reveal Character True - Demon of Aglarond may be located in the Mountains at 1922.

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

Moraiza



Ranks : Command 72 (82) Agent 0 Emissary 0 Mage 44  
 Health 100+ Stealth 0 Challenge 133  
 Artifacts : #47 Dragon Helm of Dor-Lómin #103 Ringil√  
 Spells (+0) : #104 Resistances(100) #308 Capital Return(73)  
 #412 Research Artifact(100)

Moraiza was located in the Mountains at 0605.

He moved with the army to 0405.

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

He was ordered to have the nation transport by the caravans. 576 Mounts (+10%) transported to Baltus.

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

Myrthrandir



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

Spells (+0) : #314 Teleport(82) #412 Research Artifact(86)  
#416 Reveal Production(89) #418 Locate Artifact(89) #420 Reveal Character(90)  
#428 Locate Artifact True(90) #430 Reveal Character True(56)

Myrthrandir was located in the Shore/Plains at 0405.

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. Locate Artifact True - Tinculin #67 is located in the Coastal Waters at 1224.

**He is currently in the Shore/Plains at 0405. The Major Town/Castle of Dire flying the flag of the Alvernus is here.**

Soil N naw



Ranks : Command 0 Agent 70 Emissary 0 Mage 0  
Health 100 Stealth 0 Challenge 52  
Artifacts : None

Spells (+0) : None

Soil Nûnaw was located in the Shore/Plains at 2325.

He was ordered to steal the Gold. 1125 Gold was stolen at Novellond.

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

**He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.**

Transmitter



Ranks : Command 0 Agent 0 Emissary 72 Mage 60  
Health 100 Stealth 0 Challenge 69  
Artifacts : None

Spells (+0) : #314 Teleport(65) #412 Research Artifact(85)  
#413 Scry Population Center(85) #415 Scry Area(77) #418 Locate Artifact(85)  
#428 Locate Artifact True(75) #508 Conjure Mounts(91)

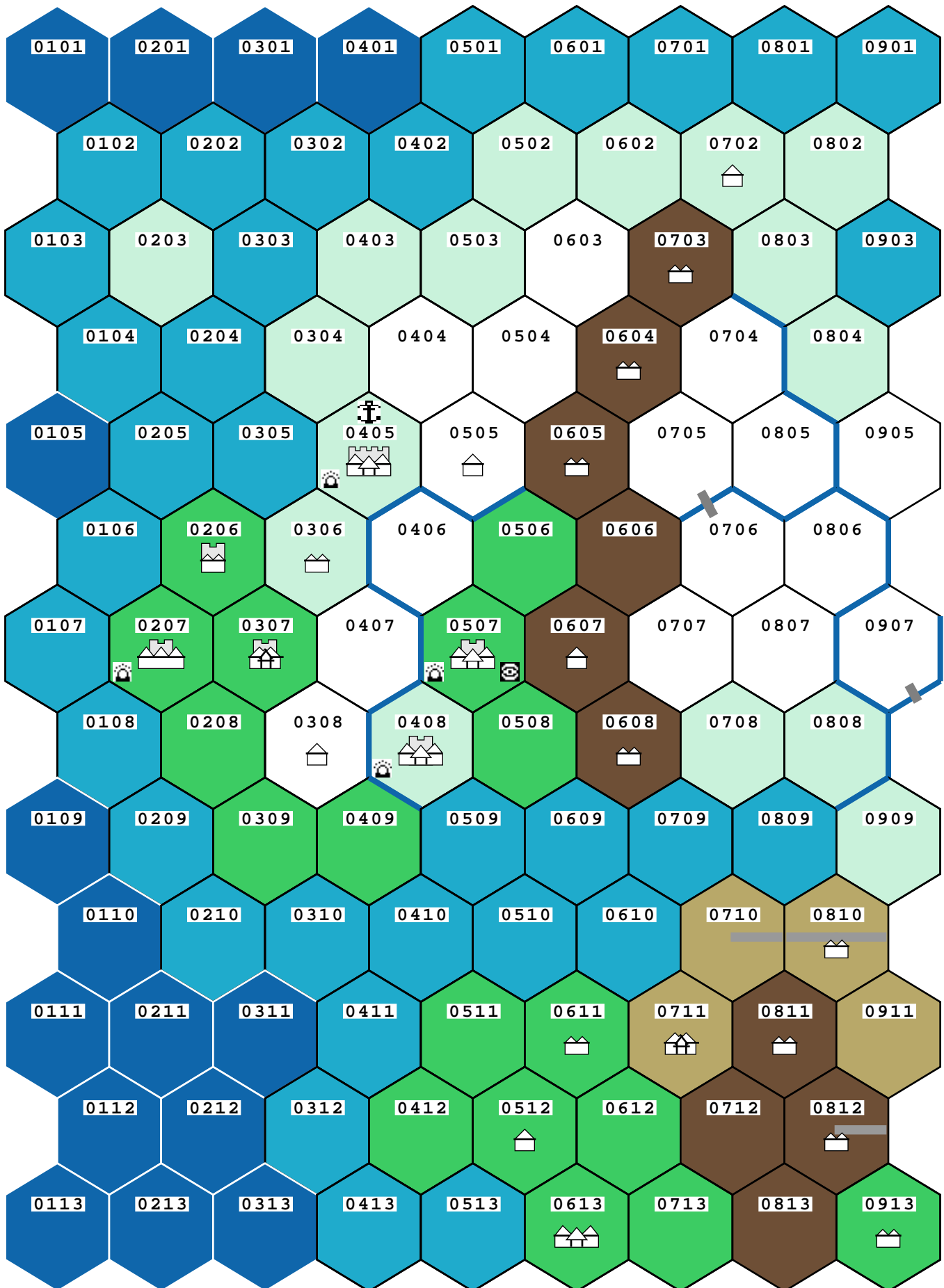
Transmitter was located in the Shore/Plains at 3912.

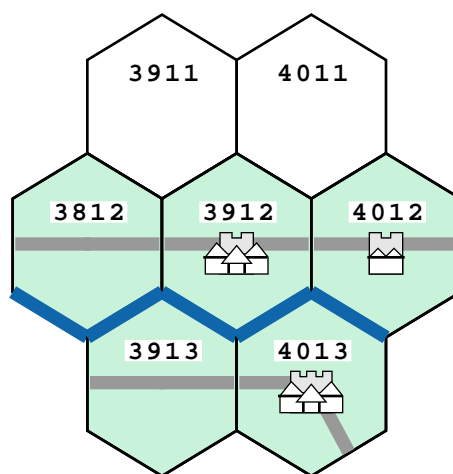
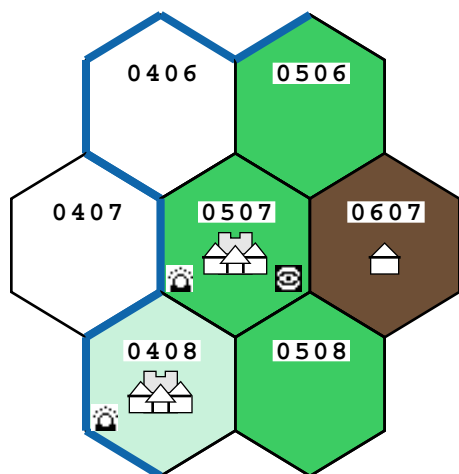
He was ordered to cast a conjuring spell. Conjure Mounts was cast. 300 Mounts were conjured.

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.**







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

Carlin (ID: carli) @ 0207 Command

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

Carvedas (ID: carve) @ 0408 Command Agent

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

Elendil (ID: elend) @ 0207 Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required		<hr/>				Required		<hr/>		
Information		<hr/>				Information		<hr/>		
		<hr/>						<hr/>		

**Elostirion** (ID: elost) @ 0702 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) @ 0604 Command Agent**

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

**JF Breau (ID: jf b) @ 0604 Agent**

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

**Kônebra (ID: koneb) @ 0207 Mage**

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

**Llewi (ID: llewi) @ 0405 Command**

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

**Lumban (ID: lumba) @ 0207 Mage**

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

**Malendur (ID: malen) @ 0207 Mage**

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

**Modulator (ID: modul) @ 2828 Emissary**

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

**Moeskin (ID: moesk) @ 0207 Command Mage**

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

**Moraiza (ID: morai) @ 0207 Command Mage**

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

**Myrthrandir (ID: myrth) @ 0405 Mage**

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

**Soil Nûnaw (ID: soil ) @ 2317 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			_____				
			_____								_____				